

# CSW VOLLEYBALL PLAYING CONDITIONS

## 1. Supervision and Host School Responsibilities PLEASE NOTE

It is a mandatory requirement that all teams are always accompanied by an adult who in addition to any coaching responsibility:

- (i) is responsible to the school for the behaviour of their team.
- (ii) must fulfil where necessary the officiating duties assigned the team.
- (iii) should ensure their team is appropriately dressed as outlined below.
- (iv) provide scoresheets if you are the host school.
- (v) ensure that the court is well marked, clean and the net is up to standard & tension.
- (vi) provide visual scoring - Basketball Scoreboard could be used.

## 2. Dress

All teams must present themselves in a Volleyball uniform of the same colours with numbers (between 1 & 18) front (15cm tall) & back (20cm tall) The captain should be identified with a strip under their number or a coloured ribbon on their shirt. No players should be permitted on court unless they are appropriately attired in a numbered uniform of their school.

## 3. Officiating

It is the responsibility of the **host or appointed** school[s] to ensure all officials are provided - 1<sup>st</sup> and 2<sup>nd</sup> referee, scorers and lines people. If this is not possible, an arrangement should be made between coaches to share the 1<sup>st</sup> referee responsibility before the game starts.

The host school should also provide scoresheets and ensure that visual scoring is constantly available to players.

## 4. Competition Points

Winning team - 4 points

## 5. Results

All schools (win or lose) should enter their results on the College Sport website data entry the day following play, preferably by 10.30am to meet deadlines for the Dominion Post.

## 6. National & Island School Championships Tournaments

All schools playing in these must be affiliated to Volleyball New Zealand.

## 7. Duration of match

Junior Premier & Junior Division 1 matches shall be the best of 5 sets – all other grades best of 3 sets (Junior Division 2 & below).

Senior Premier & Senior Division 1 matches shall be the best of 5 sets – all other grades best of 3 sets (Senior Division 2 & below).

## 8. Scoring Points

To score a point, a team must win a rally

If a team is serving & wins a rally, it wins a point & retains the serve.

If a team is serving & loses a rally, the opposing team win a point & the right to serve.

## 9. Sets & Match

All sets are played on the PARS (Point a Rally scoring) system,

Sets One & Two (Three & Four) played to 25 with a 2-point advantage required. (e.g: 25-23, 29-27).

The 3<sup>rd</sup> or 5<sup>th</sup> set, if required, is played to 15 with a 2-point advantage required. (e.g: 15-13, 18-16).

Accordingly, all matches should be able to be concluded in the 45 - 60 minutes allocated, but if necessary this time may be extended to have a 3<sup>rd</sup>/5<sup>th</sup> set completed.

## 10. Time Outs & Substitution

- (i) Each team is permitted 2 x 30 second Time Outs and a maximum of 6 substitutions per set.
- (ii) During a Time out all players must leave the court (this is to prevent water etc being spilt on the court.
- (iii) Locally, in general competition play, the substitution rule should be used to ensure all players get a proportionate share of court time – in this respect, there is a waiver of players substituted having to return to court in their original rotation position.

## 11. Rotation of Players

- (i) At the time of serve, all players must be in their correct order of rotation.
- (ii) Once the ball is served, the players may move around & occupy any position on the court.
- (iii) When the receiving team gains the right to serve, all players rotate one position clockwise.

## 12. The Serve

- (i) The ball shall not be served until signalled by the referee.
- (ii) The serve may be made from any position along the player's base line – one attempt only.
- (iii) If the serve hits the net & passes into the opponents' court, play shall continue – it is NOT a let/fault.

## 13. Team Hits

- (i) A team is entitled to a maximum of 3 hits (additional to the block) before the ball is returned to the opponent.
- (ii) This includes all intentional & unintentional hits and when 2 or more players from a team hit the ball simultaneously.
- (iii) The ball may be hit with any part of the body, but the hit must be "clean" – "catches" or "double hits" constitute a foul.

## 14. At the Net

- (i) A player may block the ball beyond their side of the net conditional on them not interfering with their opponent's play.
- (ii) To contact the opponent's court with any part of the body that is not in contact with that players court including any part of the centre line is a foul.
- (iii) Any ball touching the net while crossing it is live & in play, conditional on that occurring inside the aerals.
- (iv) Contact with the net is only a fault when the player is in the act of hitting or attempting to hit or block the ball.
- (v) The first hit after a block may be by any player on that team including the player who made the block.
- (vi) It is illegal to "block" the serve.