



WESTERN REGION VOLLEYBALL TOURNAMENTS: GENERAL CONDITIONS

1. UNIFORMS

- 1.1. All players in a team are encouraged to wear a numbered uniform; this assists with team identity and scoring.
- 1.2. Caps are prohibited but headbands and bandannas securely attached are permitted.

2. PLAYING TIMES

- 2.1. Round matches will be time limited. Schedule starting and finishing times will be as per the draw.
- 2.2. The rostered teams may use any remaining allotted time for practice.

3. LATE STARTS

- 3.1. If one or both teams do not have at least five players ready to play on the court at the scheduled starting time, they will forfeit two points every minute they are late. After ten minutes the match will be forfeited at a score of two straight sets to the team that is present.
- 3.2. If neither team has five players present ten minutes after the scheduled starting time, the match will be abandoned.

4. MINIMUM NUMBER OF PLAYERS

- 4.1. Teams should have a minimum of six players, however a minimum number of five players will be allowed to start and play a match.
- 4.2. Teams playing with five players will automatically forfeit the serve and a point when the "blank" position rotates to the service position, otherwise no other penalty will be incurred. The "blank" will be recorded as position six in the starting line up on the scoresheet.

5. LIBERO

- 5.1. The libero may be nominated per set of each match and should wear a different colour top or bib.

6. DECIDING FACTOR IN A MATCH

- 6.1. Matches are decided by two out of three advantage sets. The first two sets are 25-point, the third set being a 15-point tiebreak set. Failing this, sets won are the deciding factor.
- 6.2. If a set is unfinished, then the set is awarded to the team leading by two or more points, providing the leading team has reached at least 13 points (or 8 in the third set), all points scored will count towards point percentage.
- 6.3. IF THE MATCH ENDS WITH EACH TEAM HAVING WON A SET, THE WIN IS AWARDED TO THE TEAM WITH THE MOST TOTAL POINTS FOR THE MATCH.**
- 6.4. Ladder points shall be awarded at 3 points per win, 2 points per draw, 1 point per loss and 0 points per forfeit.



6. DECIDING FACTOR IN A MATCH (continued)

- 6.5. Percentage will be calculated first on sets won against sets lost. If teams cannot be separated by this method, points won against points lost will be used to calculate percentage.
- 6.6. The ball is immediately dead as soon as the siren sounds and no more points will be awarded.
- 6.7. A maximum of one-minute optional rest time between sets and no rest time during the last **two** minutes of a time limit game.
- 6.8. No time outs during the last **two** minutes.

7. DUTY OFFICIALS: - 1st Referee, 2nd Referee and Scorer.

- 7.1. Duty teams (as nominated on the draw) are to supply a minimum of 1st Referee, 2nd Referee and Scorer.
They must be in attendance prior to the scheduled starting time of the rostered game.
(The ideal is to have a second scorer and two lines persons as well.)
- 7.2. When a duty team is short of the required number of officials at the **scheduled starting time** of a game, then a fine of one tournament ladder point may be imposed for each official missing, up to a total of three points.

The offence must be written on the score sheet and signed by the two playing captains.

8. JUNIOR DEVELOPMENT TEAMS

- 8.1. The usual adult competition expectations may be relaxed slightly to accommodate developing junior teams.
- 8.2. A supervising adult must be present for the entire time a junior team performs its duty requirement.
- 8.3. The supervising adult must wear a distinguishing sash provided while the junior team does duty.

9. ADJACENT COURT

- 9.1. If a ball comes onto the playing area from an adjacent court, the referee will stop play and order a replay.
- 9.2. If the ball touches or crosses the line of a dividing net, it is to be signalled "out" by the referee.
- 9.3. If a person playing the ball touches the **dividing net** before, during or after the action of playing the ball, it is a fault against that person.
- 9.4. If the ball is touched by a player standing above the level of the court (eg: on the grand stand) or in contact with an object (eg: wall, referee stand, benches, etc.), it is a fault.

9.2, 9.3 and 9.4 are to avoid intrusion into adjoining courts for the safety of players, substitutes or spectators and protection of equipment.