



# Metro League

## Competition By-Laws



### Preamble

Metro League is a weekly competition which is offered to all metropolitan Affiliate and Non-Affiliate Clubs. Metro League comprises four (4) multiple graded Divisions including Division 1 & 2 Men & Women. These By-Laws address arrangements associated with Affiliate and Non-Affiliate Clubs entering Metro League, 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 (VA). Competition dates, location, Divisions offered and entry process will be available through the Volleyball Queensland (VQ) website: <https://www.vq.org.au/competitions/metro-league/>

## 1 COMPETITION FORMAT

### 1.1 OVERVIEW

- 1.1.1 Metro League will take place on Monday, Tuesday and Wednesday evenings.
- 1.1.2 Weekly timeslots are: 6:30pm, 7:50pm and 9:10pm – the time reflects the start of the match.
- 1.1.3 All matches will be played using the “Best of Five (5) Sets Timed” format (including Finals and Medal Matches); 60 minutes plus a 10 minute warm up/changeover.
- 1.1.4 Set 1-4 to 25 points with a two-point advantage.
- 1.1.5 Set 5 to 15 points with a two-point advantage.
- 1.1.6 The 12 Substitution Rule will be used in all matches.
- 1.1.7 Teams may designate up to two Liberos;
  - per set in all Divisions

## 2 TEAMS

### 2.1 OVERVIEW

- 2.1.1 Affiliate and Non-Affiliate Clubs may have more than one (1) team in a Division subject to competition capacity and at the discretion of VQ.
- 2.1.2 The number of teams allowed to enter may be restricted depending on venue and time availability. The basis of priority for teams entering will be given to Clubs fielding the most teams in the competition.
- 2.1.3 VQ reserves the right to refuse entry to any team.
- 2.1.4 VQ reserves the right to admit teams or vary entries in Divisions to ensure that a Division remains viable, optimal and team numbers are even (to avoid scheduled byes).

### 2.2 INCOMPLETE TEAMS (LESS THAN 6 PLAYERS)

- 2.2.1 If teams are incomplete, they will forfeit the first set at the scheduled start time and then a set every ten (10) minutes thereafter.
- 2.2.2 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.
- 2.2.3 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.
- 2.2.4 Guest players making a team up to six (6) will be declared ineligible, and the offending team will incur a forfeit for that game.



# Metro League

## Competition By-Laws



### 3 PLAYERS

#### 3.1 ELIGIBILITY

- 3.1.1 For Affiliate and Non-Affiliate Club players to be eligible, they must hold a current recreational membership (or higher) with VQ. There will be “Zero Tolerance” regarding unregistered players at any stage of the competition. Registrations must be received by VQ prior to 11:59 pm on the Wednesday before the competition commences.
- 3.1.2 Any unregistered players who take the court are in violation of By-Law 3.1.1, which will result in a forfeit being applied to their team. Registration is available online via the VQ website:  
<https://www.vq.org.au/membership/>
- 3.1.3 Any team fielding an unregistered player or one listed under a false name will forfeit that match.
- 3.1.4 Only those players named on the scoresheet at the end of the match, and having entered the court during the match will be regarded as having played.
- 3.1.5 If an Affiliate or Non-Affiliate Club has more than one (1) team in the competition, players must only participate in one (1) team throughout the duration of the competition.

### 4 FINALS

#### 4.1 FINALS ELIGIBILITY

- 4.1.1 To be eligible to play in Finals and Medal Matches (i.e. Semi-Finals and Gold & Bronze Medal 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).
- 4.1.2 Exceptions to this rule may be approved by the VQ Club Services Coordinator. Factors such as competition standard, timeliness of application and fairness to all parties are to be considered in the approval process.
- 4.1.3 Teams fielding ‘ineligible players’ in Finals and Medals Matches will automatically forfeit all sets in which that player took the court.

#### 4.2 FINALS FORMAT

- 4.2.1 All Finals and Medal Matches will be played using the “Best of Five (5) Sets Timed” format; Set 1-4 to 25 points with a two-point advantage and Set 5 to 15 points with a two-point advantage.
- 4.2.2 If any Finals and Medal Matches are tied at 1 Set all, the third set (if incomplete) must be determined by either team accumulating 13 or more points with a two-point advantage.
- 4.2.3 In case of a forfeit during the finals, the offending team may be eliminated from the finals series. Only teams that have fulfilled their finals commitments, including duty, will be eligible for any medals or awards.

### 5 MATCH REGULATIONS

#### 5.1 FORMAT

- 5.1.1 All matches will start at the scheduled time as advertised in the official draw.
- 5.1.2 Warmup (10 minutes) and access to the court will start at scheduled times (6:20pm, 7:40pm and 9:00pm). The ‘match commencement whistle’ for the match will occur ten (10) minutes after the scheduled start time. See By-Law ‘6 Match Protocol’ for timing of the warmup.
- 5.1.3 No time outs or substitutions can be called in the last five (5) minutes of any match.
- 5.1.4 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.
- 5.1.5 Any preliminary match (excluding Semi-Finals and Gold & Bronze 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.



# Metro League

## Competition By-Laws



- 5.1.6 If the 1<sup>st</sup> 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 1<sup>st</sup> Referee alone shall determine whether the whistle preceded the siren.
- 5.1.7 The Venue Manager or Chief Referee may give permission for a Libero to be re-designated as a normal court player in order to avoid a forfeit in the case of an injury.
- 5.1.8 The Metro League match ball is the Mikasa "V200W" 8-panel volleyball.
- 5.1.9 The net heights are as follows:
- |                       |       |            |       |
|-----------------------|-------|------------|-------|
| Division 1 & 2 Men:   | 2.43m | U19 Boys:  | 2.43m |
| Division 1 & 2 Women: | 2.24m | U19 Girls: | 2.24m |

### 5.2 FORFEITS AND LATE STARTS

- 5.2.1 Any team(s) not ready at the match commencement whistle, will forfeit the first set with a 25-0 score. After a further 10 minutes increments if a team is still not ready, they will forfeit the second set and third sets, with a 25-0 & 15-0 score respectively and the non-forfeiting team will be declared the winner three (3) sets to nil (0).
- 5.2.2 Where both teams have forfeited the first set but are then ready to play at the start of the second set, the match shall be played for the remainder of the 60 minutes as a "Best of Five (5) Sets Timed" format.
- 5.2.3 Where both teams have forfeited the first and second sets but are then ready to play at the start of the next set, the match will be played for the remainder of the 60 minutes and consist of one (1) set to 25 points.
- 5.2.4 The Venue Manager reserves the right to permit matches to commence late without penalty, due to unforeseen problems e.g. Notified traffic accidents, major events, subject to 5.1.2.
- 5.2.5 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.

### 5.3 UNIFORMS

- 5.3.1 All players must wear a uniform, complete in the following details:
- 5.3.2 The shirt must have – permanently fixed to the front and back – a number between 1 and 99.
- 5.3.3 The colour and design of the shirt must be consistent throughout the team.
- 5.3.4 Male players shorts should be generally consistent in colour.
- 5.3.5 Female players can wear shorts, sports briefs or bike pants, provided the uniform is generally consistent throughout the team in terms of colour.
- 5.3.6 Sponsors logo must be consistent across the team.

### 5.4 OFFICIALS

- 5.4.1 VQ will provide 1<sup>st</sup> Referees for all matches during this competition. All 1<sup>st</sup> Referees provided will be a VA-accredited Level 1 Badge Referee or higher.
- 5.4.2 All 1<sup>st</sup> Referees overseeing matches must wear the official VA Referee Shirt (sky blue colour).
- 5.4.3 A Chief Referee will also be provided weekly and will be available to complete Referee assessments and upgrades.
- 5.4.4 Teams will be scheduled for duty as is required by the VQ Club Services Coordinator.
- 5.4.5 Duty may be before or after a team has played.
- 5.4.6 Duty teams must provide a 2<sup>nd</sup> Referee, two (2) standing Lines persons and one (1) Scorer.



# Metro League Competition By-Laws



- 5.4.7 Duty teams without a minimum of four (4) players reporting at the Scorer's bench at the coin toss will incur a penalty of one (1) competition point.
- 5.4.8 Duty teams must ensure that the scoresheet is completed, including final score summary and MVP list (x3 points given for MVP on winning team and x1 point given for MVP on losing team) in accordance with the 'checklist' on the Scorer's bench. The 'checklist' is also available from the Venue Manager.
- 5.4.9 All Scorers and Lines persons are prohibited from using mobile phones and other electronic devices during the match.
- 5.4.10 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.

## 5.5 PLAYER / COACH / SPECTATOR BEHAVIOUR

- 5.5.1 Players, coaches or spectators may be given a written warning by Competition Management regarding their conduct during competition. This will be emailed to the team contact no later than 5.00pm on the Tuesday following the match in question.
- 5.5.2 Competition Management have the power to issue sanctions to players, coaches or spectators as they deem appropriate.
- 5.5.3 Any player, coach or spectator who receives two (2) written warnings or two (2) Red Cards (excluding time delay sanctions) during the competition will be:
  - a) suspended from being involved in the same team's next match, which does not include a bye.
  - b) cannot be involved in any other matches or Divisions until the suspension imposed at 5.5.3 a) is completed.
- 5.5.4 Any player, coach or spectator who is sanctioned with expulsion (Red & Yellow together) will be:
  - a) suspended immediately from the match in which they incurred the sanction.
  - b) suspended from being involved in the same team's next two (2) matches, which does not include byes.
  - c) cannot be involved in any other matches or Divisions until the suspension imposed at 5.5.4 a) and b) is completed.
- 5.5.5 Any player, coach or spectator who is sanctioned with disqualification or expulsion will be cited to appear within 5 days at a VQ Judiciary Committee at the discretion and direction by the VQ General Manager.

## 6 MATCH PROTOCOL

### 6.1 OVERVIEW

- 6.1.1 Scheduled Start Time (e.g. 6:20pm)  
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 1<sup>st</sup> Referee.
- 6.1.2 Captains Whistle (e.g. 6:22pm)  
Duty team conducts coin toss and permits hitting warmup to start.  
Team captains/coaches must sign the team list.
- 6.1.3 Warmup Commence (e.g. 6:23pm)  
1<sup>st</sup> Referee announces start of hitting warmup
- 6.1.4 Swap Hitting Sides Whistle (e.g. 6:26pm)  
1<sup>st</sup> Referee announces change of hitting sides
- 6.1.5 Serving Warmup Whistle (e.g. 6:28pm)  
1<sup>st</sup> Referee announces commencement of serving warmup (both team must stop hitting warmup). 2<sup>nd</sup> Referee ensures that starting line-ups have been received.



# Metro League

## Competition By-Laws



- 6.1.6 End of warmup Whistle (e.g. 6:29pm)  
1<sup>st</sup> Referee announces end of serving warmup
- 6.1.7 Match Commencement Whistle (e.g. 6:30pm)  
1<sup>st</sup> Referee instructs teams to enter court, at this time rule 5.1.2 takes effect
- 6.1.8 Line-up check  
2<sup>nd</sup> Referee checks line up
- 6.1.9 First Whistle  
1<sup>st</sup> Referee whistles for the first service of the match

## 7 COMPETITION STANDING & PENALTIES

### 7.1 PREMIERSHIP POINTS

- 7.1.1 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.
- 7.1.2 Teams who have not paid their competition fees by the due date will not receive competition points until the amount is paid.

### 7.2 PREMIERSHIP TABLE

- 7.2.1 The ranking of teams on the premiership points table is determined in this order:
  - a) The most premiership points.
  - b) The highest ratio of points won to points played (5 decimal places).
  - c) The highest ratio of sets won to sets played (5 decimal places).
  - d) Result of the last match between the two (2) teams.

The set/point quotient equation is as follows: 
$$\frac{\text{Points Won}}{\text{Points Played}} \times 100$$

## 8 MANAGEMENT OF THE COMPETITION

- 8.1.1 The Venue Manager is responsible for the efficient running of the competition. They are also responsible for recording the premiership points table and penalties register.
- 8.1.2 The Chief Referee is responsible for the supervision of all Referees, and implementing the “on the spot protest resolution” procedure.
- 8.1.3 The Metro League Control Committee comprises of the VQ Club Services Coordinator, Chief Referee and Venue Manager. The Control Committee’s role is to operate the competition within the terms of these By-Laws, the VQ Constitution and the rules of the match. The Control Committee reports to the VQ General Manager.
- 8.1.4 All formal written complaints concerning management of the competition should be marked to the attention of the VQ General Manager and will be dealt with as quickly as possible.

## 9 PROTESTS, APPEALS & REFERRALS

- 9.1.1 All match protests will be resolved using the “on the spot protest resolution” guidelines.
- 9.1.2 All appeals regarding score sheet penalties and ineligible players must be received by the VQ Club Services Coordinator, [clubs@vq.org.au](mailto:clubs@vq.org.au) within 3 business days of receipt of the breach notice.



## Metro League Competition By-Laws



- 9.1.3 Matters concerning discipline (Section 5.5) will be referred to the VQ Judiciary Committee for action as outlined in VQ's "Complaints Handling Procedure".
- 9.1.4 Appeals against a decision of Competition Management must be lodged to VQ's General Manager within 5 days of receiving a decision in accordance with VQ's "Complaints Handling Procedure".