

METRO VOLLEYBALL LEAGUE

BASIC RULES AND REGULATIONS

1. Games will start at 6.30pm, 7.30pm, 8.30pm and 9.30pm
2. Games will finish at 20 minutes past the hour to allow 10 minutes warm up before the next game. The last scheduled game will finish at 10.20pm. Games that start late for any reason will still finish on time.
3. Spiking warm up will start at the 5 minute mark of the warm up (by the time clock) and serving will start at the 1 minute mark. These need not be whistled by the referees.
4. All players must be registered with the Queensland Volleyball Association by their second game. If this rule is broken an offending player will cause their team to forfeit. This will be enforced from week 2. Registration forms are available from the competition manager. It is the Team Captains responsibility to ensure that players are registered.
5. Teams must be ready to play, including writing names on the scoresheet and handing in the first set team line before the start time. If teams are incomplete, they will forfeit the first set at the scheduled start time and then a set every ten minutes thereafter.
6. Teams may play with 5 players. The sixth place on the court will be a blank spot that will be recorded on the score sheet as a X.
7. Teams with four players present may borrow a guest player to make their team up to five to prevent a forfeit. A guest player may not be used to make a team up to six players.
8. If a club has more than one team in a grade, players may play for any team for the first five rounds. After this players "belong to" the team they have played most games for in the first five rounds. They are then limited to rule 5 and 6 above if they are short of players.
9. Teams will be scheduled for duty approximately every second game. Duty may be before or after a team has played. Teams on duty are required to provide a first referee if one is not supplied (hopefully this will not happen often), a second referee, a scorer and two line judges. The duty personnel must be present at the scheduled match starting time. If a duty team is short of people they will lose 1 competition point for each person short of requirements. **THIS WILL START FROM WEEK 1.**
10. Teams must have uniform shirts by week 3. These shirts must be numbered preferably front and back. No players may have duplicate numbers. If players from the same club have slightly different club uniforms this will be acceptable. Shirts without numbers will not be acceptable. Penalties for uniforms will be one competition point per player in breach and will start in week 3. Teams will be notified of any breaches.
11. All games are played as best of five sets in a fifty minute time limit. Incomplete sets will count as a set win if a team has more than 13 points and leads by two or more. No time outs can be called in the last five minutes. If a match has a result tied on sets, the team that has scored the most points wins. If points are also equal the match is a draw.