



VQ Metro League

Competition By-Laws



Volleyball Queensland (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, Metro League is 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: <https://www.vq.org.au/competitions/metro-league/>

1. COMPETITION FORMAT

- 1.1. The twelve (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, 7:40pm and 8:50pm). The 'match commencement whistle' for the match will occur ten (10) minutes after the scheduled start time. See rule '14 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 (1) set after every ten (10) minutes.
- 2.4. All round games are best of five (5) sets within the time frame 60 minutes.
- 2.5. No time outs or substitutions can be called in the last five (5) 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 (2) or more points.
- 2.7. Any match (including all playoffs and medal matches) that is 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. VQ 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 take to the court are in violation of rule 3.1, which will result in a forfeit being applied to their team. Registration is available online on the VQ website: <https://www.vq.org.au/membership/>
- 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. All players that take the court must be on the team list – if a player takes the court without being on the team list, the offending team will be forfeited if this occurs after week 3 of the season.

5. COMPETITION STANDING AND PENALTIES

5.1. PREMIERSHIP POINTS

- 5.1.1 Premiership points will be awarded in all Divisions as follows:
 - a) 3 points for a win
 - b) 1 point for a loss
 - c) 1 point for each set won
 - d) 0 points for a bye
 - e) -2 points for a forfeit

6. INCOMPLETE TEAMS (LESS THAN 6 PLAYERS)

- 6.1. If teams are incomplete, they will forfeit the first set at the scheduled start time and then a set every ten (10) minutes thereafter, in accordance with rule 2.3.
- 6.2. Teams may play with five (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 blank spot (X) is the one to serve, the offending team automatically lose their serve and a point is awarded to the opposition team.
- 6.3. Teams with four (4) players present may borrow a guest player to make their team up to five (5) to prevent a forfeit. A guest player may not be used to make a team up to six (6) players.
- 6.4. Guest players making a team up to six (6) will be declared ineligible, and the offending team will incur a forfeit for that game.

7. PLAYERS PLAYING FOR MORE THAN ONE TEAM

- 7.1. If a club has more than one (1) team in a Division, players may play for any team for the first three (3) rounds.
- 7.2. After the first three (3) rounds, players “belong to” the team they have played most games for in the first three (3) rounds and may only play in one team (subject to being a guest player in accordance with rule 6.3).
- 7.3. If, after the first three (3) rounds, a player has played an equal number of games for more than one (1) team, they must nominate which team they are part of before playing any games in round four.
- 7.4. After the first three (3) rounds, teams are subject to rule 6 if the team is incomplete.



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8. GRADING

- 8.1. The competition will consist of Round Matches (those matches whose result affects teams' positions via premiership points) followed by Finals (including crossovers, preliminary, semi and grand finals, depending on the season length).
- 8.2. Players are considered to "belong to" a team after the third week of the competition (in accordance with rule 6 or after playing three (3) games for any one team, whichever occurs first). Members of single teams are considered to be graded with that team.

9. FINALS FORMAT

- 9.1. 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.
- 9.2. If at the end of the match teams are still tied on point countback, the match will continue until a team leads by two (2) or more points to determine the winner.

10. FINALS ELIGIBILITY

- 10.1. To be eligible to compete in finals matches, a player must have played a minimum of 25% of all scheduled round matches for that team during the current season (not including byes, preliminary, semi and grand finals).
- 10.2. Exceptions to this rule may be approved by the VQ Club Services Coordinator 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.
- 10.3. Un-financial teams are not eligible to play after Round 6 until the full match fees are paid.

11. DUTY

- 11.1. Teams will be scheduled for duty as is required by the VQ Club Services Coordinator.
- 11.2. Duty may be before or after a team has played.
- 11.3. Teams on duty are to be prepared to provide a second referee, a scorer and two line judges (five (4) duty members).
- 11.4. The duty personnel must be present at the scheduled match starting time.
- 11.5. A duty team will be penalised one (1) competition point for each duty member not present at the scheduled starting time.
- 11.6. If a team is **not present for duty** and do not notify VQ 48 hours prior to the match, they will be required to duty an additional match at the discretion of the VQ Club Services Coordinator.
- 11.7. 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 the loss of one (1) competition point.



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12. FORFEITURES

- 12.1. From round 11 onwards (21/1/2020), if a team forfeits their match and fail to notify VQ 48 hours prior, they will also be required to pay the full weekly fee for the Team that has been impacted by the forfeiture for that round, in addition to their own (i.e. \$63.00 or \$72.00).

13. UNIFORMS

- 13.1. Shirts must be numbered. Players may have duplicate numbers but must be distinguishable by colour reference.
- 13.2. Numbers will preferably appear front and back, but numbers appearing on the **front** alone will be acceptable
- 13.3. While preferred, players are not required to have identical uniform shirts.
- 13.4. 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).

14. MATCH PROTOCOL

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