



VQ Metro League

Competition By-Laws



Preamble

The VQ Metro League is a weekly competition with multiple divisions. These By-Laws address arrangements associated with the eligibility of players, requirements of participant teams, and conduct of the competition. Unless otherwise listed in these by-laws the Metro competition are conducted in accordance within the official rules of FIVB as varied by Volleyball Australia. Competition dates, location, divisions offered and entry process will be available through the Volleyball Queensland website: www.vq.org.au.

1. Competition Format

- 1.1. The 12 Substitution Rule will be used in all matches.
- 1.2. The designated Libero(s) may be changed each set.
- 1.3. Competition standings are calculated by competition points, if tied then set ratio, if still tied then points ratio, if still tied then coin toss. Where the number of matches played is unequal average competition points won per game will apply.

2. Match Times

- 2.1. Warmup (10 minutes) and access to the court will start at scheduled times (6:30pm, 7:30pm and 8:30pm). The 'match commencement whistle' for the match will occur 10 minutes after the scheduled start time. See rule '12 Match Protocol' for timing of the warmup.
- 2.2. Games that start late for any reason will still finish on time.
- 2.3. Any team(s) not ready at the match commencement whistle, will forfeit the first set. Thereafter, any team(s) not ready will continue to forfeit one set after every 10 minutes.
- 2.4. All round games are best of five sets within the time frame 50 minutes. No set will start if the game is in the last five minutes of time limited games.
- 2.5. No time outs or substitutions can be called in the last five minutes.
- 2.6. Incomplete sets will count as a set won if a team has 13 or more points (8 in the deciding set) and leads by two or more points.
- 2.7. If a round match has a result tied on sets then the result of the match is a draw. Cross over matches (any time limited match that requires a winner) that are tied on sets will be awarded to the team that scored the most points in the match, if still drawn the winner will be the team that won the last point played.
- 2.8. If the referee has whistled for service prior to the siren for end of match, then that rally must be played, and shall count toward the scores. The first referee alone shall determine whether the whistle preceded the siren.

3. Volleyball Queensland Registration

- 3.1. For players to be eligible, they must be a current financial member of VQ (Recreational Level). There will be "Zero Tolerance" regarding unregistered players at any stage of the season.
- 3.2. Any unregistered players who taking the court are in violation of rule 3.1, which will result in a forfeit being applied to their team. Registration can be performed online on the VQ website.
- 3.3. It is the Team Captains responsibility to ensure that players are registered.



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4. Game Start Times

- 4.1. Teams must be ready to play, including writing names on the scoresheet and handing in the first set team rotation before the match commencement whistle.
- 4.2. Teams failing to fill in the score sheet will be penalised 1 competition point for each game where team lists are not presented properly.

5. Incomplete Teams (less than 6 players)

- 5.1. If teams are incomplete, they will forfeit the first set at the scheduled start time and then a set every ten minutes thereafter, in accordance with rule 2.3
- 5.2. Teams may play with 5 players. The sixth place on the court will be a blank spot that will be recorded on the score sheet as a X. When the black spot (X) is the one to serve, the offending team automatically lose their serve and a point is awarded to the opposition team.
- 5.3. Teams with four players present may borrow a guest player to make their team up to five to prevent a forfeit. A guest player may not be used to make a team up to six players.
- 5.4. Guest players making a team up to 6 will be declared ineligible, and the offending team will incur a forfeit for that game.

6. Players playing for more than one team

- 6.1. If a club has more than one team in a grade, players may play for any team for the first three rounds.
- 6.2. After the first three rounds, players “belong to” the team they have played most games for in the first three rounds and may only play in one team (subject to being a guest player in accordance with rule 5.3).
- 6.3. If, after the first three rounds, a player has played an equal number of games for more than 1 team, they must nominate which team they are part of before playing any games in round four.
- 6.4. After the first three rounds, teams are subject to rule 5 if the team is incomplete.

7. Grading

- 7.1. The competition will consist of Round Matches (those matches whose result affects teams' positions via premiership points) followed by Finals (include crossovers, preliminary, semi and grand finals, depending on the season length).
- 7.2. Players are considered to belong to a team after the third week of the competition (in accordance with rule 5 or after playing three games for any one team, whichever occurs first. Members of single teams are considered to be graded with that team.

8. Finals Format

- 8.1. All finals matches (including medal matches) will be played to time. If at the end of time teams are tied on sets, a point countback will be performed to determine the winner.

9. Finals eligibility

- 9.1. To be eligible to compete in finals matches a player must have played a minimum of 4 games of the scheduled round matches for that team during the current season.



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- 9.2. Exceptions to this rule may be approved by the Competition Manager prior to the round. Factors such as competition standard, timeliness of application, and fairness to all parties are to be considered in the approval process.
- 9.3. Un-financial teams are not eligible to play after Round 6 until the full match fees are paid.

10. Duty

- 10.1. Teams will be scheduled for duty as is required by the Competition Manager.
- 10.2. Duty may be before or after a team has played.
- 10.3. Teams on duty are to be prepared to provide a first referee (if one is not supplied), a second referee, a scorer and two line judges (5 duty members).
- 10.4. The duty personnel must be present at the scheduled match starting time.
- 10.5. A duty team will be penalised 1 competition point for each duty member not present at the scheduled starting time.
- 10.6. The duty team is responsible for completing the score sheet, including final score summary and MVP list, which is in turn signed off by the Referee. Failure to do so will result in loss of competition 1 point.
- 10.7. **Court Setup:** if you're on duty for the first game of the night on a court you are responsible for court setup and need to:
 - a) Set up the court you have duty on. This includes the posts, net, antennae, pole padding & ref stand. The equipment is all stored in the "garage" at the far end of the hall & will be open prior to 6:30pm to access the gear to move it to your court ready for setup immediately upon 6:30pm when basketball vacates the courts.
 - b) Please note correct net heights: Women – 4 holes showing on the post. Men – 6 holes showing on the post.
 - c) Please ensure you're there early enough to ensure the 6:30pm game is playing by no more than 10mins into the match time (i.e. the teams match has started by no later than 6:40pm).
- 10.8. **Court pack down:** if you're on duty for the last game of the night on a court you are responsible for court pack down and need to:
 - a) Taking the antennae off the net & putting them on the mobile trolley (along with the posts). This is usually at Court 1 (furthest court from equipment garage) after setup & needs to be repacked at the end of the night by all duty teams.
 - b) Unwinding / untying the net & wrapping it around the yellow plastic net holders. The net is then hung up in the equipment shed along the back wall on the posts. (see figure 1 below)
 - c) Take off both lots of post padding & store neatly on mobile trolley (see attached picture)
 - d) Put posts down to lowest possible level (not even on any hole) before taking posts out of floor & stacking neatly on mobile trolley (see figure 1 below)
 - e) Put pole / floor covers back into the flooring
 - f) Take ref stand back to equipment shed & stack neatly in a row to the left of the shed as you walk in (see figure 1 below)



Figure 1 - Equipment packing

11. Uniforms

- 11.1. Shirts must be numbered. Players may have duplicate numbers but must be distinguishable by colour reference.
- 11.2. Numbers will preferably appear front and back, but numbers appearing on the **front** alone will be acceptable
- 11.3. While preferred, players are not required to have identical uniform shirts.
- 11.4. If the libero(s) in use for any set is not obvious by differing uniform then the captain must indicate to the referee which player(s) is acting as the current libero(s)."



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12. Match Protocol

- 12.1. Scheduled Start Time (eg. 6:30)
Time which teams will have access to the court and officially commence warmup (No teams are permitted to access the net (ie no spiking or serving) until directed by the referee.
- 12.2. Captains Whistle (eg. 6:32)
Duty team conducts coin toss and permits hitting warmup to start.
Team captains/coaches must sign the team list.
- 12.3. Warmup Commence (eg. 6:33)
Referee announces start of hitting warmup
- 12.4. Swap Hitting Sides Whistle (eg. 6:36)
Referee announces change of hitting sides
- 12.5. Serving Warmup Whistle (eg. 6:38)
Referee announces commencement of serving warmup (both team must stop hitting warmup).
Second referee ensures that starting line-ups have been received.
- 12.6. End of warmup Whistle (eg. 6:39)
Referee announces end of serving warmup
- 12.7. Match Commencement Whistle (eg. 6:40)
Referee instructs teams to enter court, at this time rule 2.3 takes effect
- 12.8. Line-up check
Second referee checks line up
- 12.9. First Whistle
Referee whistles for the first service of the match