

# CROYDON & DISTRICTS

# VOLLEYBALL ASSOCIATION

Incorporated

# BYLAWS

## BYLAWS AND RULES GOVERNING COMPETITIVE VOLLEYBALL.

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### BYLAWS

#### BYLAWS AND RULES GOVERNING COMPETITIVE VOLLEYBALL.

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All rules of the Federation of International Volleyball (FIVB), as specified in current Official International Volleyball Rules, shall apply except where inconsistent with local bylaws outlined below. Official International Volleyball Rules are reproduced in the Official Volleyball Rules, reproduced by the Australian Volleyball Federation.

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#### 1. TIME LIMIT MATCHES:

1.1 The C.D.V.A. competitions shall be played as TIME LIMIT matches. Both STARTING and FINISHING times will be scheduled.

1.2 Immediately the siren sounds the ball will be considered dead and no further play will take place. The INTERVAL between each successive match shall be at least 7 minutes.

DURATION OF TIMEOUTS:

A maximum of 30 seconds

DURATION OF INTERVAL BETWEEN SUCCESSIVE SETS:

A maximum of 1 minute

1.3 All matches are to be decided on the best of 5 sets. When a set is unfinished at the end of time limit, the team leading by 2 or more points shall be declared the WINNER of that set provided that it has reached at least 15 points except that in the fifth set the winner has reached at least 8 points.

1.4 No timeouts or regular substitutions shall be allowed in the last 5 minutes of a time limit match. Exceptions shall apply where a player is seriously injured and unable to continue to play.

1.5 In the last 5 minutes of a time limit match there shall be no interval available between sets. Teams will immediately change ends and prepare to play, making any necessary lineup changes as quickly as possible.

1.6 All finals matches will be the best of 5 sets with no time limit. The time duration between sets will be three minutes.

#### 2. COMPETITION LADDER:

2.1 Premiership points shall be allotted as follows:

2 points for a WIN

2 points for a BYE

1 point for a DRAW

0 points for a LOSS

-3 points penalty for a MATCH FORFEIT

2.2 PERCENTAGE will be calculated on a `FOR' and `AGAINST' basis, using progressive totals of SETS WON and LOST and POINTS WON and LOST.

2.3 The positions on the ladder shall be determined first by premiership points. If teams be equal on points, sets percentage shall determine position. If sets percentage be equal, points percentage shall determine position. In the event the points percentage be equal after the last round, the Committee shall use a count back method to determine position

### **3. REGISTRATION AND ELIGIBILITY TO PLAY:**

#### **3.1 REGISTRATION:**

- 3.1.1 All players must register with the Association by completing the procedures stipulated in the Constitution of the Association on the day of the match in which they first play.
- 3.1.2 A player shall not be registered with more than one (1) team in each competition organised by the Association, subject to Bylaw 7.
- 3.1.3 New players or team members must be entered, with full name, address, phone number and other required details on the back of the score sheet or on the Membership Form on the day of their first match.
- 3.1.4 In order to maintain an even competition in each section or grade the Committee reserves the right to refuse registration or entry when it is deemed necessary.

#### **EXPLANATORY NOTE:**

It is expected that team captains will use their discretion and recruit players of an appropriate standard for their section or grade. Where players are obviously incorrectly graded, permission to participate in further matches in that particular section or grade may be refused. The Committee reserves the right to regrade players and teams where it feels the player and/or team are inappropriately graded. This also applies to teams where the majority of players are capable and suitable to be playing in a higher grade of the competition

- 3.1.5 Membership Forms for each registered team must be lodged by the start of round one or on the first night the team plays in the competition season, whichever comes later. Failure to comply will render all players of that team as unregistered until such Membership Forms is submitted and subject to the ineligible player forfeits specified Appendix A.

#### **3.2 ELIGIBILITY TO PLAY:**

- 3.2.1 A player shall be eligible to play if he/she has been registered or transferred in the prescribed manner or not deemed ineligible by the following provisions.
- 3.2.2 A player shall not play with more than one (1) team in a competition round.
- 3.2.2A Forfeit Minimisation Rule: A player who has played another match in a competition round may fill in as an emergency player for a team, that otherwise has four registered players and a scorer/linesman, without Committee approval. A player may only fill in for a team on this basis twice for the one team in the season and no more than five times in total. The player may not fill in for a lower section than they play in. The team will be subject to the penalties that apply for a partially complete team. (Refer to 3.2.7(b) and 5.9.2)
- 3.2.3 A player is considered a participant of a match when the player's name is entered on the score sheet, and is present at the court even if that player is not taking an active part in the match.
- 3.2.4 A player shall not be entered on the team list unless he/she is present.
- 3.2.4A Players arriving late for a match shall not enter their names on the score sheet until the end of a set, and then shall be eligible to play in the remainder of the match.
- 3.2.5 A player shall become INELIGIBLE if he/she has:
  - (a) not been registered in the prescribed manner (Note Bylaw 3.1);
  - (b) not been transferred in the prescribed manner (refer to Bylaw 4);
  - (c) already played in that competition round (Bylaw 3.2.2);
  - (d) been registered with more than one team in each competition organised by the Association (Bylaw 3.1.2);
  - (e) been expelled, disqualified or suspended (for the period of that expulsion, disqualification or suspension).
- 3.2.6 A team fielding an INELIGIBLE player shall be penalised according to the schedule in Appendix A.
- 3.2.7 The following definition for team completion shall apply to to competition matches where no duty team is rostered:
  - (a) Complete Team. A team will be regarded as complete when it has 6 eligible players and a duty person.
  - (b) Partially Complete Team. A team will be regarded as partially complete when it has 5 eligible players and a duty person.
  - (c) Incomplete Team. A team will be regarded as incomplete when it has less than 5 eligible players and a duty person.
- 3.2.8 The following definition for team completion shall apply to matches where a duty team has been rostered:
  - (a) Complete Team. A team will be regarded as complete when it has 6 eligible players.
  - (b) Partially Complete Team. A team will be regarded as partially complete when it has 5 eligible players.
  - (c) Incomplete Team. A team will be regarded as incomplete when it has less than 5 eligible players.
- 3.2.9 An incomplete team is subject to the provisions of Bylaw 5.

- 3.2.10 If a team after using all substitutes is reduced to less than its starting formation for any reason during the course of the set, the provisions of bylaw 5.9 shall apply.
- 3.2.11 The Committee may, at its discretion, authorize a player or players to fill in for another team in spite of the Bylaws, where it is requested in advance and there is, in the Committee's opinion, a benefit to the competition.

#### **4. TRANSFERS:**

- 4.1 A player may transfer to another team only ONCE during a competition.
- 4.2 The Transfer Form must be completed, signed by the secretary or captain of the team from whom the player is transferring and submitted with the prescribed transfer fee to the Secretary of the C.D.V.A. prior to the player playing in a match for the new team. The provisions on the Transfer Form must be followed.

#### **5. FORFEITS:**

##### **5.1 FORFEIT DEFINITION:**

A forfeit shall arise in the following situations:

- (a) a team refuses to play after being summoned to do so;
- (b) a team, without justifiable reason, does not appear on the playing court on time;
- (c) a team is declared INCOMPLETE for the set or for the match;
- (d) a team fields an INELIGIBLE player;
- (e) a team has not paid its required fees or fines.

##### **5.2 INCOMPLETE TEAM FORFEIT:**

- 5.2.1 A team is not complete until it has 5 eligible players and a duty person. Teams in a match where a duty team is rostered must have 5 eligible players.
- 5.2.2 If a team is not ready to play within 15 minutes of the scheduled start a match forfeit will be recorded. This provision will apply to delayed starting times that may arise under bylaw 18.
- 5.2.3 A team not fielding the required number of people at the commencement of a match shall forfeit the first set 0-25. If after 5 minutes the team remains incomplete it shall forfeit the second set 0-25. If after a further 10 minutes the team is still incomplete it shall forfeit the third set 0-25, and the match.
- 5.2.4 In matches where a duty team is rostered, a duty person is not required to be supplied by the playing teams.

##### **5.3 SET FORFEIT:**

- 5.3.1 A set forfeit shall be imposed when a team is incomplete or not ready to play at the commencement of a set; or when a team becomes incomplete during the passage of a set.
- 5.3.2 The opposing team is given the points needed to win the set. The incomplete team retains any points it gained during the set.

##### **5.4 MATCH FORFEIT:**

- 5.4.1 A match forfeit shall be imposed when a team is incomplete or not ready to play within the time specified in Bylaw 5.2.2 or Bylaw 5.6; or when a team becomes incomplete for the remainder of a match.
- 5.4.2 The opposing team is given the sets and points needed to win the match. The incomplete team retains any sets and points it gained during the match.

##### **5.5 DOUBLE FORFEIT:**

- 5.5.1 If at the commencement time of a match neither team is ready to play the referee shall not commence the match. The referee shall extend the starting time by 5 minutes to enable the teams to be ready. If they are both ready within that time the match may commence when they are both ready without any set forfeit penalty.
- 5.5.2 If only one team is ready at the end of the 5 minutes it shall win the first set 25-0. If the opposing team is still not complete within 15 minutes of the scheduled starting time it shall forfeit the match. The team which is complete shall win the match 2-0 in sets, 50-0 in points.
- 5.5.3 If both teams remain incomplete at the end of the 5 minutes the referee shall provide a further 10 minute extension. If one team is complete at the end of that 10 minute extension, while the other remains incomplete, the former team shall win the first set 25-0. When 15 minutes has elapsed from the scheduled start and the second team is still incomplete the match shall be lost on forfeit. The opposing team shall win the match 1-0 in sets, 25-0 in points.

## **5.6 DOUBLE MATCH FORFEIT:**

- 5.6.1 If neither team is ready within 15 minutes of the scheduled start a double match forfeit will be recorded.
- 5.6.2 Neither team shall gain set or match points and both teams shall be equally penalised in loss of premiership points (-3 points) and in fines as shown in Bylaws 5.7.1 and 5.7.2.

## **5.7 MATCH FORFEIT PENALTIES:**

These penalties apply where a match has not commenced due to a match forfeit or the team has not paid its required fees or fines.

- 5.7.1 Any team forfeiting a match shall be fined one penalty unit in addition to the match fee and penalised 3 premiership points. A team giving at least 7 days notice of forfeit shall only lose 3 premiership points.
- 5.7.2 During the last FIVE weeks of a season the fine for forfeits shall be one penalty unit (in addition to the match fee), an additional fine to be set by the Committee which shall not exceed one match fee, and the forfeiture of three premiership points. The team shall not be eligible to play the next match until this fine has been paid.
- 5.7.3 Any team forfeiting a match shall lose the match 0-3, in sets, and 0-75 in points. In the case of a double forfeit both teams shall be penalised similarly in sets and points.
- 5.7.4 Any team forfeiting 3 matches during the same competition may be automatically disqualified from further participation. Teams so disqualified may be admitted in the next competition.

## **5.8 BYLAW INFRINGEMENTS WHEN MATCH IS PLAYED:**

- 5.8.1 **TEAM SHEET OMISSIONS:** In a match where a registered player has been omitted from the score sheet due to clerical error the results of that match shall stand but the team will be penalised by loss of a premiership point for each player omission. The maximum penalty will be a loss of three premiership points as set out in Appendix A.

## **5.9 PROVISION FOR PARTIALLY COMPLETE TEAMS:**

In principle it is expected that teams should be complete, as defined in bylaws 3.2.7 and 3.2.8, for all matches. Bylaw 3.2.4A shall apply in regard to players arriving after the commencement of a set.

- 5.9.1 Partially Complete teams in competition matches where no duty team is rostered shall be penalised in set points as follows:
  - (a) Points penalties shall only apply in the sets in which the team is Partially Complete.
  - (b) Teams with only 5 players and a duty person will be penalised 5 points, with their opponents starting the set 5-0.
  - (c) If, during the conduct of a set, a team is reduced to less than the requisite number of players it will be immediately penalised 5 points. These points will be deducted from the team's score. The revised score will not be reduced below zero. Any balance shall be added to the opponents score. If the balance of the points is more than necessary to win the set for the opposing team, there will be no carry over of points to the next set.
  - (d) Clause (c) will not apply where the team is reduced to 5 players due to an injury sustained during the match or due to the requirement to perform official CDVA responsibilities.
  - (e) If a team is reduced to less than 5 on court players it will be penalised according to bylaws 5.3 and 5.4.
- 5.9.2 Partially Complete teams in matches where a duty team has been rostered shall be penalised in set points as follows:
  - (a) Points penalties shall only apply in the sets in which the team is Partially Complete.
  - (b) Teams with only 5 players will be penalised 5 points, with their opponents starting the set 5-0.
  - (c) If, during the conduct of a set, a team is reduced to less than the requisite number of players it will be immediately penalised 5 points. These points will be deducted from the team's score. The revised score will not be reduced below zero. Any balance shall be added to the opponents score. If the balance of the points is more than necessary to win the set for the opposing team, there will be no carry over of points to the next set.
  - (d) Clause (c) will not apply where the team is reduced to 5 players due to an injury sustained during the match or due to the requirement to perform official CDVA responsibilities.
  - (e) If a team is reduced to less than 5 on court players it will be penalised according to bylaw 5.3 and 5.4.
- 5.9.3 A team is permitted to be Partially Complete twice before being penalised. On the third such occasion, the usual Incomplete Team forfeits and penalties will apply.
- 5.9.4 Teams which are Partially Complete shall play with the designated "hole" in their team. Such "hole" must be declared before the commencement of the set and maintained throughout that set. The "hole" shall travel through each position as the team rotates and the team will forfeit the serve when the "hole" moves into position number 1.

## **6. UNIFORMS:**

- 6.1 All players except the Libero are required to wear the uniform of their team. The Libero player is required to wear a uniform that is different from the team uniform.
- 6.2 A player's uniform shall consist of a top/jersey and shorts/skirt.
- 6.3 Tops/jerseys with sleeves may be a mixture of short and long sleeves.
- 6.4 Players' tops/jerseys must be numbered front and back from 1 to 99. The numbers must be of a contrasting colour to the tops/jerseys, permanently affixed to the tops/jerseys, and be at least 8 cm. in height on the chest and at least 15 cm. in height on the back. The stripe forming the number shall be a minimum of 2 cm. wide.
- 6.5 Players may wear tracksuit pants over shorts. The tracksuit pants must conform to the requirements for shorts regarding colour.
- 6.6 Variations of trim, logo, team name or sponsor's name on tops/jerseys or shorts/skirts shall be allowed provided that the surface area taken up by such trim, logo or name does not exceed 10% of the surface area of the tops/jerseys or shorts/skirts.
- 6.7 A player, other than the Libero, shall be regarded as being out of uniform if, in the opinion of the first referee,:-
- (a) the player's top/jersey and/or shorts/skirts is noticeably different in style or colour to those worn by the majority of players in the team; or
  - (b) the numbers worn by the player do not conform to the requirements of 6.4, or are noticeably different in style and colour to those worn by the majority of players in the team.
- 6.8 Teams are required to be in uniform from the start of the competition. Teams out of uniform will incur a loss of 1 premiership point. The Committee may, at its discretion, vary the application of this bylaw upon written request from the team.
- 6.9 During the finals, a team will be penalised 8 match points for each player out of uniform, that penalty being applied during the set in which the offending player first appears. The maximum number of points that may be lost is 25.
- 6.10 It is forbidden to wear any object that may cause an injury to a player, such as jewellery, pins, bracelets, casts, caps, watches, etc. Players may wear elastic headbands.

## **7. CLUBS WITH TEAMS IN MORE THAN ONE GRADE:**

- 7.1 A player may only play in one grade in a competition round in any one week.
- 7.1A 7.1 may be varied on written request to the Committee made prior to the match for a player to play in a higher or equal section team. This variation will only be allowed on a maximum of 3 occasions.
- 7.2 A player may change from a lower to a higher grade at any time.
- 7.3 If a team has been disqualified or withdrawn during a competition, players of that team may compete for the club in another grade team. Such players will be ineligible to play in finals if they have played more than 5 games in a higher grade.
- 7.4 A player may take part in the finals of only one grade.

## **8. ELIGIBILITY FOR FINALS MATCHES:**

- 8.1 In order to take part in the finals of any grade, a player must have played more than a third of the season's matches with that team.
- 8.1A In exceptional circumstances the Committee shall have the discretion to vary 8.1 upon written application from a team.
- 8.2 Where a player has played in more than one grade with a club and wishes to play in the finals for one of the club teams the player must have played a majority of his/her matches for the season with that team. The player will be required to have played one third of the seasons matches with the club. If the number of games for both teams is equal the player will only be eligible to play with the higher team.

## **9. DUTY OBLIGATIONS:**

No match shall commence without 2 (TWO) duty persons being present.

- 9.1 The team shown first in the draw shall provide a person responsible for scoring and the opposing team shall provide a person for line umpiring. Team captains may alter duty obligations by mutual agreement.
- 9.2 In the event of one team failing to provide a duty person at the commencement of the match, the match shall not commence before the required duty person is supplied, in which case the forfeit provisions of Bylaw 5 shall apply to the offending team. If the captain of the opposing team supplies both duty persons the offending team shall forfeit the first set 0:25 and commence each succeeding set where they fail to provide a duty person at 0:5.

- 9.3 The captain of the non-offending team shall have the discretion to vary 9.2 in the spirit of good sportsmanship.
- 9.4 In competition matches where a duty team is rostered, duty obligations will be nominated at the start of the season and on the draw. Teams failing to complete their duty obligations will be penalised by the loss of a premiership point and a fine to be determined by the committee for each duty person not supplied.

## **10. DISPUTES AND DISCIPLINARY COMMITTEE:**

- 10.1 In the case of disputes or breaches of discipline the C.D.V.A. may set up a DISPUTES or DISCIPLINARY COMMITTEE. The chairman shall be a person independent of the dispute.
- 10.2 Any player or coach who wishes to make a formal complaint against a referee or official must do so in writing and deliver the letter to the Secretary within 7 days. Such dispute may be forwarded to the Disputes Committee.

## **11. PLAYERS' CONDUCT:**

- 11.1 The conduct of participants must be in accordance with the spirit of fair play and the following principles:
- (a) show a respectful and courteous attitude toward referees and opponents.
  - (b) avoid actions and attitudes aimed to influence the decisions of referees or to cover up faults committed by their team.
  - (c) avoid actions and attitudes aimed at prolonging dead times or considered deliberate delays of the game.

## **12. PLAYING ETIQUETTE:**

- 12.1 At the commencement of the game and the fifth set the players shall line up along their court's back boundary and wait for the first referee's call.
- 12.2 At the end of each set the players shall, at the first referee's call, proceed to the opposite court.
- 12.3 At the end of the game the teams shall, at the first referee's call, proceed in an orderly manner to shake hands at the net.
- 12.4 At all times the ball must be passed under the net, NOT THROWN, when being returned to the server.

## **13. ON COURT DISCIPLINE - YELLOW/RED CARDS:**

Players should be aware of the Misconduct and Sanctions provisions Rule 21 of the Rules of the Game.

- 13.1 The following misconduct may be disciplined on court by the first referee with the following sanctions:

Warning - for unsportsmanlike conduct: no penalty for first warning.

Penalty - for rude behaviour or second warning: opponents team shall gain a point or the service.

Expulsion - for offensive conduct or second rude conduct offence: the player must leave the playing area, the bench and the warm-up area for the rest of the set.

Disqualification - for aggression or second offensive conduct offence: the player must leave the playing area, the bench and the warm-up area for the remainder of match.

- 13.2 The white, yellow and red cards are used by the first referee to indicate the level of sanction against a participant:

- White - Warning
- Yellow - Penalty
- Red - Expulsion
- Red & Yellow shown jointly - Disqualification

- 13.3 If during any season a player is issued a red or yellow card in three separate matches he shall be suspended for the next match after the third card. A one match suspension shall apply for each subsequent issue of a red or yellow card during the remainder of the season (which shall include the finals).

## **14. FEES:**

- 14.1 Each team on entry shall pay a team entry fee, the amount of which shall be determined by the Committee prior to the commencement of a season or competition.
- 14.2 A fidelity fee is payable by all teams, the amount of which shall be determined by the Committee prior to the commencement of a season or competition. The fidelity fee must be maintained throughout the season at the level determined by the Committee.
- 14.3 Match fees shall be payable as determined by the Committee.
- 14.4 Match fees for a season shall be determined before the start of the season and not be varied during the season.

**15. ANNUAL GENERAL MEETING: [ Bonus 3 points ]**

15.1 A team which sends a representative to the Annual General Meeting shall receive 3 bonus premiership points.

**16. COMPETITION ROUND INTERRUPTION OR CANCELLATION:**

16.1 In the event of the cancellation of a competition round no team shall receive any premiership points, sets or match points.

16.2 In the event of the disruption of a competition round not leading to the cancellation of a round, the Committee will have the right to decide the effect of each disruption on its merits. A rough outline is provided in Appendix B as a guide but the Committee will decide each event on its merits.

16.3 In determining finals eligibility, all players of teams affected by the cancellation of the competition round or competition games shall be credited with having played a match.

**17. PENALTY UNITS:**

17.1 A penalty unit shall be determined by the Committee.

**18. DELAYS:**

18.1 The Committee or Court Manager may delay the start of a match where there are deemed to be exceptional circumstances or events that may hinder the start of matches at their scheduled starting time. All Bylaws relating to the scheduled starting time shall be varied in accordance with the delay implemented, save that no starting time shall commence before the original scheduled starting time, without the consent of the Court Manager, the match referee and both team captains and/or coaches.

**19. LIBERO PLAYER:**

19.1 A player nominated as Libero remains Libero for the remainder of that set.

19.2 A player substituting for an injured Libero remains Libero for the remainder of that set.

19.3 If no other legal substitution is available a Libero player can be substituted for an injured player. If the Libero player is on court at the time, the Libero player will be replaced by the original player for that position and the Libero will replace the injured player.

**20. SUBSTITUTIONS:**

Generally the Association adopts the rules of FIVB. In the case of substitutions, the Association follows the Australian Volleyball Federation Twelve Substitution Rule rather than the international Six Substitution Rule.

20.1 In sections 3 and below complete teams may adopt the CDVA Alternative Substitution Rule where substitute players may be rotated through positions 1 and/or 4 instead of the Twelve Substitution Rule.

20.2 The captain of the team must notify the referee if they wish to use the Alternative Substitution Rule before the start of each set or the start of the match if using it for the whole match.

## Appendix A – Table of Penalties

Infringement Description	Penalty (Premiership Points)
One unregistered player	1
Two unregistered players	2
Three or more unregistered players	3
Incomplete Scoresheet	1
One player out of uniform	1
Two players out of uniform	2
Three or more players out of uniform	3
Forfeit *	3

\* Forfeit is also loss of game Sets: 3-0 and each set 25-0

## Appendix B – Guidelines for dealing with disrupted rounds

There are a number of possible events that could result in a disruption to a competition round. These include:

- (a) Inability to use one of multiple stadiums on a single night;
- (b) Loss of power to a stadium part way through a competition round;
- (c) Partial loss of lighting in a stadium, rendering some court(s) unsafe to use that night;
- (d) Water leaking into a stadium, rendering some court(s) unsafe to use on that night.

The following are the possible outcomes that could be taken by the Committee as a result of a disruption:

- (a) Cancel the competition round completely (e.g. Majority of the games in every section not able to be completed);
- (b) Cancel the competition round for one or more sections (e.g. Majority of games in one or more sections not able to be completed);
- (c) Cancel one or more games. (e.g. A single court unavailable due to lighting problems or water ingress)

Where a team has paid for and played their match and the match is not counted towards the season results due to partial or complete cancelation of the competition round, that team will not be required to pay match fees for their next match.