

## Competition By-laws for 2024-2025 (Summer)

- The **Team Contact** is responsible for ensuring that each Player is financial paid (or an organised payment plan) with MVA and VWA, or the team fee is paid before the commencement of their **THIRD** match of the season. Teams playing with unregistered players, other than guest players will forfeit the match. (this will be at the discretion of the match committee)
- Once registered the players must abide by the rules of the association and the game itself. The rules are as per FIVB international standards except where covered by a Bylaw.
- Players shall be permitted to enter a game if they are properly attired in a shirt of the same colour with a matching motif as the rest of the team by the fourth match (this will be at the discretion of the team captains and referees). Each Player must have numbered shirts (to FIVB standards)—this will be required for Division 1. This will be encouraged in Division 2 and other competitions.
- To shield against forfeits, a team may comprise of at least 5 registered players who can commence a match.
  - a. If a team does not have 5 players after 10 minutes of playing time, they forfeit the first set.
  - b. If a team does not have 5 players after 15 minutes of playing time, they forfeit the match.

NOTE – Latecomers whose names appear on the scoresheet can enter the match at any time.

- A team must give a minimum of 24 hours' notice of a forfeit to a committee member or lose one premiership point. The forfeit does not mean that duty responsibilities are lost, and it is the responsibility of that team to ensure all duties are completed.
- Players may only transfer after the captain of the team they wish to leave has signed a transfer form. New players can register (preferably before the third match) at any time during the season but must conform to the finals qualifying by-law number 7 below before playing in a final.
- To qualify to play in a final, a player must be fully registered and have played in a qualifying number of games for their registered team [to be determined by the match committee]. Each Team's player's registration will be finalized five (5) weeks before the finals.
- The **Team Captain** shall enter each player, and any guest players before the game commences, and sign the scoresheet after the game has been completed.
- The referee's decisions during a match will be final. Should any disputes arise during a game, the captain of the team raising the dispute shall make a signed record of the dispute on the back of the scoresheet. The management committee will make the final settlement of the dispute, and the teams in dispute will be notified within one week.

**NOTE:** Any Sanctions applied to a team may remove any points awarded on that night. The First Referee may request to remove any points gained by a team if any member of that team was behaving in a manner that affects the Spirit of the Match.

(The type of behaviour this would cover could be abusive language, swearing, ball abuse etc.) — Sanctions include either a **Yellow** or **Red** card.

- Duty teams must fulfil their duties when rostered. Failure to do so will result in the loss of one premiership point from their total.
  - a. Division 1
    - a. 1 First Referee for League (each team must have at least one qualified referee, preferably two)
    - b. 1 Second Referee for League
    - c. 1 Score Keeper for League
    - d. 2 Lines Persons for League (if possible)
  - b. Division 2
    - a. 1 First Referee for Reserve (each team must have at least one qualified referee, preferably two)
    - b. 1 Second Referee for Reserve
    - c. 1 Score Keeper for Reserve
    - d. 2 Lines Persons for Reserve (if possible)

### **Duty team responsibilities:**

- The Duty Team is responsible for the setup of the court if they are the first match on that court, i.e., for the first game of the night.
- They are also responsible for clearing the courts after the last game, that is the nets, poles, balls, scoreboards, etc.
- The score sheet must be endorsed as correct [completed, captains signing, etc...] with any sanctions recorded and MVP noted.
- Players can only play for one team** during a season, that being the team that they are registered with (unless the player is permanently transferred). (Junior players may be considered “Guest” players in Division 1 for training purposes as this is a separate competition, however, this does not apply to League players playing in another team) “Guest” players are those who are not registered with this Association, and such players may only be used as a sixth player or as a reserve. Guest players can only play five times per season, but teams may use any number of different guest players throughout the season.  
The spirit of this by-law is to introduce new players to the game.
- This is a Mixed Competition and therefore all teams must have at least one and preferably two or more registered male/female players. For Junior teams (i.e., under 19, they must have players under 17 as of 31st December), this by-law is relaxed if required. All other teams should have male and female, or junior players registered and playing each game. The spirit of this law is that if a team has no female or junior players available for a match, they should make every effort to have a female or junior guest. Note that this means the female/junior player must be on the court at all times.
- Games are timed at 40 minutes with a 10-minute warm-up – each game, commences 10 minutes past the starting time on the fixture sheet, e.g., if the time mentioned is 5:55, then the warm-up commences at 5:55 and the game starts at 6:05.
- Matches are best of three (3) sets**—a game may continue if a team has won 2–0 to complete out the time remaining.
  - The first two sets scoring is to 21 points [a point for each rally], and the deciding set is to 15 points, all sets must have resulted with a 2-point margin and uncapped.
  - No unfinished set shall be counted unless it is a deciding set. A win will be awarded if the score is above 8 with a 2-point margin. This means for a deciding set, where the score is 1 set all [1-1] and the score is less than 8 points for either team, e.g., 7–5, the game is officially a draw.  
*This is an encouragement to have more games finalised and fewer drawn games.*
    - a. Finals (quarter and semi) are time-limited as well, except for the Grand Final, which is untimed but, best of 3 sets
    - b. Should there be a deciding set, that is the 3<sup>rd</sup> set, it will be the first to 15 with a 2-point advantage
- Match points scoring:
  - 3 points are awarded for a win
  - 2 points for a draw
  - 1 point for a loss
  - -1 for a forfeit

Note: A Point shall be deducted for failure to do duty or the duty teams' failure to set up the court on time.

**It is the responsibility of the duty team to provide duty personnel as per Bylaw 10 above. You may ask others to duty on your behalf.**

**The Mandurah Volleyball Association will endeavour to provide suitable instruction should you require it.**

**The Association will also seek interested and appropriately qualified personnel to provide duties such as referees, who will be adequately remunerated.**