

# TOURNAMENT PROCEDURES

## COVID PROTECTION FRAMEWORK: RED SETTINGS

### CANTERBURY VOLLEYBALL ASSOCIATION



All games will be played to normal FIVB rules – except for any VNZ Amendments. Any matters that arise outside the official FIVB rules, these tournament procedures or the [School Sport NZ rules](#), will be dealt with by the Tournament Director or Chief Referee whose decision is final. The event will be Smoke, Drug and Alcohol free.

All venues and games within the tournament will comply with the current Covid Protection Framework (CPF) restrictions. In the current Traffic Light system, protection levels are subject to change during the course of the tournament following Government announcements. All participants, team management, officials (no spectators are to enter venues) must have a vaccine passport to participate in the tournament.

The Mainland Indoor Volleyball Championships will be restricted to 40x teams. 10x teams in each Boys & Girls Divisions 1 & 2. Each Division will have 2x pools of 5, with pool play on Friday & Saturday, and post section on Sunday. This would only be subject to change if not enough entries were received in one of the Divisions. No Division will intermingle with another Division during the tournament, and with current restrictions in place we expect that this would be the case outside of the Tournament to prevent the risk of infection across divisions. It is also advised that schools have necessary plans for teams to limit the risk of visiting highly populated areas during the tournament.

Teams are limited to a **maximum of 10x athletes** to comply with maximum numbers set within the CPF. Each team can also have 1x coach, 1x manager & 1x referee delegate alongside their athletes. Please note that non participating members of the team (while not playing/warming up or refereeing) must wear a face mask.

Tournament rules and procedures may change prior to the Tournament subject to further announcements from the government and/or relevant national/regional organisations

#### **Tournament rules:**

1. Teams will have 110 minutes (1 hr 50 minutes) from entry into the stadium until they have to leave the stadium. The scheduled time on the draw is when teams will be allowed into the stadium.
2. It is recommended that teams change/prepare outside of the stadium and have 5x minutes on warm up and 5x minutes combined net time. All games will be self dutied, so coaches can organise these timings between them to allow for as much game team needed.
3. All matches finish on the 1hr 50 minute mark and are to leave the stadium within 5 minutes, to allow for cleaning, and the next division to enter the stadium at their time on the draw.

4. All matches are either 1) rally point best of 5 sets (25, 25, 25, 25, 15). If the time limit does not allow for a game to finish, a set will only be counted if one team has scored more than 13 points in that set, or 8 within the 5th set. A team must be leading by 2 for that set to count as a win.
5. Teams are to stay on the same side of the net through the entire game
6. Defaults: 6 eligible players must be present at the start of the match otherwise the incomplete team will incur a default. Teams must have a minimum of 8 players and a maximum of 10 upon entry to the tournament. Teams will start net time even if there are less than 6 players. Teams that default a game will be fined \$25 per game.
7. Tournament ranking is based on matches won, and teams are displayed in order of:
  - a. Games won
  - b. Tournament/match points \*\*
  - c. Set ratio from all games (sets for/sets against)
  - d. Point ratio from all games (points for/points against)
  - e. Head to head result between the two tied teams

\*\* The online draw system does not account for tournament/match points, and teams may not appear in the correct order of match points. These will be calculated manually should there be any teams on the same number of wins. Please check with the Tournament Controller if a tie does occur.

Tournament/match Points shall be allocated as follows:

- Match won 3-0; 3-1 (3 points)
  - Match won 3-2 (2 points)
  - Match lost 2-3 (1 point)
  - Match lost 0-3; 1-3 (0 points)
  - Match forfeited 25-0; 25-0; 25-0 (0 points)
8. Team Uniform for Division 1: All teams must play in matching team uniform. This uniform shall include unique numbers front and back and shorts of a uniform colour. Players who are not in team uniform will be ineligible to participate in the match. Temporary taping of numbers is not allowed. Shirts must be numbered between 0 and 99.
  9. Team Uniform for Division 2 and below: All teams should play in matching team uniform. This uniform shall include tops with at least a unique number on the front or back (preferably both). Shirts should be numbered between 0 and 99.
  10. All players, coaches, assistant coaches and managers are to be entered onto the score sheet prior to the game starting. The coach and captain must also sign the score sheet before the match starts and the captain also signs it after the match finishes
  11. Substitutions. The 12-substitution rule applies.
    - a. A team shall be allowed a maximum of twelve (12) substitutions in any one set.
    - b. Players starting a set may be replaced by a substitute and may subsequently re-enter the set twice.

- c. Each player may enter the set three times. A player shall not enter the set for a fourth time (starting shall count as an entry).
  - d. Players re-entering the set must assume the original position in the service order in relation to other team mates. School Sport New Zealand Sanctioned National Secondary Schools Volleyball Championships Event Manual 2019 15
  - e. Any number of players may enter the set in each position in the service order, only limited by the points above
  - f. In case of injury, exceptional substitutions are allowed according to FIVB Rule 15.7.
  - g. Libero Domestic Rule: One Libero may be nominated per set.
  - h. The Libero shall be nominated per set by the coach indicating the Libero number on the line-up sheet for the set.
  - i. If the Libero box is left blank on the line up sheet, there will be no Libero permitted for that set.
  - j. Note Libero(s) are not nominated on the scoresheet before the match, only on each set's line-up sheet; therefore, any player listed in the team list can be a Libero.
  - k. Re-designation of a Libero during a set may be made as per FIVB Rule 19.4.
12. VNZ Match Ball - Mikasa V200w
13. Protests: Protest Fee is \$50 which must be presented with the protest. It will be returned if your protest is upheld. Protests will be dealt with immediately. The team captain must indicate this to the 1st referee that they wish to protest. The match will be frozen and the chief referee or controller at your tournament venue will adjudicate.
14. Behaviour: Players who demonstrate poor sportsmanship during matches will be subject to the Sanction Penalties contained in the official rules of volleyball. Any other matters that are not covered by the official rules and at the request of participating schools will be dealt with by the Disputes Committee (Tournament Director and 2 others). The outcome of their decision is final. During matches the Tournament Director/Court Controller have the authority to issue penalties to players or coaching staff if their behaviour is deemed unacceptable.
15. Court free zone or run off area. Operating in a multi court venue, a ball is deemed out if it crosses into another courts playing area. A referee is to call the ball out as soon as it crosses the imaginary plane of the outline of the neighbouring court. This is to provide safety measures for the athletes on the adjacent court, preventing possible collisions between teams on different courts.
16. Self Duty has been implemented to reduce the number of people gathered within a venue under the CPF. Both teams work together and provide their referee delegates to be 1st and 2nd referees, and bench players will be responsible for scoring and line calles (an abbreviated scoresheet supplied alongside our normal FIVB scoresheet if deemed appropriate by both coaches to be used).
17. Teams must provide their own whistles for hygiene purposes and refrain from using devices such as phones.

18. Duty Procedures: Referee delegates will need to pick up duty boxes from our Tournament controllers desk/area. Our Floor controllers will clean/sanitise these after each game. Score sheets must be correctly completed (either the abbreviated or full sheet), including match result, and returned to the controllers desk.
19. Coaches and/or Managers must check the online draw system (bracketpal) for any changes to the draw and are responsible for determining their post section responsibilities.
20. All teams must be prepared to participate in the first match of the event. Teams must do their own duties and play in all matches as per the tournament draw
21. Eligibility: Students who have outstanding debts to Canterbury Volleyball Association will not be able to participate until they are cleared. Players may only play for one team in the event. Players must comply with School Sport NZ eligibility criteria for volleyball (<http://www.nzsssc.org.nz/Events-1/Eligibility-Regulations>).

### **Entry & Exit of Venues:**

1. There will be a specified entry point for each Venue for all teams to use. Please note, Pioneer will be open to the public (not the stadium area). There will be limited access to the cafe/changing rooms/toilets
2. All those entering the stadium will need to scan their Vaccine pass (MVP), and scan into the venue using the Covid Tracer app.
3. Doors will only open at the time designated on the draw (teams have until the end of the time period to use the court
4. Hand sanitiser will be provided on each court for all teams to use
5. All athletes, team members, must wear face masks into and exiting the venue
6. Teams will be required to leave the venue within 5 minutes of the final buzzer sounding to allow for the next Division to play, and cleaning to take place
7. Teams will leave through a specified exit door (different to entry), and must not intermingle with the teams waiting to enter the venue for their matches