



Volleyball South Australia

Volleyball SA Social Competition Regulations

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

1. Nominations

- a. Nominations will only be accepted through the Volleyball SA website and open 3 weeks before the first day of the competition and close 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 nominations to avoid byes in the draw.
- c. Teams that nominate after Round 3 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. No requests will be accepted for teams to play specific timeslots or a range of timeslots on a regular basis. However, the Program Coordinator will accommodate specific timeslot requests for individual rounds where possible, at the discretion of the Program Coordinator, for genuine extenuating circumstances.
- e. A nomination is accepted once the team contact (Captain) is sent the welcome email.

2. Game fees

- a. Team match fees must be submitted in full via the App "Teampay" and shown to the Arena Coordinator BEFORE the start of the game.
- b. Only complete team level payments are accepted.
- c. In special circumstances, the full season fee can be paid via credit card. This should be processed before the season commences.

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 standard Twilight Beach and Social Indoor competitions can be found in the Appendix 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 Appendix below.
- b. In the last set, 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 as 3 points for a win, 2 points for a draw, 1 point for a loss and 0 points for a forfeit loss.
- 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 competition 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. During the grading period (unless all grades are full), fixtures are only available 1 week at a time to allow new teams to enter the competition. Following round 3, the remaining season fixtures will be released.
- c. 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.
- d. INDOOR: A team that nominates late might be scheduled to play a match if an opponent is available; otherwise, it will be given a "bye".
- e. INDOOR: A team will receive one Championship adjustment point per scheduled bye to equalise the situation of less matches played than others. Premiership points / match ratio
- f. BEACH: in case of uneven number of teams in a grade a 2nd match for one team per round will be scheduled to avoid byes. These matches will be treated as normal and give regular points for the table.

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 online here: [Join](#)

- b. A minimum of 2 players for 4aside and 4 players for 6aside 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, unless that player becomes a member.
- 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.

7. Finals

- a. Finals rounds consist of semi-finals round (where possible), followed by grand finals round after completion of the minor rounds.
- b. All teams play in semi-finals and grand final rounds (unless they have a bye fixture).
- c. Semi-finals fixture will be published after the completion of the minor rounds, and the grand-final fixture after completion of the semi-final rounds (in accordance with 4d. and 4e. above).
- d. Players must play 3 or more minor round games as a current member of a team to qualify for finals.
- e. Players may only participate in teams that they are nominated in during any finals matches.
- 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.
- g. 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 Arena 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. Forfeit fees apply for forfeited games as outlined below. Forfeit fees must be paid in full via Teampay before the start of the next game.
- b. Forfeit notifications are to be sent to VSA by email. (competitions@volleyballsa.com.au)
- c. Teams are required to give as much notice as possible on forfeits. At the latest, notice should be given by 12pm one business day before the match to avoid the forfeit fee.
- d. Forfeit fees are equal to one game fee.
- e. Forfeit without the notice described in 7 (b) above may attract an additional \$16 administrative penalty fee.

- f. Teams that continually forfeit or forfeit with short notice will be removed from the competition at the discretion of the Venue Supervisor.

9. Late Arrival

- a. A team will lose the first set of the game 21(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 21(25)-0, 5 minutes after the scheduled start time. The team will then lose the third set 21(25)-0, 10 minutes after the scheduled start time. The final score will be recorded as a 3-0 (63(75)-0) forfeit win.
- b. 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, and the 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.
- b. In case of unexpected and worsened weather, matches can be cancelled at the discretion of the Arena Coordinator.

11. All regulations are at the discretion of the Program 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.
- c. A team that nominates late might be scheduled to play a match if an opponent is available; otherwise, it will be given a "bye".
- 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 or after the grading period.

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.
- c. In case of an uneven number of teams in a grade, a 2nd match for one team per round will be scheduled to avoid byes. These matches will be treated as usual and give regular points for the table.
- d. A minimum of 2 players for 4aside is required to play each game and avoid a forfeit.

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	SAVL League/Reserves			
Level 2	SABVS 3-2star	SAVL Div1-2	SOCIAL A-grade	SAVL Junior SLJ	BEACHSIDE A
Level 1	SABVS 1-0star	SAVL Div 3 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 Should call obvious two hits and catches on second and third hit of team Should call obvious double contacts May not realise that an assisted hit has occurred. Sometimes makes correct decision 	<ul style="list-style-type: none"> Should call obvious catch, throws and two hits on first hit of team Should call technical breaches on second and third hit correctly especially at higher level games. Should be consistent with calls Should call most double contacts Should understand and call simultaneous contact correctly 	<ul style="list-style-type: none"> Must differentiate clearly between catch, throws and hard driven ball most of the time Must call technical breaches on second and third hit correctly and exhibit a good level of consistency with calls 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 Should mostly be correct for a hard driven ball 	<ul style="list-style-type: none"> Must differentiate clearly between catch, throws and hard driven ball Must call technical breaches on second and third hit correctly and exhibit a high level of consistency with calls 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 Correctly calls a hard driven ball