

PART 1 – DRAGONS SOCIAL LEAGUE FORMAT

1. Competition Format

- 1.1 Unless otherwise noted, all Dragons Social League/Summer Series matches will be officiated in accordance with the *FIVB Official Rules 2017-2020*.
https://www.fivb.org/EN/Refereeing-Rules/documents/FIVB-Volleyball_Rules_2017-2020-EN-v06.pdf.
- 1.2 Dragons Social League will endeavour to create a draw where teams will receive an equal number of games.
- 1.3 The net height for Dragons Social League will be the following:
Division 1: 2.43m
Division 2: 2.35m
Division 3: 2.35m

2. Officiating and Competition Standard

- 2.1 Referees will be provided for all Dragons Social League/Summer Series matches
- 2.2 Only the team captain may query a call made by the referee.
- 2.3 As this league is intended to be fun and therefore, not super competitive, we ask that everyone participate in that spirit.
- 2.4.1 This includes assisting the referee to make the correct decision by calling your own touches of the net, etc.
- 2.5 Unsportsmanlike conduct will not be tolerated from any player. The referee, league coordinator or venue manager have the discretion to sanction offending players accordingly.

3. Match Format

- 3.1 With the exception of medal matches, all games are allocated a 1 hour timeslot and will start at the time scheduled in the draw.
- 3.1.1 This includes 10 minutes of warmup (3 minutes passing, 5 minutes spiking, 1 minute serving, and 1 minute briefing), and 50 minutes for the game.
- 3.1.2 Teams must have completed their team list and be ready to play at the first whistle (game start).
- 3.1.3 Any game that starts late, for any reason, will end on time.
- 3.2 All games will be played to 3 sets within the 50-minute timeframe.
- 3.2.1 All three sets will be played to 25 points with a 2 point lead, subject to time.
- 3.2.2 A set will be counted as complete if any team has reached at least 13 points with a two point lead.
- 3.3 Teams may use any starting rotation for each set but must retain it for the set.
- 3.3.1 Teams are allowed an unlimited amount of substitutions.
- 3.3.2 Teams may use a libero, which may be re-designated per set.

PART 2 – REGISTRATION AND PLAYER ELIGIBILITY

4. Volleyball Queensland Registration

- 4.1 All players must be a current-registered member with Volleyball Queensland before they are allowed to take the court. The minimum level required is recreational.
- 4.1.1 Playing while not registered by Volleyball Queensland will be grounds for forfeit of the game.

5. Player Eligibility

- 5.1 Dragons Social League/Summer Series has an open team format. Teams can have any make up of men/women.
- 5.2 Teams may play with no less than 4 players, and no more than 6 on court at any given time. Clearly teams with less players will be at a disadvantage.

5.2.1	Teams may borrow guest players from other team(s) to complete their team up to 6 players, subject to rule 8.2.
5.3	Teams are encouraged to wear uniforms, however they are not strictly required.

PART 3 – FINANCIALS

6. Financial

6.1	Team captains or managers are responsible for the payment of competition fees and the bond.
6.2	Competition fees are expected either weekly or in full. Payments should be made prior to playing.
6.3	Teams that provide less than 24 hours' notice of a game forfeit will still incur the team fee for that week.
6.4	If a team's fees are more than one week overdue, the league coordinator reserves the right to forfeit the team's unpaid-for games and restrict the team from playing further games until payment has been made.
6.5	A bond must be paid when a team nominates for the competition. Nominations will not be accepted until the bond has been paid.
6.5.1	The bond will be forfeited if the team pulls out of the competition without notice, or has any outstanding monies owing.
6.5.2	Any remaining funds from the bond may be carried over to the next season or can be refunded at the completion of the season.

PART 4 – POINT DISTRIBUTION AND FINALS FORMAT

7. Point Distribution and Ladder

7.1	Teams will receive the following competition points during the competition: <table style="margin-left: 40px;"> <tr> <td>Win</td> <td>5 points</td> </tr> <tr> <td>Draw</td> <td>4 points</td> </tr> <tr> <td>Loss</td> <td>3 points</td> </tr> <tr> <td>Bye/Forfeit</td> <td>0 points</td> </tr> </table>	Win	5 points	Draw	4 points	Loss	3 points	Bye/Forfeit	0 points
Win	5 points								
Draw	4 points								
Loss	3 points								
Bye/Forfeit	0 points								
7.2	The order of the ladder will be sorted in the following order (from the most significant): Competition Points, Set Ratio, Point Ratio. In the event that ratios are tied, the ranking shall be determined by the team that won the match between the two during the preliminary rounds (round robin).								

8. Finals Format

8.1	The finals will consist of the quarter-finals, semi-finals and grand-finals (depending on season length).
8.2	For players to be eligible for the finals, they must have played at least 3 games with the team prior to the finals.
8.2.1	During the Dragons Summer Series format, players need to have played at least 1 game to be eligible for the finals.
8.2.2	Exceptions to this rule may be approved by the League Coordinator prior to the game. Factors such as competition standard, the timeliness of the application, and fairness to all parties will be considered in the decision.
8.3	All medal matches will be played as best of three sets, untimed.
8.3.1	The first two sets must be played to 25 points (with a 2 point lead), and if required, a third deciding set played to 15 points (with a 2 point lead).
8.4	Quarter-final and Semi-final matches will be played to time, however if the match results in a draw, a point countback will be performed to determine the winner.

8.4.1	If the point countback results in a draw, the winner shall be determined by the team that won the match between the two during the preliminary rounds (round robin).
8.4.2	If the two teams did not play against each other in the preliminary round, the ranking before the finals format will determine the winner of the match.
8.5	All teams will play in the finals where the schedule permits, unless there has been a scheduled bye for a team.
8. Awards	
9.1	Dragons will provide teams gold, silver and bronze medals for teams who come in first, second and third (respectively) for the season.
9.2	Referees will vote for the 'Best and Fairest' player after each game. This will be awarded during the awards presentation after the medal matches.