



Volleyball South Australia

Volleyball SA Social Competition Regulations

The Social Competition Regulations cover all VSA Social Indoor and Beach Competitions.

1. Nominations

- a. Nominations open 3 weeks before the first day of competition and will only be accepted through the Volleyball SA website. Nominations close midnight - 3 business days prior to the commencement of the competition.
- b. Nominations can remain open at the discretion of the Program Coordinator to allow for late entries to avoid byes in the draw.
- c. Teams that nominate after Round 6 of the season draw will be ineligible to play in top 4 Semi or Grand finals matches. Teams will still have a game during these rounds.
- d. A nomination is accepted once the team contact (Captain) is sent the welcome email, with the relevant season information.
- e. If teams wish to nominate AFTER the nomination closure date, captains need to contact the Events and Programs Coordinator via competitions@volleyballsouthaustralia.com.au and phone (08) 8363 1265 during office hours. A decision will be made at the discretion of the Events and Programs Coordinator.

2. Game fees

- a. The nomination fee per season is \$90.00, with weekly team match fees specified in the relevant appendices below.
- b. Team match fees must be submitted in full via the App "Teampay" and shown to the Arena Coordinator BEFORE the start of the game.
- c. Only complete team level payments are accepted.
- d. In special circumstances, the full season fee can be paid via credit card. This needs to be communicated via email or telephone to VSA and processed before the first game of the season.

3. Start and Duration Times

- a. Referees will start games as per the scheduled timeslots for all competitions only when the game fees have been submitted in full and shown to the Arena Coordinator.
- b. When games that are delayed due to a team being unfinancial, the unfinancial team will forfeit the first set of the match.
- c. Game duration for both standard Twilight Beach and Social Indoor competitions can be found in the appendices below.

4. Scoring of Games

- a. At the conclusion of a game, the team scoring the most sets wins. If sets are equal, a win will be decided on total points. The number of points needed to win a set can be found in the relevant appendices below.
- b. In the last set played, if a team scores 15 points or more with a 2-point advantage, this set counts as a winning set.
- c. Premiership points are awarded in matches as follows;
Win – 3 points
Loss – 1 point
Draw – 2 points
Bye – 0 points
Forfeit Loss – 0 points
Forfeit Win – 3 points
- d. Finals draw seedings are decided by premiership points / match ratio from minor rounds for the Semi-Finals (or Grand Finals in case of no Semi-Final), then match results from the Semi-Finals for the Grand Finals.
- e. In the case of a tie in premiership points / match ratio, count back for set % and point % is used to determine finals draw places.
- f. In a semi-final or grand final match, if the set scores and point scores are even at time, a golden point will be played to determine the winner. The start of the golden point will be served by the team who won the previous point.

5. Fixtures

- a. The first 3 rounds of the season are a grading period. During this time, teams will be assessed for which grade they will play for the remainder of the season. A team's grade preference and first 3 round results is taken into consideration, but the final decision is made by the Program Coordinator in conjunction with the Arena Coordinator.
- b. If teams are moved within this grading period, they will be awarded 2 points (the same as a draw) for each Round prior to the move, and their prior results will not carry across.
- c. If divisions are split within the Grading period e.g. a Mixed B/C turns into a B1 and B2, their previous scores will carry through to the new grades.
- d. No requests will be accepted for teams to play specific timeslots or a range of timeslots on a regular basis. However, the Program Coordinator, at their discretion, will accommodate specific timeslot requests for individual rounds where possible, for genuine extenuating circumstances.
- e. During the grading period (unless all grades are full), fixtures are only available 1 week at a time. Following Round 3, the remaining season fixtures will be released.
- f. In case of uneven team numbers, or grades and venues not at capacity, nominations can remain open and teams are able to enter the competition at the discretion of the Program Coordinator.
- g. If a grade has an uneven number of teams once nominations close, each team in the grade will have scheduled "byes" across the season
- h. If there are uneven teams during the season, the team finishing at the bottom of the ladder will still take part in the Semi Finals and Grand Finals rounds. In these cases, another team may be scheduled to play a second game ("Second Game Anyone?") so that all teams can participate in the final's fixtures.
- i. A team that nominates after the initial nominations close date might be scheduled to play a match if an opponent is available; otherwise, it will be given a bye'.
- j. A team will receive zero Championship adjustment points per scheduled bye to equalise the situation of less matches played than others. Premiership points / match ratio

6. Players and Teams

- a. It is each team's responsibility to have the required number of players for a game, also ensuring each player has a current social or higher Volleyball SA membership. Information about Volleyball SA memberships can be found online here: [Join](#)
- b. A minimum of 2 players for 4-a-side and 4 players for 6-a-side is required in order to play each game.
- c. Any new player must become a VSA member PRIOR to playing a game to receive the benefits of a VSA membership, including personal accident insurance.
- d. Teams playing with a non-member on any occasion during the season will forfeit any games the non-member plays in while having no membership.
- e. A player must be nominated online via the Volleyball SA nomination process for any team they participate in.
- f. Players may play for multiple teams within a competition but must be in different grades. Example; Player A can participate in both an A grade and B grade team in the same competition.
- g. INDOOR: In mixed grades, a minimum of 2 female players have to be on the court at any given time, unless communicated otherwise at the start of the season.
- h. INDOOR: Players of any gender may participate in men's grades; these grades are not restricted to male players only.

7. Finals

- a. Finals rounds consist of semi-finals round (where possible), followed by grand finals round after completion of the minor rounds. All teams play in semi-finals and grand final rounds.

- b. Semi-finals fixture will be published after the completion of the minor rounds, and the grand-final fixture will be online after completion of the semi-final rounds (in accordance with 4d. and 4e. above).
- c. Players must play 4 or more minor round games as a current member of a team to qualify for finals.
- d. In a semi-final or grand final match, if the set scores and point scores are even at time, a golden point will be played to determine the winner. The start of the golden point will be served by the team who won the previous point.
- e. Players may only play finals for their nominated team. If a player is not nominated for a team, the first team they play a game for will be considered their nominated team unless confirmed otherwise with the Events and Programs Coordinator.

8. Forfeits

- a. Nominating teams should expect to play in any timeslot from the first game to the last as outlined on the VSA website.
- b. Forfeit notifications are to be sent to VSA by email (competitions@volleyballsas.com.au) no later than 12pm one-business day before the match to avoid the forfeit fee.
- c. Late forfeits **MUST** be communicated to the Arena Coordinator, and are still required to pay the Forfeit fee.
- d. Forfeit fees are equal to one game fee. They must be paid IN FULL via Teampay the same day.
- e. Teams that continually forfeit or forfeit with short notice will be removed from the competition at the discretion of the Program Coordinator.
- f. The forfeit fee will be waived in excruciating or extenuating circumstances.

9. Late Arrival

- a. INDOOR - A team will lose the first set of the Indoor game 25-0 if unable to field the minimum number of players (as outlined in 6.b) at the scheduled start time. The team will then lose the second set 25-0, 5 minutes after the scheduled start time. The team will then lose the third set 25-0, 10 minutes after the scheduled start time. The final score will be recorded as a 3-0 (75-0) forfeit win.
- b. BEACH - A team will lose the first set of the Indoor game 21-0 if unable to field the minimum number of players (as outlined in 6.b) at the scheduled start time. The team will then lose the second set 21-0, 5 minutes after the scheduled start time. The team will then lose the third set 21-0, 10 minutes after the scheduled start time. The final score will be recorded as a 3-0 (63-0) forfeit win.
- c. If a forfeit is recorded, a scratch match with an alternative opponent can still be played. Match fees still apply.

10. Extreme Weather Cancellations

- a. It is VSA's responsibility to inform the teams by latest 3pm on competitions day about any cancellations.
- b. It is team's responsibility to check social media for extreme weather cancellations posted by 4pm for evening competitions. Any cancellation will be in accordance with the VSA Extreme Weather Policy and is available on the [VSA website](#).
- c. In case of unexpected and worsened weather, matches can be cancelled at the discretion of the Arena Coordinator with approval from the Events and Programs Coordinator.

11. All regulations are at the discretion of the Events and Programs Coordinator.

Appendix Indoor specific

- a. Game duration for standard INDOOR competitions is 60 minutes, consisting of a 10-minute warm up and 50 minutes of game play, or best of 5 sets game play (whichever comes first).
- b. A set is won at 25 points with a 2-point advantage. Example. 24-26, 23-25
- c. Weekly match fee is \$70.00 per team.
- d. A minimum of 4 players for 6aside is required to play each game and avoid a forfeit.
- e. In mixed grades, a minimum of 2 female players must be on the court at any given time unless communicated otherwise at the start of the season.

Appendix Beach Volleyball specific

- a. Game duration for standard BEACH competition is 45 minutes, consisting of a 5-minute warm up and 40 minutes of game play to either best of 5 sets or stopped by time limit (whichever comes first).
- b. A set is won at 21 points with a 2-point advantage. Example 19-21, 20-22
- c. Weekly match fee is \$75 per 4-a-side team, \$45 for pairs
- d. A minimum of 2 players for 4aside is required to play each game and avoid a forfeit.
- e. If teams have nominated to play as a PAIR, they will be required to pay pairs fees for the season.
- f. If a team has nominated to play as a 4-a-side, they will be required to pay 4-a-side fees for the season.

Appendix Ball Handling Guidelines
Ballhandling Guidelines (Comparison to other programs - where does it fit in?)

SOCIAL Indoor & Beach example

Level 4: strict calling of doubles/carries and attack as outlined in FIVB rules (supplied Refs all matches)

Level 3: strict calling of doubles/carries and attack as outlined in FIVB rules (supplied Refs medal matches/all indoor matches)

Level 2: strict calling of doubles/carries and attack with minor accommodations (Player-Refs)

Level 1: strict calling of doubles/carries when the aim is to win a point, less strict when the ball is kept on the own side, attack is called strict

Level 0: no calling of doubles/carries in any situation, including no calls in attack based on "everything goes" except actual catching and throwing.

IMPORTANT NOTE: Referees must consider using the grade guidelines at the discretion of the Arena Coordinator to reflect the actual level of each grade, regardless of its grade name.

(example indoor A grade in Thebarton could be standard level 4, where Mawson Lakes Beach A grade could be level 3)

All programs Referee Guide

Level 4	Beach National Tour/International	AVSL/International			
Level 3	SA Open/State Open + 3 Star	SAVL Premier/Reserves/Division 1		SAVL Junior SLJ	
Level 2	SABVS 2star	SAVL Div2-3	SOCIAL A-grade		BEACHSIDE A
Level 1	SABVS 1-0star	SAVL Div 4 and lower	SOCIAL B-grade	SAVL Junior Div1s	BEACHSIDE B
Level 0			SOCIAL C-grade	SAVL Junior Div2 and lower	BEACHSIDE C

Knowledge, Interpretation, Application of the Rules				
	Level 1	Level 2	Level 3	Level 4
9. Ball Contact Control as 1st referee: Adequate level, Conformity and consistency, first hit, second hit	<ul style="list-style-type: none"> Should call obvious catch, throws and two hits on first hit of team 	<ul style="list-style-type: none"> Should call obvious catch, throws and two hits on first hit of team 	<ul style="list-style-type: none"> Must differentiate clearly between catch, throws and hard driven ball most of the time 	<ul style="list-style-type: none"> Must differentiate clearly between catch, throws and hard driven ball
	<ul style="list-style-type: none"> Should call obvious two hits and catches on second and third hit of team 	<ul style="list-style-type: none"> Should call technical breaches on second and third hit correctly especially at higher level games. 	<ul style="list-style-type: none"> Must call technical breaches on second and third hit correctly and exhibit a good level of consistency with calls 	<ul style="list-style-type: none"> Must call technical breaches on second and third hit correctly and exhibit a high level of consistency with calls
	<ul style="list-style-type: none"> Should call obvious double contacts 	<ul style="list-style-type: none"> Should be consistent with calls 	<ul style="list-style-type: none"> Must call outcome correctly in most cases of double contact, simultaneous contact, assisted hits, touches by players and ball contact with the floor or outside objects 	<ul style="list-style-type: none"> Must call outcome correctly in all cases of double contact, simultaneous contact, assisted hits, touches by players and ball contact with the floor or outside objects
	<ul style="list-style-type: none"> May not realise that an assisted hit has occurred. Sometimes makes correct decision 	<ul style="list-style-type: none"> Should call most double contacts 	<ul style="list-style-type: none"> Should mostly be correct for a hard driven ball 	<ul style="list-style-type: none"> Correctly calls a hard driven ball
		<ul style="list-style-type: none"> Should understand and call simultaneous contact correctly 		