



## CCVC Inc Social Competition Rules, Bylaws and Procedures

### R.1. Team Composition

1. Only the players recorded on the scoresheet may enter the court and play in the match. The Coach/ Team Captain of each team shall check and sign the player list at the start of the match.
2. Where a player who does not appear on the scoresheet has entered the court, the team will be declared in default and shall forfeit the match.

### R.2. Equipment

The Central Coast Volleyball Club Inc encourages all participating teams to be in team uniform:

1. The jerseys must be uniform for the team and undergarments may be worn under playing shirt.
2. Numbers on jerseys - optional.
3. Where a team permits a player to appear on the scoresheet out of uniform, the opposing team shall be awarded:  
- two (2) points at the beginning of each set of the match for each player out of uniform.
4. It is forbidden for players to play barefoot.
5. All items of jewellery are deemed to be unsafe.

### R.3. Playing Format

#### To Win A Set

1. During timed matches, a team shall be declared the winner of a completed set if it has a minimum lead of two (2) points when the set is declared complete.
2. A set is declared complete if one team reaches 13 points (8 points in the fifth set)

#### To Win The Match

1. During timed matches, the winner is the team that has won the greatest number of sets when time elapses.
2. Where both teams have won the same number of sets when time elapses, the match is declared drawn.

### R.4. Default and Incomplete Team

1. The first set is declared to have begun at the conclusion of the warm-up period.
2. A team has five (5) minutes from the beginning of each set to be complete and appear on court. Failure to do so within this time limit will result in the team being declared default and the team shall forfeit the set, with the result scored 0-25.

### R.5. The Toss

1. Teams will warm-up at the net at the same time.

#### Warm-Up Session

1. Teams are entitled to a warm-up period at the net before each match. The warm-up period will be directed by the referee and comprises of:  
- Ten (10) minutes total, to be used as decided by team captains.

### R.6. Team Starting Line-Up

1. The team must always be COMPLETE when in play. A team is declared complete when the minimum number of players able to take the court is:  
- Five (5) players.
2. A complete team that has less than six players in play will rotate in the usual manner, with a penalty (loss of service) for absent player.
3. Where a team do not have the minimum five (5) players, the team can ask for a replacement player but that player must be approved by the opposition team.

## **R.7. Interruptions, Intervals and Delays**

### **Time-Outs**

1. During timed matches, no time-outs may be requested or approved by the referee during the last five (5) minutes of the match.

### **Exceptional Substitution**

1. A player may be substituted into the game for an injured/ill player without penalty.

### **Improper Requests**

1. During timed matches, it is improper to request an interruption in the last five (5) minutes of the match.

### **Intervals**

1. The interval period between sets shall be as follows:

- One (1) minute. During this period of time, the change of courts and line-up registrations of the teams on the scoresheet are made.

## **Competition By-Laws**

### **B.1. Duty Requirements**

#### **Duty Personnel**

1. When a team is scheduled to perform duty for a match, that team must provide:

- 1st & 2nd Referees, and at least one scorer.

2. Where a team fails to provide the required number of duty personnel for a scheduled duty, that team shall be declared to have forfeited the duty.

3. Where one of the duty personnel fails to adequately perform the requirements of their position during the duty, the team shall be declared to have forfeited the duty.

- This includes the use of mobile phones, iPods (and similar devices).

### **B.2. Forfeits**

#### **Match Forfeits**

1. A team that is declared to have forfeited a match shall lose the match 0 - 3 (set), 0 - 75 (point) and a forfeit bond \$40.

#### **Duty Forfeits**

1. A team that is declared to have forfeited a duty shall be penalised 3 competition points and a forfeit bond \$40.

#### **Double Forfeits**

1. Where both teams are declared to have forfeited a match, the match result shall be recorded 0-0, 0-0, and a forfeit bond \$40.

### **B.3. Participation in CCVC Inc Competitions**

#### **Registration**

1. A player may not participate in any CCVC Competition if they are not registered with CCVC Inc.

2. If an unregistered player appears during a match for any team, that team shall be declared to have forfeited that match.

3. A player may play for only one team in a Competition Season.

#### **B.4. Finals Qualification**

1. To qualify to play in the semi and/ or final, a player must have participated in:

- at least five (5) matches scheduled for that team during the regular season.

- the Competition Manager shall provide all teams with a list of qualified players for all finals during the week before the finals are scheduled.

- If an unqualified player appears for a team during a match in any finals series, that team shall be declared to have forfeited for all finals in that season.

### **B.5. Gender Balance in Teams**

1. Participating teams must have at least two (2) female members on the court at all times.

2. If a team does not have at least two (2) female members on the court, the team shall be declared forfeit.

## **B.6. Competition Scoring**

### **Team Rankings**

1. Competition Points shall be awarded on the following basis:  
- Win: 3 Points; Loss: 1 Point; Draw: 2 Points; Forfeit: -3 Points.
2. The placing of teams on the competition table shall be determined on the following basis:
  - i. competition points
  - ii. sets won (%)
  - iii. points won (%)
  - iv. sets for
  - v. sets against
  - vi. points for
  - vii. points against

## **B.7. Alcohol**

1. Any participating members found to be under the influence of alcohol in the playing area will not be allowed to take part in the competition and may face disciplinary action under the CCVC Inc. Disciplinary Procedures.

# **CCVC Inc. Disciplinary Procedures**

## **Disciplinary Sanctions**

### **Warning**

1. The offender is sent correspondence indicating that any further misconduct will be dealt with by the Disciplinary Committee.

### **Probation**

1. The offender is informed that if any further incident occurs within the Competition Season, that an immediate suspension will apply plus any further sanctions that may result. This sanction can only be awarded by a Disciplinary Hearing.

### **Suspension**

1. The offender cannot take part in any match for the Competition Season (minimum one competition round). This may or may not include playing, coaching, training or officiating. This sanction can only be awarded by a Disciplinary Hearing.

### **Life Suspension with opportunity for review**

1. The offender is banned from participating in any CCVC Inc. events for life, with the possibility of a review after a determined period. This sanction can only be awarded by a Disciplinary Hearing.

### **Permanent Life Suspension**

1. The offender is banned from participating in any CCVC Inc. events for life, with no possibility of review. This sanction can only be awarded by a Disciplinary Hearing, and should only be applied in situations endangering the lives of other members.