



**EASTERN METROPOLITAN VOLLEYBALL ASSOCIATION Inc.**  
**BY-LAW NUMBER 1**

**COMPETITION RULES**  
**REVISED : June 2016**

Playing rules of the Association shall be as laid down in the International Volleyball Rules, augmented by the following EMVA competition rules.

## **1.0 DETERMINATION OF MATCH RESULTS**

- 1.1 All EMVA SHIELD and EMVA CUP matches shall be played as the best of five sets, except where a time limit applies and neither team has won three sets at the end of the playing time. In this case the SETS winner will be determined on the basis of sets won. For this purpose an unfinished set will be counted as a completed set only if one team has reached 15 points and is 2 points ahead [sets 1 – 4] or 10 points and is 2 points ahead [set 5]. If both teams win an equal number of sets then the POINTS winner will be determined on the basis of points for versus points against, including points scored in unfinished sets. Only in circumstances of teams having both equal sets and points will a DRAW be declared.
- 1.2 Premiership points will be allocated on the basis of :
- |            |          |             |           |
|------------|----------|-------------|-----------|
| SETS WIN   | 4 points | POINTS LOSS | 1 point   |
| POINTS WIN | 3 points | SETS LOSS   | 0 points  |
| DRAW       | 2 points | FORFEIT     | -4 points |
- 1.3 Percentage will be calculated on the basis of the progressive totals of points scored FOR divided by total points scored AGAINST and shall include points scored in unfinished sets. A match lost on forfeit is considered as lost 0 points to 75 points. A match won on forfeit is considered as won 0 points to 0 points. i.e. the percentage of the winning team does not alter.
- 1.4 Positions of all teams on the premiership ladder shall be determined by premiership points in the first instance and by percentage in the second instance. Where teams in any competition do not play an equal number of games due to fixturing/BYE's- and play at least 80% of the matches for that Season. Then the ladder positions shall be determined firstly on the basis of AVERAGE premiership points calculated by dividing the total premiership points accrued in the season by the number of games played by that team.
- 1.5 The Committee may in special circumstances admit a new team into a competition after the playing season has commenced.
- 1.6 In the event of a team withdrawing, or being withdrawn from a competition during the season, all matches played by that team which are part of an incomplete round [i.e. where each team has not played every other team in that competition] may be declared void and the premiership ladder results re adjusted at the discretion of the Committee. Normally such match results will stand.
- 1.7 In the event of a team being promoted or relegated after the start of the season it shall start in the new grade as though it was a new team. However, the results of all games played in the previous grade shall stand for the previous grade only, i.e. teams who play a team prior to its promotion or relegation do not have their premiership points or percentage adjusted after the transfer takes place, but the team being transferred starts from 'scratch' in its new grade.

## **2.0 PLAYING TIMES**

- 2.1 The fixtures for a competition may provide for a time limit to be applied, however, the minimum time limit for weekly matches shall be 45 minutes. All finals matches shall be played with no time limit.
- 2.2 Any team not ready to start [not present and ready or not having the minimum number of players] at the appointed time as shown on the fixture, forfeits the first set. If the team is still not ready to play 15 minutes after the appointed time, the second set is also forfeited. If the team is still not ready to play 30 minutes after the appointed time, the match is forfeited. Late starts to a match for any other reason shall be detailed on the score sheet by the Referee, Captains or Hall Manager and the Committee shall take appropriate action.

- 2.3 Match forfeit :  
A team who forfeits a scheduled match for any reason will be required to pay their Match Fee for the forfeited game.  
[a] If the Association receives notice regarding the match forfeit at least **three days prior** to the scheduled game, **no penalty** will be applied.  
[b] Where the notification of the match forfeit is received within three days or less of the scheduled match, **a penalty** of the loss of 4 premiership points will be applied.
- A team who wins a match as a result of a forfeit by their opponents will receive the four premiership points for a game win
- 2.4 No time outs will be permitted in the last five minutes of a match played to a time limit.  
The interval between sets is limited to a maximum of one minute in all time limit matches. However, if both captains request an immediate resumption of play, this shall be granted by the Referee.
- 2.5 In all time limit matches the finishing times are to be strictly observed regardless of the actual starting time.  
Starting and finishing times are to be signified by the sounding of a device operated by the Hall Manager and the ball will be considered dead immediately the device starts to sound to signify the finish.
- 2.6 If any team wishes to change the time or venue of a match approval may be given subject to the following conditions :  
[a] The team notifies the Association in writing.  
[b] The team obtains the full agreement of the opponents.  
[c] The team notifies the scheduled duty team of the change.  
[d] The team making the change makes all arrangements, supplies officials and equipment and covers costs.  
[e] The team notifies the Hall Manager of the change and forwards a completed scoresheet within 24 hours.

### 3.0 TEAMS AND PLAYER ELIGIBILITY

- 3.1 Before taking part in any match all players must register with the Association by completing the procedures stipulated in the constitution. Players must present proof of registration at any time if so requested by an official of the Association.
- 3.2 The minimum number of players allowed to take the court as a team shall be as shown on the fixture. Should a team be prevented from maintaining the minimum number of players on court due to an injury during a match when no substitutes are available, the team will not be permitted to continue but all points gained before the injury will be retained.
- 3.3 A team fielding less than six players must maintain its playing order as for six players and the scorer for the match shall record the vacant position[s] with an "X" on the score sheet. When a vacant position reaches the service position the serve shall be forfeited and a point awarded to the opposing team.
- 3.4 All mixed division teams shall have a minimum of 1 player of each sex on the court at all times during a match. No more than 4 players of the same sex are permitted on the court during a match.
- Teams unable to have at least one player of each sex on the court during a match will be required to forfeit the match.
- 3.5 *Players arriving late for a match shall enter the court at any time during the match as long as their name has been entered on the scoresheet when they arrive for the match and prior to them taking the court.*
- 3.6 No player shall play in more than one match during the same weekly round, or in the case of finals in the same designated final [Semi, Preliminary or Grand], excepting Junior and Mixed Division players who may play in one Junior and/or Mixed Division match in addition to the open division match during the same weekly round or designated final.
- 3.7 Any player may play for an additional Club in any other division in which his/her first Club is not represented subject to Rule 3.6 above. Players participating under this clause shall only be required to register with one Club but must be able to provide proof of such registration before playing with another.
- 3.8 Any player may play in any tournament or regular competition outside of the EMVA provided such tournament or competition is recognised by Volleyball Victoria Inc.

- 3.9 Clubs may PROMOTE players within their Club at any time.

Clubs may RELEGATE players within their Club provided that the player has played less than 50% of scheduled matches in the season in the higher grade.

Clubs may TRANSFER players between teams playing in the same grade at any time for the first three rounds. After the third weekly round, no more than one player may transfer between teams within that grade each week.

Promotion, relegation and transfer of players is subject to Rule 3.6.

- 3.10 To be eligible to play in any final a player shall have played in at least one third [1/3] of the matches in the season with the Club concerned for A Grade teams and at least one quarter [1/4] of the matches in the season with the Club concerned for all other Divisions. If the figure of 1/3 or 1/4 is not a whole number it shall be rounded upwards to the nearest whole match.
- 3.11 A player may not play in a final of one grade if the number of games he/she has played in the higher grade[s] of the EMVA is 50% [rounded upwards] or more of the total games in which he/she has played in that season. However, subject to Rule 3.6, a player may play in the finals for a team of his/her Club in a higher grade than he/she normally plays.
- 3.12 All teams must be financial to play finals.

#### **4.0 CLEARANCES**

- 4.1 All negotiations to obtain the services of any player shall only be carried out after the players current Club is notified in writing of the intentions of the Club seeking the players services. A direct approach to any player against the wishes of their current Club will invalidate a clearance.
- 4.2 A clearance must be approved in writing by the clearing Club and the EMVA Administrator shall be notified.
- 4.3 In the event of the EMVA being notified in writing of any clearance dispute, the subject player shall be automatically suspended from playing with the new Club until the matter is settled. No penalty shall be applied for matches played with the new Club prior to such notification unless otherwise determined by the Committee.

#### **5.0 UNIFORMS**

- 5.1 All players shall wear a minimum uniform of tops the same colour and matching shorts, or a bib supplied by EMVA. Bibs may only be used as a temporary measure while teams are in the process of organising uniforms or in exceptional circumstances, at the discretion of the Competition manager. A uniform top shall be consistent in style and colour with clearly visible numbers worn on the front and back.
- 5.2 A penalty of the loss of one [1] premiership point per game may be applied to teams fielding any player[s] not wearing the uniform defined in Rule 5.1 above, at the discretion of the competition manager on the night or if necessary the committee. Such penalty to be recorded on the scoresheet by the Referee or Competition manager. The Competition manager must record the reason for a team being out of uniform on the scoresheet for the purpose of determining if penalties need to be applied.
- 5.3 Clubs who are unable to comply with Rule 5.1 above at the beginning of any season are required to inform the Association, in writing, of the circumstances preventing their compliance. An indication should also be given of when all the team will be in uniform. This is best done through the Association's Competition manager.
- 5.4 Clubs entering any team[s] in the Association's competitions for the first time are permitted a period of four weeks during which time uniform penalties shall not be applied. Such team[s] shall be correctly attired as from the fifth week of competition.
- 5.5 The first referee may permit the wearing of tracksuits over uniforms under special circumstances, e.g. when the temperature is low. The referee would normally direct that tracksuits be removed at the completion of the first set. Baseball style hats must not be worn during match play, bandanas/head bands and head covering for religious reasons may be worn.
- 5.6 Teams with alternating uniforms must wear the same uniform for the duration of the match and not a mix of both. The alternative top is permitted as a Libero uniform but the 1st referee must be notified of the fact.

## 6.0 PERFORMANCE OF DUTY WHERE ROSTERED

- 6.1 Teams rostered for duty **MUST** provide a minimum of two people. If there is no paid referee supplied by the Association, these two people shall referee the game and score. If a paid referee is supplied they shall 2<sup>nd</sup> umpire the game and score. Provision of extra persons for line duty is encouraged but not mandatory.
- During all three weeks of finals, duty teams are required to provide a minimum of 4 people.*
- 6.2 Scoresheets shall be completed in the manner specified in the International Rules. The Hall Manager may authorise the deduction of up to two premierships points from the duty team in the case of any incorrectly completed scoresheet.
- 6.3 Duty teams shall be penalised by the additional loss of up to two premierships points for inadequate performance of duty at the discretion of the Hall Manager. For every member of the duty team absent at any time during a match an automatic penalty of one premierships point be incurred up to a maximum of two premierships points.
- 6.4 Teams nominated for duty at finals matches, or at the last round of normal competition matches, will have any penalties incurred applied immediately upon their re entry to a future competition.
- 6.5 The first referee shall award best player votes for the match and may seek the assistance of other members of the duty team to allocate the votes. Six votes are to be allocated and recorded on the scoresheet, preferably on a 3:2:1 basis, but these may be distributed in any manner providing that whole numbers are used. In the event of a forfeited match, the six votes are to be distributed evenly among the starting line up of the winning team. The President shall arrange for the counting of the votes each season.

## 7.0 PROTESTS AND PENALTIES

- 7.1 Protests shall be in accordance with the International Rules. When a protest is made the referee shall direct the scorer to make a record of the protest on the scoresheet. He/she shall then advise the captains that the result of the match is subject to the decision of the Committee and then allow the match to continue. Statements by the referee and the team captains may be added after the match, before the scoresheet is signed.
- 7.2 A Players Tribunal may be formed in accordance with By Law 5 to act as a disciplinary body with jurisdiction over the conduct of all players and officials in the competition.
- 7.3 Any team forfeiting three matches during any one season may be disqualified from further participation during that season.
- 7.4 Any team with arrears of fees after any time limit set by the Association will be penalised as determined by the Committee.
- [a] No team in arrears of fees will be permitted to participate in Finals matches for the season for which they have not paid their Match fees in full.
- 7.5 Any penalty awarded under these By Laws is subject to appeal by the penalised team [exception : Rule 7.4 part [a] above]. The decision of the Committee on any appeal shall be final.

## 8.0 COMMITTEE DISCRETION

- 8.1 Any Club or team that foresees that it will be unable to comply with any By Laws because of extreme or extenuating circumstances or hardship may apply to the Committee for special dispensation with regard to penalties that may be applicable for breach of that particular By Law. Such application shall be accepted only in writing and shall detail all reasons for the request for dispensation. Making an application AFTER a penalty has been applied may jeopardise the likelihood of success of such application.

## 9.0 CONDUCT AT PLAYING VENUES

- 9.1 Players and spectators are expected to comply with the rules and regulations of the venue management.
- 9.2 Hall Managers have the power to expel from the hall any person who, after due warning, continues to behave in a manner which is detrimental to the image of the Association or volleyball in general.
- 9.3 No balls are to be used for practice near courts upon which matches are in progress.