



CANTERBURY VOLLEYBALL SOCIAL LEAGUE RULES

All rules for Canterbury Volleyball Association (CVA) Social Competitions are listed below

1. TIME LIMIT MATCHES:

- 1.1.** All games are played to time. A siren/whistle/horn is sounded at 7:30pm, 8:30pm & 9:30pm to signal the end of the games. The next scheduled games can start just as soon as both teams are ready to play. Duration of interval between successive sets will be a maximum of 2 minutes.
- 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.** All matches are to be decided on as many sets that can be played within the timeframe. 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. Any incomplete sets (finishing below 13, or without a difference of 2 points) 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.
- 1.3.** 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)

2. DUTY:

- 2.1.** All games are self dutied by both teams on court. Honesty calls, and if an agreement on a call can not be made (within reason), a tie ball is called

3. ELIGIBILITY TO PLAY:

- 3.1.** All participants must belong to a team that has registered in the competition, or have registered as an individual (where individuals have been placed into a team by CVA)

4. MATCH DEFAULT:

- 4.1.** In theory there is not a default within the social league, as teams can draft in other players so games can be played and a game is not missed.

- 4.2. If a team deems that they have been unduly affected by a team bringing in fill in members to boost performance to avoid relegation, or to win a specific game, the team affected must draw attention to this on the night to the CVA Court controller who will then discuss this with the CVA Operations Manager.
- 4.3. If the game is deemed a default, 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. PARTICIPANTS CONDUCT:

- 5.1. 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 their opposition 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.

6. PLAYING ETIQUETTE:

- 6.1. With courts so close to each other in certain gymnasiums, the moment a ball crosses into a neighbouring court, the ball is deemed out. This is to prevent athletes running onto other courts and colliding with athletes in another game.
- 6.2. Warm-up or practice involving volleyballs is prohibited while other games are in progress, unless there is space allowed for it.
- 6.3. At all times the ball must be passed under the net, NOT THROWN, when being returned to the server.

7. CVA POLICIES:

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