

# Dragons Flaming Chalice

Tournament Rules (updated 14/2/2026)



## 1 General rules

- 1.1 FIVB International Rules apply except where noted.

## 2 Substitutions

- 2.1 A maximum of 12 substitutions may be made per team per set in accordance with the FIVB 12-sub rule. A player may make 3 entries to the court (starting on counts as one entry).

## 3 Liberos

- 3.1 Libero rules apply as per FIVB rules, except that a Libero may be changed between sets, provided that the First Referee is notified of the change.

## 4 Attire

- 4.1 Jerseys do not have to be the same colour or design, but each player must have a unique number, preferably on the front and back.
- 4.2 Liberos do not need to wear an alternate jersey, although it is preferable – especially if you are using more than one libero.

## 5 Gradings

- 5.1 Players may represent their Club, School, Region and State team independently.
- 5.2 Players may play in different grades for the same club/school/region/state team only with the permission of the Tournament Director or Venue Manager. Generally, players will be allowed to play up in divisions but not down into divisions.
- 5.3 Subject to the above, a player may change teams after each set when playing each other, or within the set under exceptional substitution rules. If in doubt, ask the Tournament Director or Venue Manager.
- 5.4 Players found playing in differing divisions without permission will be adjudicated by the Tournament Director. It may result in a forfeit awarded against the offending team.
- 5.5 Junior players must be aged per the following:

School Division	Maximum Age
Under 19	Turn 18 or less in the calendar year of the tournament
Under 17	Turn 16 or less in the calendar year of the tournament
Under 15	Turn 14 or less in the calendar year of the tournament

- 5.6 Players found playing in differing divisions without permission will be adjudicated by the Tournament Director. It may result in a forfeit awarded against the offending team.
- 5.7 Exceptions to rule 5.5 may be made by the Tournament Director or Venue Manager.

## 6 Qualification for finals

- 6.1 For a player to qualify to play in a Gold or Bronze medal match, that player must have played at least two other Chalice matches for the team before this.

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## 7 Match Timing and Time limits

- 7.1 All matches (except where noted below) are played with time limits as specified on the draw.
- 7.1.1 Warm up for a match will commence at the scheduled time, with or without being directed to commence warm-up by the duty team.
- 7.1.2 The match starts 10 minutes after the scheduled time.
- 7.2 All matches are played best of five sets (fifth set to 15) subject to time limits (except where noted below).
- 7.3 A rally in play at the time of the end of match signal is to be played out and counted. For clarity, where the referee calls for a replay of that rally, the rally must be replayed.
- 7.4 The last set in play at the conclusion of the match, will be considered completed if a team has accrued more than half of the points associated with a normal set completion (i.e. 13 for a 25 point set or 8 for a 15 point set) and they lead by 2 points or more.
- 7.4.1 For example: 13 - 11 is a winning score but 18 - 17 is not.
- 7.5 Irrespective of rule 7.4, all points still accrue as points won/lost towards points ratio calculations.
- 7.6 In the last five minutes of the game:
- no time outs or substitutions are permitted (other than libero or an injury substitution); and
  - no new set is permitted to commence.
- 7.7 In the event of an exceptional situation (for example an injury that delays a match, or a venue evacuation), match start and finish times may be modified by the Tournament Director or Venue Manager as they see fit.
- 7.7.1 The Venue Manager will advise the duty team of the time changes.
- 7.7.2 The duty team will be responsible for keeping the match on the altered schedule provided by the Venue Manager.
- 7.7.3 The duty team will be responsible for advising the competing team captains of the time changes.

## 8 Match timer

- 8.1 There will be an electronic match timer used at each venue which directs the passage of warmup and play.
- 8.2 The system emulates a set of traffic lights as follows:

Green (Play)	Matches are underway (duty teams must ensure teams are ready to commence their match as soon as the green light is turned on).
Yellow (Last 5 minutes)	The match is in the last five minutes of play and, during this 5 minute period, there are no time outs or substitutions permitted (other than libero) and no new set is permitted to commence.
Red (Stop/Warm up)	This indicates the end of the match, although a rally already commenced is still completed. Warmup for the next match starts (as soon as the players clear the court) and goes for approximately 10 minutes.

- 8.3 In addition to the change of lights, a siren will be activated when the match starts and ends.

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## 9 Finals matches (i.e. Gold and Bronze medal matches)

- 9.1 Finals matches have no time limits.
- 9.2 Finals matches for junior divisions are played best of 3 sets.
- 9.3 Finals matches for open divisions are played best of 5 sets.

## 10 Duties

- 10.1 Duty teams are required to provide:
  - A first referee;
  - A second referee;
  - A scorer, and;
  - Two lines-persons.
- 10.2 Teams failing to provide all of the persons required by rule 10.1 for the entirety of the duty timeslot may result in penalty points being applied to that team per rule 11.5.
- 10.3 Duty teams must report for duty and collect their match score sheet within five minutes of the warm up (red light) commencing so they are ready to perform the toss and signal the start of the hitting warm up.

## 11 Points Table

A team shall score Competition Points for each game played as follows:

11.1 Win	10 points
11.2 Draw	8 points
11.3 Loss	6 points
11.4 Forfeit	0 points
11.5 Miss duty	-1 point penalty (per missing duty person, up to six points per match)

## 12 Match completion

- 12.1 A round-robin match is considered to be a draw if the number of completed sets won by each team at the end of the match is equal. (Rule 7.4 outlines the requirements for unfinished sets being deemed to have been completed.)
- 12.2 If teams are on equal competition points at the conclusion of round-robin matches, the preliminary pool placement order will be determined by:
  - 12.2.1 the ratio of points won/lost in all matches;
  - 12.2.2 if rule 12.2.1 does not indicate a result, by the ratio of sets won/lost in all matches;
  - 12.2.3 if rules 12.2.1 and 12.2.2 do not indicate a result, by the result of the last game between the two teams;
  - 12.2.4 if rules 12.2.1 to 12.2.3 do not indicate a result, by the points ratio of the last game between the two teams; and
  - 12.2.5 if rules 12.2.1 to 12.2.4 do not indicate a result, by a coin toss.

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12.3 In crossover matches where the set score is equal, the winning team shall be determined as follows:

12.3.1 by points ratio for that match; and

12.3.2 if the points are equal for that match, by the winner of the last rally.

## 13 Blank spots

13.1 Missing players on court can be replaced with a blank spot (without forfeiting).

13.2 The blank spot counts as a player, maintains its spot in the rotation and, when the blank spot 'serves', the serve is automatically lost.

13.3 Blank spots are to be marked with an 'X' on rotation sheets and score sheets.

13.4 A team may play a maximum of one blank spot at any time.

## 14 Late starts and forfeits

14.1 Matches are due to commence after the 10 minute warm-up (and as soon as the match timer show 'Green').

14.2 Teams unable to start at the start time lose the first set 25-0.

14.3 After a further 10 minutes, if the team is still unable to start, the second set is lost 25-0.

14.4 After a further 10 minutes, if the team is still unable to start, the third set is lost 25-0 and the late team forfeits.

14.5 If both teams are unable to start, both teams lose a set 25-0 each at each ten minute mark except the final mark. If both teams are unable to start at the final mark the game is declared a double forfeit.

## 15 Venue-Specific Rules

There may be venue-specific rules (usually for safety reasons). It is the responsibility of each team to ensure they are aware of these rules.