



RULES AND REGULATIONS

SA Volleyball Schools Smash

Term 4, 2026

volleyballsa.com.au

SA Schools Smash 2026 is governed primarily by the 2026 “SA Volleyball Schools Cup Rules & Regulations” however some changes have been made to meet the rationale of SA Schools Smash.

Rationale and Spirit of Intent

The South Australian Volleyball Schools Smash is a relatively new event started in 2021 as a feeder event for the Australian Volleyball Schools Cup being held by Volleyball Australia in Queensland on the same week. Due to COVID Concerns and schools not being able to afford the trip to Queensland since the AVSC's movement from Victoria in 2019.

The modifications of the SA Volleyball Schools Cup are supportive of these functions and will be modified and developed as the competition establishes and consolidates.

Disputes and Clarification will be dealt with in first instance by the **Arena Coordinator**, secondly by the **Tournament Director at VSA**, who may wish to seek the opinion of the Referee Delegate. Decisions will take into account the intent of these amendments, the overall rationale and the underlying regulations.

Membership Requirements

Schools located over 50 km from the Adelaide GPO are classified as “Regional”. Students at those schools can get a Regional VSA Membership. These are valid for the calendar year.

All non-regional players are required to be at least Social/Recreational VSA Members. FULL memberships are also accepted. All coaches are required to be registered as non-playing members.

More information on memberships can be found on the VSA website [here](#).

Age Requirements

All players must be Under 19 (must be under 19 for the entire year in 2026). If a player who is over age wishes to participate, the player can apply for an exemption directly to the Tournament Director.

Supervisor Requirements

Teams must have a coach or parent supervisor who is over 18 years of age and is responsible for the team's behaviour.

Net Heights

BOYS | YEAR 12-13 – **2.35m**
BOYS | YEAR 11 – **2.35m**
BOYS | YEAR 10 – **2.24m**
BOYS | YEAR 9 – **2.15m**
BOYS | YEAR 8 – **2.15m**
BOYS | YEAR 7 – **2.15m**

GIRLS | YEAR 12-13 – **2.15m**
GIRLS | YEAR 11 – **2.15m**
GIRLS | YEAR 10 – **2.15m**
GIRLS | YEAR 9 – **2.10m**
GIRLS | YEAR 8 – **2.10m**
GIRLS | YEAR 7 – **2.10m**

Divisions and Grading

Divisions will be set according to Tournament Director. Teams will be nominated into a relevant division at the start of the Tournament. Divisions may play minor rounds with another division to allow for equal game allowance and a challenging competition. Divisions who play their minor rounds against another division, will play split finals in their nominated division.

Duty Requirements

Duty teams require 5 members of the team for each duty allocation. This includes a Top Referee, Second Referee, Scorer and two Line Judges. An adult supervisor is also required to be part of the team. They can also hold one of the above roles. Each team is required to at least have 1 accredited referee per team to complete the duty.

Game duration and Warm-up

Games are timed to 50 minutes per game excluding a 10-minute warm up. If your match time is 9am, your warm up starts at 8:50am, that is, 10 minutes before the scheduled game start time.

Matches will strictly end at the completion of the time limit. If the ball is in play, it will stop on the clock, and the point will not be counted.

Warm up protocol

Begins at the start of the match allocated time (See above)

10 Minutes remaining -Team Pepper (4 minutes)
<i>7 Minutes remaining -Coin Toss (captains only)</i>
6 Minutes remaining – Spiking (4 minutes)
2 Minutes remaining – Serving (1 minute)
1 Minute Remaining – Players to return to coaches (1 minute)
<i>0 Minutes remaining – Players on court, whistle blown for serve and game to begin</i>

No timeouts will be permitted within the last five minutes of any matches. Timed matches also do not allow technical timeout.

Substitutions

Normal or rotational substitutions are allowed; rotations are required at the start of each set.

A Libero can be used but is nominated on the score sheet before each set.

Uniforms

All teams are expected to play in team uniform. This uniform shall include numbered tops (front and back with numbers greater than 18 acceptable) and uniform shorts of the same colour. Socks can be any colour but follow the regulations stated below. Team members who are not in uniform shall not be allowed to take part in the match. The Libero does not need to wear a numbered uniform but can choose to if the school/team wishes.

No jewellery may be worn during a match. This includes watches, rings, chains, and earrings.
The wearing of hats or bandannas is not permitted both during a match or whilst performing duty for a match.
Skins and compression garments are permitted to be worn.
Display of sponsorship logos on uniforms (shirts, shorts or socks) is encouraged.

Premiership Table and Scoring

All sets are to 25 points with the exception of the 5th set (played to 15) – a set is only deemed complete when a team has won by 2 points or more.

All games are played best of 5 sets (within the allocated time limit)

Teams will gain points on the Premiership Table according to the following table:

Result	Points
Win	3
Draw	2
Loss	1
Forfeit	0

The premiership table will be decided using the following method:

(a) Match ratio (Premiership points (as above)/Number of games played)

(b) Set Percentage (sets won/ (sets won + sets lost))

(c) Point Percentage (points won/ (points won + points lost))

For timed games, a set is deemed to be complete at full time when one team has reached a minimum of 15 points with a 2-point advantage. If this score has not been reached, the winning team will be awarded on completed sets. If sets are equal, the team with the greater number of total points (combination of complete and incomplete sets) will win the game. If the total points are equal, the game would be deemed a tie.

Required Players

Teams will lose the first set of the game 25-0 if the team is unable to field four (4) athletes at the scheduled match start time. The team will lose the second set 25-0 if the team is unable to field four (4) athletes at the five (5) minutes past the scheduled start time of the relevant match. The team will lose the third set 25-0 *and the match* if the team is unable to field four (4) athletes at ten (10) minutes past the scheduled start time of the relevant match.

If a forfeit occurs or a team fails to meet the number of required players (as above).

Should a player arrive late the coach needs to notify the referee of their arrival time to the bench ready to play. The referee is to enter this time onto the score sheet, next to their name.

Results & Finals Fixtures

At the end of the day, a table will be released to the VSA Website. The premiership table will be decided using the following method:

(a) Match ratio (Premiership points (as above)/Number of games played)

(b) Set Percentage (sets won/ (sets won + sets lost))

(c) Point Percentage (points won/ (points won + points lost))

As results come in and the table is final, Teams will be added into the fixture and uploaded to the VSA Website.

All Teams will have a final placing in the SA Schools Smash. 3rd and 1st place will be played on Friday.

VSA Tournament Staffing

Tournament Director – Madeeha Siddiqui

Contactable via Arena Coordinator at each venue.

VSA Head Office

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