

Fremantle Volleyball Club Social Competition Rules

PLAYER BEHAVIOUR

Always remember that this is a social sport competition and we are all here to have fun!

Learn the rules, and play by them.

Be a good sport. Encourage everyone including your opposition, umpires, and team mates. Applaud all good plays whether they are made by your team or the opposition.

Treat all participants as you would want to be treated.

Cooperate with your captain, team-mates, opponents, umpires and the competition coordinator; without them there would be no competition.

Control your behaviour. Verbal or physical abuse of players, umpires or the competition coordinator will not be tolerated. If you disagree with a decision made by an umpire, ask your captain to approach the competition coordinator during the next break in play.

Respect the rights, dignity and worth of all participants regardless of their gender, ability, cultural background or religion.

Leave all competition areas tidy and free from litter or other mess.

Any breach of this code - or any other acts not previously referred to which are contrary to good sportsmanship - is regarded as a serious matter by Fremantle Volleyball Club. An offending person may be asked to leave the court for the remainder of the game, for a nominated number of weeks, or banned from all social sport competitions indefinitely. In addition, poor team behaviour may result in the removal of that entire team from all competitions for a nominated or indeterminate period of time

TEAM SIZE

a. A team shall consist of six (6) players on court with a maximum of 2 substitutes

b. The minimum team size before a forfeit is four (4) players.

c. A minimum of 2 of each gender is required on court at all times. If this requirement isn't fulfilled by the start of the game, a forfeit will result. If during the game this requirement is not able to be upheld due to injury, the game will be played out as normal with the players they have available.

UMPIRES

a. The umpire's decision is final.

b. Participants must discuss any issues with the umpire/s at the end of the set or at the end of the game. Discussion during the game will not be tolerated.

MATCH DURATION

a. All matches will be run during a 45 minute time slot.

b. A match consists of the best of three 15 minute sets

b. The game clock will start at the scheduled time, whether teams are ready or not.

c. If one team is ready on the court and the opposition are late, a point will be awarded to the team who are on court ready every minute until the opposition is on court. The maximum points that can be added is 9. At ten minutes a forfeit will be declared.

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RULES OF PLAY

- a. Serving – feet must be behind the line when completing the serve and no point should be touching. Ball may be served underhand or overhand.
- b. Scoring – Teams can win points on either team's service. So a point will be awarded on every serve.
- c. Rotation – Players have to rotate on their serve in a clockwise rotation, so when you win the point on the opposition's service you must rotate.
- d. Switching – switching between players will only be allowed between front court players once the served ball crosses the net. Upon rotating, you must switch back to keep the same order of rotation.
- e. Spiking – All players in the front court (three players at the net) are allowed to spike the ball. Back court players are allowed to spike the ball only if their jump starts from behind the 10 foot line (the line that bisects front court from back court).

f. Basic Rule Violations

Stepping on or over the line on a serve

Failure to serve the ball over the net properly

Hitting the ball illegally (carrying, throwing)

Touching the net with any part of the body while the ball is in play.

The ball may contact any part of your body and still be deemed a legal hit if the ball does not come to rest.

CHAMPIONSHIP SCORING

a. Championship points will be awarded as follows:

Win match - 2 points

Set wins - 2 points per set

Tied set - 1 point per set

Lose match - 1 point

Forfeit - 0 points

'No-show' Forfeit – (-1) point

Non-payment by due date - 0 points

b. If teams are tied on both championship points and set difference, then the head-to-head results between the teams will determine the final ladder positions.

DRAWN FINALS

In the case of drawn finals:

Play will continue in the third set until one team is 2 points in front.

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FORFEITS & FORFEIT SCORE

- a. The forfeiting team is to give the competition coordinator at least 3 hours of notice when registering a forfeit.
- b. Teams will be informed of forfeits by a phone call or text message to the team captain. It is the team captain's responsibility to inform the entire team of the forfeit.
- c. A forfeit will be declared 10 minutes after the scheduled start of play time where either team is unable to commence play.
- d. The team that is present shall be awarded full championship points and score 3-0 (25-0, 25-0, 25-0 sets) in their favour.
- e. Should the commencement of a match be delayed (up to 10 minutes) at no fault of either side (as determined by the umpire/s in consultation with the competition coordinator) the game shall be played with remaining time left.

UNIFORM REQUIREMENTS

A competitor must not use equipment that is dangerous to him/herself or another competitor (including any kind of jewellery).

Long or sharp fingernails are to be trimmed or taped.

All participating competitors are to be correctly attired in appropriate

Participants must wear shirts of similar colour, as chosen on their team nomination form

Appropriate footwear is required and must be worn at all times.

CAUTIONS & SENDING OFFS

For rough or dangerous play, persistent and/or deliberate breaking of the rules, misconduct or any other conduct which is considered inappropriate, the umpire may:

- a. Warn a player including the team captain
- b. Suspend a player (ask the player to stand off the court) for a specified time
- c. Order a player to leave the court and take no further part in the game
- d. In extreme circumstances, stop the game and ask the offending player to leave the venue.
- e. Any player sent from the court in the manner described in sub clauses b., c. and d. above cannot be replaced by another.

FIXTURES

- a. Fremantle Volleyball Club reserves the right to alter fixtures at any time. Teams will be notified at a minimum of 48 hours in advance if there is a major change in fixtures.
- b. Circumstances may arise if a team is not able to play, in which case the team on a bye may be called in.

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ELIGIBILITY OF PLAYERS

- a. The penalty for not including the names of players who are present and ready for play in the match is loss of all premiership points accrued for that match
- b. A player must play at least 3 games of the regular fixture to play in the semi-final and grand-final.
- c. A substitute player who is present and ready to play but does not actually participate in the match shall be considered a legal player.
- d. All substitute players must complete an individual nomination form in full before taking the court.

TEAM RESPONSIBILITIES

- a. The team will be held responsible for the conduct of its members and spectators. Further, teams are expected to conduct themselves in keeping with the ethos of participation, enjoyment and healthy competition. Spectators can be asked to leave the venue at the umpire/s and/or Fremantle Volleyball Club's and/or LeisureFit Melville's discretion. In these circumstances the game can be called off at the discretion of the same parties, and the game can be considered a forfeit.
- b. Any player/spectator deemed under the influence of drugs and/or alcohol shall be denied entry to the venue and will be subjected to report. In addition, any player/spectator that does not leave the venue when asked can cause the game to be cancelled. In the above circumstances security will be called to assist.
- c. The team captain will be responsible for the finalised score of each game and will be required to sign off on the final score sheet.

TEAM CAPTAIN RESPONSIBILITIES

- a. Ensure that all team members have been included on the nomination form for the team.
- b. Pay game fees in full on game day.
- c. Inform the rest of the team of game times each week and forfeits.