

Volleyball Queensland

Junior Premier Volleyball League

Competition Regulations – Version 1.0

17 March 2023

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DOCUMENT CONTROL

All releases of the Competition Regulations for the Volleyball Queensland Junior Premier Volleyball League have been approved by the PVL/JPVL Control Committee.

Version	Release Date	Comments/Changes
For comment	1 February 2023	Initial release of JPVL Competition Regulations (FOR COMMENT).
Version 1.0	17 March 2023	Version 1.0 Release

PREAMBLE

The Junior Premier Volleyball League (JPVL) is a volleyball competition which is offered annually to Affiliates and Associate Affiliates of Volleyball Queensland (Affiliates). The JPVL comprises girls and boys junior competitions. These Competition Regulations address arrangements associated with Volleyball Queensland (VQ) Affiliates entering teams into the JPVL, 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 VQ website, www.vq.org.au.



PART 1 – COMPETITION OVERVIEW

1.0: Junior Premier Volleyball League Overview

1.1 **Competition Format and Regulations**

The Junior Premier Volleyball League (JPVL) will consist of one (1) season, played annually.

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

1.2 **Competition Management**

The JPVL is overseen by the Management and Delivery Staff. Oversight of the Competition is conducted by the Control Committee.

The Management Staff consists of:

- VQ Sport Services Manager
- VQ Competitions and Delivery Support Coordinator
- PVL/JPVL Coordinator

The Delivery Staff consists of:

- Venue Managers
- Referee Supervisors

A full description of each role's responsibilities can be found in [Appendix A](#).

(1.2.1): PVL/JPVL Control Committee

The role of the Control Committee is to conduct the Competition within the terms of these Competition Regulations, the VQ Constitution, any additional policies, and the Federation Internationale de Volleyball (FIVB) Rules of the Game. The Control Committee reports to the VQ General Manager.

The Control Committee consists of:

- VQ Sport Services Manager
- PVL/JPVL Coordinator
- PVL Chief Referee
- VQ Sport Operations Manager (Chair)

1.3 **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. Where possible, VQ will provide earliest notice to Affiliates of any such change.

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2.0: Division Format

2.1 Age Based Groups and Divisions

There will be three (3) age based groups offered in each gender:

- Under 19
- Under 17
- Under 15

Multiple Divisions will be offered within the age based groups, ranking highest to lowest:

Age Group	Boys	Girls
Under 19	19BA: Under 19 Boys A 19BB: Under 19 Boys B 19BC: Under 19 Boys C	19GA: Under 19 Girls A 19GB: Under 19 Girls B 19GC: Under 19 Girls C
Under 17	17BA: Under 17 Boys A 17BB: Under 17 Boys B 17BC: Under 17 Boys C	17GA: Under 17 Girls A 17GB: Under 17 Girls B 17GC: Under 17 Girls C
Under 15	15BA: Under 15 Boys A 15BB: Under 15 Boys B 15BC: Under 15 Boys C	15GA: Under 15 Girls A 15GB: Under 15 Girls B 15GC: Under 15 Girls C

2.2 Addition or Merging of Divisions

In the event that a Division has been oversubscribed (i.e. more than 12 teams), an additional Division may be added to that age based group. Affiliates are to plan for this occurrence when selecting their rosters.

In the event that a Division is not viable (i.e. less than five (5) teams), that Division may be merged with another Division in that age based group.

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 Nominations

3.1 **Team Nominations**

Entry is open to current Affiliates and Associate Affiliates of VQ for the year of competition.

- VQ reserves the right to refuse entry to any team or Affiliate for any reason.
- 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).

(3.1.1): Divisional Capacity

Each Division is capped at twelve (12) teams. Affiliates may enter multiple teams into each Division excluding the highest Division in an age based group (see Clause 3.2).

3.2 **Priority for Nominations**

The basis of priority for teams entering will be as follows:

- First priority will be given to Affiliates fielding teams in all three (3) age based groups.
- Second priority will be given to Affiliates fielding teams in two (2) age based groups.
- If Affiliates enter the same number of teams, priority will be given to the Affiliate that has placed higher on the PVL/JPVL Club Championship Results of the previous year.

Where an age based group is split into multiple Divisions, only one (1) team will be considered for the highest Division unless nominations permit; inclusion will be based on the PVL/JPVL Club Championship Results.

4.0: Nomination Process and Payment

4.1 **Nomination Process**

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

4.2 **Nomination Amendments and Withdrawals**

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

- See the current version of the PVL/JPVL Calendar on the [VQ website](#) for these dates.

Affiliates financial obligations if they withdraw teams are:

- Up to 50% of the nomination fee per team after the close of nomination.
- Up to 75% of the nomination fee per team after the initial draw release.
- Up to 100% of the nomination fee per team one (1) week prior to commencement of Round 1.
- 100% of the nomination fee per team after commencement of Round 1.

4.3 **Payments**

Following nomination, Affiliates 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 3 of the JPVL. This payment completes the team nomination process.

4.4 **Unfinancial Teams/Affiliates**

If teams have not paid their competition fees by Round 3, will receive no further competition points until the amount is paid.

- If fees are still outstanding one month after Round 3, each team playing for the Affiliate will lose all competition points. Teams may also be excluded from the PVL due to outstanding debts to VQ.

5.0: Player Eligibility	
5.1	<p><u>Volleyball Queensland Membership</u></p> <p>For players to be eligible to compete in the JPVL (including interstate and international athletes), they must be a current Full Member of VQ, and the Affiliate they represent.</p> <ul style="list-style-type: none"> - There will be “Zero Tolerance” regarding unregistered players at any stage of the season. - Registrations must be received by VQ prior to 11:59pm on the Wednesday before playing. - Players with a Recreational Membership will have a one (1) week’s grace period from the date the player took court to upgrade their membership to Full before penalties apply.
5.2	<p><u>Player Transfers and Clearances</u></p> <p>Transfers during the season must be completed, approved by the Affiliate the player is leaving, and submitted to VQ by midday Thursday for a player to be eligible to play for their ‘new’ Affiliate in the next round.</p> <ul style="list-style-type: none"> - Player clearances are not applicable for JPVL (unless in extreme circumstances and at the discretion of the Control Committee).
5.3	<p><u>Player Eligibility</u></p> <p>Players must be under the stated age for the full calendar year of the competition (e.g. to be eligible for the U17 Division a player cannot turn 17 in the year of the competition).</p> <ul style="list-style-type: none"> - Boys are not eligible to play in the Girls Divisions and Girls are not eligible to play in the Boys Divisions.
5.4	<p><u>Players Playing Across Multiple Teams</u></p> <p>After Round 1, Affiliates must allocate players to a specific team on Affiliates Online (e.g. Under 17 Boys B), this will be their nominated team for the season. A player may only play for their nominated team or a team in a higher Division/age based group.</p> <p><i>(5.4.1): Multiple Teams in a Division</i></p> <p>Where an Affiliate has multiple teams in the same Division, a player may only play for one (1) and the same team in that Division throughout the duration of the season.</p> <p><i>(5.4.2): Moving to a Lower Division</i></p> <p>If an Affiliate wishes to move a player to a lower Division, the Affiliate must submit a <i>Divisional Movement Request Form</i>. This can only be submitted once (1) per player during the season but must justify why that movement needs to occur.</p> <p>There are two (2) reasons why this request may be approved by the Management Staff:</p> <ul style="list-style-type: none"> - The player has had an injury after their selection into a Division and can no longer play at the level required of that Division. - The player has been incorrectly assigned to a Division that is beyond their capabilities, and it would be detrimental to their development as a player (and/or team). This movement must be requested before the start of Round 3. <p><i>(5.4.3): Playing Across Multiple Teams (Appendix D)</i></p> <p>Players may only play for one (1) team per round, with the following exceptions:</p> <ul style="list-style-type: none"> - A Player (“Temporary Player”) may play for an additional team in order to prevent that team from forfeiting. This exemption must be requested to the Venue Manager (at the venue) or the Management Staff prior to the commencement of the match. <ul style="list-style-type: none"> o An exemption will only be granted if the team has fewer than six (6) players. o This Temporary Player Exemption will be recorded and signed for by the requesting coach. - The team for which the Temporary Player is seeking to play may only have a maximum of six (6) players total (inclusive of the Temporary Player) for the duration of the match.

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	<ul style="list-style-type: none"> ○ Should an additional player seeking to play in that team arrive, the temporary player must be substituted off. ○ Teams may not have a Libero if a Temporary Player is used. - The Temporary Player may not play in a team that is in a lower Division than their nominated team, with the exception of the Under 15 Division. <ul style="list-style-type: none"> ○ A Temporary Player who meets the age eligibility requirement to play in the Under 15 Division (under the age of 15) may play for a team lower than that of their nominated Division in the same round. - The Temporary Player may also participate in the match for their nominated team in the same round. - Players may only play for a maximum of two (2) matches per round under this exception.
5.5	<p><u>Illegal or Ineligible Players</u></p> <p>A team who fields an illegal or ineligible player will be either be forfeited or disqualified.</p> <p><i>(5.5.1): Forfeiture</i></p> <p>A team will be forfeited in the following scenarios including but not limited to:</p> <ul style="list-style-type: none"> - Unregistered or Illegal Player - Not Properly Transferred Player - Player fielding a false name - Player participating in an ineligible Division or age based group <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 5.4.3). <p><i>(5.5.3): Ineligible Players</i></p> <p>If an ineligible player is found to be playing in an active match (match currently in progress) in another Division, the team in the lower Division will forfeit the set(s) in which the ineligible player took court.</p> <ul style="list-style-type: none"> - Where possible, the match should continue from that point. - Should the ineligible player take court for the first three (3) sets, the team fielding the illegal player will be forfeited. <p>If an ineligible player is found to have played in a lower Division than the nominated Division, after the competition of the match, that lower Division match will be forfeited.</p>
5.6	<p><u>Unlisted Player</u></p> <p>All players who take court must appear (or their full name must 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 are to utilise VQ's Affiliates Online System (AOL) to allocate players and team officials to the team list on the scoresheet.</p>
6.2	<p><u>Maintaining Player Records</u></p> <p>After Round 1, all Affiliates must ensure that their team lists for all nominated teams have a minimum of six (6) eligible players. Failure to comply will result in fines (see fine schedule).</p>

PART 3 – LEAGUE STRUCTURE

7.0: Match Format and Match Conditions

7.1 **Match Rules**

All JPVL matches will be officiated in accordance with the current FIVB Rules of the Game 2021-2024 except where amended by these Competition Regulations.

7.2 **Match Format**

All preliminary matches and extended preliminary matches (round robin matches) will be played as three (3) Compulsory Sets, with a rally point scoring system, within a 60 minute timeframe.

- Set 1 and Set 2 will be played to 25 points with a two-point advantage.
- Set 3 will be played to 15 points with a two-point advantage.
 - o In the third 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 JPVL is the Mikasa V200W.

The following net heights will be used for each Division of the age based groups:

	Boys	Girls
Under 19 – All Divisions	2.43m	2.24m
Under 17 – All Divisions	2.43m	2.24m
Under 15 – All Divisions	2.35m	2.15m

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 C](#).

- 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/Format**

The following amendments have been made to the FIVB Rules of the Game 2021-2024:

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

- 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.
 - o 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.
 - o The First Referee alone will determine if the whistle was blow before the end of the match.

(7.6.4): Team Officials

- Each team is allowed a maximum of three (3) team officials (e.g. Coach, Assistant Coach, Manager) on the bench at any given time. These team officials must be written on the scoresheet and can be written in at anytime before or during the match.

7.7 Match Commitment

Any team (minimum 6 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 the start of the match	Second set forfeited.
Failure to take the court after 20 minutes from the start of the match	Third set forfeited and match forfeited.

(7.7.1): Forfeited Set

- A forfeit in Set 1 and Set 2 will be recorded as 25-0 to the non-forfeiting team.
- A forfeit in Set 3 will be recorded as 15-0 to the non-forfeiting team.

(7.7.2): Forfeited Match

- Where a team has forfeited all three (3) sets, the non-forfeiting team will be declared the winner with a set score of 3-0, and point score of 65-0.
- 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, Set 2 and Set 3 will be played within the remainder of the timeframe (60 minutes).

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 15 points with a two-point advantage, within the remainder of the timeframe.

7.9 Duty Commitments and Officials

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

- Each duty team must provide a First Referee, 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).
- Duty teams in all Divisions are required to provide a First Referee with at least a Volleyball Australia Level 1 Officiating Accreditation (see fine schedule).

(7.9.1): Duty Team Requirements

- Each team is to provide a responsible duty adult to supervise the duty team for the entire duration of the match, including the pre-match protocol. Fines will apply for non-compliance (see fine schedule).
- 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 duty team adult will need to either remove the offending duty team member, or remove the technological device and a \$20.00 fine for the breach will be applied. Participants will be fined multiple times should this occur multiple times (see fine schedule).
- Failure to report for duty at the start of warmup will result in a fine of \$10.00 per person.
- 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 (via Affiliates Online) 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 two (2) sets of the match, or 8 points with a two (2) point advantage in Set 3.

- 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.

9.0: Rescheduled Matches	
9.1	<p><u>Rescheduled Matches (Appendix E)</u></p> <p>An Affiliate may request (Requesting Affiliate) that a match be rescheduled due to an unforeseen circumstance.</p> <ul style="list-style-type: none"> - VQ will not facilitate the organisation of any Affiliate requested rescheduled match at any stage of the season. - Rescheduled matches will remain part of the original round they were scheduled for. <p><i>(9.1.1): Process for Rescheduling a Match</i></p> <ul style="list-style-type: none"> - The Requesting Affiliate must contact the Opposing Affiliate requesting to reschedule a match. This request must include a proposed date, time, and venue. <ul style="list-style-type: none"> o The Opposing Affiliate will have the choice to either accept or reject a Rescheduled Match Request. If the Opposing Affiliate does not agree to a rescheduled match, the original match date and time will remain in effect. - If the Opposing Affiliate agrees, the Requesting Affiliate must complete the <i>Rescheduled Match Request</i> form found on the VQ Website by no later than Wednesday (5pm) prior to the match. <ul style="list-style-type: none"> o The form will request a representative from the Opposing Affiliate to confirm the rescheduling of the match. o The Opposing Affiliate must complete the Confirmation of Rescheduled Match form. - Once the form is submitted, VQ will send confirmation of the request receipt to both parties and the scoresheet for the match to the Requesting Affiliate.
9.2	<p><u>Completion of Rescheduled Matches</u></p> <p>The rescheduled match is to be played by no later than two (2) weeks after the originally scheduled date of the match.</p> <ul style="list-style-type: none"> - Should the match not be played, and no satisfactory reason be provided to VQ, both Requesting and Opposing Affiliate will be penalised with a forfeit and the associated fines. - Should one Affiliate not appear and take court at the agreed rescheduled date and time, that Affiliate will forfeit the match, and the Affiliate that did appear will be awarded a win (Sets 3-0, and points 65-0).
9.3	<p><u>Obligations of the Requesting Affiliate</u></p> <p>It is the obligation of the Requesting Affiliate to provide and organise the following:</p> <ul style="list-style-type: none"> - A venue for the rescheduled match (at the Requesting Affiliate's expense). - A competent duty team (First Referee, Second Referee, Scorer, and two (2) Line-Judges). - A Sports Trainer or trained First-Aid Officer. - The physical scoresheet for the match (A3). - If either the Requesting or Opposing Affiliate has a duty on the round they are seeking to reschedule, the Requesting Affiliate must find a replacement duty team for that round.
9.4	<p><u>Player Eligibility – Rescheduled Matches</u></p> <p>All eligibility Clauses listed in <i>5.0 Player Eligibility</i> remain in effect during rescheduled matches.</p> <p>Additional players may be added to the team list after the start of a match should both Requesting and Opposition team captain or coach both agree.</p> <ul style="list-style-type: none"> - Should there be no agreeance, the First Referee shall have the deciding vote.

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9.5	<p><u>Submission of Match Results</u></p> <p>The match results (including the scoresheet) must be submitted to VQ by no later than 48 hours after the competition of the match.</p> <ul style="list-style-type: none"> - Should the scoresheet and match results not be submitted within this timeframe, associated fines and penalties may be given to the Requesting Affiliate (see the fine schedule).
9.6	<p><u>VQ Requested Reschedule</u></p> <p>Where VQ has requested that a match/es be rescheduled, VQ will offer one (1) option after consultation with the teams involved.</p> <ul style="list-style-type: none"> - Should a team fail to comply, they will need to reschedule a match with the Opposing team (following the procedure set out in <i>Clause 9.0: Rescheduled Matches</i>). - Failure to comply will result in the associated penalties and fines (see the fine schedule).



PART 4 – COMPETITION STANDING AND FINALS SERIES

10.0: Competition Points

10.1 **Allocation of Competition Points**

Competition Points for all Divisions will be allocated as follows:

Match Won	3 points
Match Lost	1 point
Match Disqualification	0 points
Match Forfeit	-2 points
Byes	0 points

10.2 **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.

(10.2.1): Calculation of Set and Point Ratios

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

(10.2.2): Unequal Preliminary Matches Played

If teams in a Division have played an unequal number of preliminary matches or extended preliminary matches, the competition points will be replaced by average competition points.

Average competition points will be calculated as per below:

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

11.0: Finals Series

11.1 **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.

11.2 **Finals Series – Match Format**

All matches in the Finals Series will be played as Best-of-3 Sets, untimed, with a rally point scoring system.

- Set 1 and Set 2 will be played to 25 points, with a two-point advantage.
- Set 3 will be played to 15 points, with a two-point advantage.
- No point cap will be applied to any set.

11.3	<p><u>Forfeitures and Disqualifications in the Finals Series</u></p> <p>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.</p> <ul style="list-style-type: none"> - Only teams who have fulfilled their finals commitments including duties will be eligible for any medals or awards. <p>Where a team is 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.</p>
12.0: Finals Eligibility	
12.1	<p><u>Finals Eligibility</u></p> <p>All eligibility Clauses listed in <i>5.0 Player Eligibility</i> remain in effect during the Finals Series.</p> <p>To be eligible to participate in the Finals Series for any Division, a player must have played at least 33% of Preliminary or Extended Preliminary Matches for that Division, rounded up to the nearest whole number.</p> <ul style="list-style-type: none"> - These matches must be accrued in the Division the athlete wishes to participate in. - Byes are not counted towards the attendance count.
12.2	<p><u>Exemptions for Finals Eligibility</u></p> <p>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.</p> <ul style="list-style-type: none"> - Exemptions will be treated on their merits. Exemptions must be submitted via the online form by 5pm on the Monday before the start of the Finals Series for that Division. - Exemptions must be submitted using the <i>Exemption Request Form (Eligibility)</i>.



PART 5 – COMPETITION POLICIES

13.0: Uniforms

13.1 **Uniform Requirement**

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

(13.1.1): Playing Jersey/Shirt

- The playing jersey/shirt (including the Libero) must have a permanently fixed number between 1 and 99 on both the front and back.
 - o The number on the front must be at least 15cm, and the number of the back must be at least 20cm.
- 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.

(13.1.2): 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.

(13.1.3): 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.
- The manufacturer's logo/brand must not exceed 10cm x 10cm unless the marking is consistent throughout the team, this includes stripes on the shorts.

(13.1.4): 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.

(13.1.5): Sponsoring

- Sponsor logos must be consistent throughout the team.

(13.1.6): Penalties Associated with Uniforms

- Penalties relating to uniforms will be issued by the Management or Delivery Staff.

14.0: Behavioural Policies and Guidelines

14.1 **Behavioural Misconduct**

The Delivery Staff (Venue Managers, Operations Assistants, Referee Coaches) 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.

14.2	<p><u>Sanctions - Player and Team Officials</u></p> <p><i>(14.2.1): Red Cards During Match</i> 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;</p> <ul style="list-style-type: none"> 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. <p><i>(14.2.2): Expulsion During Match</i> Any player or team official who is sanctioned with expulsion (Red & Yellow together) will be;</p> <ul style="list-style-type: none"> a) expelled immediately from the set in which they incurred the sanction. b) suspended from being involved in the same team's next match, which does not include byes. c) cannot be involved in any matches or Divisions until Clause 14.2.2b above is completed. <p><i>(14.2.3): Disqualification During Match</i> Any player or team official who is sanctioned with disqualification (Red & Yellow apart) will be;</p> <ul style="list-style-type: none"> a) expelled immediately from the match in which they incurred the sanction and escorted out the venue. 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 matches or Divisions until Clause 14.2.3b above is completed. <p><i>(14.2.4): Appearance Before Judicial Committee</i> 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.</p>
14.3	<p><u>Spectator Behaviour and Misconduct</u></p> <p>Spectators are expected to act and behave in a manner appropriate for a junior sports event. Spectators whose behaviour is considered unruly, unsuitable, or abusive may be evicted by the Delivery Staff or referred to Venue Security.</p>
14.4	<p><u>Appeals Related to Behaviour</u></p> <p>Matters concerning discipline will be referred to the VQ Judiciary Committee for action as outlined in VQ's <i>Complaints Handling Procedure</i>.</p> <ul style="list-style-type: none"> - This appeal must be launched via the online <i>Appeals Form</i> within three (3) days of receiving notification of the infraction.
14.5	<p><u>Appearances Before the Judicial Committee</u></p> <p>Participants who are asked to appear before the VQ Judiciary Committee will be notified via email. The hearing will be at the VQ Office at the discretion and direction of the VQ General Manager.</p>
14.6	<p><u>Rules and Scenarios Outside the Scope of Regulations</u></p> <p>Where a situation occurs that is outside the scope of these Regulations or it is a matter of integrity to the competition, the Control Committee will convene to determine the outcome of the matter. The decision made will be final.</p> <p>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.</p> <p>Where required, members may be asked to appear before the VQ Judiciary Committee.</p>

15.0: On-the-Spot Protest Resolution

15.1 **On the Spot Protest Guideline (Appendix F)**

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:

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

The Referee Coach or Venue Manager (should the Referee Coach be unavailable) will assess the validity of the protest. A valid protest includes:

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

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 Referee Coach's or 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 Referee Coach or Venue Manager will obtain the protest from the coach and the Referee's rationale for their decision.
- The Referee Coach or 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 Referee Coach or Venue Manager is final.

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

15.2	<p><u>Appeals</u> <i>(15.2.1): Appeals Regarding Scoresheet Penalties</i> An appeal regarding scoresheet penalties and ineligible or illegal players must be submitted via the online 'Appeals' form within three (3) days of receipt of the penalty Infringement Notice.</p> <p><i>(15.2.2): Appeals Regarding Management of the JPVL</i> Appeals against a decision of the Control Committee must be lodged with the VQ General Manager within 3 days of receiving a decision in accordance with VQ's "Complaints Handling Procedure".</p>
16.0: Injuries	
16.1	<p><u>Blood Rule and Injury</u> 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.</p> <ul style="list-style-type: none"> - 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). <p>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:</p> <p>"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."</p> <p>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.</p>
16.2	<p><u>Blood Rule Substitutions</u> If a player is bleeding, they may be substituted out for any player on the team list who is not already on the court.</p> <ul style="list-style-type: none"> - 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.
16.3	<p><u>Returning Player</u> Returning Players (or anyone with blood on them) may return to court if they fulfil all of the following:</p> <ol style="list-style-type: none"> 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 First-Aid, and have been allowed to resume playing; 4. They do not pose a risk to other fellow participants.
16.4	<p><u>Exceptional Match Interruption</u> <i>(16.4.1): Injury/Illness</i> Where a serious accident (or incident) has occurred and a player is unable to be moved from the court by medical staff, the match will be moved to an alternate court at the same venue (if possible). If a match is unable to be moved to an alternate court at the same venue, follow Clause 16.4.3.</p>

(16.4.2): Unforeseen Circumstance

Where an unforeseen circumstance has occurred causing a substantial delay, the match will be moved to an alternate court at the same venue (if possible). The Venue Manager alone will determine if an incident is substantial to constitute an exceptional match interruption. If a match is unable to be moved to an alternate court at the same venue, follow Clause 16.4.3.

(19.4.3): Procedure for Exceptional Match Interruptions

1. The match will be delayed until the playing surface is cleared or an alternate court can be secured (whichever occurs first)
2. If the delay exceeds 30 minutes the whole match will be replayed and rescheduled under Clause 9.6 (All sets and points are cancelled, and the score reset to zero).

(19.4.4): Procedure for Match Reschedule due to Illness or an Unforeseen Circumstance

A match that is rescheduled due to the above circumstances will be rescheduled by VQ. VQ will offer one (1) option to Affiliates after consultation.

- Should both Affiliates agree to the reschedule, VQ will provide the venue and First Referee.

Should either Affiliate disagree with the proposed time or venue, the Affiliate who rejected the option (Requesting Affiliate) will need to seek to reschedule the match with the Opposing Affiliate under Section 9.0.

- The Requesting Affiliate will need to fulfill the obligations set out in Clause 9.3.
- VQ will not source a venue, or duty team for this rescheduled match and it is the obligation of the Requesting Affiliate to incur any costs associated with this rescheduled match.

17.0: Awards

17.1 **Placing Awards**

Each Division will receive medals for placing first (1st), second (2nd), and third (3rd). The team that has placed first (1st) in each Division will be awarded a perpetual trophy and a Divisional Champion's Plaque. The perpetual trophy must be returned to VQ prior to the next season.

17.2 **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 all matches excluding the Finals Series. The duty team of each match will vote on a player that is to be awarded 3-points and 1-point.

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

17.3 **Player of the Finals**

The Player of the Finals Award will be awarded to the best performing player in the Gold Medal Match of each Division. This award will be voted on by the First and Second Referees of the match.

17.4 **PVL/JPVL Club Champions**

The PVL/JPVL Club Championship Perpetual Trophy will be awarded to the Affiliate with the most Club Championship points at the end of the PVL/JPVL season. Club Championship points will be allocated as a combination of two (2) parts:

- Division Participation Points and
- Placing Points

Volleyball Queensland

Junior Premier Volleyball League

Competition Regulations

(17.4.1): Sterilisation of Points

Affiliates with more than one (1) team entered in a Division will only receive Division Participation Points and Placing Points for the team which has ranked the highest in that Division.

- The points corresponding to the Affiliate's remaining teams are "sterilised".
- Lower-placed teams do not move up the "Placing Points" table after sterilisation.

(17.4.2): Division Participation Points

A base level of points awarded for entering an Affiliate's first team in that Division.

	Points
Under 19 – All Divisions	40
Under 17 – All Divisions	30
Under 15 – All Divisions	20

(17.4.3): Placing Points

Determined by the final ranking of a team in a Division, subject to Clause 17.4.1.

Rank	Points	Rank	Points	Rank	Points
1 st	100	5 th	20	9 th	8
2 nd	75	6 th	15	10 th	6
3 rd	45	7 th	12	11 th	4
4 th	30	8 th	10	12 th	2

The Club Champions will be calculated at the end of all finals matches.



PART 6 – FINE SCHEDULE

18.0: Penalties and Fines

18.1 **Penalties and Penalty Infringement Notice**

There are several penalties and fines associated with the failure to comply with several rules of the competition. These fines will be issued by either the Management or Delivery Staff.

Where an Affiliate has been issued a penalty, a *Penalty Infringement Notice* will be sent to the Affiliate's primary contact for the JPVL by no later than Wednesday 5pm following the round. Should an issue be found after this date, VQ reserve the right to penalise the Affiliate based upon the severity of the breach.

18.2 **Fine Schedule**

Affiliates are subject to the following fines as follows:

Match Infractions	Fine
Player not listed on team list or Libero incorrectly listed	\$30.00
Match forfeited*	\$100.00
Set forfeited (per set) <i>In the event all three (3) sets are forfeited, match forfeited fee applies only</i>	\$25.00
Policy Infractions	Fine
Player not in correct uniform or issue regarding uniform policies (per player)	\$20.00
Duty Team Infractions	Fine
Duty team not present at commencement of warmup (per player)	\$10.00
Duty team not present at commencement of match (per player)	\$20.00
Duty adult not present during warmup, match duration	\$25.00
Scoresheet is incorrect, incomplete, or substandard (according to the scoresheet checklist)	\$30.00
Player not written on team list or Libero incorrectly listed (duty team)	\$30.00
Duty team not at a suitable level for the competition	\$25.00
Duty team member using technological device or similar during a duty after initial verbal warning (per person, per occurrence)	\$20.00
Affiliate Infractions	Fine
Non-attendance at Pre-season or Post-season meetings.	\$150.00
Failure to populate, update, and maintain team lists on Affiliates Online (per team per round)	\$20.00
Rescheduled Match Results/Scoresheet not submitted by deadline (per day)	\$50.00

*Where a team has forfeited multiple matches (more than 2 forfeits in 4 weeks) without reasonable cause, they may be required to show cause to maintain their eligibility to compete in JPVL.

PART 7 – DEFINITIONS

Definitions

Affiliates	An incorporated Member Association/Club 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 VQ and pay the membership fees prescribed.
Age Based Group	A group of Divisions grouped by an age range (e.g. Under 15).
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.
Club Championship	The title awarded to the Affiliate who has accumulated the most Championship points across both the Premier Volleyball League and Junior Premier Volleyball League.
Completed Rally	A sequence of playing actions which results in the award of a point.
Division	A grouping of teams within an Age Based Group.
Duty Adult (Duty Team Adult)	A responsible person at or over the age of 18 years of age. The duty team adult does not need to be a representative of the duty team's Affiliate.
Extended Preliminary Match	A subset of matches included in the round robin matches extending past the preliminary matches. These matches are not part of the Finals 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 2021-2024.
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.
PVL	Premier Volleyball League.
Round Robin	A series of matches between all teams within a pool or Division.
Sterilised	Club Championship points are zeroed due to multiple team entries into the same Division by an Affiliate.
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 in Queensland.
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 (Full membership is required for the JPVL) - Recreational Member - Spikezone Member - Non-Playing Member

APPENDIX A – JPVL Staffing Structure

Management Staff	Primary Responsibilities
VQ Sport Services Manager	<ul style="list-style-type: none"> - Provide strategic management of the competition. - Provide key updates to Affiliates. - In conjunction with Management Staff, review and approve exemption requests, rescheduled match requests and other Affiliate requests. - Maintain the Affiliate Penalty Register.
VQ Competitions and Delivery Support Coordinator	<ul style="list-style-type: none"> - Update and maintain the VQ Results System. - In conjunction with Management Staff, review and approve exemption requests, rescheduled match requests and other Affiliate requests. - Maintain the Affiliate Penalty Register. - Maintain the Player Eligibility Check System.
PVL/JPVL Coordinator	<ul style="list-style-type: none"> - Construct and maintain the JPVL draw and Division Structure. - In conjunction with Management Staff, review and approve exemption requests, rescheduled match requests and other Affiliate requests. - In conjunction with the Management Team, respond to enquires relating to the JPVL Regulations.
Delivery Staff	Primary Responsibilities
Venue Managers	<ul style="list-style-type: none"> - Setup the venue prior to the start of the first match ensuring that the net heights and court are set up correctly and equipment is present for teams. - Oversee the operations of the venue ensuring that teams are ready to play and duty teams are ready to officiate at the time specified. - Remove any participant in breach of behavioural policies stipulated in the Regulations (Section 14.0).
Referee Coaches	<ul style="list-style-type: none"> - Ensure that match officials are competent and prepared to perform duty. This includes understanding the rules and protocols, and not distracted. - Assist duty teams (when required), and in conjunction with the Venue Manager, find a replacement Referee if one is not provided by the duty team. - Implement 'On-the-Spot Protest Resolution' as required. - Review scoresheets at the end of the match to ensure that duty teams have completed the scoresheet in accordance with the checklist. - Provide feedback to referees to assist in their development. - Perform referee assessments as required. <p>Ensure that all coaches, team officials, players and spectators respect match officials (i.e. First and Second Referees, Scorers and Line Judges) at all times throughout the season.</p>

APPENDIX B – 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

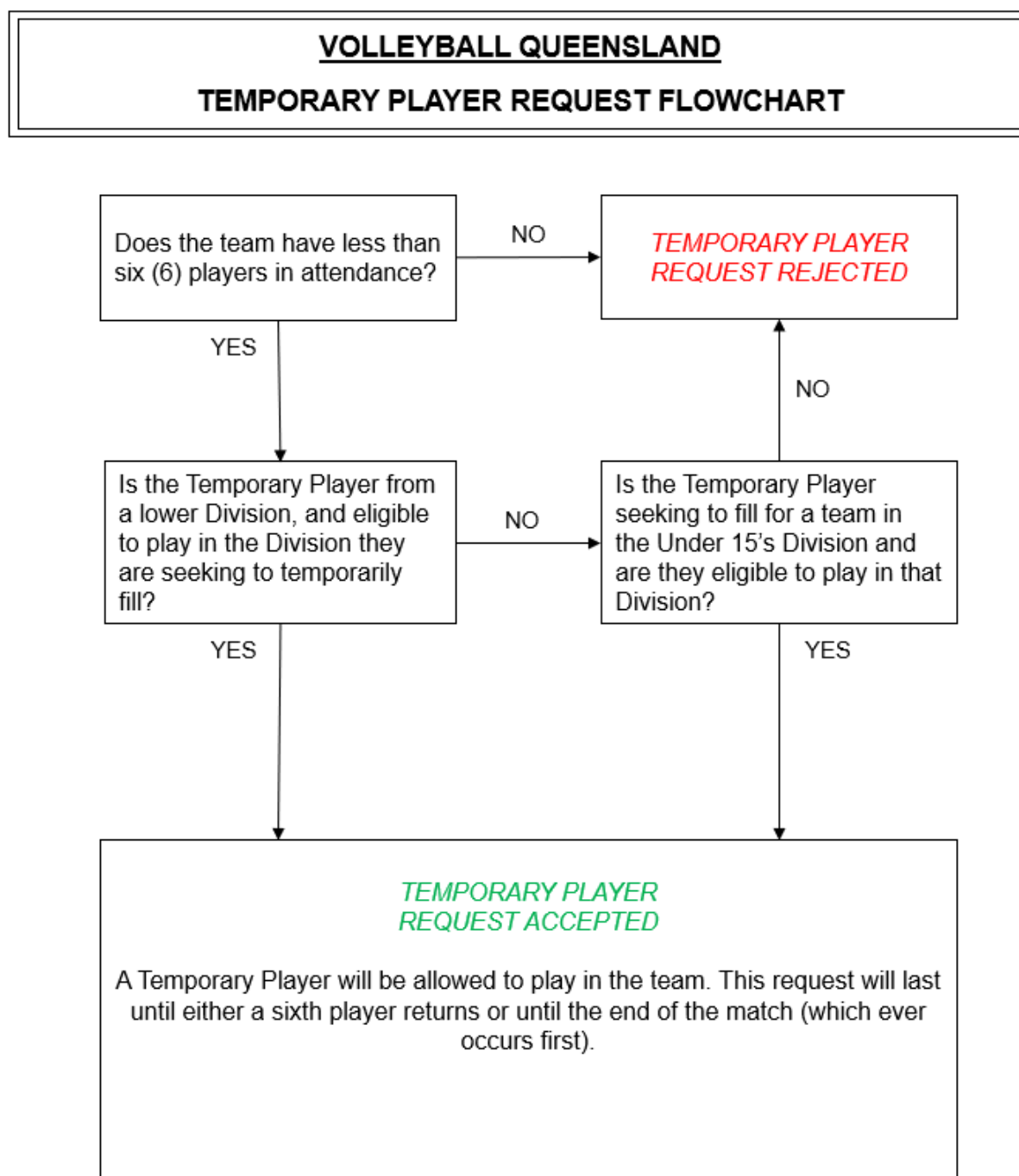
A coach may redesignate the team's Libero at the interval between sets. The Libero must comply with the uniform rule and maintain the same playing number during the match. The Libero player must be detailed on the team's line up sheet for each set.

APPENDIX C – Pre-Match Protocol

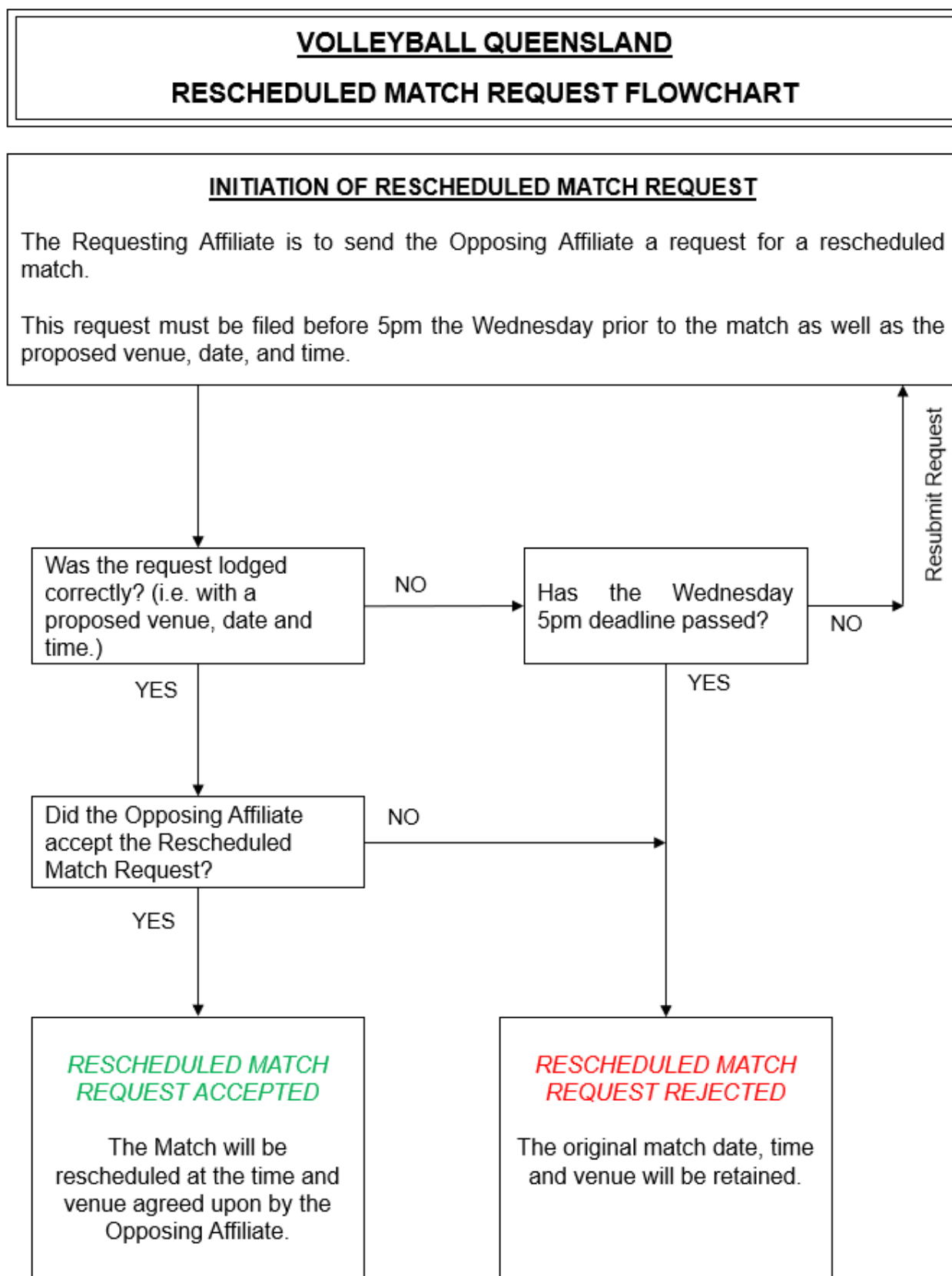
Time	Team
Match Start – 10mins	Official warmup off the net
Match Start – 8mins	Team captains present to the First Referee for the coin toss
Match Start – 7mins	Official warmup at the net begins Both teams are permitted to hit at the same time from position 4 (hitting to position 1 only)
Match Start –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

Time	First Referee	Second Referee	Scorer
Match Start - 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
Match Start - 8mins	Summon team captains for coin toss	Attend coin toss	
Match Start - 7mins	Official warm-up at net commences Monitor warmup	Monitor warmup	Check that players on court are present on the team list once Captain/Coach have signed the scoresheet.
Match Start - 4mins	Signal to switch sides for hitting		
Match Start - 2mins	Signal for teams to serve		
Match Start - 1min	Signal for teams to leave court		
Match Start - 30 sec	Signal for the Starting-Six to enter court	Check position of players Authorise libero replacement if required	Check position of players
Match Start	Authorise of first rally		

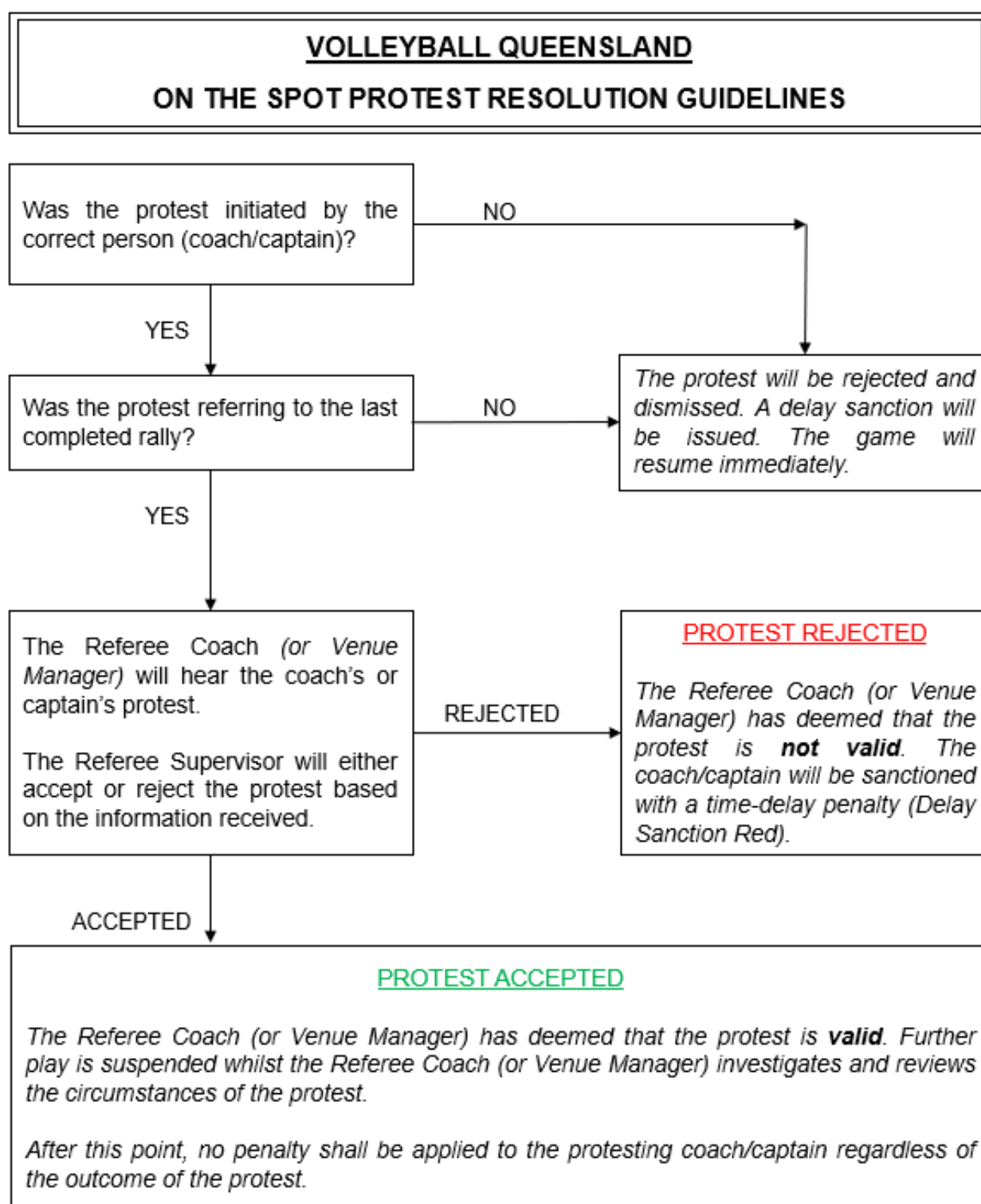
APPENDIX D – Temporary Player Request Flowchart



APPENDIX E – Rescheduled Match Request Flowchart



APPENDIX F – 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.*

