



CANTERBURY VOLLEYBALL ASSOCIATION

CVA PREMIER VOLLEYBALL LEAGUE (PVL) BYLAWS

RULES GOVERNING THE CVA PVL VOLLEYBALL COMPETITION 2022

All rules of the Federation of International Volleyball (FIVB), as specified in current Official International Volleyball Rules, shall apply except where inconsistent with these local bylaws outlined below.

1. TIME LIMIT MATCHES:

- 1.1. The CVA PVL competition shall be played as TIME LIMITED matches during the season. Both STARTING and FINISHING times will be scheduled.
- 1.2. At the end of time, immediately the siren sounds the ball will be considered dead and no further play will take place, unless a rally is in progress in which case the rally in progress will count towards the final score.
- 1.3. The INTERVAL between each successive match shall be **15 minutes**.
- 1.4. Duration of timeouts will be a maximum of 30 seconds.
- 1.5. Duration of interval between successive sets will be a maximum of 2 minutes.
- 1.6. All matches are to be decided on the best of 5 sets. When a set is unfinished at the end of the time limit, the team leading by 2 or more points shall be declared the WINNER of that set, provided that it has reached at least 13 points (except that in the fifth set the winner has reached at least 8 points). Any incomplete sets will not count in the sets tally for the match result, however, the points scored in any incomplete sets will count if the sets are even at the end of a match and points are used to decide the winner.
- 1.7. If the set score is a draw at the end of time, the match will be recorded as a draw (even if the last set is not completed, but one team finishes two ahead, and over 13 points)
- 1.8. No timeouts shall be allowed in the **last 5 minutes** of a time limit match. Substitutions will be allowed as long as they are not being utilised to delay the match.

Exceptions shall apply where a player is seriously injured and unable to continue to play.

- 1.9. In the last 5 minutes of match time there shall be no interval available between sets. Teams will immediately change ends and prepare to play, making any necessary line-up changes as quickly as possible.

2. COMPETITION LADDER:

- 2.1. The positions on the ladder shall be determined first by games won. If teams are equal on wins, sets percentage shall determine the position. If sets percentage is equal, point's

percentage shall determine position. In the event the point's percentage is equal after the last round, then completed sets will be counted or the Committee shall use a count back method to determine position.

3. REGISTRATION AND ELIGIBILITY TO PLAY:

3.1. REGISTRATION:

3.1.1 Preliminary team lists are required to be submitted to CVA no later than 9.00am, Monday 13th June 2021 (this is the 5th day of the competition).

3.1.2 Between 13th of June and 25th July, a team may make one change per athlete (on application) to the submitted team list. Any changes made to team lists without application will result in a **default to the team for the match that the athlete plays in.**

3.1.3 Any team that plays at the start of the season, or after the 7th of June that has not provided a preliminary or final team list will default all matches until a team list is received by CVA.

3.1.4 In the final four weeks no player movement between teams within a club is permitted.

3.1.5. A player shall not be registered with more than one (1) team in the competition.

3.1.3. New players must be entered, with full name, address, phone number and other required details on the Team Registration Form on the day of their first match.

3.1.4. In order to maintain an even competition in each grade the Committee reserves the right to refuse registration or entry when it is deemed necessary.

EXPLANATORY NOTE:

It is expected that teams will use their discretion and recruit players of an appropriate standard for their grade. Where players are obviously incorrectly graded, permission to participate in further matches in that particular section or grade may be refused. The Committee reserves the right to re-grade players and/or teams where it feels the player and/or team are inappropriately graded. This also applies to teams where the majority of players are capable of playing in a higher grade of the competition.

3.1.5. Team registration Forms and payment for each registered team must be lodged prior to the start of the season. Failure to comply will result in the team not being included in the draw to play until the required registration form is submitted and payment is made.

3.2. ELIGIBILITY TO PLAY:

3.2.1. A player shall be eligible to play if he/she has been registered or transferred in the correct manner and not deemed ineligible by the following provisions.

3.2.2. A player shall not play with more than one (1) team in a competition round, excluding emergency fill in, see bylaw 3.2.3.

3.2.3. Default Minimisation Rule: A player who is registered with the association may fill in as an emergency player for a team within their own club, that otherwise has five registered players. ***A player may only fill in for a team on this basis three times for the one team in the season and no more than five times in total.*** The player may not fill in for a team that is more than one grade lower than the team in which they are registered.

For the period 23rd August to 16th September (Final four weeks) the Default Minimisation Rule (3.2.3) will not be in play.

- 3.2.4.** A player is considered a participant of a match when the player's name is entered on the score sheet, and is present at the court even if that player is not taking an active part in the match.
- 3.2.5.** A player shall not be entered on the team list unless he/she is present, or will be present before the end of the match.
- 3.2.6.** A player shall become INELIGIBLE if he/she has:
- (a) not been registered in the prescribed manner (Note bylaw 3.1);
 - (b) not been transferred in the prescribed manner (refer to bylaw 4);
 - (c) already played in that competition round unless bylaw 3.2.3 applies;
 - (d) been registered with more than one team in the competition (bylaw 3.1);
 - (e) been expelled, disqualified or suspended (for the period of that expulsion, disqualification or suspension).
- 3.2.7.** A team fielding an INELIGIBLE player shall be penalised according to the schedule in Appendix A.
- 3.2.8.** The following definition for team completion shall apply to competition matches:
- (a) Complete Team.** A team will be regarded as complete when it has 6 eligible players, and 5 members present for duty when required.
 - (b) Partially Complete Team.** A team will be regarded as partially complete when it has 5 eligible players and utilises Law 3.2.3.
 - (c) Incomplete Team.** A team will be regarded as incomplete when it has less than 6 eligible players and cannot utilise law 3.2.3.
- 3.2.9.** An incomplete team is subject to the provisions of bylaw 5.
- 3.2.10.** If a team after using all substitutes is reduced to less than six (6) players for any reason during the course of the set, the provisions of bylaw 5.9 shall apply.
- 3.2.11.** The Committee may, at its discretion, authorise a player or players to fill in for another team in spite of the bylaws, where it is requested in advance and there is, in the Committee's opinion, a benefit to the competition.

4. TRANSFERS:

- 4.1.** A player may not transfer to another team once they have taken the court for a club during any part of the season.
- 4.2.** Transfers are made prior to the season starting or prior to taking the court for a club by completing the CVA 2022 Transfer Form.
- 4.3.** Players in a team that withdraws from the competition may transfer to another team and the provisions of bylaw 4.1 shall not apply.

5. DEFAULTS:

5.1. DEFAULT DEFINITION:

5.1.1. A default shall arise in the following situations:

- (a) a team refuses to play after being summoned to do so;
- (b) a team that has not provided warning by email to om@cva.nz by 6pm Sunday prior to the Monday night game, does not appear on the playing court on time;
- (c) a team is declared INCOMPLETE for the set or for the match;
- (d) a team does not provide a minimum of 5 (five) people for their match duty as per the draw; or
- (e) a team has not paid its required fees.

5.2. INCOMPLETE TEAM DEFAULT:

5.2.1. A team is not complete until it has 6 eligible players.

5.2.2. A team not fielding the required number of people at the commencement of a match shall forfeit the first set 0-25.

If after 10 minutes of the completion of net time the team remains incomplete it shall forfeit the second set 0-25.

If after a further 5 minutes the team is still incomplete it shall forfeit the third set 0-25, and the match.

5.2.3. If a team is not ready to play within 15 minutes of the scheduled start a match default will be recorded.

5.3. SET DEFAULT:

5.3.1. A set Default shall be imposed when a team is incomplete or not ready to play at the commencement of a set; or when a team becomes incomplete during the passage of a set.

5.3.2. The opposing team is given the points needed to win the set. The incomplete team retains any points it gained during the set.

5.4. MATCH DEFAULT:

5.4.1. A match default shall be imposed when a team is incomplete or not ready to play within the time specified in bylaw 5.2.2. and 5.2.3. or when a team becomes incomplete for the remainder of a match.

5.4.2. The opposing team is given the sets and points needed to win the match. The incomplete team retains any sets and points it gained during the match.

5.5. DOUBLE DEFAULT:

5.5.1. If at the commencement time of a match neither team is ready to play the referee shall not commence the match.

The referee shall extend the starting time by 5 minutes to enable the teams to be ready. If they are both ready within that time the match may commence when they are both ready without any set forfeit penalty.

5.5.2. If only one team is ready at the end of the 5 minutes it shall win the first set 25-0. If the opposing team is still not complete within 15 minutes of the scheduled starting time it shall forfeit the match. The team which is complete shall win the match 3-0 in sets, 75-0 in points.

5.5.3. If both teams remain incomplete at the end of the 5 minutes the referee shall provide a further 10 minute extension. If one team is complete at the end of that 10 minute extension, while the other remains incomplete, the former team shall win the first set 25-0. When 15 minutes has elapsed from the scheduled start and the second team is still incomplete the match shall be lost by default. The opposing team shall win the match 3-0 in sets, 75-0 in points.

5.6. DOUBLE MATCH DEFAULT:

5.6.1. If neither team is ready within 15 minutes of the scheduled start a double a match default will be recorded.

5.6.2. Neither team shall gain set nor match points, and both teams shall be equally penalised in loss of premiership points as defined in bylaw 5.7.

5.7. MATCH DEFAULT PENALTIES:

5.7.1. These penalties apply where a match has not commenced due to a match default or the team has not paid its required fees.

5.7.2. Any team defaulting a match with no notice or less than 24 hours' notice shall be penalised 4 premiership points. A team giving at least 24 hours' notice of default shall lose 2 premiership points.

5.7.3. Any team defaulting a match shall lose the match 0-3, in sets, and 0-75 in points. In the case of a double forfeit both teams shall be penalised similarly in sets and points.

5.7.4. Any team defaulting 3 matches during the season may be automatically disqualified from further participation.

5.8. INFRINGEMENTS WHEN A MATCH IS PLAYED:

5.8.1. INCOMPLETE SCORE SHEET:

In a match where a registered player has been omitted from the score sheet, entered incorrectly or incompletely due to clerical error the result of that match shall stand but the team will be penalised by loss of a competition point.

It is the responsibility of the team captains and coaches to ensure the team lists are completed correctly, not the scorers or CVA's.

5.8.2 Score sheets that have not been completed in full by the duty team (team lists, results box, match officials, correct following of rotation order etc.) will be fined if non completion continues. The teams club will be emailed to tell them if there is a problem.

5.9. PROVISION FOR PARTIALLY COMPLETE TEAMS:

All teams must be complete or partially complete (3.2.8 a. & b.) to start a match, as defined in bylaws 3.2.8.

5.9.1. Incomplete teams in competition matches shall be penalised as follows:

(a) If a team is reduced to less than 6 players and cannot utilise 3.2.3, it will be penalised according to bylaws 5.3 and 5.4.

6. UNIFORMS:

6.1. All players except the Libero are required to wear the uniform of their team. The Libero player is required to wear a uniform that is different from the team uniform.

- 6.2. A player's uniform shall consist of a top and shorts.
- 6.3. Players' top must be numbered front and back from 1 to 99. Each player for each team on court must have a unique number. No taped on numbers are permitted.
- 6.4. A player, other than the Libero, shall be regarded as being out of uniform if, in the opinion of the Competition Manager:
 - (a) the player's top and/or shorts are noticeably different in style or colour to those worn by the majority of players in the team; or
 - (b) the numbers worn by the player do not conform to the requirements of bylaw 6.3, or are noticeably different in style and colour to those worn by the majority of players in the team.
- 6.5. Teams are required to be in uniform from the start of the competition. Teams out of uniform will be warned and fined if the uniform is not rectified. The Committee may, at its discretion, vary the application of this bylaw (6.1) upon written request from the team.
- 6.6. During the finals, a team will be penalised by set default for any player(s) out of uniform, that penalty being applied during the set in which the offending player(s) appear.

7. ELIGIBILITY FOR FINALS MATCHES:

- 7.1. In order to take part in the finals of any grade, a player must have played at least a third of the season's matches (5 matches) with that team.
- 7.2. In exceptional circumstances the Committee shall have the discretion to vary bylaw 7.1 upon written application from a team.
- 7.3. Where a player has played in more than one grade with a club and wishes to play in the finals for one of the club teams the player must have played a majority of his/her matches for the season with that team. The player will be required to have played one third of the seasons matches with the club.
- 7.4. For the period 23rd August to 13th September (final four weeks) a player may not drop to a lower grade to play any matches.

8. DUTY OBLIGATIONS (when applicable):

Duty teams are responsible to ensure that a minimum of 5 (five) people are available for all allocated duties.

For the first weeks of the 2022 competition, clubs have agreed to commit just the 3x people for a duty - 1st referee, 2nd referee, scoresheet. This is to allow teams to play with a minimum of 6 on court, and who may not have additional participants to help with duty

- 8.1. The team shown in the draw as the duty team shall provide:
 - (a) 1st Referee
 - (b) 2nd referee
 - (c) Scorer, and
 - (d) Minimum of two line judges

- 8.2.** It is the responsibility of the teams performing the duty to ensure all aspects of the duty are completed to a high standard, and comply with the duty obligations specified in bylaw 8.1.
- 8.2.1** Referees - both first and second referees must have whistles and be seen to take an active part in ensuring the game is officiated consistently and correctly.
- 8.2.2** Line judges - teams must provide at least two line judges per match. They must be standing with a clear view of all lines they are watching and not using any electronic devices.
- 8.2.3** Scorers - In order to maintain a high standard of accuracy in scorekeeping scorers must endeavour to complete the scoresheet to the best of their ability, with all totals and required signatures recorded (see 5.8.2), and without the use of electronic devices (use for timing between sets and time-outs is ok).
- 8.3.** In the event of a team failing to provide a duty team as listed above at the commencement of the match, in which case the provisions of bylaw 5 shall apply to the offending team (see appendix A).
- 8.4** The court manager shall have the discretion to vary bylaw 8.3 in the spirit of good sportsmanship.
- 8.5** Self Duty.
It is possible that we are restricted to a maximum number of players within a venue in the CPF. If this is the case we may operate games where the teams playing are responsible for the duty of their own game to reduce the number of people in each venue. If self duty was to occur, both teams work together and provide two representatives to look after 1x referee, 1x net referee, 1x scorer (an abbreviated scoresheet will be provided if these restrictions were to occur). Teams watch the lines on their own side of the court and provide honesty calls on both sideline and baseline calls.

9. DISPUTES AND DISCIPLINARY COMMITTEE:

- 9.1.** In the case of disputes or breaches of discipline CVA may set up a DISPUTES or DISCIPLINARY COMMITTEE.

10. PARTICIPANTS CONDUCT:

- 10.1. The conduct of participants must be in accordance with the spirit of fair play and the following principles:**
- (a)** show a respectful and courteous attitude toward referees and opponents.
 - (b)** avoid actions and attitudes aimed to influence the decisions of referees or to cover up faults committed by their team.
 - (c)** avoid actions and attitudes aimed at prolonging dead times or considered deliberate delays of the game.
 - (d)** uphold the intent of the bylaws

11. PLAYING ETIQUETTE:

- 11.1.** With courts so close to each in Pioneer Stadium, the moment a ball crosses into a neighbouring court, the ball is called out by the referee. This is to prevent athletes running onto other courts and colliding with athletes in another game.
- 11.2** Warm-up or practice involving volleyballs is prohibited in the final five minutes of scheduled game times if there are matches still in progress.

- 11.3.** At all times the ball must be passed under the net, NOT THROWN, when being returned to the server.

12. ON COURT DISCIPLINE – YELLOW/RED CARDS:

Players should be aware of the Misconduct and Sanctions provisions as set out in Rule 21 of the Rules of the Game.

- 12.1.** If during the season a player is sanctioned with disqualification (red and yellow cards held separately) in any match he/she shall be suspended for the next match after the sanction is issued. A one-match suspension shall apply for each subsequent issue of a red card issued to that person during the remainder of the season (which shall include the finals).

13. FEES:

- 13.1.** Each team on entry shall pay a team entry fee, the amount of which shall be determined by the Committee prior to the commencement of a season.

14. COMPETITION ROUND INTERRUPTION OR CANCELLATION:

- 14.1.** In the event of the cancellation of a competition round no team shall receive any competition points, sets or match points.
- 14.2.** In the event of the disruption of a competition round not leading to the cancellation of a round, the Committee will have the right to decide the effect of each disruption on its merits.

15. DELAYS:

- 15.1.** The Committee or Competition Manager may delay the start of a match where there are deemed to be exceptional circumstances or events that may hinder the start of matches at their scheduled starting time. All bylaws relating to the scheduled starting time shall be varied in accordance with the delay implemented, save that no starting time shall commence before the original scheduled starting time, without the consent of the Competition Manager.

16. LIBERO PLAYER:

- 16.1.** A player nominated as Libero remains Libero for the remainder of that set.
- 16.2.** A player re-designating for an injured Libero remains Libero for the remainder of that set.
- 16.3.** If no other legal substitution is available a Libero player can be substituted for an injured player. If the Libero player is on court at the time, the Libero player will be replaced by the original player for that position and the Libero (this player must remain a regular player for the remainder of the set) will replace the injured player.
Please note; this is not an FIVB rule.

17. SUBSTITUTIONS:

The competition will follow the Volleyball New Zealand Twelve Substitution Rule rather than the international Six Substitution Rule for all grades.

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.

18. REFEREES:

All referees that officiate on Monday night must be qualified to do so (Local Referee is the minimum requirement).

Referees can be practically assessed on a Monday night. Please contact CVA.

19. FIVB RULES:

The competition will be conducted under the rules of the FIVB with the exception of those indicated by these By Laws.

20. CVA POLICIES:

- 20.1.** The Committee may from time to time release or update various policies that guide member behaviour when involved in activities undertaken by the Association.
- 20.2.** Policies will be published on the Association's website.
- 20.3** CVA reserves the right to amend the competition rules as it sees fit in all respects.

APPENDIX A – TABLE OF PENALTIES

<i>Infringement Description</i>	<i>Penalty (Loss of Premiership Points)</i>
One or more unregistered players (Bylaw 3.1)	Lose game
Playing an ineligible player(s) (3.2.6 and 3.2.7)	Lose game
Incomplete Score sheet (Bylaw 5.8.1 and 5.8.2)	\$100 fine if repeated after warning
Player(s) out of uniform (Bylaw 6.5)	\$100 fine if repeated after warning
Player exceeded maximum number of fill-ins (Bylaw 3.2.3)	1 week suspension to player.
Default (if not informed by 6pm Sunday prior to game)	\$100 fine
Informed Default	NA
Incomplete Duty Team	\$100 fine