



2023 Australian Masters Games Indoor Volleyball

Rules and Regulations

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1. COMPETITION STRUCTURE

1.1 Game Format

The tournament will be played under the official FIVB Rules 2021 - 2024 as amended by these Australian Volleyball Masters Tournament Rules. All players & coaches are deemed to have read and understood both sets of rules.

All Minor Round, Preliminary and Consolation Final games will be timed and Grand Finals will be untimed. There will be no drawn games.

All matches are the best of 5 sets. The first 4 sets will be played to a minimum of 25 points (with a 2-point advantage). The 5th set, if required, will be played to a minimum of 15 points (with a 2-point advantage). For timed games, if it is a deciding set, the team with at least a 1-point advantage at the end of the time limit will be awarded the match or the match will continue until a team gains a 1-point advantage (Golden Point).

The venues and equipment used in the Competition may not fully comply with FIVB rules and regulations. All players who choose to participate in the competition thereby accept that the venues and equipment may not be fully compliant and therefore choose to play at their own risk.

There shall be no technical time outs during matches.

FIVB Rules 2021-2024

The FIVB rule book can be downloaded directly from the website link:

https://www.fivb.com/en/refereeingandrules/rulesofthegame_vb

1.2 Time-Outs

Only one time-out is allowed per team per set. However, NO time-out will be allowed in the last 5 minutes of playing time.

1.3 Teams late on court

After the referee has called the teams for the start of a game, if all players are not present, the following applies:

1. The first set will be forfeited after 5 minutes if the minimum player requirement is not available to play when the referee has called the start of the game, the team will forfeit the first set by a score of 25-0.
2. If the minimum player requirement is not met after 15 minutes after the match begins, the team will forfeit three sets 25-0.

1.4 Mixed Competition Specific Rules

There must be two (2) players of each gender on the court at all times.

*Please find the Referee Delegate/ Tournament Director if any further rule clarification is needed.

1.5 Uniform Requirements

Playing Tops must be numbered on both front and back. Shorts should be of the same colour (does not need to be exactly identical in style or shade) but should look uniform between team members.

1.6 Competition Points

Competition points towards the qualification of the finals shall be awarded for each match as follows:

- 3 points for a win
- 1 point for a loss
- 0 point for a forfeit
- -1-point penalty for not supplying required duty personnel

If teams in the same pool finish pool play with equal points, their positions will be determined by games won percentage, then by sets won percentage, then points won percentage. Percentages will be calculated by the formula: wins (games, sets or points) – losses (games, sets or points) / total played (games, sets, or points).

1.7 Net Heights

DIVISION	NET HEIGHT
Men 30+, 40+	2.43m
Men 45+, 50+, 55+ 60+	2.35m**
Women 30+, 40+	2.24m
Women 45+, 50+, 55+ 60+	2.15m**
Mixed All ages	2.35m

** Where minor round games combine age grades, the net will be set to the higher of the two heights. If both teams qualify for a lower net height, referees may lower the net to the age specific height upon request from the teams. Age finals will be played at the age specified height unless both teams agree on a higher net height.

1.8 Match Protocol

The pre match protocol for these Championships will be as follows below.

At each interval the teams will be required to exit their court through the end line and change courts around the outside of the net posts in an anticlockwise direction.

First Referee and Second Referee

T – 10 Min	Official Protocol commences Check the net height and players start on court warm-up
T – 8 Min	Summon captains for coin toss
T – 7 Min	Warm up at the net commences Monitor spiking at all times Collect line up sheets from Coaches Check all match equipment
T – 2 Min	Warm up at net finishes
T – 1.30 Min	Serving Teams clear the court
T – 1 Min	Teams enter the court
T – 30 Sec	Check positions of players Authorize Libero replacement(s) if required
T – 00	First whistle to authorise serve

The Toss

The winning captain of the toss has the following options:

1. To serve,
2. To receive the serve,
3. To choose the side of the court.

1.9 Duty Team Information

Duty People Required:

- 1st Referee
- 2nd referee
- Scorer
- 2 x Lines People

Duty teams must:

- Ensure games start on time
- Arrive at least 15 minutes before the game is scheduled to start
- Supply Own Whistle for 1st and 2nd referee
- Ensure player names & numbers are written clearly by captain on the score sheet

- Collect rotation sheets before each set
- Ensure coach and captain sign score sheet before match and that the captain also signs after the match.
- The score sheet will not be accepted until all of the above things have been completed.

1.10 Captain

- At the end of a rally after the 1st referee has made a decision the captain may request an explanation for the interpretation of the judgment. The 1st referee must honour the request.
- If the captain is not satisfied with a decision and the 1st referee has already clearly stated the reason for the decision the game captain may make a formal protest by immediately informing the 2nd referee (while the ball is out of play). The 2nd referee must immediately inform the 1st referee who will stop the game, step down from the stand and consult the Referee Delegate. The Referee Delegate will resolve the protest on the spot.
- When in the 1st referee's opinion the captain's behaviour in relation to questioning decisions has become inappropriate the referee should warn the game captain with no penalty. If the behaviour continues beyond the limit of reasonable expression of disagreement, the game captain should be sanctioned for rude conduct with a yellow card (point and service to the opponents).

1.11 Coach

- The coach is not to speak to the referees to request explanations. The game captain is the only person who is allowed to do so. The 2nd referee should refuse to talk with the coach and should ask him to return to his designated place. If this is not effective, the 2nd referee should immediately give notification to the 1st referee for the appropriate sanctions. Normally the 1st referee will warn the coach about the behaviour, communicating through the game captain. There is no penalty. If the behaviour of the coach continues, the 1st referee will sanction the coach by issuing a penalty (yellow card) for rude conduct, through the game captain, resulting in a point.
- It is an acceptable procedure for a coach to call a time-out. The coach has the responsibility to request a time-out which includes giving the hand signal.
- The rules only allow the coach to move freely along the sideline, between the extension of the attack line and the warm-up area. The other members of the staff must sit on the bench or be in the warm up area.
- The coach may give instructions while standing or walking within the free zone in front of his/her bench without disturbing the match. The coach may not enter the court to carry out coaching functions. The coach is also not allowed to be behind the court in the service zone or be within the attack line and the centre line. On the first occurrence in the match, the 1st referee should issue, through the game captain, a minor misconduct warning to the coach. He should be reminded of the limits of the coaching freedom.

1.12 Positional and Rotational Faults

- The 1st referee should whistle for service when he is sure that the teams are ready to play and that the server is in possession of the ball.
- The 1st referee is obliged to take up the flag signal of the line judge to call a positional fault, for example if a player's foot is over a sideline and therefore out of court. Because the 1st referee has authority over all members of the refereeing corps he can take up any indication by the refereeing corps for his judgment, even though he did not see the fault.
- When players jump from the floor, they retain the status that they had at the point of last contact with the floor.

- Only the feet, which are in contact with the floor, are considered when determining whether players make a positional fault.
- If the incorrect server is serving once the mistake is noticed all subsequent points must be taken off back to the correct rotation of the team.

1.13 Twelve (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 1st 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 matches 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 player number 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 referee reports the 11th and 12th substitutions of the team and the third court entry of a player to the 2nd referee who then indicates to the coach concerned and 1st referee in that order.

1.14 The Libero Player

A team is permitted to have a different libero player in each set during the tournament.

- (a) The FIVB rules state that the Libero cannot be the team captain or game captain.
- (b) The Libero player must wear a uniform whose jersey at least must contrast in colour with that of the other members of the team. The Libero uniform may have a different design, but it must be numbered like the rest of the team members i.e., in the centre of front and back of jersey.
- (c) The Libero is allowed to replace any player in a back row position.
- (d) The Libero is restricted to perform as a back row player and is not allowed to complete an attack hit from anywhere (including playing court and free zone) if at the moment of the contact, the ball is entirely higher than the top of the net.
- (e) The Libero may not serve, block or attempt to block.
- (f) A fellow team player may not complete an attack hit from higher than the top of the net, if the ball is coming from an overhead finger pass (set) by a Libero whilst they have any part of at least one foot in contact with the front zone. (The front zone is from the 3m line to the centre line below the net and extends beyond the court to the end of the free zone).
- (g) "Replacements" involving the Libero are not counted as regular "Substitutions" – Note: the different rule terminology used to avoid any possible confusion.
- (h) Replacements are unlimited per set, per match, but there must be a rally between two Libero replacements. In International competition the Assistant Scorer records all replacements and the score at the time of replacement which ensures there is at least one rally between replacements.
- (i) The Libero can only be replaced by the player whom the Libero replaced.
- (j) Replacements must only take place while the ball is out of play and before the 1st referee blows the whistle for service.
- (k) At the start of each set, the Libero cannot enter the court until the 2nd referee and scorer have checked the starting lineup. The 2nd referee will indicate to the Libero that they may enter the court.
- (l) A replacement made after the whistle for service but before the service hit should not be rejected but must be the subject of a verbal warning to the game captain after the end of the rally. Rule 20.3.2.3.
- (m) Subsequent late replacements must be subject to a delay sanction = penalty point awarded to the opposition!!
- (n) The Libero and the replacing player may only enter or leave the court by the sideline in front of their team bench between the attack line (3 m line) and the end line (baseline).

Re-designation of a new Libero

- (a) In case of injury of the designated Libero, and with the approval of the 1st referee, the Coach can mid-set re-designate as new Libero, one of the players not on the court at the moment of the re-designation.
- (b) The injured Libero may not re-enter to play for the remainder of the match.
- (c) The player thus re-designated as Libero must remain Libero for the remainder of the set.
- (d) In the case of a re-designated Libero, this player's number must be recorded on the score sheet remarks box and on the line up sheet for the following set.

2. DISPUTES

2.1 On The Spot Protest Resolution

A formal protest may only be lodged by the captain who believes that match officials have made an error under the FIVB Official Rules as amended by any Australian Volleyball Masters Tournament Rules that will affect the outcome of the match.

If a protest is upheld, the match is replayed from the stage immediately before the error occurred. In the format of the Australian Volleyball Masters Tournament there is no scope for replaying matches at later times due to a protest made after the match being upheld. **Therefore, a system of “On the Spot” Protest resolution has been adopted.**

If a captain wishes to lodge a formal protest, they should immediately inform the referee (while the ball is out of play).

The 1st referee will stop the game, step down from the stand and immediately consult the Referee Delegate / Tournament Director.

The Referee Delegate will resolve the protest. No appeals after the game will be considered.

2.2 Examination of the Protest

In the case of a protest concerning a referee's decision, the Referee Delegate / Tournament Director listens to the 1st referee who makes a report on the well-founded reasons of their decision concerning the application of the regulations.

According to the regulations in force, the Referee Delegate decides to:

- a) Reject the protest; or
- b) Accept the protest and the decision is overruled.

If the case is not stated in the regulations, the Referee Delegate makes the decision.

If the protest has been rejected, the game is resumed after having applied the referee's decision or with the same position and the same score. The appropriate sanction is then applied.

The first protest is rejected with a "Penalty" sanction (Yellow card), personal sanction against the captain.

If a second protest by the same captain is rejected in the same match then the 1st referee will sanction the captain with disqualification (Red and yellow card held together), personal sanction against the captain for the match.

Coaches may briefly discuss rule interpretations and or applications of the rules with the Referee Delegate on that court after the match.

2.3 To resume the game

The Referee Delegate's decision is communicated to referees, scorer, coaches and game captains.

If the protest has been rejected, the game is resumed after having applied the referee's decision or with the same positions and same score, the appropriate sanction is then applied. If the Referee Delegate accepts the protest, the decision of the match referee or the scorer is overruled.

The game is resumed with the new positions and / or new scores.

3 COMPETITION VENUES

Venue: The Lights Community and Sports Centre

Address: 244 - 270 East Parkway Corner Hampstead Road and, East Pkwy, Lightsvue SA 5085

4 INJURIES AND INSURANCE

First Aid will be available to players at the venue.

All personal accidents or injuries should be reported to the Tournament Director on duty at the venue. The Tournament Director will complete an Injury Report Form for the injured participant that can be used for any Insurance Claims. Please ensure that the player's name is also on the scoresheet as this will be needed as proof of participation.

Players must provide their own strapping etc.

The Volleyball Australia 2023/2024 National Insurance Program should cover all players that are current members of their state volleyball association.

Participants require affiliation with Volleyball SA to compete. The "casual" membership is free and can be accessed here - [Sign Up \(volleyballsa.com.au\)](https://volleyballsa.com.au).

Please note, participants on the free "casual" membership are not covered by insurance.

We **highly recommend** that participants sign up for the Volleyball SA "Recreational" membership (\$20) to be covered by Personal Accident Insurance available at www.volleyballsa.com.au/membership/join.

For serious injuries please visit the closest **Hospital**:

Modbury Hospital (8.8km)

Address: Smart Rd, Modbury SA 5092

Phone: 08 8161 2000

Royal Adelaide Hospital (10.7km)

Address: Port Rd, Adelaide SA 5000

Phone: 08 87074 8000