

Volleyball Queensland

Metro League

Competition Regulations
Version 1.0 – 3 February 2023

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DOCUMENT CONTROL

All releases of the Competition Regulations for the Volleyball Queensland Metro League have been approved by Volleyball Queensland.

Version	Release Date	Comments/Changes
Version 1.0	3 February 2023	Initial release of Metro League Competition Regulations.

PREAMBLE

The VQ Metro League is a volleyball competition which is offered weekly to all Affiliate and Non-Affiliate Clubs/Teams. Metro League comprises multiple graded Men & Women Divisions. These Competition Regulations address arrangements associated with Affiliate and Non-Affiliate Clubs and Teams entering Metro League, the eligibility of players, requirements of participant teams and conduct of the competition. Competition dates, location, Divisions offered and entry process will be available through the Volleyball Queensland (VQ) website, www.vq.org.au.



PART 1 – COMPETITION OVERVIEW

1.0: Metro League Overview

1.1 **Competition Format**

Volleyball Queensland (VQ) Metro League will consist of three (3) seasons throughout the calendar year.

All teams participating in the Metro League, including their players, coaches, and officials are deemed to have read and understood these Competition Regulations and agree to be governed by them.

1.3 **Competition Management**

The management of Metro League is overseen by the Management and Delivery Staff.

The Metro League Management Staff consists of:

- VQ Sport Services Manager
- VQ Competitions and Delivery Support Coordinator

The Metro League Delivery Staff consists of:

- Venue Manager(s)

1.4 **Additional Clauses to Regulations**

Volleyball Queensland (VQ) reserves the right to vary or amend these Regulations from time to time in order to maintain the integrity and fair play of this competition.

2.0: Division and Competition Format

2.1 **Divisions**

The following Divisions will be offered in each gender:

- Division 1
- Division 2

2.2 **Merger of Divisions**

In the event that a Division is not viable (i.e. less than four (4) teams), that Division may be merged with another Division.

2.3 **Division Format**

The Division format, including the Finals Format, will be released once the draw is available.



PART 2 – PARTICIPATING TEAMS AND PARTICIPANTS

3.0: Team Registrations

3.1 **Team Nomination**

Entry is open to Affiliated and Non-Affiliated Clubs and Teams (henceforth 'Affiliates/Team').

- VQ reserves the right to refuse entry to any team for any reason.
- VQ reserves the right to admit teams or vary entries in Divisions to ensure that a Division remain viable, optimal, and team numbers are even (to avoid scheduled byes).

(3.1.1): Divisional Entry

Affiliates/Team may have more than one (1) team per Division subject to the Competition's capacity and at the discretion of VQ.

(3.1.2): Divisional Capacity

The number of teams allowed to enter may be restricted depending on venue availability.

3.2 **Priority for Nominations**

The basis of priority for teams entering will be the given to the Affiliate or non-Affiliated Club with the most teams nominated into the Competition.

4.0: Nomination Process and Payment

4.1 **Nomination Process**

Team nominations must be entered through the Metro League entry process provided on the VQ website.

4.2 **Nomination Amendments and Withdrawals**

Affiliates/Team may amend or withdraw their nominations up until the close of nominations.

- See the key dates as per the Metro League season on the VQ website for these dates.

Affiliates/Team financial obligations if they withdraw teams are:

- 50% of the nomination fee per team after the close of nomination.
- 75% of the nomination fee per team after the initial draw release.
- 100% of the nomination fee per team one (1) week prior to commencement of Round 1.
- 100% of the nomination fee per team and an additional \$500.00 administrative fee per team after the commencement of the Round 1.

4.3 **Payments**

Following nomination, Affiliates/Team will be issued an invoice for payment of competition fees after the close of nominations. All competition fees are to be settled with VQ prior to Round 4 of Metro League. This payment completes the team nomination process.

4.4 **Unfinancial Teams/Affiliates**

Affiliates/Team who have not paid their competition fees by the due date will not receive competition points until the amount is paid. Teams may also be excluded from Metro League due to outstanding debts to VQ and/or have their VQ Membership suspended.

5.0: Player Eligibility

5.1 **Volleyball Queensland Membership**

For players to be eligible to compete in Metro League (including interstate and international athletes), they must be a current Recreational Member of VQ.

- There will be a "Zero Tolerance" for unregistered players at any stage of the season.
- Registrations must be received by VQ prior to 11:59pm on the Monday before playing.
- Players do not have to represent the Affiliate they are currently with, nor do they have to transfer or seek a clearance to participate in any team of Metro League.

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5.4	<p><u>Players Playing Across Multiple Teams</u></p> <p>Players may only participate in one (1) team for the entire duration of the season. The exception to this Clause is 7.6.5.</p>
5.5	<p><u>Illegal or Ineligible Players</u></p> <p>A team who fields an illegal or ineligible player will be either forfeited or disqualified.</p> <p><i>(5.5.1): Forfeiture</i></p> <p>A forfeit will occur, but is not limited to, the following scenarios:</p> <ul style="list-style-type: none"> - Where a match is not played - Unregistered or Illegal Player - Player fielding a false name - Playing in an ineligible Division <p><i>(5.5.2): Disqualification</i></p> <p>A team will be disqualified in the following scenario including but not limited to:</p> <ul style="list-style-type: none"> - A Temporary Player has not been declared or applied for (as stipulated in Clause 7.6.5).
5.6	<p><u>Unlisted Player</u></p> <p>All players who take court must appear (or be clearly written) on the scoresheet team list. Any player who takes the court without being listed on the team list will incur a penalty (see fine schedule).</p>
6.0: Team Lists and Team Records	
6.1	<p><u>Player Records – Affiliates Online</u></p> <p>All Affiliates/Team are to utilise VQ's Affiliates Online System (AOL) to allocate players and team officials to the team list on the scoresheet.</p>



PART 3 – LEAGUE STRUCTURE

7.0: Match Format and Match Conditions

7.1 **Match Rules**

All Metro League matches will be officiated in accordance with the current FIVB Rules of the Game except where amended by these Competition Regulations.

7.2 **Match Format**

All matches will be played as Best-of-5 Sets, with a rally point scoring system, within a 60 minute timeframe.

- Set 1 to Set 4 will be played to 25 points with a two-point advantage.
- Set 5 will be played to 15 points with a two-point advantage.
 - o Where Set 5 is played as a deciding set, a coin-toss will be performed in order to determine service and the side. Teams are to switch sides when either team has first reached 8 points.
- No point cap will be applied to any set.

7.3 **Match Timing**

All matches will commence (first whistle to serve) at the time stated on the official draw.

- Any match that starts late for any reason will still finish at the scheduled finish time
- The Venue Manager reserves the right to permit matches to commence late without penalty due to unforeseen circumstances.

7.4 **Match Ball and Net Heights**

The official match ball of Metro League is the Mikasa V200W.

The following net heights will be used for each Division:

	Mens	Womens
Division 1	2.43m	2.24m
Division 2	2.43m	2.24m

7.5 **Pre-Match Protocol (Warmup)**

There will be a 10-minute pre-match protocol (warmup). The full match protocol can be found in [Appendix B](#).

- The pre-match protocol will begin 10 minutes before the scheduled time on the draw.
- Teams who arrive late for the pre-match protocol will not be provided with additional time.

7.6 **Amendments to Match Rules**

The following amendments have been made to the Metro League match rules:

(7.6.1): *Substitutions* ([Appendix A](#))

- The 12 Substitution Rule will be in effect for all matches.

(7.6.2): *Liberos*

- Up to two (2) Liberos can be allocated per set (Libero per Set);
- The Venue Manager may give permission for a Libero to be redesignated as a normal player in the case of an injury to avoid a forfeit. This redesignation may occur during a set.

(7.6.3): *Timed Match Rules*

The following rules will only apply for matches that are time-limited.

- No substitutions or timeouts can be called in the last five (5) minutes of a match.
- No further points may be played after the sixty (60) minute timeslot has elapsed.

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- If the Referee has whistled for service prior to the siren for the end of match, the rally must be completed and will count towards the final score. If this rally then results in a replay, the rally will be replayed and completed.
- The First Referee alone will determine if the whistle was blow before the end of the match.

(7.6.4): Incomplete Teams and the Blank Spot

A minimum of five (5) players are required to commence a match.

- Should there only be five (5) players in a team, the sixth position will be occupied with a blank spot noted on the scoresheet as an "X".
- When the blank spot (X) rotates to serve, they will automatically lose a point, and the serve is given to the opposition.

(7.6.5): Borrowing of Players

Where a team has less than five (5) players, that team may borrow a "Temporary Player" to make a team of five (5) to prevent a forfeit. A Temporary Player is a player who has already played in a team for that season of Metro League.

- A Temporary Player cannot be used to make a team of six (6) players. If a Temporary Player is used to make a team of six (6), the offending team will be forfeited.

7.7

Match Commitment

Any team (minimum 5 players) who fails to take the court at start of the match will be penalised as below:

Failure to take the court at designated start of the match	First set forfeited
Failure to take the court after 10 minutes from signalled start time	Second set forfeited
Failure to take the court after 20 minutes from signalled start time	Third set forfeited and match forfeited.

(7.7.1): Forfeited Set

- A forfeit in Set 1, Set 2, and Set 3 will be recorded as 25-0 to the non-forfeiting team.

(7.7.2): Forfeited Match

- Where a team has forfeited the first three (3) sets, the non-forfeiting team will be declared the winner with a set score of 3-0, and point score of 75-0.
- The team which forfeited will receive the associated fines and penalties.

7.8

Double Forfeitures

Where both teams have failed to take court at the designated time, both teams will forfeit Set 1. If both teams are then present and ready to play Set 2, the remaining sets will be played within the remaining time, in accordance with the criteria as per Clause 8.2.

Where both teams have forfeited Set 1 and Set 2, but are ready to play Set 3, the match shall consist of one (1) set, played to 25 points with a two-point advantage, within the remaining time.

7.9

Duty Commitments and Officials

Teams will be required to perform duty where allocated on the draw.

- Each duty team must provide a Second Referee, a Scorer, and two (2) Line-Judges. An Assistant Scorer is also desirable.
- The full duty team is required to report to the score bench at the start of warmup (10 minutes prior to the start of the match).
- In the circumstance where a First Referee is not provided, duty teams may have to provide a First Referee.

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(7.9.1): Duty Team Requirements

- Duty members are not permitted to use any technological device or similar, which may distract them from the match. Should this occur, the Delivery Staff will issue a verbal warning, should this occur again, the Venue Manager will penalise the duty team with the removal of one (1) competition point per occurrence.
- If the required number of duty team members (see above) fail to report for duty at the start of warmup, the Venue Manager will penalise the duty team with the removal of one (1) competition point. All duty teams must ensure that the scoresheet is completed in accordance with the scoresheet checklist provided on the scorebench.

7.10 **Player Attendance and Team Lists**

For a player to have been recorded as having played, that player must be listed on the team list and have entered the court at least once.

- Players may be added to the team list after the start of the match only with the approval of the Venue Manager.

In the event of a forfeit by the opposition team, for the winning team:

- If the forfeit occurs at the venue without notice, all players that are listed or written on the scoresheet and are present will be recorded as having played.
- If the forfeit is notified by the opposition team prior to the scheduled day of the match, all players that are listed on the scoresheet at the time of the forfeiture will be recorded as having played.

8.0: Set Completion and Match Competition Conditions

8.1 **Set Completion**

During a timed match, a set that is currently in progress will be considered complete if a team has reached at least 13 points with a two (2) point advantage in the first four (4) sets of the match, or 8 points with a two (2) point advantage in Set 5.

- Any set that does not meet these conditions will be deemed as an incomplete set.
- Points won during an incomplete set will count towards the point ratio and point countback.

8.2 **Match Completion and Winner Determination**

All matches must result in an outright winner (i.e. there are no draws). If at the end of the match, the number of completed sets is equal, the winning team will be determined in the following order:

1. The team that has scored the most points in the match, including in an incomplete set, and if still drawn;
2. The winner of the last completed rally.

PART 4 – COMPETITION STANDING AND FINALS FORMAT

9.0: Competition Points

9.1 Allocation of Competition Points

Competition Points for all Divisions will be allocated as follows:

Match Won	3 points
Match Lost	1 point
Set Won	1 point per set won
Match Disqualification	0 points
Match Forfeit	-2 points
Byes	0 points

9.2 Competition Ranking

Competition ranking refers to the rank of each team within a Division. The ranking of teams on the Competition Ladder is determined in the following order:

- The most Competition Points
- The highest Set Ratio (5 decimal places)
- The highest Point Ratio (5 decimal places)
- Head-to-Head: The result of the last match played between the two (2) tied teams.

(9.2.1): Calculation of Set and Point Ratios

Set Ratio	$\text{Set Ratio} = \frac{\text{Total Sets Won}}{\text{Total Sets Played}}$
Point Ratio	$\text{Point Ratio} = \frac{\text{Total Points Won}}{\text{Total Points Played}}$

(9.2.2): Incomplete Preliminary Matches

If a complete round robin is not able to be played within the preliminary matches (the number of preliminary matches played is not equal), the competition ranking will be determined by average competition points.

Average competition points will be calculated as per below:

$$\text{Average Competition Points} = \frac{\text{Competition Points}}{\text{Total Matches Played}}$$

10.0: Finals Series

10.1 Finals Series

The length of the Finals Series may differ across Divisions due to Division size. The Finals Series (or Finals Format) refers to matches that are not classified as Preliminary Matches or Extended Preliminary Matches.

10.2 Finals Series – Match Format

All matches will be played as Best-of-5 Sets, with a rally point scoring system, within a 60 minute timeframe.

- Set 1 to Set 4 (inclusive) will be played to 25 points with a two-point advantage.
- Set 5 will be played to 15 points with a two-point advantage.
 - o Where Set 5 is played as a deciding set, a coin-toss will be performed in order to determine service and the side. Teams are to switch sides when any team has first reached 8 points.
- No point cap will be applied to any set.

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(10.2.1): Winner Determination During Finals Series

Where both teams are tied in completed sets the following shall occur:

- If the current set is Set 1 to Set 4, the set will be played to at least 13 points win a two (2) point advantage.
- If the current set is Set 5, the set will be played to at least 8 points with a two (2) point advantage. There is no point cap.

10.3 **Forfeitures and Disqualifications in the Finals Series**

Where a team is forfeited or disqualified for any reason in the Finals Series, the offending team may be removed from the Finals Series in its entirety.

- Only teams who have fulfilled their finals commitments including duties will be eligible for any medals or awards.

Where a team/s are removed for any reason from the Finals Series, the next highest ranked team in the competition ranking for that Division or the opposing team that was not forfeited/disqualified in the Finals Series will progress through.

11.0: Finals Eligibility

11.1 **Finals Eligibility**

All eligibility Clauses listed in 5.0 *Player Eligibility* remain in effect during the Finals Series.

To be eligible to participate in the Finals Series for any Division, a player must have played at least 25% of Preliminary or Extended Preliminary Matches for that Division, rounded up to the nearest whole number, for that season.

- Byes are not counted towards the attendance count.

11.2 **Exemptions for Finals Eligibility**

If a player has not competed in the required number of matches to participate in the Finals Series, an Affiliate may apply for an exemption.

- Exemptions will be treated on their merits. Exemptions must be submitted to the VQ Sport Services Manager (clubs@vq.org.au).



PART 5 – COMPETITION POLICIES

12.0: Uniforms

12.1 **Uniform Requirement**

All players must wear a uniform, complete with the following:

(12.1.1): Playing Jersey/Shirt

- The playing jersey/shirt must have a permanently fixed number between 1 and 99 on both the front and back.
- Tape cannot be used to affix a number onto the playing jersey/shirt.
- The playing jersey/shirt must be consistent in colour and design throughout the team, with the exception of the Libero uniform.

(12.1.2): Libero Playing Jersey/Shirt

- The playing jersey/shirt for the Libero must be contrasting to the rest of the team jerseys or have a different dominant colour to any colour in the team uniform.

(12.1.3): Playing Shorts

- Male players must wear shorts that are of a consistent colour to the rest of the team
- Female players can wear shorts, sports briefs or bike pants, provided the uniform is generally consistent throughout the team in terms of colour.

(12.1.4): Alternation to Uniforms

- Provided that the design and colour are consistent, variations of the team uniform, such as long-sleeve shirts or long pants are also permitted.

(12.1.5): Sponsoring

- Sponsor logos must be consistent throughout the team.

13.0: Behavioural Policies and Guidelines

13.1 **Behavioural Misconduct**

The Delivery Staff (Venue Managers) as well as the Management Staff have the power to sanction participants (players, coaches, managers, etc) where required.

Players and team officials may be given a written warning from the VQ Sport Services Manager regarding their conduct during competition. This will be emailed to the Affiliate contact by no later than 5pm on the Wednesday following the match in question.

Notice of this breach will be delivered to the Affiliate within five (5) working days of the breach.

13.2 **Sanctions - Player and Team Officials**

(13.2.1): Red Cards During Match

Any player or team official who receives two (2) written warnings or two (2) Red Cards (excluding time delay sanctions) within a five (5) week period 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 matches or Divisions until Clause 14.2.1a is completed.

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(13.2.2): Expulsion During Match

Any player or team official who is sanctioned with expulsion (Red & Yellow together) will be;

- expelled immediately from the set in which they incurred the sanction.
- suspended from being involved in the same team's next match, which does not include byes.
- cannot be involved in any matches or Divisions until Clause 14.2.2b above is completed.

(13.2.3): Disqualification During Match

Any player or team official who is sanctioned with disqualification (Red & Yellow apart) will be;

- expelled immediately from the match in which they incurred the sanction and escorted out the venue.
- suspended from being involved in the same team's next two (2) matches, which does not include byes.
- cannot be involved in any matches or Divisions until Clause 14.2.3b above is completed.

(13.2.4): Appearance Before Judicial Committee

Any player or team official who is sanctioned with disqualification or expulsion may be further cited to appear within 5 days at a VQ Judiciary Committee hearing at the discretion and direction by the VQ General Manager.

13.3 **Spectator Behaviour and Misconduct**

Spectators are expected to act and behave in a manner appropriate for a sports event. Spectators whose behaviour is considered unruly, unsuitable, or abusive may be evicted by the Delivery Staff or referred to Venue Security.

13.4 **Appeals Related to Behaviour**

Matters concerning discipline will be referred to the VQ Judiciary Committee for action as outlined in VQ's *Complaints Handling Procedure*.

- This appeal must be submitted via email to the VQ Sport Services Manager (clubs@vq.org.au).

13.5 **Appearances Before the Judicial Committee**

Participants who are asked to appear before the VQ Judicial Committee will be notified via email. The hearing will be at the VQ Office at the discretion and direction of the VQ General Manager.

14.0: On-the-Spot Protest Resolution

14.1 **On the Spot Protest Guideline (Appendix C)**

A match protest will be resolved using the On-the-Spot Protest Resolution guideline. Match protests are not subject to further appeal.

Should a team believe that a match official has incorrectly applied or misinterpreted a rule, they should:

- Immediately, at the completion of the rally, inform the Second Referee that they wish to launch an On-the-Spot Protest.
- The First Referee will suspend the game and consult with Delivery Staff, who will perform an On-the-Spot Protest Resolution.

The Venue Manager will assess the validity of the protest. A valid protest includes:

- An improper decision by the First Referee or Second Referee did not apply the rules correctly; and/or,
- An improper decision of the Scorer who made a mistake on the rotational order or score.

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A protest outside this scope is considered an improper protest (including, but not limited to, a Referee's decisions on sanctions, playing actions, or misconduct).

If a protest is deemed improper, the protest will be **REJECTED**:

- The protesting team will receive a delay sanction (time delay red).
- The match will continue immediately.

If a protest is deemed legal, it will be **ACCEPTED**:

- The Venue Manager will investigate the protest to assess whether the Referee's decision is **UPHELD** or **OVERTURNED**.
- There are no penalties for the protesting coach/team after this point.
- The Venue Manager will obtain the protest from the coach and the Referee's rationale for their decision.
- The Venue Manager will determine whether the decision is **UPHELD** or **OVERTURNED**, and inform the first referee, protesting coach, and opposing coach of the decision along with the rationale.

Should the decision be **UPHELD**:

- The match will be resumed with the original decision from the Match Referee.
- The protest will be noted on the scoresheet.

Should the decision be **OVERTURNED**,

- The match is resumed from the point prior to the Referee's decision (previous rally cancelled).
- The protest will be noted on the scoresheet.

The decision by the Venue Manager is final.

No additional time will be added onto the match for an On-the-Spot Protest.

14.3 **Rules and Scenarios Outside the Scope of Regulations**

Where a situation occurs that is outside the scope of these Regulations or it is a matter of integrity to the competition, the Management Staff will convene to determine the outcome of the matter. The decision made will be final.

The penalties associated with breaches which occur outside the scope of these Regulations or have breached the integrity of the competition may not be listed on the fines schedule of these Regulations. Where required, members may be asked to appear before the VQ Judiciary Committee.

15.0: Injuries

15.1 **Blood Rule and Injury**

In the event that blood is present, or a player is injured on court, the rally is immediately cancelled, and in the case of blood, the match suspended. The playing surface, player(s), ball, net, and all equipment will be assessed for traces of blood.

- Any bleeding player or players with blood on them, will be escorted off the court by Delivery Staff to first-aid where they will be able to clean off all traces of blood.
- The time will be paused to assess/sanitise the court of blood. The match will be granted additional time (amounting to the delay).

Once there is no blood present on court, other players, or playing equipment, the match shall resume immediately with a Blood Rule Substitution (refer to Clause 16.2). FIVB protocol shall be followed:

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"If an injured/ill player cannot be substituted legally or exceptionally, the player is given a 3-minute recovery time, but not more than once for the same player in the match. If the player does not recover, his/her team is declared incomplete."

If blood is present on court, all players (who do not have blood on them) will be vacated to the benches while the court and affected areas are cleaned and disinfected by Delivery Staff.

15.2 **Blood Rule Substitutions**

If a player is bleeding, they may be substituted out for any player on the team list who is not already on the court.

- If a Libero is on court at the time of the Blood Rule, they may be exchanged out for the original player, be redesignated, then substituted on for the bleeding player.
- Blood Rule Substitutions are not counted as official substitutions but will be noted on the scoresheet to maintain rotational order.

15.3 **Returning Player**

Bleeding Players (or anyone with blood on them) may return to court if they fulfil all of the following:

1. They are not bleeding, and any open wound(s) has been dressed;
2. There are no traces of blood on their person or uniform;
3. They have been assessed by the Venue Manager, and have been allowed to resume playing;
4. They do not pose a risk to fellow participants.

16.0: Awards

16.1 **Placing Awards**

Each Division will receive medals for placing first (1st), second (2nd), and third (3rd).

16.2 **Most Valuable Player (MVP)**

A Most Valuable Player Award will be presented to the player in each division who has accumulated the most MVP points during the regular season (i.e. the Finals Series is not included). The duty team will vote on a player that is to be awarded 3-points and 1-point.

- The 3-points/1-point can awarded to any player, on either team, that has taken court.
- Fines will apply for failure to award both MVPs, or if an MVP was given to a player that did not take court (see fine schedule).



PART 7 – DEFINITIONS

Definitions

Affiliates	An incorporated Member Associations/Clubs that run/enter into volleyball and/or beach volleyball competitions. They may select representative teams to participate in volleyball and/or beach volleyball competitions/events. They must register all members, provide financial reports to the association and pay the membership fees prescribed by the association from time to time.
Associate Affiliate	Are not necessarily incorporated entities, however, may represent a particular stakeholder or advocacy group that is involved with the volleyball and/or beach volleyball community.
Completed Rally	A sequence of playing actions which results in the award of a point.
Division	A grouping of teams.
Extended Preliminary Match	A subset of matches included in the round robin matches extending past the preliminary matches. These matches are not a part of the Finals Format/Series.
Finals Format / Finals Series	A subset of matches where participation is determined by the ranking on the Competition Ladder or by a match in the Finals Series after the completion of the Preliminary and Extended Preliminary Matches.
FIVB	The Federation Internationale de Volleyball is the governing body for all forms of Volleyball on a global level.
Libero	A class of player who acts as the defensive specialist for the team. The Libero Player is defined in Chapter 6 of the FIVB Rules of the Game.
Official Draw / Draw	The schedule of matches as published on the VQ Website.
Player	Any person who participates on court during a match – this includes the Libero.
Player Clearance	A request for a player to move from one Affiliate to another for only the duration of the season (or requested time period).
Player Transfer	A request for a player to move from one Affiliate to another.
Point Countback	The comparison of all points won between both teams.
Preliminary Match	A subset of matches where teams play a round robin in their pool. These matches are not a part of the Finals Format or Finals Series.
Round Robin	A series of matches between all teams within a pool (or Division).
Temporary Player	A class of player who temporarily fills-in for a team in order to avoid a forfeit.
Unregistered Player	A player who does not hold a current VQ Membership.
Volleyball Australia	The governing body responsible for all forms of Volleyball on a national level.
Volleyball Queensland	The governing body responsible for all forms of Volleyball on a state level.
VQ Membership	Registration to Volleyball Queensland as a member There are 4 classes of registration (full benefits of each class can be found on the VQ Website). <ul style="list-style-type: none"> - Full Member - Recreational Member (Recreational Membership is required for Metro) - Spikezone Member - Non-Playing Member

APPENDIX A – 12 Substitution Rule

- A team shall be allowed a maximum of twelve (12) substitutions in any one set. Players starting a set may be replaced by a substitute and may subsequently re-enter the set twice. Each substitute may enter the set three times. A player shall not enter the set for a fourth time (starting shall count as an entry). Players re-entering the set must assume the original position in the service order in relation to other teammates. No change may be made in a player's position in the service order unless necessitated by an injury requiring an abnormal substitution under the provisions of paragraph b) below. Any number of players may enter the set in each position in the service order.
- If through any injury a player is unable to play and substitution cannot be legally made the team is entitled to make an EXCEPTIONAL substitution beyond the limits of paragraph (a).
(This means that ANY player on the bench may replace the injured player)
- If through injury or accident a player is unable to play and substitution cannot be made under the provisions of paragraph a) or b), the first referee may grant a special time-out under the provisions of the rules of the game.
- If a team becomes incomplete through expulsion of a player and substitution cannot be made under the provisions of paragraph a) above, the team loses the set by default, keeping the points acquired. If a team becomes incomplete through disqualification of a player and substitution cannot be made under the provisions of paragraph a) above, the team loses the match by default, keeping the sets and points acquired.

Example

The following diagram illustrates how substitutions are recorded on the scoresheet.

I		II		III		IV		V		VI	
10		4		11		2		1		7	
6	3					5					
10						2					
9						5					
8						②					
⑩						⑤					
8											

In the example shown above, the starting line-up is 10, 4, 11, 2, 1 and 7. This means that these players made their first entry for the set. The coach then substitutes into position one (I) players numbered 6, 9, 8 and 3. Number 10 has made three (3) entries and is not permitted any more entries for the set. The same can be said for players number 2 and 5 in position four (IV).

The players numbered 10, 6, 9, 8 and 3, must remain in position one (I) and none of them can be used to substitute into another position in this set. For example, player 8 has only appeared twice so far and can therefore make another appearance on court but only in position one (I) and only if no more than twelve substitutions are used per set. In the example shown above, all twelve substitutions have been used.

The scorer recording the substitutions will use the left side column first for each position and when the left is full use the right side column. There is no requirement to record the score at the time of each substitution. The Scorer reports the 11th and 12th substitutions of the team and the third court entry of a player to the second referee who then indicates to the coach concerned and First Referee in that order.

Liberos

A coach may redesignate the team's Libero at the interval between sets. The Libero must comply with the uniform rule and maintain the same playing number during the match. The Libero player must be detailed on the team's line up sheet for each set.

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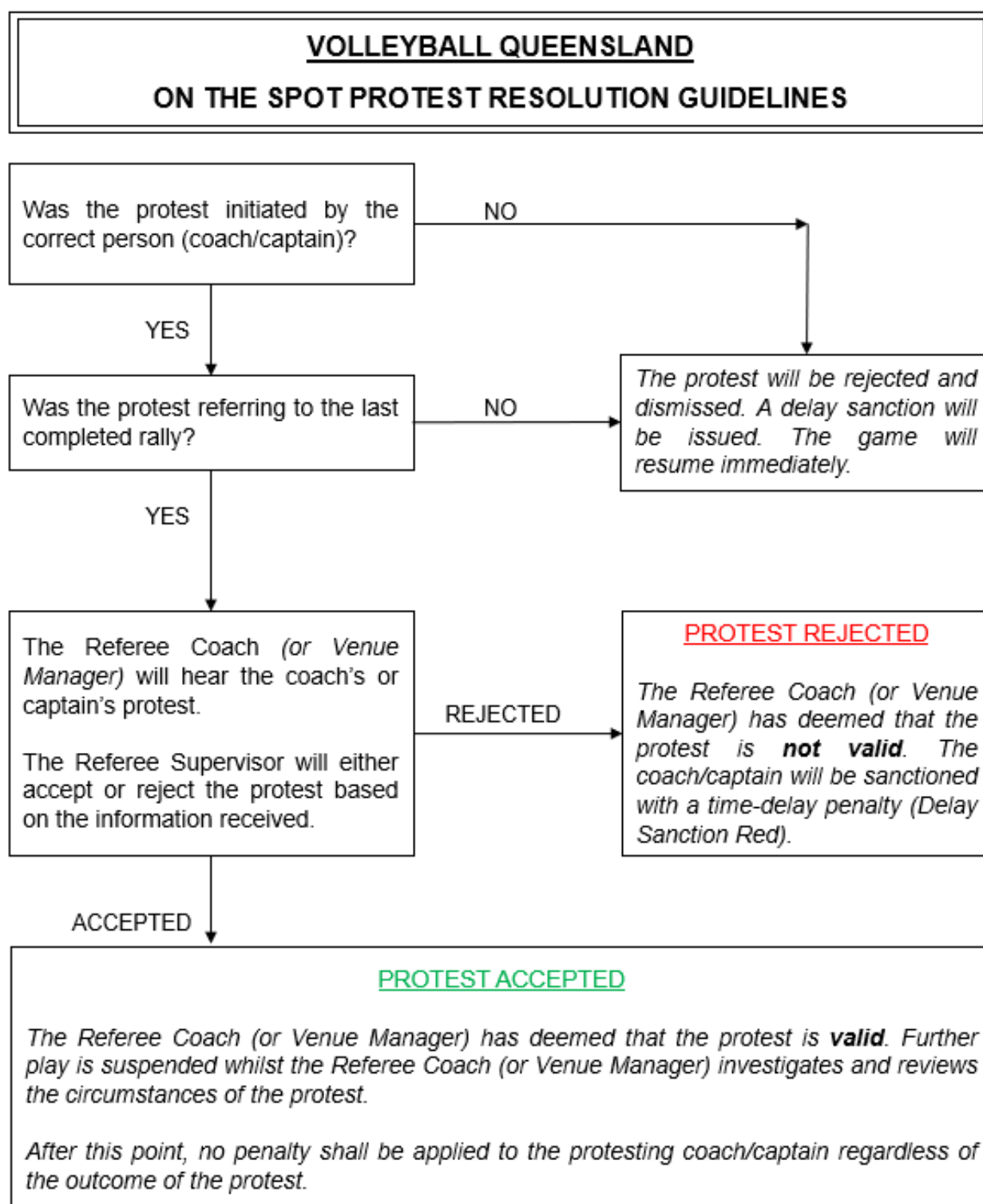
Metro League
Competition Regulations

APPENDIX B – Pre-Match Protocol

Time (GEST)	Team
GEST – 10mins	Official warmup off the net
GEST – 8mins	Team captains present to the First Referee for the coin toss
GEST – 7mins	Official warmup at the net begins (Both teams are permitted to hit at the same time from position 4 (hitting to position 1 only)
GEST – 4mins	Teams are authorised to hit from position 2 (hitting to position 5)
GEST – 2mins	Teams are authorised to serve
GEST – 1min	Teams are vacated from the court (team briefing)
GEST – 30 sec	Starting-six are to enter the court, and the libero replacement is authorised
GEST – 0min	Match commences

Time (GEST)	First Referee	Second Referee	Scorer
GEST – 10mins	Present at court Check net height and equipment Official Warmup Begins	Present at court Check net height and equipment	Present at court Check net height and equipment
GEST – 8mins	Summon team captains for coin toss	Attend coin toss	
GEST – 7mins	Official warm-up at net commences Monitor warmup	Monitor warmup	
GEST – 4mins	Signal to switch sides for hitting		
GEST – 2mins	Signal for teams to serve		
GEST – 1min	Signal for teams to leave court		
GEST – 30 sec	Signal for the Starting-Six to enter court	Check position of players Authorise libero replacement if required	Check position of players
GEST – 0 sec	Authorise of first rally		

APPENDIX C – On-the-Spot Protest Resolution Flowchart



VOLLEYBALL QUEENSLAND ON THE SPOT PROTEST RESOLUTION GUIDELINES

INVESTIGATION

Where a protest has been accepted concerning a Referee's decision, the Referee Coach (or Venue Manager) will listen to the Duty Team Officials (First Referee/Second Referee/Scorer). The Duty Team Official(s) will provide the Referee Supervisor a summary of the events, and reasons of their decision concerning the application of the regulation.

In the case of a protest concerning the scorer's decision, the Referee Coach (or Venue Manager) and the First Referee will meet with the scorer to resolve the protest.

According to the rules in force, the Referee Supervisor decides to either :

- a. Uphold the First Referee's decision; or
- b. Overturn the First Referee's decision

UPHELD

OVERTURNED

DECISION UPHELD

*The Referee Coach (or Venue Manager) has deemed that the first referee's decision **was correct**, and the decision is **upheld**.*

The game is resumed after having applied the first referee's original decision.

DECISION OVERTURNED

*The Referee Coach (or Venue Manager) **overturns** the first referee's decision.*

The game is resumed from the point prior to the protest (previous rally cancelled).

PROTEST RESOLVED

*The Referee Coach's (or Venue Manager) decision **is final and cannot be protested further** to any competition staff.*

