



GRIFFITH SPORT - SOCIAL SPORT COMPETITION

Competition Rules – Indoor Volleyball

All players are responsible for reading and understanding the rules contained herein. If there are any rules that are not clear please discuss these with the referee or the social sport convenor prior to the commencement of the game or at half time. Due to the time constraints of this competition the referees will have limited capacity to clarify rules or rulings during the game. Further assistance can be sort at any time from the Social Sport Convenor. All participants are also required to read and understand the **Griffith Social Sport Terms and Conditions** which contain information regarding uniforms, eligibility, wet weather, injury insurance and more.

Unless otherwise stated in these rules, normal volleyball rules apply as outlined by the Federation Internationale de Volleyball (FIVB) Official Volleyball Rules 2021 - 2024. All rules are open to the interpretation of the referee and their decision is final.

RULE 1: Team Composition & Player Requirements

- a) A team may have a maximum squad of twelve (12) players.
- b) Six (6) players are allowed on the court at one time.
- c) In **mixed** competitions a maximum of three (3) males can be on the field at any time.
 - i. Less than three (3) male players can be present on the court at any one time.
 - ii. There is no limit on the maximum number of female players that can be present on the field at one time so long as it does not exceed six (6).
- d) Four (4) players is the minimum number of players that a team can have without a forfeit resulting.
- e) In the event that the above rules (1a – 1d) are broken 1 point and service will be awarded to the non-offending team at the time the offence is identified.
- f) All teams must adhere to the Uniform requirements set out in the **Griffith Social Sport Terms and Conditions**, breaches of this will result in playing points penalty imposed at the start of the match.
- g) All players wishing to take the court must be registered with the team they are playing for and must have signed the score sheet prior to taking to the court.
 - i. Teams that participated in a match with ineligible players will be deducted one (1) competition point.
 - ii. Teams that participate in a finals match with ineligible players will be disqualified.

RULE 2: Interchange

- a) Substitutions can only be made into a server position.
- b) Substitutions can only occur when server possession has been won.
- c) There is no limit to the amount of substitutions per game.

RULE 3: Game Duration

- a) Each match will consist of 3 games played to 25 points (teams must win by two (2) clear points).
- b) There is 45 minutes allotted in each match for the 3 games to be played.
- c) If time expires during a game then play will finish and a winner will be declared so long as they are two (2) points ahead of the opposing team.
- d) The match will be deemed a draw if time expires and the follow situations have occurred.
 - i) Less than two games have been fully completed. (Either team has reached 25 points and won by two (2) clear points in each of the first two (2) games)
 - ii) It is the 3rd game and each team have won a previous game but neither is two (2) points ahead of the opposing team when the siren goes off.
 - iii) In either of the scenarios the match score will be recorded as one (1) – one (1))
- e) A match can finish within the 45 minute time period so long as the previous conditions have been met.

RULE 4: Game Commencement

- a) Teams should arrive 15 minutes prior to the commencement of their match to allow for smooth transition of games.
- b) Any teams that are not ready to commence play with a minimum of 4 appropriate players (Rule 1), ten (10) minutes after the scheduled start time of match will incur a 0-25 forfeit loss for each game.
 - i. The game may go ahead after 10 minutes; however the 0-25 loss will stand regardless of the actual score.
- c) In all circumstances the game must finish at the scheduled time.

RULE 5: Sport Specific Rules

- a) Starting the Game/Service
 - i) Service of the first game will be determined by a coin toss. The team that did not serve first will serve second. The team that served in the first game will serve to start the third.
 - ii) Service will begin when the umpire blows the whistle.
 - iii) Service may be either underhand or overhand with either a closed or open hand.
 - iv) A served ball must pass over the net (and can hit the net) as long as it lands within the court lines. These serves are called "let serves."
 - v) A served ball may not be blocked or attacked by the receiving team.
 - vi) Points can only be scored by the serving team (exception: rally scoring)
 - vii) The server will continue to serve until the umpire declares that possession has been lost
- b) Playing the game
 - i) When a team is awarded the serve, the team must rotate one place **clockwise**.
 - ii) A ball hit into the net, other than a serve, may be recovered provided a player does not make contact with the net or their foot fully crosses the centre line.
 - iii) A player may not touch the ball twice in succession
 - (1) Unless the initial contact is a block.
 - (2) Unless the ball is returned over the net by another player immediately after the ball touches the body of a person twice in succession.
 - iv) A team must return the ball across the net with three (3) or fewer contacts. A block does not count as contact.
 - v) When the ball lands on the boundary line this is considered in. It is legal for a player to run out of the court to play the ball.
- c) Fouls/Violations
 - i) The ball is held, thrown or pushed.
 - ii) A team contacts the ball more than three times consecutively. Except when the first contact is the result of a block.
 - iii) A ball touches the body of a person twice in succession and the ball isn't returned over the net by another player immediately after the double contact occurred.
 - iv) Players are out of position at service.
 - v) A ball is illegally served.
 - vi) An illegal block occurs.
 - vii) A player enters a non-playing area to play the ball.
 - viii) A player touches the net or antenna.
 - ix) A player attacks the ball above the opponent court or steps in an opponent's court
 - x) A player reaches under the net and touches either the ball or the opponent.
 - xi) A ball lands outside a court or strikes an object.
 - xii) A ball is played by a player being supported by a teammate.
 - xiii) **If the umpire calls a foul, the serving team will lose serve and the ball will be given to the other team for them to begin play.**

RULE 6 – Penalties/Send Offs

- a) Referees have the right to warn, ask to leave or eject from the area any player or spectator whom they feel is bringing the game to disrepute.
- b) During the game, the referee has the option of using 2 disciplinary cards – yellow and red. If a player receives a red card, that player is immediately expelled from the game. No substitute player is allowed to replace a player who is sent off in the game in which a red card is issued.
- c) This competition is social. Any rough play, abusive language, backchat or challenge to the referee's authority etc. will not be tolerated. Team captains must take responsibility for their team and ensure all matches are contested in the spirit of the game and all participants and spectators adhere to Griffith Sport Code of Conduct.
 - i. Rough play includes any form of aggressive behaviour and any other act or omission that, in the referees opinion, places the safety of players at risk.

In most instances the following procedure will apply for the above infringements.

- a) **Forced Substitution**
 - i. The match referee is entitled to send off any player at any stage for any reason and for any period of time if they feel it necessary to do so for player safety or their ability to effectively control the game.
 - ii. The decision regarding whether and when this player can be replaced with a substitute during this time is at the discretion of the referee.
 - iii. A player does not need to be given a yellow or a red card by the referee to be sent off or substituted in this manner.
- b) **Yellow Card**
 - i. The match referee informs the individual that a Yellow Card has been given.
 - ii. The referee may send off a player who receives a yellow card for a period of time.
 - iii. The decision regarding whether this player can be replaced with a substitute during this time is at the discretion of the referee.
- c) **Red Card**
 - i. The match referee informs the individual that a Red Card has been given.
 1. This can be a direct red card or as a result from the same individual receiving additional yellow cards within the same match.
 - ii. An individual who receives a red card is automatically dismissed from the current game and next scheduled game for the team.
 - iii. No substitute player is allowed to replace a player who is sent off in the game in which this dismissal occurred.
 - iv. The player awarded the red card must give their name to the referee who will record it on the scorecard and pass it onto the Social Sport Convenor.
 - v. After providing the referee with their name the player must leave the field immediately and is not allowed to play for the rest of the match, as well as the following scheduled match for their team.
 1. If a player receives a red card the week before or during finals matches this rule still applies, no lenience allowed.
- d) Additional sanctions & suspensions can be applied to players, spectators or teams in accordance with the **Social Sport Disciplinary Guidelines** for breaches of the rules of the game or failure to adhere to the Griffith Sport Code of Conduct.

RULE 7: Points

Points are awarded in matches as follows:

- Win - 3 Points
- Bye - 3 Points
- Draw - 2 Points
- Loss - 1 Point
- Late Forfeit - 1 Points

At the end of round matches overall standings will be determined in the following order:

1. Highest competition points
2. Highest goal difference
3. Most goals for
4. The victorious team from the most recent round match encounter between 2 teams

RULE 8: Finals

- a) Teams must win by each game by two (2) clear points: Examples of winning scores are 25-23 or 26-24.
- b) All 3 games must be played to a completed result as outlined in the above rule.
- c) Matches will go into overtime to allow for the completion of any match that has not had 3 games fully completed.

