

## **GRIFFITH SPORT - SOCIAL SPORT COMPETITION**

### **Competition Rules – Indoor Volleyball**

All players are responsible for reading and understanding the rules contained herein. If any rules are unclear, 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 in which case further assistance can be sought from the Social Sport Convenor. All participants are 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](#). 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 12 players.
- b) Six (6) players are allowed on the court at any one time.
- c) In **mixed** competitions a maximum of three (3) males can be on the court at any one time. There is no minimum number of males required
  - i. There is no limit on the maximum number of female players that can be present on the court at one time so long as it does not exceed six (6).
- d) Four (4) players are the minimum number of players required for a team to avoid a forfeit. Teams may commence games with four (4) players provided 1c) is satisfied.
- e) In the event any of 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](#). Uniform breaches will result in a competition point penalty imposed at the end 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 participate 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: Substitutions**

- a) Games run with unlimited substitutions.
- b) Substitutions can only be made into the service position.
- c) Substitutions can only occur when a team wins service possession.

#### **RULE 3: Game Duration**

- a) Each match will consist of three (3) games played to 25 points.
- a) Each game must be won by two (2) clear points. Examples of winning scores are 25-23 or 26-24.
- b) 45-minutes is the time allotted for a match.
- c) If time expires during a game, a team can win that game, 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 following situations have occurred.

- i) Less than two (2) games have been fully completed (neither team has reached 25 points and won by two (2) clear points in each of the first two (2) games).
- ii) It is the 3<sup>rd</sup> 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 winner can be declared within the 45 minute period. At this time official play ceases. Unofficial play can continue for the remainder of the time allotted.

#### **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 team that is not ready to commence play with a minimum of four (4) eligible 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.

#### **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 their whistle.
  - iii) Service may be either underhand or overhand with either a closed or open hand.
  - iv) A served ball can 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 cannot be blocked or attacked by the receiving team.
  - vi) Rally serving points can be scored regardless of which team serves.
- b) Playing the game
  - i) When a team wins service, they must rotate one place clockwise.
  - ii) A ball hit into the net other than a serve, may be recovered provided a player does not contact the net or have their foot fully across the centre line.
  - iii) A player may only touch the ball twice in succession if the initial contact is a block.
  - iv) A team must return the ball across the net in 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.
  - vi) 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 as determined the referee.
  - ii) A team contacts the ball more than three (3) 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 player's full foot passes over the centre line and lands in the opposing team's side of the court.
- xii) A ball lands outside a court or strikes an object.
- xiii) A ball is played by a player being supported by a teammate.
- xiv) 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 of the next point

#### **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 believe is bringing the game into disrepute.
- b) During the game, the referee has the option of using two (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 etc. to the referee's authority 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 the Griffith Sport Code of Conduct.
  - i. Rough play includes any form of aggressive behaviour and any other act or omission that, in the referee's 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 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.
  - 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. The issuing of a red card can be direct 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 the next scheduled game for the team. This includes when the card is received the week before or during a finals match.
  - iii. A player awarded a red card must give their name to the referee, who will record it on the scorecard and pass it onto the Social Sport Convenor.
  - iv. After providing the referee with their name the player must leave the court immediately.
- d) Additional sanctions and suspensions can be applied to players, spectators or teams in accordance with the **Griffith Sport Disciplinary Regulations** for breaches of the rules of the game or failure to adhere to the **Griffith Sport Pride Code of Behaviour**.

#### **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 Point

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) In finals matches, two games must be won by a team to allow for a result.
- b) Finals matches will not be time-limited and will go into overtime to allow a winner to be determined.



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