

HUNTER VOLLEYBALL INC. (2000657)

HV Newcastle City - Social Competition By-Laws (Revised 3/2/2025)

1. **INDOOR PLAYING SEASONS** Hunter Volleyball has playing seasons as specified by the "Association" committee to meet the current needs of the social competition.
2. **DIVISIONS OF COMPETITION** In determining needs, the Committee reserves the right to set a limit to the number of teams within any division, create pools within a division, and ensure the optimal competition (or tournament) for its members.
 - 2.1 A GRADE This senior division caters for experienced players regardless of gender and is played at men's height net (2.43m) and to international rules. The Committee will determine from time to time the method for declaring and grading players in A Grade, limiting their participation in lower grades contained in by-law 3.
 - 2.2 B GRADE This division caters for all players regardless of gender and is played at men's net height (2.43m) to international rules.
 - 2.3 C GRADE This division is for the social and developing player, enjoying a more relaxed competition experience, and is played at men's net height (2.43m).
 - 2.4 A and B GRADE WOMEN'S divisions encourage participation of players of all abilities and supports the transition of junior or inexperienced players into weekly competitions, into women's representative teams or the A or B Grades. A and B Grade will be contested subject to sufficient players. Both are played at the women's net height (2.24m).
 - 2.5 OTHER DIVISIONS (when incorporated into a competition) such as a Junior's Division shall be played on the recommended net height (as per Volleyball Australia or VNSW guidelines)) dependent on the age bracket/s. From time-to-time Hunter Volleyball may deliver a Mixed Recreational Division which contains specific rules regarding net height (2.35m), the number of female participants on court during a game, and the number of contacts by a female during a rally, leniency on ball handling, or substitution rules. Teams will be notified prior to entering their teams if these strict Mixed Recreational rules apply.
 - 2.6 GRADING In all cases teams apply to enter a division/grade via an entry form, and it is the sole right of Hunter Volleyball to accept or reject the nomination and to place the team in the division/grade it determines most suitable and that satisfies the competition requirements. Appeals for grading must be submitted in writing to the Association committee no later than the end of the first week of a competition. New teams may be required to play against another recognised team to determine their grade level.
 - 2.7 COMPETITION RULES Competitions offered by Hunter Volleyball shall be played under the FIVB Rules of the Game, for both indoor and beach volleyball. It is recognised some conditions may be outside the Association's constraint e.g. recommended court area around each court. A standard 12 substitution per set rule applies to all divisions. This is subject to Hunter Volleyball by-laws as follows or any attached guidelines in the Competition/Tournament Rules.
3. **DETERMINATION OF MATCH RESULTS**
 - 3.1 All Round matches are to be played as the best of five sets or time limit - whichever occurs first. In all matches the team winning the most sets will be the winner. An unfinished set will be deemed complete if a team reaches **13 points and 2 point advantage**. Otherwise, if sets are equal at the end of time, a draw will result. The match will end on the time allocation (for timed rounds) or shall conclude under the referee's instructions.
 - (a) In an elimination match (for example 4th v 5th to determine a semi-finals team), this will be played as the best of three sets and with no time limits applied *where possible*, with **15** points played on the third set. Should time restrictions be placed on the match this will be notified to each team captain prior to the commencement of the official pre-match warm-up.

- i) if at the end of time in a time-restricted match, and the match is a draw then the teams' game points will be tallied to identify the highest total points scored, and therefore the match winner
 - ii) If the teams' total points scored is equal, then a Golden Point will be played to determine the match winner, as follows:
 - A. Captains conduct a toss for the serve
 - B. Rotations are submitted to the scorers for the service order to commence the Golden Point process
 - C. Scores are re-set to 0-0
 - D. The first team which wins the first point, is declared the winning team for the match.
- (b) Semi-final Matches amongst the top 4 placed teams in each Division/pool will be played as the best of three sets or time limit - whichever occurs first, with **15** points played on the third set. Teams placed outside the top four, where possible, will play for minor placings but these matches shall be subject to court availability.
- (c) Grand-final matches in a division will be played as the best of three sets and with no time limits applied where possible, with 15 points played on the third set. Should time restrictions be placed on the match, this will be notified to each team captain prior to the commencement of the official pre-match warm-up. A Grand Final may be shortened at the decision and consent of both captains.

3.2 Premiership points will be allocated as follows:

Win	4
Loss	1
Draw	2
Bye	2
Forfeit	0
Forfeit in favour	4

A *bonus points* system may be applied. When applied, the conditions must be stated/notified prior to the competition commencement, and preferably disclosed in the supplementary Competition/Tournament Rules.3.3

At the conclusion of the round games, if teams are equal on competition points in the competition ladder, then the following criteria will be used to decide final Championship Table positions:

Step 1 Set Ratio

The team with the highest sets ratio (to three decimal points) will be awarded the higher placing in the round robin

Sets Ratio = Sets WON / [Sets Won + Sets Lost] Step 2 Point Ratio

If the tie still exists after calculating the Set Ratio, the order of ranking will be determined by Points Ratio, with the team with the highest points ratio (to three decimal points) will be awarded the higher placing in the round robin

Points Ratio = Points WON / [Points Won + Points Lost]

Step 3 Aggregate Score (Points Won)

If there is still no clear placing after calculating the Sets Ratio and the Points Ratio, then positions will be determined by the highest total game points scored.

3.3 If all factors are equal and a decision is necessary, a deciding match shall be played to determine the higher ranked team to progress to finals series matches.

PLAYER ELIGIBILITY

- 4.1 Subject to clause 3.12 as it relates to C Grade teams, Teams will be able to play with a minimum of five players without conceding a forfeit to their opponent provided:
- a) the team fields 5 of its own registered players;
 - b) all teams must nominate the playing position of the absent sixth team member, to be known as 'the hole'. When this position ('the hole') rotates to serve, the team loses serve. Other normal playing rules occur with 'the hole' position recognised; and
 - c) in the event that a team plays with only 5 players from their team (with or without a supplemented 6th player from another division) on more than 4 occasions per season they will be asked to provide information to the Committee about the viability of their team roster for the remainder of the current season.
- 4.2 Player eligibility for elimination finals, semi-finals and finals is participation in 50% of round matches. For example, if the regular seasons consists of 10 round games, a player must play 5 round games with that team to be eligible to participate in Semi-finals or Finals matches. In the event that a player joins the competition after the midway point of the season and their team reaches the finals stage, the team captain must apply to the Committee for an exemption providing details about the player's late addition to the team.
- 4.3 A player in a lower division may play up in a higher division Finals series match.
- 4.4 All players must be current registered members of Hunter Volleyball Inc Venue Supervisors will verify financial membership before taking the court in any game. The team captain is responsible for ensuring such and may risk penalties for playing with an unregistered player. Unregistered or unfinancial players contravene the association's public liability conditions as part of the sports insurance (which is included in the player membership/state registration).
- 4.5 All Teams must submit their player roster on the form provided by the Committee.
- 4.6 Inclusion of a registered player on an A Grade team list means they may not be included on the Team List in any lower division team. An 'A' Grade player may play for another team in any division only after that game is declared a forfeit by the first referee of the match and the scoresheet is submitted to the Venue Supervisor.
- 4.7 Inclusion of a registered player on an B Grade team list means they may not be included on the Team List in any lower division team. A 'B' Grade player may play for another team in any lower division only after that game is declared a forfeit by the first referee of the match and the scoresheet is submitted to the Venue Supervisor. B Grade players are only eligible to play up into A Grade on 4 occasions in any one season competition before they are deemed A Grade players and their original team and destination team player rosters will be updated accordingly. Advancement to an A Grade team roster carries the same responsibilities for eligibility to play finals (see by-law 3.6) and restriction on playing in lower divisions (see by-law 3.9).
- 4.8 C Grade players are only eligible to play up into B Grade on 4 occasions in any one season competition before they are deemed B Grade players and their original team and destination team player rosters will be updated accordingly. Advancement to a B Grade team roster carries the same responsibilities for eligibility to play finals (see by-law 3.6).
- 4.9 In order to foster development and maintain competition opportunities for C Grade teams, C Grade matches will proceed as eligible matches even if only a minimum of **four** members of the C Grade team are in attendance at the start of the match. C Grade teams are permitted to draw on players from other C Grade teams only in order to field a team to contest a match, in Round games and the Finals Series.
- 4.10 In time-limit matches there will be no time-outs in the last five minutes of play. The Duty team will signal a five minute warning to the teams.
- 4.11 Other minor, but specific guidelines may apply to each Comp. or Tournament which shall reflect the administration functions and may interpret the differences in play for the various divisions. This will be set out in the supplementary format and attached with the entry form or made available prior to each competition.

5 COURT SUPERVISION

- 5.1 Competition administrators may be appointed by Hunter Volleyball through the Committee and are empowered to make any decision regarding a dispute, consistent with the by-laws and Rules of Volleyball.
- 5.2 The Committee of Hunter Volleyball is empowered to take action against any player or team who isn't prepared to co-operate with the reasonable request of an appointed competition administrator, Referee or Committee Member in the fulfilment of their duties or in regards to safety.
- 5.3 Referees are responsible for matches starting and finishing on time (see by-law 5 Forfeits). Teams are encouraged to review the *Duty Team Responsibilities* annexed to these By-Laws and posted on the venue notice board. Team captains should ensure their players abide by the referees' instructions.
- 5.4 Complaints regarding decisions of the Competition administrator or Referee should be forwarded to the Hunter Volleyball Committee Secretary secretary@huntermvolleyball.com.au

6 FORFEITS

- 6.1 All teams will be required to pay a \$100 Team Bond at the beginning of the season and is held for the duration of the season.
 - a) An amount of \$25 will be deducted each time a team forfeits either their match or duty allocation.
 - b) In the event that a team forfeits on four occasions in a season, they will be required to apply in writing to the Hunter Volleyball Committee, to request to stay in the competition for the remainder of the season.
 - c) The balance of Team bonds at the end of the season can roll over to the next season upon written direction by the Team Captain. Otherwise, bonds will be returned at the end of each season.
- 6.2 All Hunter Volleyball social competitions have a 10-minute warm-up period prior to the commencement of the first set (*e.g. a 7.30pm scheduled match begins at 7.40pm after the 10- minute warm-up period*). See the Pre-Match Protocol annexed to these By-Laws. Therefore, if a team is not ready to start at the commencement of the first set, they *forfeit* the first set with the score recorded as 0-25. Every 5 minutes after that they will lose another set with the score recorded as 0-25.
- 6.3 A match can be officially forfeited at the Referee's, Court Supervisor or a Committee members discretion after 10 mins, when it is obvious that NO opposing team member/s are present, or after the time lapse (15 mins) to allow a 3-set advantage when a Team does not have at least 5 players.

7 PROTESTS AND PENALTIES

- 7.1 Only team captains (or a competition administrator) are authorised to record a protest. The Captain must immediately indicate to the referee that they reserve the right to record an official protest at the end of the match. This protest may be written on the back of the score sheet, and the referee should notify a competition administrator or committee member ASAP. If practical, these disputes will be dealt with immediately with a competition administrator or a Committee member present.
- 7.2 Penalties result when a team:
 - a) fails to be ready to take the court on time (see by-law 5.1),
 - b) fails to supply a completed entry form with entry fees (see by-law 10),
 - c) fails to register members as required under State affiliation and/or club membership (see by-law 6.3). See competition entry form for other requirements.
- 7.3 Any team with arrears of player membership fees (see by-law 11) in a competition will be deemed to be playing with non-financial players. All match points may be deducted for those games played while a team has non-financial players, and the Committee may prevent the team from continuing to play in the competition. A player may only return to the court when their membership is renewed.

8 CONDUCT AT VENUE.

- 8.1 At all times Hunter Volleyball expects its members to behave in a manner which brings credit to their sport and a court supervisor or Committee member has the power to ask any player or spectator to leave the

venue if their behaviour is unacceptable or contravenes the safety of others. No balls are to be used for practice near courts upon which a match is in progress.

9 TRANSFER RULES

- 9.1 Teams or their representatives are not to approach opposition players, regarding transferring to teams' mid-season; transfers must wait until the competition is completed.
- 9.2 Players seeking mid-season transfer must have written permission from their club or team representative giving their consent (see also 10.4).

10 DUTY TEAMS

- 10.1 Competition Duty Teams – Duty teams must provide a 1st referee, 2nd referee, scorer and two linespersons as a minimum for all scheduled matches. Duty Teams may call on assistance from other players to fulfil their Duty requirements.
- 10.2 Teams will be required to provide duty personnel for Semi-finals and Finals matches including 2 referees (1st & 2nd) plus 1 score person plus 2 linespersons. Hunter Volleyball may appoint accredited and appropriately experienced Referees for Grand Final matches, who will receive an honorarium payment for their role.
- 10.3 Failure to provide Duty:
 - a) in Round games = 2 penalty points, or in exceptional circumstances where more than 48 hours notice is given then 1 penalty point
 - b) in Semi-Finals and Finals = loss of 1 set in final series
 - c) All penalties applied at Committee's discretion.

10.4 Substandard Duty

- a) Any team which is deemed by the Venue Supervisor to perform a substandard Duty will be sanctioned with 2 penalty points **and** subject to a forfeiture penalty under 5.1. Substandard duty may include but is not limited to failure to provide the five members required (2 referees, 2 linespeople, at least 1 scorer), referees failing to use whistles, continued and incorrect application of the Rules, materially incorrect or incomplete scoresheets. Team captains concerned about a Duty Team's performance must notify the Venue Supervisor as soon as practical during the game and request their observation of the game. Venue Supervisors can assist Duty Teams with advice on protocol or Rules as much as is practical to complete Duty responsibilities.
- b) To maintain and advance the level of match officiating, a minimum of two players from every team must complete the NSW Volleyball Referees' Association Foundation (Level 1) Referee Course per season. A copy of the participant's certificate of completion is to be provided to Venue Supervisors as soon as practical after completion of this course so that these players may be reimbursed their course fees by the Association. Hunter Volleyball will coordinate referee development activities to support those wishing to progress to Level 2 or higher officiating levels.

11 COMPETITION REGISTRATION

- 11.1 Entry into a competition will include payment of promoted team entry fees in advance (less any incentives for pre-payment) and this payment must accompany an entry form.
- 11.2 Teams will not be included in the season's competition draw, until payment of entry fees is received by the due date.
- 11.3 Teams that wish to apply for special consideration of pre-paid Entry Fees are to email the Committee (secretary@huntermvolleyball.com.au) with their request, which will be considered as soon as practical prior to release of a season's competition draw and commencement of the competition.
- 11.4 Teams must complete the entry form with all information requested which includes the full legal name of each player on the team and is to be submitted by the closing date stated.
- 11.5 The team captain or organiser should ensure that any new player in their team is entered onto their team sheet, or they may be ineligible to play in any finals series. The date the new player entered the

competition should also be noted on the form to ensure qualification for any finals games.

12 PLAYER MEMBERSHIP

- 12.1 Each participant is required to be a current, financial registered member of Hunter Volleyball. Any player who registers with another Club or directly with Volleyball NSW, must still register with Hunter Volleyball to participate in Hunter Volleyball competitions and programs.
- 12.2 New Players must complete the online Individual Member registration as directed by the Committee from time to time.
- 12.3 Hunter Volleyball reserves the right to suspend or ban any player from their competitions or tournament who refuses to become a financial member.
- 12.4 Hunter Volleyball, its sponsors, affiliates or other recognised associates, do not accept liability or responsibility for the acts of others that may cause injury or harm. All members/participants play this sport at their own choice or risk.
- 12.5 Parents of U18 players participating in the Adult Social Competitions, must complete a Permission & Waiver form prior to commencement of the junior's first season of Social Competition or participation in Social training sessions. Permission and Waiver forms are to be held by the competition administrator with seasonal team entry forms.

13 UNIFORMS

- 13.1 Subject to by-law 12.3, players in all Grades must play in a team uniform, featuring clearly visible numbers, as well as a clear and alternate coloured strip with a visible number for Libero players.
- 13.2 All divisions requiring uniforms are required to be in these uniforms by Week 3 of the competition. All teams entering the Winter competition must commence the season in uniform.
- 13.3 Where a team has used all reasonable endeavours to obtain team uniforms but delays are experienced, they may provide proof of order and delivery to the competition administrator for determination of an exemption to penalty. Hunter Volleyball can provide a numbered playing shirt for those players to wear and be deemed an approved team uniform until such time as their own team uniform is available.
- 13.4 In circumstances where a team intends to play without their full team in uniform, the Captain must notify the Duty Team who will tally the number of players out of uniform and award 1 point per player out of uniform in favour of the opposition team's points in the first set of the match. A REMARK will be entered on the scoresheet reflecting this penalty being applied.
- 13.5 In circumstances where a new player joins a team and team uniform will not be available for an extended period, Hunter Volleyball will provide a numbered playing shirt for that player to wear and be deemed an approved team uniform until such time as their team uniform is available.

14 MOST VALUABLE PLAYER NOMINATIONS & AWARDS

- 14.1 Hunter Volleyball has developed a system to recognise the season's Most Valuable Players (MVP), who will receive an award named in honour of the association's distinguished and long-serving members.
- 14.2 The MVP Award is a nod to teams' greatest contributors during each match, whether that be demonstrated as tactical or technical excellence, or leadership during the match.
- 14.3 At the conclusion of each match, votes will be recorded on the scoresheet as follows:
 - a) Captains from each team will provide 1 vote each, to a player of the opposition team
 - b) The Duty Team will allocate 2 votes and 1 vote respectively to players of their choosing, based on their observations during the match. These votes may be awarded to players on the same team or from opposing teams.
- 14.4 MVP Votes for all round games will be tallied and an award for the season's MVP will be presented on Finals Night. MVP Votes are not current awarded for Finals Series matches.
- 14.5 The HV Committee will review the method and announcement of MVP award winners from time to time, and introduce any additional awards relevant to the competition as it sees fit.

TIME BEFORE MATCH STARTS		DUTY TEAM PROTOCOLS
10 minutes	H:00	<p>Team ball warm up on court</p> <p>Captain/Coach completes the Scoresheet</p> <p>Duty team tallies points for players out of uniform and awards points to opposition</p>
6 minutes	H:04	1st Referee calls spiking from position #4
4 minutes	H:06	<p>1st Referee calls spiking from position #2</p> <p>2nd Referee conducts coin toss</p>
2 minutes	H:08	1st Referee calls teams to serve
1 minute	H:09	<p>2nd Referee ends serving warmup</p> <p>1st Referee goes to stand</p>
Match Start	H:10	<p>2nd Referee invites starting 6 onto court</p> <p>Match starts</p>
45 minutes after start	H:55	2nd Referee gives 5 minute warning given to teams - no substitutions or timeouts
50 minutes after start		<p>End of game</p> <p>Duty team complete Match Results and MVP Voting</p> <p>Captains sign scoresheet to verify the correct result has been recorded, and complete MVP Voting</p>

DUTY TEAM RESPONSIBILITIES

FIRST REFEREE

- Conduct the 10 minute warm up protocol from the sideline near the scorer's bench, then take the stand after teams finish serving warm up.
- Rely on 2nd referee and linespeople for help in making decisions
- Call the server to start play, counting to 8 seconds
- Watch the **attacking** team for net touches and feet going under the net
- Stop the point when there has been a fault
loud Whistle * indicate Winner of the point * signal Why they won
- Answer a team captain if a question is asked about interpretations of a Rule
- Issue any Sanctions to Players breaching the Rules
- Call the end of the set, and Call the end of the game

SECOND REFEREE

- Check team rotations before the start of the match
- Rely on 1st referee and linespeople for help
- Watch the **defending** team for faults at the net (net touches, feet under the net)
- Stop the point when there has been a fault
loud Whistle * indicate Winner of the point * signal Why they won
- Listen for a captain or a coach calling for a timeout or substitution
- Signal the first referee with the 5 minute warning before the end of a match
- Ensure the scorer's table is ready to commence the game or re-commence after timeouts or substitutions occur

SCORERS

- Ensure teams complete their team lists with player names and numbers before the start of the match
- Make sure the coach/captain signs the scoresheet to verify team lists before official start of game
- Count the number of players on the scoresheet and on the team bench to make sure these are correct. Players not on the scoresheet at the match start may not take the court if arriving late.
- Record the points / sets / substitutions and timeouts for each team in the spaces provided at the end of each set. Tally these at the end of the match.
- Use the electronic scoreboard to tally points won by each team (when available)

LINESPEOPLE

- Watch the server's feet to ensure there is no foot fault at the point of contacting the ball
- **Ensure serving team players are not screening with their hands above head height**
- Watch the sideline / baseline for balls landing during a rally
- Watch the antennae in case a ball hits it or is played outside of it. Indicate the fault by raising flag + pointing to the antennae for the referee's attention
- Watch if a player touches a ball before it goes out of the court. Indicate the fault by raising the flag + putting a hand on top of the flag for the referee's attention.