



## Junior State League U/17 Competition Western Conference

**Matches will be conducted under the Official Volleyball Rules of the Australian Volleyball Federation, except as modified below.**

### **1 BASIC RESPONSIBILITIES**

- 1.1 Players must know the Official Volleyball Rules and abide by them.
- 1.2 Players must accept the referee's decision with sportsmanlike conduct, without disputing him/her. In case of doubt, clarification may be requested through the team captain.
- 1.3 A team captain must be nominated. Prior to the match, the team captain must complete and sign the scoresheet and represent his/her team in the toss.

At the end of the match the team captain needs to sign the scoresheet to confirm the outcome.

- 1.4 It is expected that each team will have six (6) players on Court at all time. Up to twelve players can be nominated on the scoresheet. A Team will not be penalised if they have only four (4) players on court as we wish to ensure that all scheduled games proceed. If a team has less than four (4) players they will forfeit the game.
- 1.5 WRV will at all times endeavour to appoint a Referee for each game. The first named team on the draw is required to assist the Referee by fulfilling the match scoring duties if required. Please consult with the Match Referee, or Chief Referee, if you need assistance.

### **2 SCORING SYSTEM**

#### **2.1 CHAMPIONSHIP POINTS**

- 2.1.1 Championship points will be allocated on the basis of:

Sets Win: 4 points

Points Win: 3 points (i.e. sets are equal but one team has more points)

Draw: 2 points (sets and points equal)

Points Loss: 1 point

Sets Loss: 0 point

Forfeit: -2 and 0-3, 0-75

- 2.1.2 Positions of all teams on the Championship ladder will be determined by **Championship points** in the first instance, by sets percentage in the second instance and by point's percentage in the third instance.
- 2.1.3 Sets percentage will be calculated on the basis of the progressive totals of sets scored FOR divided by sets scored AGAINST. Points percentage will be calculated on the basis of the progressive totals of points scored FOR divided by points scored AGAINST and will include points scored in unfinished sets.
- 2.1.4 In the case of a forfeit/disqualification, the winning team shall be awarded 3 - 0 sets and 75 - 0 points

## 2.2 TO WIN A MATCH

2.2.1 A team will be awarded a "Sets Win" where they score more complete sets than the opposition, who will get a "Sets Loss". In the case of equal sets, the team that has won more points will be awarded a "Points Win" and the other team a "Points Loss". In the case where both sets and points are equal, the match will be declared a "Draw".

2.2.2 In the case of a 2-2 tie the deciding set (5th) is played as a tie-break with the rally-point system. (Rule 2.4 below)

## 2.3 TO WIN A SET

A set is won by the team that first scores 25 points in sets 1 to 4 with a minimum lead of two points. In the case of a 24-24 tie, play is continued until a two-point lead is reached (26-24, 27-25). There is no point limit. In the 5<sup>th</sup> set a team that reaches 15 points with an advantage of 2 points wins the fifth set and the match.

If time runs out with a set in progress then that set will be counted as won if a team has scored 15 points with a lead of two points, or 8 points in the 5<sup>th</sup> set.

All points scored are counted towards points ratios regardless of whether the set is considered complete or not.

## 3 FORFEITS

3.1 A team that, without justifiable reason, does not appear on the court at the appointed time as shown on the fixture forfeits the first set. If the team is still not ready to play 15 minutes after the appointed time, the second set is also forfeited. If the team is still not ready to play 30 minutes after the appointed time, the match is forfeited with the result 0-3 for the match and 0-25 for each set.

3.2 The match will be forfeited and the team will be credited with (-4) points and charged the match fee.

## 4 MATCH DETAILS

4.1 Matches are 60 minutes in length. Game time is 50 minutes with a 10 minute warm up.

4.2 Finishing times will be signified by the sounding of a siren operated by the Chief Referee, or a whistle from the Referee, and the ball will be considered dead immediately the siren sounds or the whistle is blown.

4.3 No time-outs will be permitted in the last five minutes of matches.

4.4 The interval between sets is limited to a maximum of one minute in all matches. However, if both captains request an immediate resumption of play, this will be granted by the Referee.

## 5 TEAM AND PLAYER ELIGIBILITY

5.1 Before taking part in any match, all players must be registered with VVI.

5.2 This is an Under 17 Competition.

## 6 FINALS

Week 1	Semi 1: 1 <sup>st</sup> v 4 <sup>th</sup> & Semi 2: 2 <sup>nd</sup> v 3 <sup>rd</sup>
Week 2	Grand Final – Winner Semi 1 v Winner Semi 2

6.1 To be eligible to play in any final a player must play a minimum of four (4) matches during the season with the team concerned.

6.2 All finals matches will be played with no time limit.

## **7 PROTESTS**

Protests are to be resolved immediately by the WRV chief referee. Their decision is final and no further correspondence will be entered into.

## **8. NET HEIGHTS**

The following Net Heights apply for all JSL games

Boys:	2.35 metres
Girls:	2.15 metres

## **9. UNIFORMS**

All teams are expected to play in team uniform. This uniform shall include individually numbered tops (front and back) and uniform shorts. Teams without a uniform will be allowed to play, however, they will not be eligible to represent the Western conference in the inter-conference finals.

## **10. MATCH TIMES AND WARM UPS**

The official warm-up time of 10 minutes, during which spiking and serving is permitted, will take place before the start of the match.

The official warm-up shall be timed to conclude approximately before the scheduled start time.

The whistle for the first serve of the match should be blown at the Official Start Time.

## **11. MATCH COSTS**

Option 1: A match will cost each team \$30.

Each team must supply one official each, one to be referee, the other to score.

Option 2: Each match will cost each team \$35.

WRV will supply a qualified referee who will also perform the scoring duties.

Teams must select which option they prefer before they commence the season.