



CCVC Social Competition rules

(Current as at Tuesday 18 January 2022)

The Central Coast Volleyball Club (CCVC) social competition rules are an adaptation of the [FIVB Official Volleyball Rules 2021-2024](#) to cater for the social nature of the competition. Where there is an overlap, the rules in this document take precedence. **The competition committee also reserves to the right to make reasonable adjustments to the competition because of the impacts of Covid-19. Such discretion will be used on a case-by-case basis.**

Pre-Game

- All players participating in the match must be registered with Volleyball NSW and Central Coast Volleyball Club. If a team fields an unregistered player, a forfeit may be declared (subject to the discretion of the Competition Committee).
- Players need to sign-on prior to taking the court. It is the captain's responsibility to ensure this occurs so the duty officials know which players are taking part.
- The first 10 minutes of the hour time slot are the pre-game and the following will occur
 - 4 minutes warm-up (passing)
 - 4 minutes spiking lines (half from position 4, half from position 2). Middle spikes may be hit however it is the responsibility to be careful and mindful of the other team.
 - 1 minute serving
 - 1 minute to get into rotation and be ready for the first serve.
- Both teams need to take care during the warm-up that when spiking they do not hit towards the opponent's spiking line-up:
 - Should a player spike a ball and it contacts an opponent, the player will receive a warning for aggressive conduct and may it result in a penalty (loss of serve, point to opponent).
 - A spike that is hit in the direction of a player and does not contact a player can still be deemed dangerous by the first referee and may result in a penalty.
- Both teams should be on the court ready to play the first point 10 minutes after the start time.
- If an **A grade team** fails to be ready at this time:
 - the referee should issue a delay warning to that team.
 - any further unnecessary delays caused by the offending team in the match will result in a delay penalty (a point and service to the opponent)

The Match

- The match will be 50 minutes long, best of 5 sets. For Semi-Finals, it will be best of 5 sets timed and Grand Final will be best of 5 sets untimed.
 - For **A Grade**, the match will be 60 minutes long

- To win a set, a team must reach 25 with a minimum advantage of 2 points. Should the score reach 24-24, a team must be leading by 2 to win the set.
- For a set to count, a team must reach at least 10 points.
- Should there be a tie in sets won, the team with the most points will be awarded the win. In the event of equal points won, the match will be declared a draw.
- A team is awarded 4 'table points' for a win, 2 'table points' for a draw, 1 'table point' for a loss and -1 for a forfeit.
- Time between sets is 2 minutes.
- If an **A grade team** is not on the court ready to play within 2 minutes of the end of the previous set:
 - the referee should issue a delay warning to that team.
 - any further unnecessary delays caused by the offending team in the match will result in a delay penalty (a point and service to the opponent). If the offending team has already received a delay warning, a delay penalty occurs.
- A team must have a minimum of 5 players to field a legitimate team; 4 of these players must be registered under this team. Failure to meet this will result in a forfeit.
- In **A Grade**, if a team is playing with 5:
 - The "Ghost Player" rule will be in effect where a "Ghost" will be in the rotation. When the rotation reaches where the "Ghost" is to serve, the opponent will be awarded a point.
- The maximum male players are as follows:
 - For **A Grade teams**, there is a maximum of 5 male players on the court. If the team does not have at least 1 female player, they can opt to play with 5 and be subject to the "Ghost Player" rule (see above) or seek a female replacement per the rules below.
 - For **B & C Grade teams**, there is a maximum of 5 male players on the court in the game. This means to field 6 players, at least 1 female player must be on the court.
- Teams may seek replacements when they have 4 or 5 players as follows:
 - For **A Grade teams**, they can seek replacements from B Grade and C Grade players.
 - For **B Grade teams**, they can seek replacements from B Grade and C Grade players.
 - For **C Grade teams**, they can seek replacements from C Grade players. If there are no available C Grade players to fill-in, the competition committee may grant an exemption for a B Grade player to fill-in.
- The "Playing area" is deemed to be the two 9x9 halves of the court, the distance between the base line and the back walls, the distance between the sideline and the closest wall. Should the ball travel onto the space of another court, it is deemed to be out of bounds and the point will be awarded against the team that last touched the ball.
- Time-outs may be requested by the team captain and will last no more than 30 seconds.
- A team may be request two time-outs pers set.
- Time-outs cannot be requested in the last 5 minutes of the hour timeslot for timed matches.
- In **A Grade**:
 - During a set, a team with more than 6 players may use substitutes (that is, players registered from their own team). For non-libero swaps, the player is who replaced (subbed off) can only return (sub back on) to the court by replacing the position they were substituted off for. An exemption may be granted to this rule where a player is injured.

- attempts to circumvent the above rule may result in a penalty (point and service to the opponent) for unsportsmanlike conduct should the duty officials deem it appropriate.

Uniform Policy

- The uniform policy put in place by the competition committee aims to balance the need between making the game easy to officiate for the duty team and keeping the costs down for players.
- Matching colours is encouraged however is not mandatory for a team. The main requirement is that the shirt a player wears MUST have a unique number on at least the front of the shirt. This is so that the duty team can identify players for the reasons of rotation and infringements.
- Whilst this policy is ideally implemented in week 1 of the first comp, there will be some flexibility in the first competition however from second competition 2022 onwards there may be table point penalties imposed for failing to follow this rule. This will be at the discretion of the competition committee.
- Please note that shirts need to be free of offensive material. What is deemed to be offensive is at the final discretion of the competition committee. Wearing clothing that contains offensive material may be deemed by the Competition Committee to be a breach of the Code of Conduct and sanctioned accordingly.

Duty Responsibilities

- Fulfilling duties assigned to teams is considered an important part of upholding the communal spirit of a local social competition. By fulfilling duties, teams help keep down the cost of the competition by limiting the need for players to pay for duty officials. CCVC treats duties as part of playing a game and the rules reflect the significance of fulfilling duty.
- It is important that the team performing duty is free from distractions so they can concentrate on performing their duty properly. To ensure this:
 - Players doing duty must not wear headphones or talk to people who are not a part of the duty team.
 - People who are not on the duty team should not talk to and/or distract the duty team.
- In most instances, the duty team should provide six people to fulfill the duties as follows:
 - 1 First Referee
 - 1 Second Referee
 - 2 Line Judges
 - 1 Scorer
 - 1 Assistant Scorer (who may also be needed for auxiliary duties such as sanitising the balls, wiping the court clean where moisture appears etc)
- The Club understands that sometimes the duty team may not be able to fulfill all six duty slots and where this is the case, duties will be reduced in the following order: Assistant Scorer, Line Judge.

- If a team does not provide at minimum a First Referee, Second Referee and Scorer they will be penalised for each duty position that they do not fulfil to a maximum of 3 table points.
- At the start of the season **A Grade teams**:
 - Must nominate at least 4 players in the team who have their VA Level 1 Refereeing qualification or demonstrate the equivalent knowledge of this qualification and will be able to be a First and Second Referee.
 - If a team does not have at least 4 players nominated for the above, the Club is happy to work with a team to ensure they can meet this requirement.
 - Will be required to pay a \$100 duty bond at the start of the season to cover any times that team is unable to provide a suitably qualified First Referee. If a team is unable to provide a suitably qualified First Referee from their own registered team, \$50 will be deducted from the bond. The remaining bond will be refunded to the team at the end of the season and should the bond be exhausted, another bond may be requested by the Competition Committee.

Forfeit Policy

- The Forfeit Policy is designed by the Competition Committee to incentivise teams to avoid forfeits and where they need to forfeit, communicate this to the competition committee as soon as possible.
- As advised in the “Pre-Game” section of this document, a team that forfeits a match will incur a penalty of one table point. This may be on top of a table point penalty imposed for failing to fulfill duty roles.
- Where a team will forfeit, it is important that the team notifies the competition committee (via email to comp.cvc@gmail.com) as soon as possible. This is so we can organise a replacement match for the opponent of the forfeiting team. If an email is not received by the email address listed above, it is considered that the team has **not** notified the competition committee.
- The forfeit policy for **A Grade teams** is as follows:
 - When a team is unable to play and/or fulfill a duty on a Sunday, the team **must** notify the competition committee (via email to comp.cvc@gmail.com) by Friday 11:59pm (NSW Local Time) that they will forfeit. If an email is not received by the email address listed above, it is considered that the team has **not** notified the competition committee.
 - A team that forfeits will be subject to penalties as follows
 - Game Forfeit with notice: a penalty of one table point
 - Game Forfeit only without notice: \$25 plus a penalty of one table point
 - Game & Duty Forfeit with notice: \$50 plus a penalty of four table points
 - Game & Duty Forfeit without notice: \$75 plus a penalty of four table points

Finals

- The format for Finals for each grade will be announced by the Competition Committee when it has been decided.

Code of Conduct

- To be eligible to participate in the Social Competition, players must agree to and abide by the Code of Conduct of Central Coast Volleyball Club (CCVC) and the Code of Conduct for the Social Competition. The Code of Conduct will also apply to any coaches, officials, spectators who attend or participate in the Social Competition in their respective capacity.
- All players must abide by any conditions of entry enforced by the stadium or conditions of play by the Club, specifically any Covid health and safety protocols.
- Ensure that all payments required to participate in the competition are paid by the due dates stated by the Competition Committee. Failure to do so may result in a table point penalties at the discretion of the Competition Committee.
- All players must always act in a respectful manner:
 - Play by the rules
 - Refrain from using language that may be deemed discriminatory, abusive, or threatening.
 - Refrain from verbally or physically abusing other players, coaches, officials, supporters or other participants of the social competition.
- All players must treat all duty officials with respect:
 - Only the team captain is permitted to talk to the officials. If any player has a concern, they must talk to their captain who may discuss this with the first referee.
 - Must not argue with an official. The team captain is allowed to ask the first referee of their interpretation of the rules, but this must be done in a respectful manner and will not change the result of the point.
- Abide by all safety protocol, including:
 - Ensuring all balls remain in the ball trolley while matches are in progress. No warmups using a ball or other ball games are permitted in the areas surrounding the court whilst matches are in progress.
 - If you are returning balls to the ball trolley after the 10-min warmup, you must place them in the trolley. No “basketball shots” or the like are permitted. The duty team should assist this by taking the trolley to each team to collect the balls.
 - Whilst other matches are in progress, not chasing the ball from your court onto the other court. Please notify the court your ball has travelled to and they will return the ball. As explained above, the ball is “out of bounds” once it travels onto another court.
 - Notify the first referee of any safety hazards (such as moisture on the court, sharp edges around the net or its poles).
 - After each point, the ball should be gently rolled or passed under the net to the serving team. Throwing the ball above the net, throwing in an aggressive manner or in a manner that is deemed unsafe may result in a penalty (a point to the opponent) for unsportsmanlike conduct.
- Whilst the first referees will use informal warnings to correct behaviour that is deemed unsportsmanlike, persistent breaches of the rules and/or the code of conduct may result in a penalty (a point and service to the opponent) or further sanctions for the offending player/s.
 - A yellow card is the first formal warning to a player that their conduct has breached the rules and must be corrected to avoid a red card and disqualification.
 - A red card will result in disqualification from the rest of the match for that player.