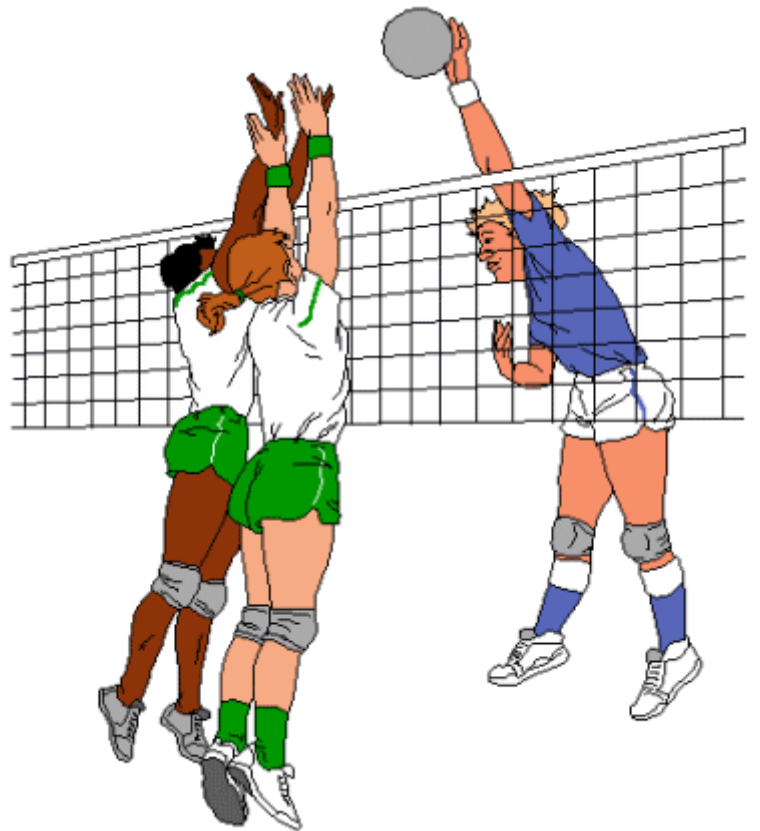




**VOLLEYBALL**

**RULES AND CONDITIONS OF COMPETITION**

**REVISED FEBRUARY 2018**





This document should be read in conjunction with the Ryde PSSA document *General Rules for Competition*.

### 1 Players

- 1.1 Each team will consist of 4 players taking the court and up to 2 substitutes.
- 1.2 Substitutes may only be brought into the game at rotation or injury. Substitutes may be rotated on each time the team wins serve and rotates.
- 1.3 Teams can be mixed – boys and girls. A minimum of 2 girls are required on the court at any time.
- 1.4 There is a minimum requirement of 3 players on the court. Teams will forfeit if the number of players is less than this.

### 2 Duration

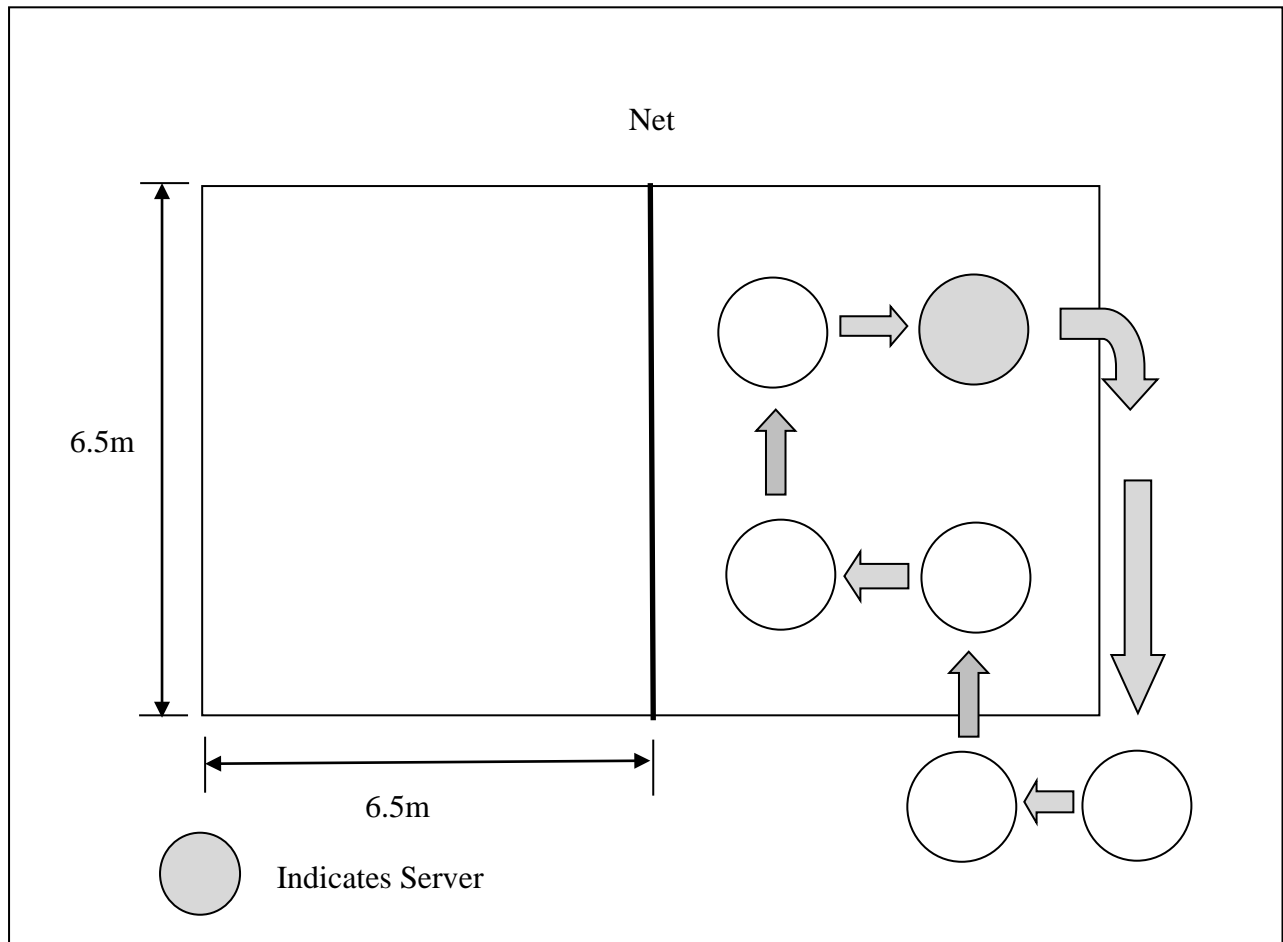
- 2.1 Each match lasts up to 45 minutes
- 2.2 Approx. time 1:45pm – 2:30pm
- 2.3 One time out of 30 seconds may be called each set. Coaches may also instruct their players during the game.

### 3 Equipment

- 3.1 Each school to provide one Spikezone kit (net, line markers and balls).
- 3.2 Hats must be worn at all stages of the afternoon. A player is not allowed to take the court without a hat.

### 4 Playing Field

- 4.1 The size of the playing court is 13 metres x 6.5 metres (badminton court). The Spikezone boundary markers should be used to define the perimeters of the court.
- 4.2 The top of the net should be set at a height of 2 metres and be parallel to the ground (not lower at the centre than the sides).
- 4.3 See diagram below for court dimensions and rotation diagram.



## 5 Referees

- 5.1 The two teachers will decide between themselves who will referee the game. SVNSW may provide referees.
- 5.2 Referee to call out the score on service.

## 6 Scoring System

- 6.1 The team that wins the rally wins a point. The matches will be played the best of 5 sets. The first four sets to 25 points, the fifth set to 15 points, each set with a minimum lead of 2 points.
- 6.2 If a set is uncompleted at the end of the time it is awarded to the team that has at least 16 points and are 2 or more points clear (16-14 or better).
- 6.3 The winning team will be determined by the number of sets won. If the number of sets won is equal it will be determined by a total points countback.
- 6.4 All points won will count in a time limit match.



### 7 Commencing Play

- 7.1 At the commencement of the game, the two captains will toss a coin. The captains of both teams toss for either the choice of service or choice of end. If the team winning the toss chooses to serve, then the opposition has the choice of end (and vice versa). Teams change ends after each set. Teams are to alternate serving first in all following sets.
- 7.2 To begin each point the referee calls 'serve/play' or blows a whistle.

### 8 Serving

- 8.1 Players must serve from behind the baseline. Service may be hit underarm or overarm. The ball must not be thrown.
- 8.2 After three (3) successful serves a team will rotate but will retain the serve. Players rotate clockwise. Teams earn the right to serve by winning the rally.
- 8.3 On service the ball may not touch the net but may do so on other occasions.

### 9 Mode of Play

- 9.1 Teams have three (3) contacts to get the ball over the net. A block does not count as a contact.
- 9.2 Players may not touch the net.
- 9.3 Players may not make two consecutive hits of the ball.
- 9.4 On the line is **in** (as in tennis).
- 9.5 The ball must be hit cleanly and may not be thrown, caught or scooped. The ball may legally contact any part of the body. **Kicking** the ball is illegal.
- 9.6 No attacking shots above the height of the net are to be played on the return of serve.
- 9.7 A team loses service or its opponents gain a point when:
  - 9.7.1 A ball is caught/touched by or makes contact with a reserve standing outside the court.
  - 9.7.2 A team rotates incorrectly, and then serves.
  - 9.7.3 A ball passes under or into the net.
  - 9.7.4 A server serves the ball when not behind the back line.
  - 9.7.5 A player serves before the umpire calls 'serve/play' or blows a whistle.

### 10 Finals

- 10.1 During semi-finals, if the set score is level at full-time the game will be determined by total points countback. If the total points are also equal then the team that finished higher on the ladder will be deemed the winner.



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- 10.2 During the finals, if the set score is level at full-time the game will be determined by total points countback. If the total points are also equal then both teams become joint premiers.

### 11 Results

- 11.1 Results should be provided to the convener at the end of the game for entering onto the PSSA website.
- 11.2 Each school is to be responsible for submitting and checking the results.
- 11.3 Where a school disputes the results entered on the website, the Sports Coordinator from the school should email the Newcombe Ball Convener, indicating the round and score in dispute.
- 11.4 If no results are received, the match in question will be deemed a draw but schools receive no points.
- 11.5 Points during the competition will be awarded as follows:

Win – 3 points  
Draw – 2 points  
Loss – 1 point  
Forfeit – 0 points