

MAROONDAH VOLLEYBALL

CROYDON & DISTRICTS VOLLEYBALL ASSOCIATION INCORPORATED



BYLAWS

BYLAWS AND RULES GOVERNING COMPETITIVE VOLLEYBALL IN THE MAROONDAH VOLLEYBALL LEAGUE.

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Croydon & Districts Volleyball Association Incorporated

Association Inc.#A0009486E
ABN 81 545 656 499

Registered Business Names:

Maroondah Volleyball
Croydon Volleyball
[Maroondah Eastern Institute of Volleyball](#)
[Maroondah Cobras Volleyball Club](#)
VolleyAll
Volley Kids

Deleted: [Registered Business Names](#)†
Croydon & Districts Volleyball Association Incorporated

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MAROONDAH VOLLEYBALL
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BYLAWS

**BYLAWS AND RULES GOVERNING COMPETITIVE VOLLEYBALL IN THE
MAROONDAH VOLLEYBALL LEAGUE.**

All rules of the Federation of International Volleyball (FIVB), as specified in current Official International Volleyball Rules, shall apply except where inconsistent with local bylaws outlined below.

1. TIME LIMIT MATCHES:

- 1.1. The Maroondah Volleyball League competitions shall be played as TIME LIMIT matches during the regular season. Both STARTING and FINISHING times will be scheduled.
- 1.2. Immediately the siren sounds the ball will be considered dead and no further play will take place.
- 1.3. The INTERVAL between each successive match shall be at least 7 minutes.
- 1.4. Duration of timeouts will be a maximum of 30 seconds.
- 1.5. Duration of interval between successive sets will be a maximum of 1 minute.
- 1.6. All matches are to be decided on the best of 5 sets. When a set is unfinished at the end of time limit, the team leading by 2 or more points shall be declared the WINNER of that set if it has reached at least 13 points except that in the fifth set the winner has reached at least 8 points.
- 1.7. No timeouts shall be allowed in the last 5 minutes of a time limit match. Substitutions are allowed at any time, but must be completed without delay to the game.
- 1.8. In the last 5 minutes of a time limit match there shall be no interval available between sets. Teams will immediately change ends and prepare to play, making any necessary line-up changes as quickly as possible. An incomplete match may only be ended early by mutual agreement of both captains.
- 1.9. All finals matches will be the best of 5 sets with no time limit. The time duration between sets will be 3 minutes.

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2. COMPETITION LADDER:

- 2.1. Premiership points shall be allotted as follows:

4 points for a WIN	2 points for a BYE
2 points for a DRAW	0 points for a LOSS

Penalty points are detailed in Appendix A
- 2.2. PERCENTAGE will be calculated on a 'FOR' and 'AGAINST' basis, using progressive totals of SETS WON and LOST and POINTS WON and LOST.
- 2.3. The positions on the ladder shall be determined first by premiership points. If teams be equal on points, sets percentage shall determine position. If sets percentage be equal, points percentage shall determine position. In the event the points percentage, be equal after the last round, the Committee shall use a count back method to determine position.

3. REGISTRATION AND ELIGIBILITY TO PLAY:

3.1. REGISTRATION:

- 3.1.1. All players must register with the Association by completing the procedures stipulated in the Constitution of the Association on or before the day of the match in which they first play.

3.1.2. A player shall not be registered with more than one (1) team in each competition organised by the Association.

EXPLANATORY NOTE:

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A competition is defined by the team entry. A competition is typically the day or type, ie Open is: Tuesday, Thursday, Sunday etc... and other competitions may include: Men's, Women's, Masters or Juniors. For the purpose of the definition of a competition, it is not further split into divisions within a competition.

3.1.3. New players or team members must be registered online, with full name, address, phone number and other required details including emergency contact details and relevant membership fee payments for insurance purposes before their first match.

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3.1.4. To maintain an even competition in each division or grade the Committee reserves the right to refuse registration or entry when it is deemed necessary.

EXPLANATORY NOTE:

It is expected that team captains will use their discretion and recruit players of an appropriate standard for their division or grade. Where players are obviously incorrectly graded, permission to participate in further matches in that division or grade may be refused. The Committee reserves the right to regrade players and/or teams where it feels the player and/or team are inappropriately graded. This also applies to teams where the majority of players are capable and suitable to be playing in a higher division or grade of the competition.

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3.1.5. Team Entry Forms and payment for each registered team must be lodged by prior to the finals of the previous season or on the first night the team plays in the competition season, whichever comes later. Failure to comply will result in the team not being fixtured to play until the required team entry form is submitted.

3.2. ELIGIBILITY TO PLAY:

3.2.1. A player shall be eligible to play if they have been registered or transferred in the prescribed manner or not deemed ineligible by the following provisions.

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3.2.2. A player shall not play with more than one (1) team in a competition round, excluding emergency fill in, see bylaw 3.2.3.

3.2.3. Forfeit Minimisation Rule: A player who is registered with the Association may fill in as an emergency player for a team, that otherwise has four, five or six registered players (including a designated libero who must play as a regular player in this instance) and a scorer/linesman, with the approval of both captains. A player may only fill in for a team on this basis three times for the one team in the season and no more than five times in total. The player may not fill in for a team that is more than one division lower than the team in which they are registered. A maximum of 2 emergency players is permitted per team per game. The additional emergency player is permitted during the regular season (not finals) so a team can meet its duty obligations as outlined in Bylaw 8. Emergency players during the regular season must wear a contrasting playing top to that of the team they are filling in for.

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Explanatory Note: A player who is registered with a team in a different competition shall be eligible as an emergency player providing there is no expectation that the player will continue to play in that competition. Should the player expect to continue to play with that team they should register with that team.

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3.2.4. A player is considered a participant of a match when the player's name is entered on the score sheet and not struck out and is present at the court even if that player is not taking an active part in the match.

3.2.5. A player shall not be left entered on the team list unless they are present. Any player not present must be struck out on the score sheet.

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3.2.6. Players arriving late for a match may join in immediately (ie they can be substituted in) with approval from the opposition team's captain. If the set commenced with less than 6 players on court this must be maintained until the end of the set, but substitutions are still permitted.

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3.2.7. A player shall become INELIGIBLE if they have:

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- (a) not been registered in the prescribed manner, including payment of relevant membership fees (Note bylaw 3.1);
- (b) not been transferred in the prescribed manner (refer to bylaw 4);
- (c) already played in that competition round unless bylaw 3.2.3 applies;
- (d) been registered with more than one team in each competition organised by the Association (bylaw 3.1.2);
- (e) been expelled, disqualified or suspended (for the period of that expulsion, disqualification or suspension).

3.2.8. A team fielding an INELIGIBLE player shall be penalised according to the schedule in Appendix A.

3.2.9. The following definition for team completion shall apply to competition matches:

- (a) Complete Team. A team will be regarded as complete when it has 6 eligible players and a duty person.
- (b) Partially Complete Team. A team will be regarded as partially complete when it has 5 eligible players and a duty person.
- (c) Incomplete Team Open Competition. A team will be regarded as incomplete when it has less than 5 eligible players and a duty person.
- (d) Incomplete Team Women's or Junior's Competition. A team will be regarded as incomplete when it has less than 4 eligible players and a duty person.

3.2.10. A player must be at least twelve years old to play in the open competition, unless approved by the Committee.

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- 3.2.11. An incomplete team is subject to the provisions of bylaw 5.
- 3.2.12. If a team after using all substitutes is reduced to less than its starting formation for any reason during the set, the provisions of bylaw 5.9 shall apply.
- 3.2.13. The Committee may, at its discretion, authorise a player or players to fill in for another team despite the bylaws, where it is requested in advance and there is, in the Committee's opinion, a benefit to the competition.

4. TRANSFERS:

- 4.1. A player may transfer to another team only ONCE during a competition.
- 4.2. The transfer is made by completing the relevant transfer box for their name on the front of the scoresheet or any other form as required from time to time.
- 4.3. Players with a team that withdraws from the competition may transfer to another team and the provisions of bylaw 4.1 shall not apply.

5. FORFEITS:

5.1. FORFEIT DEFINITION:

- 5.1.1. A forfeit shall arise in the following situations:
- (a) a team refuses to play after being summoned to do so;
 - (b) a team, without justifiable reason, does not appear on the playing court on time;
 - (c) a team is declared INCOMPLETE for the set or for the match; or
 - (d) a team has not paid its required fees or fines.

5.2. INCOMPLETE TEAM FORFEIT:

- 5.2.1. A team is not complete until it has 5 eligible players and a duty person.
- 5.2.2. Women's or Junior's Competition shall consist of 4 eligible players and a duty person.
- 5.2.3. A team not fielding the required number of people at the commencement of a match shall forfeit the first set 0-25. If after 5 minutes the team remains incomplete it shall forfeit the second set 0-25. If after a further 10 minutes the team is still incomplete it shall forfeit the third set 0-25, and the match.
- 5.2.4. If a team is not ready to play within 15 minutes of the scheduled start a match forfeit will be recorded. This provision will apply to delayed starting times that may arise under bylaw 16.

5.3. SET FORFEIT:

- 5.3.1. A set forfeit shall be imposed when a team is incomplete or not ready to play at the commencement of a set; or when a team becomes incomplete during the passage of a set.
- 5.3.2. The opposing team is given the points needed to win the set. The incomplete team retains any points it gained during the set.

5.4. MATCH FORFEIT:

- 5.4.1. A match forfeit shall be imposed when a team is incomplete or not ready to play within the time specified in bylaw 5.2.4 or when a team becomes incomplete for the remainder of a match.
- 5.4.2. The opposing team is given the sets and points needed to win the match. The incomplete team retains any sets and points it gained during the match.

5.5. DOUBLE FORFEIT:

- 5.5.1. If at the commencement time of a match neither team is ready to play the referee shall not commence the match. The referee shall extend the starting time by 5 minutes to enable the teams to be ready. If they are both ready within that time the match may commence when they are both ready without any set forfeit penalty.
- 5.5.2. If only one team is ready at the end of the 5 minutes, it shall win the first set 25-0. If the opposing team is still not complete within 15 minutes of the scheduled starting time it shall forfeit the match. The team which is complete shall win the match 2-0 in sets, 50-0 in points.
- 5.5.3. If both teams remain incomplete at the end of the 5 minutes the referee shall provide a further 10-minute extension. If one team is complete at the end of that 10-minute extension, while the other remains incomplete, the former team shall win the first set 25-0. When 15 minutes has elapsed from the scheduled start and the second team is still incomplete the match shall be lost on forfeit. The opposing team shall win the match 1-0 in sets, 25-0 in points.

5.6. DOUBLE MATCH FORFEIT:

- 5.6.1. If neither team is ready within 15 minutes of the scheduled start a double match forfeit will be recorded.
- 5.6.2. Neither team shall gain set or match points and both teams shall be equally penalised in loss of premiership points and in fines as defined in bylaw 5.7.1.

5.7. MATCH FORFEIT PENALTIES:

- 5.7.1. These penalties apply where a match has not commenced due to a match forfeit or the team has not paid its required fees or fines.
- 5.7.2. Any team forfeiting a match shall lose their team bond fee and penalised 6 premiership points. They must pay another bond fee prior to their next game to remain in the competition. A team giving at least 48 hours' notice of forfeit shall only lose 6 premiership points, providing that team has made sufficient effort to source emergency players (bylaw 3.2.3 and 3.2.13). The Committee may waive the 6-premiership point penalty in exceptional circumstances.
- 5.7.3. Any team forfeiting a match shall lose the match 0-3, in sets, and 0-75 in points. In the case of a double forfeit both teams shall be penalised similarly in sets and points.
- 5.7.4. Any team forfeiting 3 matches during the same competition may be automatically disqualified from further participation. Teams so disqualified may be admitted in the next competition.

5.8. BYLAW INFRINGEMENTS WHEN MATCH IS PLAYED:

- 5.8.1. INCOMPLETE SCORE SHEET: In a match where a registered player has been omitted from the score sheet, or not struck out for pre-paired sheets, entered incorrectly or incompletely due to clerical error the results of that match shall stand but the team will be penalised by loss of a premiership point.

5.9. PROVISION FOR PARTIALLY COMPLETE TEAMS:

In principle, it is expected that teams should be complete, as defined in bylaws 3.2.9 and 3.2.10, for all matches. Bylaw 3.2.6 shall apply in regard to players arriving after the commencement of a set.

- 5.9.1. Partially Complete teams in competition matches shall be penalised in set points as follows:
- (a) If a team is reduced to less than 5 on court players (or less than 4 for Women's or Junior's) it will be penalised according to bylaws 5.3 and 5.4.

6. UNIFORMS:

- 6.1. All registered team players except the Libero are required to wear the uniform of their team. The Libero player is required to wear a uniform that is different from the team uniform. For emergency fill in player, refer to bylaw 6.10.
- 6.2. A player's uniform shall consist of a top/jersey and shorts/skirt.
- 6.3. Tops/jerseys may be a mixture of short and long sleeves.
- 6.4. Players' tops/jerseys must be numbered front and back from 0 to 99. The numbers must be of a contrasting colour to the tops/jerseys, permanently affixed to the tops/jerseys, and be at least 8 cm. in height on the chest and at least 15 cm. in height on the back. The stripe forming the number shall be a minimum of 2 cm. wide. Each player for each team on court must have a unique number.
- 6.5. Players may wear tracksuit pants over shorts. The tracksuit pants must conform to the requirements for shorts regarding colour.
- 6.6. A player, other than the Libero, shall be regarded as being out of uniform if, in the opinion of the first referee:
- (a) the player's top/jersey and/or shorts/skirts is noticeably different in style or colour to those worn by the majority of players in the team; or
- (b) the numbers worn by the player do not conform to the requirements of bylaw 6.4, or are noticeably different in style and colour to those worn by the majority of players in the team.
- 6.7. Teams are required to be in uniform from the start of the competition. Teams out of uniform will incur a loss of 1 premiership point. The Committee may, at its discretion, vary the application of this bylaw (6.7) upon written request from the team.
- 6.8. During the finals, a team will be penalised 8 match points for each player out of uniform, that penalty being applied during the set in which the offending player first appears. The maximum number of points that may be lost is 25.
- 6.9. It is forbidden for a player to wear any object that may cause an injury to themselves or any other player, such as jewellery, pins, bracelets, casts, caps, watches, inappropriate footwear etc. Players may wear elastic headbands.
- 6.10. An emergency player (bylaw 3.2.3) is NOT permitted to wear the uniform of the team they are filling in for, and the requirements set out in bylaws 6.1 through 6.7 inclusive shall not apply to the emergency player.

7. ELIGIBILITY FOR FINALS MATCHES:

- 7.1. To take part in the finals of any grade, a player must be registered too and have played at least a third of the season's matches with that team as a regular player (emergency player is not counted).
- 7.2. Players registered to that team that have played less than a third of the season will be listed as Emergency Players on the scoresheet and may only take court to fill a team's playing squad to a total of 6 players.
- 7.3. In exceptional circumstances, the Committee shall have the discretion to vary bylaw 7.1 for players not registered to that team upon written application from a team.
- 7.4. Where a player has transferred during the season, the player can only be considered for finals eligibility with the team they are registered with at the conclusion of the season.

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8. DUTY OBLIGATIONS:

No match shall commence without 2 (TWO) duty persons being present.

- 8.1. The team shown first in the draw shall provide a person responsible for scoring and the opposing team shall provide a person for line umpiring. Team captains may alter duty obligations by mutual agreement.
- 8.2. In the event of one team failing to provide a duty person at the commencement of the match, then the match shall not commence before the required duty person is supplied, in which case the provisions of bylaw 5 shall apply to the offending team. A team failing to provide a duty person will be penalised 1 penalty point.
- 8.3. The court manager shall have the discretion to vary bylaw 8.2 in the spirit of good sportsmanship or by exceptional circumstances.
- 8.4. If both teams have only six players and no duty person, each team shall play with five players and the sixth player from each team will perform duty.

EXPLANATORY NOTE: Bylaw 3.2.2 allows for an emergency player to play and provide the duty requirements.

9. DISPUTES AND DISCIPLINARY COMMITTEE:

- 9.1. In the case of disputes or breaches of discipline Maroondah Volleyball. may set up a DISPUTES or DISCIPLINARY COMMITTEE. The chairman shall be a person independent of the dispute.
- 9.2. Any player or coach who wishes to make a formal complaint against a referee or official must do so in writing and deliver the letter to the Secretary within 7 days. Such dispute may be forwarded to the Disputes Committee.

10. PLAYERS' CONDUCT:

- 10.1. The conduct of participants must be in accordance with the spirit of fair play and the following principles:
- show a respectful and courteous attitude toward all but not limited to the venue staff, officials, referees, players, opponents and spectators.
 - avoid actions and attitudes aimed to influence the decisions of referees or to cover up faults committed by their team.
 - avoid actions and attitudes aimed at prolonging dead times or considered deliberate delays of the game.
 - uphold the intent of the bylaws

11. PLAYING ETIQUETTE:

- 11.1. Warm-up or practice is prohibited where this can interfere with matches still in progress.
- 11.2. At the end of each set the players shall, at the first referee's call, proceed to the opposite court.
- 11.3. At the end of the game the teams shall, at the first referee's call, proceed in an orderly manner to shake hands at the net.
- 11.4. At all times, the ball must be passed under the net promptly, **NOT THROWN**, when being returned to the server. Note: Placing the ball on the centre line for the other team to retrieve is not good playing etiquette.

12. ON COURT DISCIPLINE – YELLOW/RED CARDS:

Players should be aware of the Misconduct and Sanctions Provisions Rule 21 of the Rules of the Game.

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12.1. ~~Misconduct may be disciplined on court by the first referee (inc any referee mentor of a 1st referee under training) or court manager within the rules of the game.~~

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12.2. If during any season a player is issued a sanction (penalty, expulsion or disqualification) in three separate matches they shall be suspended for the next match after the third sanction. A one-match suspension shall apply for each subsequent issue of a sanction during the remainder of the season (which shall include the finals).

13. TEAM FEES:

13.1. Each team on entry shall pay a team entry fee and a team bond, the amount of which shall be determined by the Committee prior to the commencement of a season or competition.

13.2. Match fees and team bonds shall be payable as determined by the Committee.

14. ANNUAL GENERAL MEETING:

14.1. A team, which sends a representative to the Annual General Meeting, shall receive 5 bonus premiership points if that representative is a registered member of the team being represented.

14.2. A member can represent a maximum of one team in each competition in which they play.

15. COMPETITION ROUND INTERRUPTION OR CANCELLATION:

15.1. In the event of the cancellation of a competition round no team shall receive any premiership points, sets or match points.

15.2. In the event of the disruption of a competition round not leading to the cancellation of a round, the Committee will have the right to decide the effect of each disruption on its merits. A rough outline is provided in Appendix B as a guide but the Committee will decide each event on its merits.

15.3. In determining finals eligibility, all players of teams affected by the cancellation of the competition round or competition games shall be credited with having played a match.

16. DELAYS:

16.1. The Committee or Court Manager may delay the start of a match where there are deemed to be exceptional circumstances or events that may hinder the start of matches at their scheduled starting time. All bylaws relating to the scheduled starting time shall be varied in accordance with the delay implemented, save that no starting time shall commence before the original scheduled starting time, without the consent of the Court Manager, the match referee and both team captains and/or coaches.

17. LIBERO PLAYER:

17.1. A player nominated as Libero remains Libero for the remainder of that set.

17.2. A player substituting for an injured Libero remains Libero for the remainder of that set.

17.3. If no other legal substitution is available a Libero player can be substituted for an injured player. If the Libero player is on court at the time, the Libero player will be replaced by the original player for that position and the Libero will replace the injured player.

18. SUBSTITUTIONS:

Generally, the Association adopts the rules of FIVB. In the case of substitutions, the Association follows the Twelve Substitution Rule rather than the international Six Substitution Rule.

18.1. In divisions 3 and below complete teams may adopt the Maroondah Volleyball League Alternative Substitution Rule where substitute players may be rotated through positions 1 and/or 4 instead of the Twelve Substitution Rule.

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18.2. The captain of the team must notify the referee if they wish to use the Alternative Substitution Rule before the start of each set or the start of the match if using it for the whole match.

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19. FIVB RULES:

- 19.1. The FIVB rules current at the commencement of each season shall be the FIVB rules adopted for that season.
- 19.2. The Committee may from time to time publish policies that vary the FIVB rules adopted for the season for suitable modification to the playing conditions.

20. MAROONDAH VOLLEYBALL POLICIES:

- 20.1. The Committee may from time to time release or update various policies that guide member and spectator behaviour when involved in activities undertaken by the Association. This includes variations to the FIVB rules as outlined in section 19.
- 20.2. Policies will be published on the Association's website and notification of such publications will be provided to the members.
- 20.3. Members or spectators found in breach of published policies may face tribunal actions.

APPENDIX A – TABLE OF PENALTIES

Infringement Description	Penalty (Premiership Points)
Unregistered player(s) (Bylaw 3.1.3 and 3.2.8)	1
Excess Emergency Player(s) (Bylaw 3.2.3)	1
Failure to provide Duty (Bylaw 8.2)	1
Incomplete Scoresheet (Bylaw 5.8.1)	1
Player(s) out of uniform (Bylaw 6.6 and 6.7)	1
Player exceeded maximum number of fill-ins (Bylaw 3.2.3)	2 points to their registered team. 2-week suspension to player.
Forfeit (Bylaw 5.7.2)	6

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Note: Maximum number of premiership points that can be lost in any round is 5.

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APPENDIX B – GUIDELINES FOR DEALING WITH DISRUPTED ROUNDS

There are many possible events that could result in a disruption to a competition round. These include:

- (a) Inability to use a stadium on a single night;
- (b) Loss of power to a stadium part way through a competition round;
- (c) Partial loss of lighting in a stadium, rendering some court(s) unsafe to use that night;
- (d) Water leaking into a stadium, rendering some court(s) unsafe to use on that night.

The following are the possible outcomes that could be taken by the Committee because of a disruption:

- (a) Cancel the competition round completely (e.g. Majority of the games in every division not able to be completed);
- (b) Cancel the competition round for one or more divisions (e.g. Majority of games in one or more divisions not able to be completed);
- (c) Cancel one or more games. (e.g. A single court unavailable due to lighting problems or water ingress)

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Where a team has paid for and played their match and the match is not counted towards the season results due to partial or complete cancelation of the competition round, that team will not be required to pay match fees for their next match.

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