Volleyball
South Australia

COACHES HANDBOOK

SA Volleyball Schools Smash

Term 4, 2026

volleyballsa.com.au

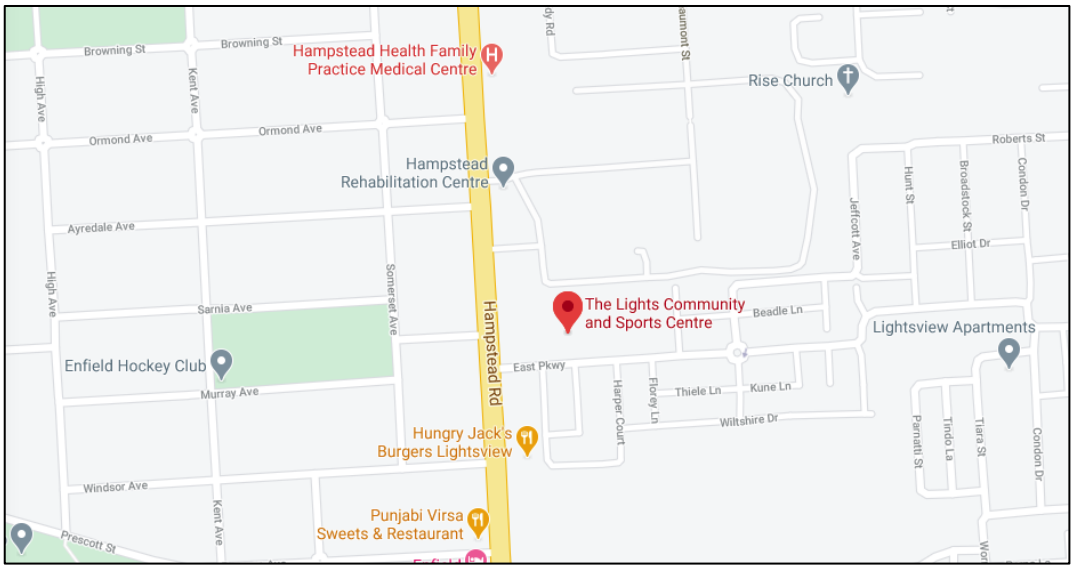
Volleyball South Australia

SA SCHOOLS SMASH 2026

Tournament & Venue Details

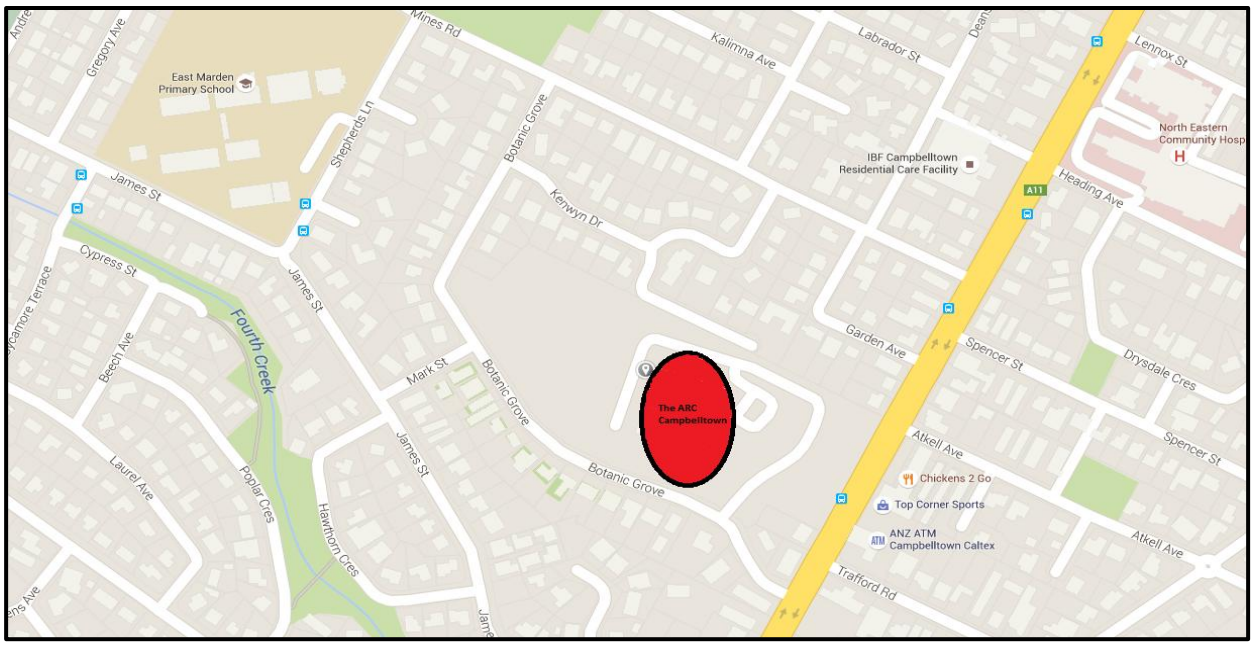
The Lights Community & Sports Centre

244 - 270 East Parkway Corner Hampstead Road and, East Pkwy, Lightsview SA 5085

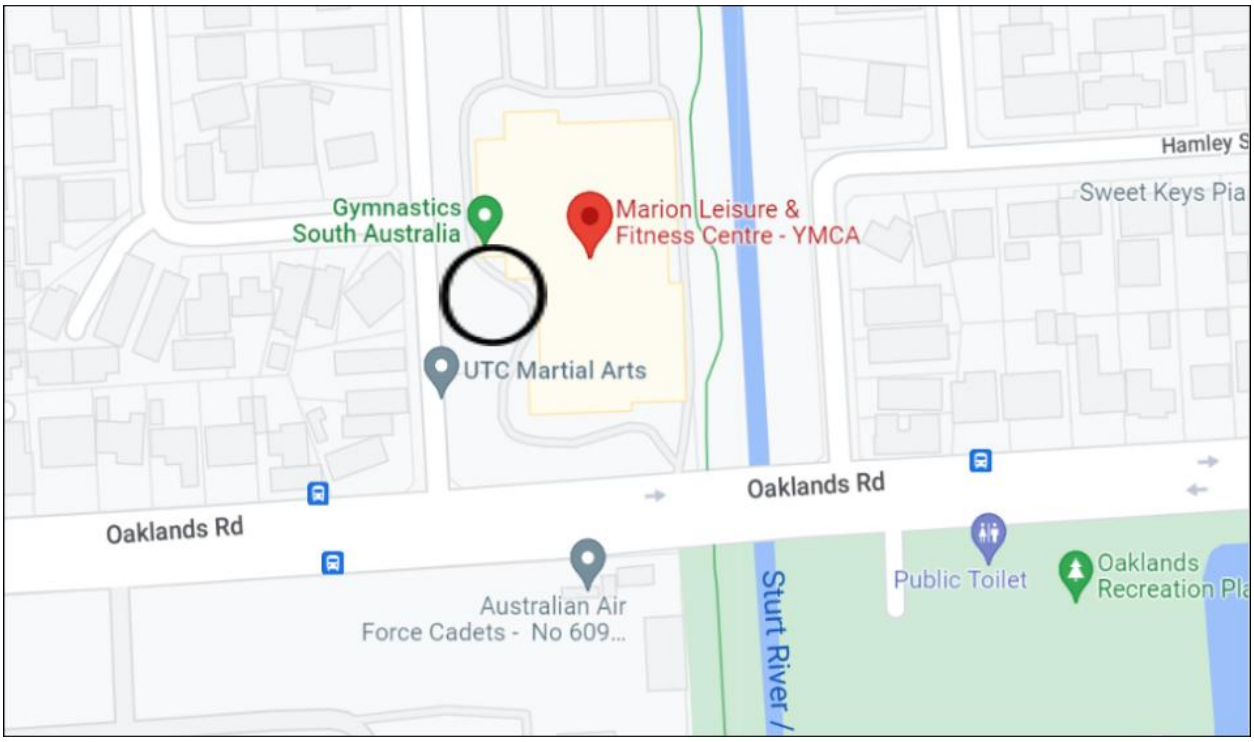


THE ARC Campbelltown Leisure Centre

531 Lower North East Rd, Campbelltown SA 5074



MARION LEISURE & FITNESS CENTRE:
Cnr Oaklands Rd &, Rosedale Ave, Morphettville SA 5043.
Please see the circled area for designated parking.



Venues

If at all during the tournament you are unsure of anything or require assistance, your first point of contact will be your Arena Coordinator who are there to assist you.

All venues are to be kept tidy at all times and benches are to be cleared of empty bottles at the end of each match. Venue staff will be scouting the venues and anyone found to be littering will have warnings and penalties imposed upon them. If venue staff ask you or one of your team members to pick up any litter within your vicinity, please do so to ensure an enjoyable tournament is had by all.

First Aid

It is each school's responsibility to ensure the safety and First Aid of each of their teams. This includes any strapping. Volleyball SA will have first aid kits at each venue for emergencies.

Life after the SA Volleyball Schools Smash at Volleyball SA

Weekly Competitions
Volleyball SA offer 'SAVL Junior as our weekly multi-division, season-long, premier youth volleyball competition. Teams can be club or school based and are open to any player who is under 19.

VSA also offer 'SA Volleyball League for our more older and experienced players.
To find out more about our weekly competitions or beach competitions please call 8363 1265 or visit our website: www.volleyballsa.com.au

Volleyball SA Contact Details
Phone: 08 8363 1265
Email: info@volleyballsa.com.au
Website: www.volleyballsa.com.au

VSA Tournament Staffing

Tournament Director – Madeeha Siddiqui
Contactable via Arena Coordinator at each venue.

VSA Head Office
8363 1265

Volleyball South Australia

SA SCHOOLS SMASH 2026

Some helpful information for first time Coaches at the 2026 South Australian Volleyball Schools Smash:

What do I do when I coach a team in a game?

Pre match

- You need to write your team list, including players shirt number on the scoresheet. It is a good idea to have them written out and simply copy them onto the scoresheet. Check the shirt numbers before you sign the scoresheet.
- You need to complete your rotation order and submit this to the scorer when requested.
- Have your non-starters collect your team's volleyballs from the warmup and store them.
- Greet the opposition coach if the opportunity arises in pre match protocol.
- Organise your bench.
- Keep your team and players equipment behind your bench so if a player chases the ball of court near the bench they can do so safely.
- The bench is only for the team i.e. coach, players and managers, **not spectators.**
- Assign the task of refilling water bottles to one of the players or the manager.
- Have a towel or similar to clean up any spillage from water bottles.
- Your substitute players must be either seated on the bench or standing/staying warm in an area in line with the bench and base line.

During the match

- The coach sits on the seat at the end of the bench closest to the scorer, in line with the attack line, or standing between the attack and base line, in front of the team bench.
- You can request time outs/substitutions from the 2nd referee.
- When you request a substitution, they must be ready to play (no cap or tracksuit) and standing in the area in front of the bench between the attack line and centre line.

End of a set

- At the end of a set you should complete your rotation order for the next set and submit this to the scorer when moving to the other bench as you pass the scorer's table.
- Ensure any team equipment you will need is taken with you as you change ends (water bottles, towels, first aid etc).

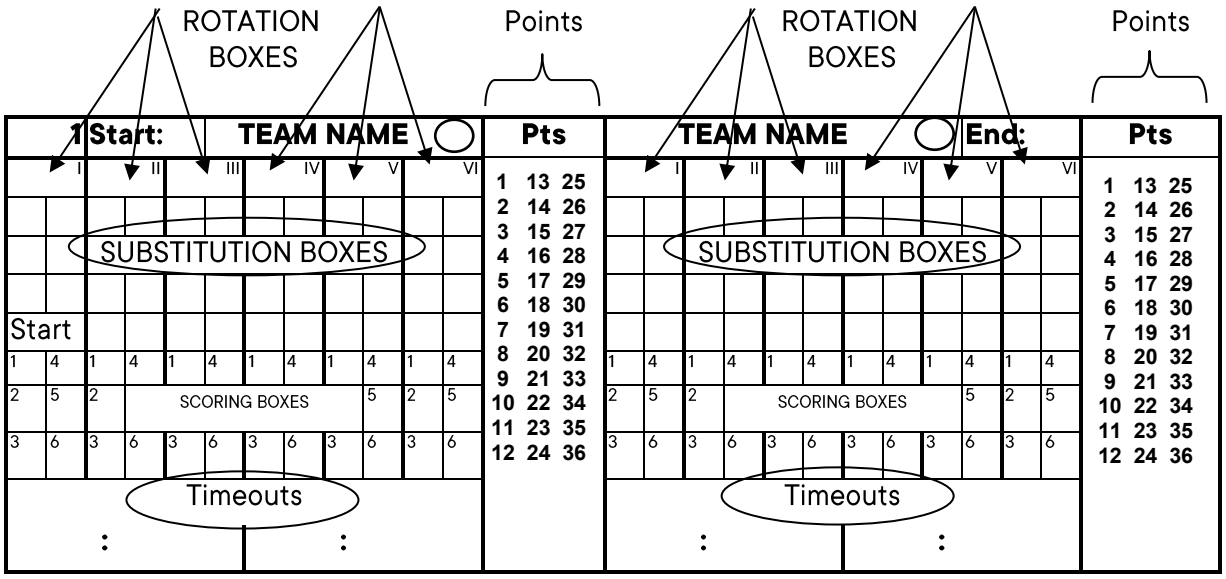
End of match

- Shake opposition coaches hand.
- Your captain needs to sign the scoresheet.
- Complete any post match protocol if required ie MVP voting or similar.
- Make arrangements to meet with your team, or allocate them duty tasks should you be rostered on the next game.
- Take all team equipment as you vacate the court playing area.

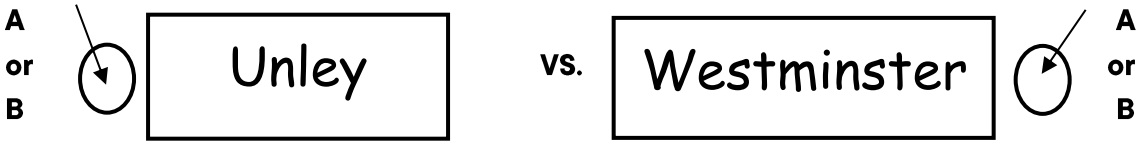
How do I score?

Over the next few pages, you will learn how to score. Make sure you read all the explanations under each diagram to gain a full understanding. You can also view a video here on how to score.

The following was produced for a 3 set match with a scoring system of the first 2 sets to 25 points and a 3rd set to 15. 5 set matches are done the same way only with a possible extra 2 sets in between both going to 25 points.



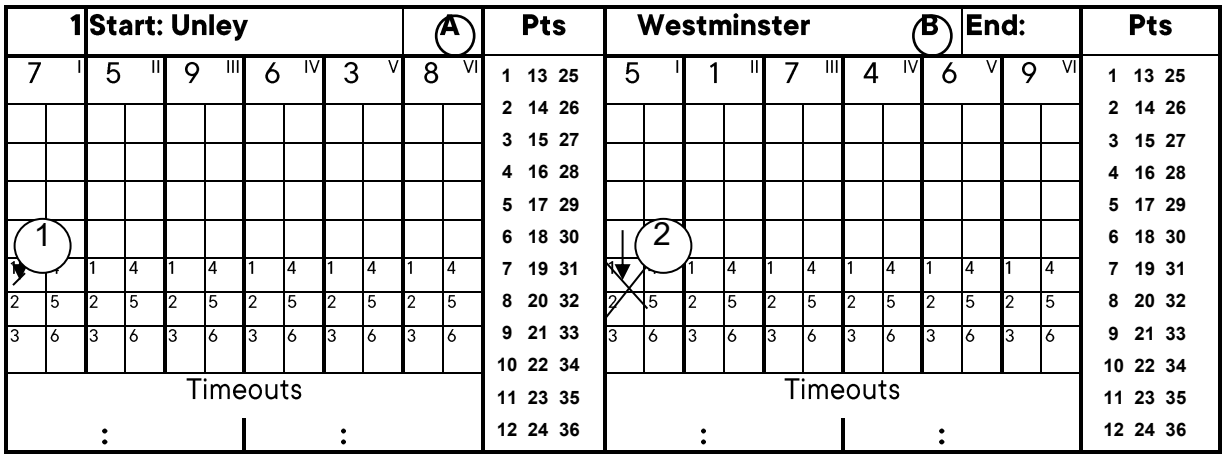
1. At the completion of the toss, record on the scoresheet which team is A and which is B. As you look at the court, Team A should be on your left and team B on your right. Fill in the headers for each set. You should also identify which team is serving and receiving.



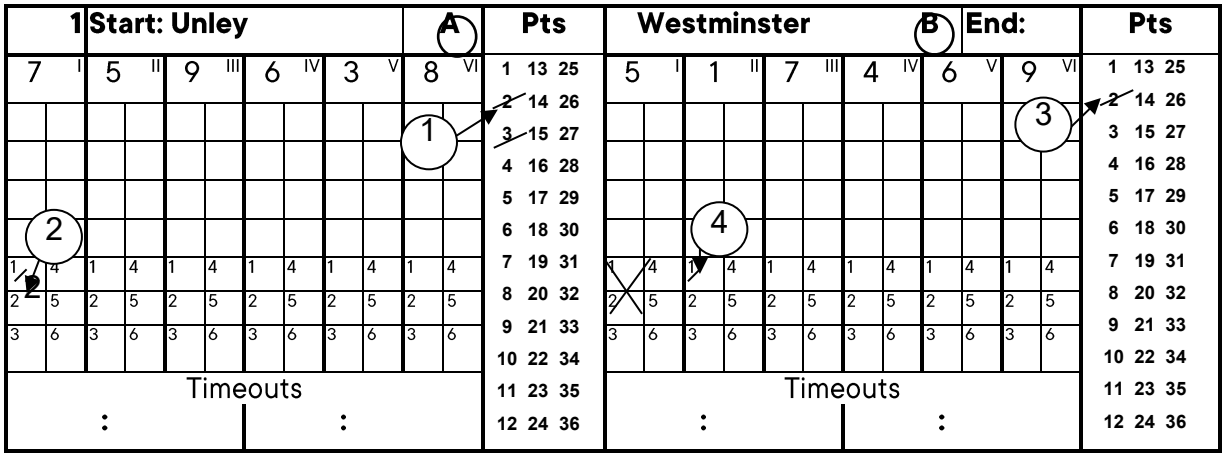
2. Fill in the rotations for the set for each team (the coaches will hand in these to you).

1 Start: Unley					A	Pts	Westminster					B	End:	Pts
7 I	5 II	9 III	6 IV	3 V	8 VI		5 I	1 II	7 III	4 IV	6 V	9 VI		

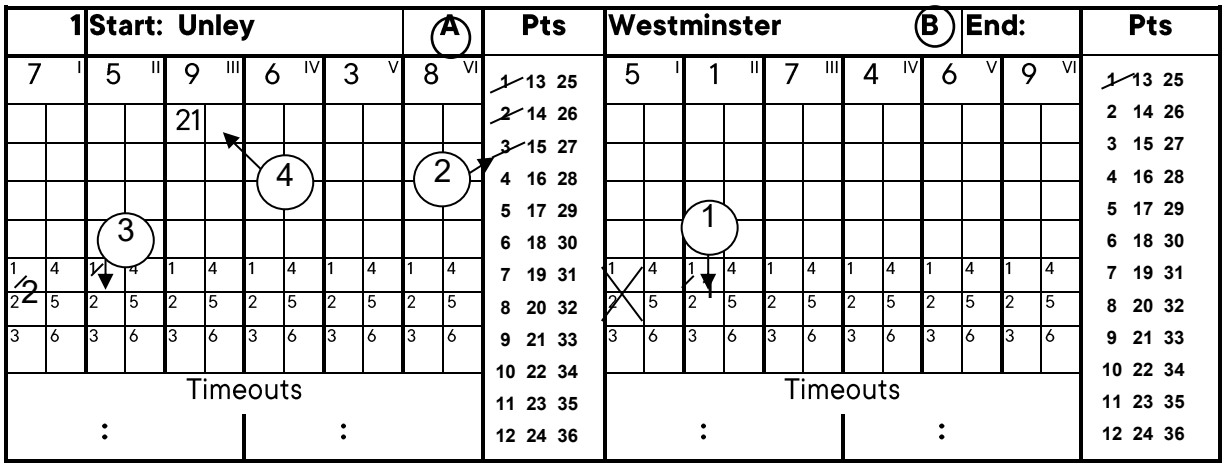
3. Team A is serving. Place a small dash through the "1" in the scoring box (underneath the rotation) (1). Check that the first server is this person. If Team A is serving, Team B is receiving. On their side of the scoresheet, place a cross through the all of the first scoring box (2). This shows that person will not serve until 1 full rotation is completed. When scoring you must start at the first "1" in the scoring boxes. Follow from left to right for each player before moving down to the "2's", then "3's", etc.



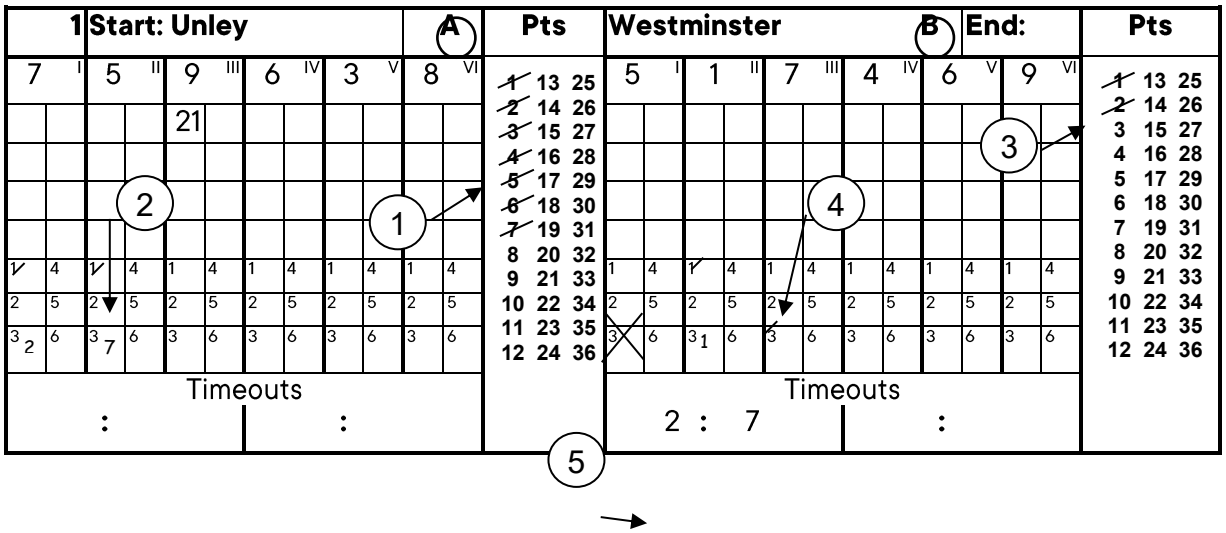
4. The game begins and Team A wins the rally. Cross off a point for this team (1). In the next rally, Team A win again. Cross off another point for them (1). Team A lose the next rally. In the scoring box, put in 2 (they are on 2 points when they lose the serve) (2). Move across to Team B. Cross off a point for them (3). Place a small dash through the "1" in the scoring box under the position 2 and check that person is the server (4).



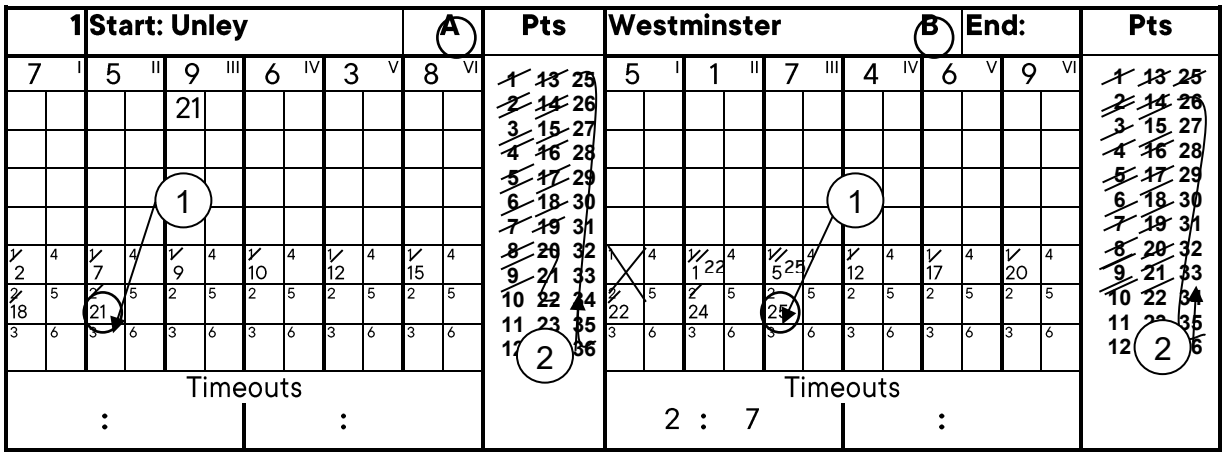
5. Team B loses the rally. Record a 1 in the scoring box (they are on 1 point when they lose the serve) (1). Move across to Team A. Cross off 1 point for them (2). They should now be on 3 points. Place a small dash through the scoring box under position 2 and check the server (3). Before the referee whistles for service, Team A calls for a substitution. Record the number of the person entering the court under the number of the person leaving (4).



6. Team A wins 4 consecutive points before they lose a rally (1). By this stage they are on 7 points. Record this in the scoring box (2) before moving over to Team B to record their point (3) and check the new server (4). Team B calls for a timeout at this time. Record the timeout in the space provided (5). The first score written is always that of the team who called the timeout. A team is allowed 2 timeouts per set.



7. Repeat this process until the end of the set, and for subsequent sets.
At the end of each set, you must complete the following:
- circle the final points for team A and Team B (1)
- cross out the points that haven't been used (2)



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In the event of a deciding set:

3	Start: Unley											(A)	Pts	Westminster											(B)	End:	Pts
7	I	5	II	9	III	6	IV	3	V	8	VI			5	I	1	II	7	III	4	IV	6	V	9	VI		
													1 13 25														1 13 25
													2 14 26														2 14 26
													3 15 27														3 15 27
													4 16 28														4 16 28
													5 17 29														5 17 29
													6 18 30														6 18 30
													7 19 31														7 19 31
1 0	4	1 2	4	1 5	4	1 7	4	1	4	1	4		8 20 32	1	4	1 3	4	1 6	4	1 10	4	1 12	4	1 13	4		8 20 32
2	5	2	5	2	5	2	5	2	5	2	5		9 21 33	2 15	5	2	5	2	5	2	5	2	5	2	5		9 21 33
3	6	3	6	3	6	3	6	3	6	3	6		10 22 34	3	6	3	6	3	6	3	6	3	6	3	6		10 22 34
													11 23 35														11 23 35
													12 24 36														12 24 36
Timeouts														Timeouts													
:						:								:						:							

(A)	Points at Change											7	Pts
7	I	5	II	9	III	6	IV	3	V	8	VI		
													1 13 25
													2 14 26
													3 15 27
													4 16 28
													5 17 29
													6 18 30
													7 19 31
1	4	1	4	1	4	1	4	1 9	4	1 11	4		8 20 32
2 13	5	2	5	2	5	2	5	2	5	2	5		9 21 33
3	6	3	6	3	6	3	6	3	6	3	6		10 22 34
													11 23 35
													12 24 36
Timeouts													
11 :				14				:					

A new toss will occur at the beginning of the deciding set. The winner will choose to serve or pick an end. Fill in the rotations and begin scoring as normal until 1 team reaches 8 points. At this stage, the teams change ends. Transfer the rotation for the team on your left to the third scoring box. This ensures that the teams look the same way on the scoresheet as they do on the court. Fill in the "points at the change of end" box. Begin scoring for that team onwards. Complete the set as normal from the next point

RESULTS								
Unley				A B	Westminster			
T	S	W	Pts		Pts	W	S	T
	1		21	**1**	25	1		1
		1	25	**2**	20			
1	2		13	**3**	15	1		
1	3	1	59	**Total**	60	2	0	1
Winner: Westminster								**2:1**

At the conclusion of the match, you will need to fill in the results section of the scoresheet.

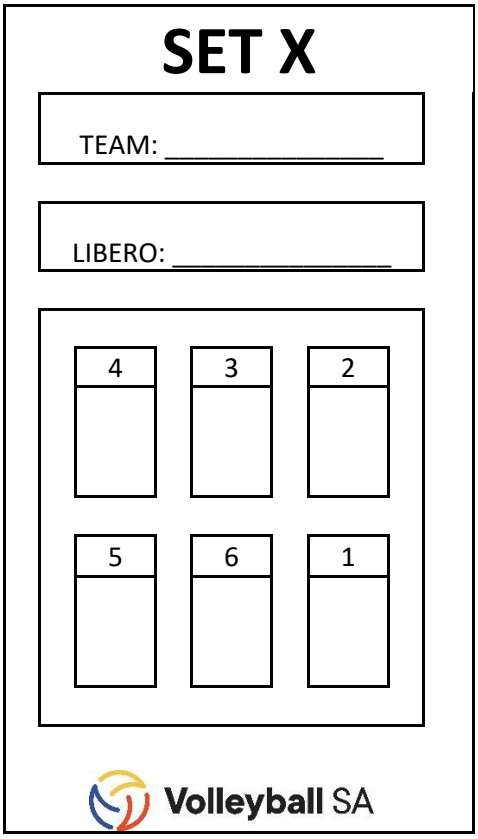
T = Timeouts
S = Substitutions
W = Win/Loss
Pts = Points won

What is a rotation Slip?

Rotations Slips are given to the 2nd referee or scorer before the beginning of each set. You place one of your player's shirt numbers in each of the 6 boxes on the slip in order of how you would like them to start the set. The 2nd referee holds onto them through the match to check that all players remain in order through out the set. You do not have to change the rotation at the end of each set if you don't want to.

i. is the first server in the position at the back of the court and on the right hand side as you look at the net.

Below is a standard rotation slip.



How do I referee a Match?

Teams will be required to referee matches at the South Australian Schools Smash. The rules can be found on the International body's website (**www.fivb.org**) and read in conjunction with the Tournament Handbook.

At the event if you are unsure at any time, please ask for the Venue Referee/Arena Coordinator for explanation or assistance and in some cases they may be able to be at the court while your team conducts their duty to give you some feedback.

Volleyball SA regularly runs basic refereeing courses and if you have enough interest, these courses can be run at your school prior to the event. Please contact the Volleyball SA office for more details on 08 8363 1265.

Further Info

For further information, please don't hesitate to contact the Volleyball SA office on 08 8363 1265, **info@volleyballsa.com.au**, **www.volleyballsa.com.au**.

Twelve (12) Substitution Rule & Libero per Set

a) A team shall be allowed a maximum of twelve (12) substitutions in any one set. Players starting a set may be replaced by a substitute and may subsequently re-enter the set twice. Each substitute may enter the set three times. A player shall not enter the set for a fourth time (starting shall count as an entry). Players re-entering the set must assume the original position in the service order in relation to other team mates. No change may be made in a player's position in the service order unless necessitated by an injury requiring an abnormal substitution under the provisions of paragraph b) below. Any number of players may enter the set in each position in the service order.

b) If through any injury a player is unable to play and substitution cannot be legally made the team is entitled to make an EXCEPTIONAL substitution beyond the limits of paragraph (a). (This means that ANY player on the bench may replace the injured player)

c) If through injury or accident a player is unable to play and substitution cannot be made under the provisions of paragraph a) or b), the first referee may grant a special time-out under the provisions of the rules of the game.

d) If a team becomes incomplete through expulsion of a player and substitution cannot be made under the provisions of paragraph a) above, the team loses the set by default, keeping the points acquired. If a team becomes incomplete through disqualification of a player and substitution cannot be made under the provisions of paragraph a) above, the team loses the match by default, keeping the sets and points acquired.

Example
The following diagram illustrates how substitutions are recorded on the scoresheet.

I		II		III		IV		V		VI	
10		4		11		2		1		7	
6	3					5					
10						2					
9						5					
8						□					
□						Ä					
8											

In the example shown above, the starting line-up is 10, 4, 11, 2, 1 and 7.

This means that these players made their first entry for the set. The coach then substitutes into position one (I) players numbered 6, 9, 8 and 3. Number 10 has made three (3) entries and is not permitted any more entries for the set. The same can be said for player number 5 in position four (IV).

The players numbered 10, 6, 9, 8 and 3, must remain in position one (I) on the scoresheet and none of them can be used to substitute into another position in this set. For example, player 8 has only appeared twice so far and can therefore make another appearance on court but only in position one (I) and only if no more than twelve substitutions are used per set.

In the example shown above, all twelve substitutions have been used.

The scorer recording the substitutions will use the left side column first for each position and when the left is full use the right side column.

There is no requirement to record the score at the time of each substitution.

The scorer reports the 11th and 12th substitutions of the team and the third court entry of a player to the second referee who then indicates to the coach concerned and First Referee in that order.

Libero per Set

Full details of this rule can be found at Rule 19 in the rule book.

For this tournament the libero may be nominated per set by the coach indicating the libero number on the line-up sheet for the set. If the libero number is left blank there will be no libero permitted for that set.

The libero must wear a jersey of contrasting colour.

If the game captain is re-designated as the Libero during the course of the match, an on-court captain must be nominated by the coach.

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South Australian Volleyball Schools Smash

Fine Structure

Match Forfeit:	Loss of 2 P/points & $100 fine (at discretion of venue coordinator and tournament director)
Failure to fulfil Duty:	$100 fine & Loss of 1-2 P/Points (at discretion of venue coordinator and tournament director)
Food or Drink in Sports Halls:	3 strikes then loss of 1 P/point (at discretion of venue coordinator and tournament director)
Late Nomination Fee:	$65 + GST
Late Payment Fee:	$65 + GST
Withdrawal Fee:	Subject to Tournament Regulation

Note: P/points = Premiership Points

i.e. You receive 3 P/points for Winning a match, 2 P/points for a Draw and 1 P/point for a loss.