



Competition Rules – VOLLEYBALL

1. TEAM ENTRY

1.1 It is expected that each IGSSA school enters the following 4 core volleyball teams:

- Senior A, Senior B, Middle A, and Middle B. (Middle- Years 7, 8, & 9 only).

The shield/pennant grades are Senior A, Senior B and Middle A.

1.2 Schools may enter unlimited teams in C grade volleyball.

1.3 Schools failing to fill the core draw may cause uneven draws and competition byes, therefore risking inclusion in nominated A/B volleyball competitions if other IGSSA schools are at disadvantaged by the draw.

In the event that a school *cannot* fill the core draw:

1.3.1 It is expected that they fill the highest grades first (fill from the top down) unless acceptable reason exists.

1.3.2 Any extra place created will first be offered to an IGSSA school. If no IGSSA school is able to cover this, then the extra place may be offered to a non-IGSSA school, providing that the inclusion of the non-IGSSA school benefits the competition.

2. ELIGIBILITY

2.1 The strongest players should always play in the "A" team.

2.2 Every effort should be made to bring players up from a lower grade before playing a higher-grade player down.

2.2.1 A team who intends to play a player down must discuss/negotiate this with opposing school prior to match day or it must be negotiated between coaches before the game. Part of this discussion MUST be what the result will be (i.e., a forfeit if a higher year level girl plays in a lower-level team). Other modifications should be discussed and agreed, for example, the stronger player cannot serve.

2.3 Eligibility for a finals match: If half the player(s) matches have been played in any given grade, they can play in a Final in that grade (as confirmation, if a player plays 50% of their matches in A grade and 50% in B grade, they would be eligible for finals in either grade).

3. UMPIRING

3.1 Pool umpires organised by the IGSSA Executive Officer for up to three matches played on one court involving the Senior A fixture. This is likely to be Senior A, B and C, played at 8.00am, 9.00am and 10.00am.

3.2 For all other matches, the first listed team must supply an umpire. If necessary, the coach must umpire.

4. MATCH RULES

4.1 Match Timing

4.1.1 A grade matches will be for 55 minutes or the best of five sets, whichever comes first.

4.1.2 B, C and D Grade matches will be for 55 minutes or the best of five sets.

4.1.3 The fifth set is complete when one team reaches 25 points with an advantage of 2 points or more. If, at full-time, a set is not complete, the score will count only if one team has 15 or more points and leads by a minimum of 2 points.

4.1.4 FINALS ONLY – finals will be the best of three sets with the third set complete when one team has 15 or more points and leads by a minimum of 2 points.

4.2 A team should have a maximum of nine players.

4.2.1 Continuous rotation is allowable.

4.2.2 If substitutions are used, they should be made up according to the rules of volleyball.

- six only substitutions per set.
- A player may only be substituted to the same position in the rotation.

4.3 A team may play with a minimum of five players.

4.3.1 If a team has less than five players, the match should be forfeited, but an attempt to play a scratch match should be made.

4.4 There will be a maximum of two minutes between sets. The referee is responsible for timing the break and should indicate to both teams when there is thirty seconds left.

4.5 There will be no time-outs in the last five minutes of a game.

4.6 Unless stipulated above, all other match rules to be followed by Volleyball SA, [rules here](#).

4.7 Any player playing a second match on any Saturday must be discussed with the opposing schools Coordinator prior to the match starting.

4.8 Score sheets must be signed by the referee upon completion of shield/pennant matches.

5. EQUIPMENT

5.1 Teams programmed in the first timeslot in the gym are responsible for setting up poles and nets and the teams in the final timeslot in the gym are responsible for dismantling equipment.

5.2 The net height shall be as near as practical to 2.15m and no higher than 2.20m (with measurement made at the middle point of the net).

6. RESULTS

6.1 All results from the preceding week's matches must be in by COB each Tuesday afternoon. EO will update the standings tables Tuesday evenings. Standings tables will then be forwarded to all, and published on the IGSSA website, each and every Wednesday morning.

6.2 For IGSSA Premiership tables, scores will be calculated in sets only – no consideration for points scored will be given.

6.3 Three points will be awarded for a win, one point for a draw and zero points for a loss. In the event of a bye, the team drawn to have a bye will be awarded three points. In the event of a forfeit, the non-offending team will be awarded three points and the maximum winning set margin. The offending team will be awarded zero points and the maximum losing set margin.

6.4 A 1 v 2 final will be scheduled with the top 2 teams (finalists) playing for the shield in the nominated shield grades. The winner of the 1 v 2 Final will be awarded the shield.

6.4.1 Finalists will be determined by total points initially (i.e., win/loss tally) and then SD (Score differential) if points are equal but a split needs to be made.

6.4.2 If no finals match can be played and team(s) are on tied points in shield grades at the end of the season, the shield winner will be identified using the following criteria:

- i. Head-to-Head – Calculate the premiership points for games played between *each team involved in the tie* only. The school with the most Head-to-Head premiership points wins the shield (providing equal number of Head-to-Head games between tied teams exist). If there is still no clear winner from Head-to-Head calculation, then:
- ii. Score Differential – Calculate the score differential for all games played. The team with the greatest score differential will be awarded the shield. If there is still no clear winner from the score differential, then:
- iii. The shield will be shared between all teams on tied points.