

1. BY-LAWS—THE GAME

2. Games will be played to a 55 minute time limit except.
3. Teams can play to a 4-0 result, or 5-0 if time permits.
4. If there is time left on the clock and the set score is 3-0, a fourth set can be played, and the result count.
5. In the case of a 1-1 or 2-2 result, the winner will be decided on points. Therefore if the set score is tied, the winner will be decided on who has won the most points, so a result could be a win 1-1 65-63 points.
6. Teams receive three premierships points for a win, one point for a tied result with set % first determinant then point % if set % is tied.
7. Each set is played to 25 with a two point advantage. Should a fifth set be required it is played to 15 with a two point advantage. In a fifth set teams change ends once one team has reached 8, and players go to the positions on the court they came from.
8. An unfinished set is counted towards the result of the match once one team has reached 13 with a 2 point advantage. Points will be counted as part of total match points once a team has reached 13, in the situation of an unfinished set.
9. The clock will start on the hour.
10. Teams need four players to start a game. Late players can be substituted into the game as they arrive.
11. Players can be bought up from lower grades to fill in.
12. Players cannot play in lower grades except.
13. Teams must supply four people for duty—a referee, two linespeople and scorer.
14. Most Valuable Player votes are to be recorded at the end of the match with fill in players ineligible to receive votes.
15. Scorers are to complete the results table section of the score sheet. Do this in between breaks in the sets, as it makes it easier come the end of the game.
16. Teams must be in uniform or have reason not to be. A five point penalty per player out of uniform can be claimed by the opposition captain should they wish to enact this rule.

Every team is scheduled to perform duty at least once every two weeks.

While it may not be everyone's cup of tea, the old adage is true—without umpires we don't have a game.

What you should ask yourself is—"Do I want to pay \$10-\$15 per game knowing that my weekly fee will go towards paying for referees, umpires and scorers?"

The obvious answer is of course not.

This is why we schedule teams to perform duty. The duty team should provide a referee, scorer and two linespeople at minimum when it is your turn to perform duty. A net referee is optional.

The referee controls the game. They should be confident in blowing the whis-

tle, and should keep the teams moving between sets. (1 minute is ample time between sets especially during time limit games.)

The net referee assists the referee with calls at the net, service reception rotation, penetration across the centre line, controlling substitutions and watching for balls going over the antenna.

The scorer is the official recorder of the score. They maintain rotations (where practical) and substitutions, and keep track of the score.

The linespeople assist the referee with balls in and out, touched off the block, passing outside or over the antenna and serving foot faults.

As you can see there is a lot of work to do to ensure a game is officiated cor-

rectly.

When a team doesn't have the right quota of officials it makes it tough on the referee first and foremost, but harder on the players.

All teams are strongly encouraged to put linespeople in position each time you are scheduled for duty.

Junior teams will be assisted with their duty when they are scheduled, and parents are encouraged to help out, be it in the score box, or flipping the scoreboard over.

When you perform the necessary duty it also assists with your understanding of the rules of the game.

RULES TO HELP YOU WITH YOUR GAME

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| <ol style="list-style-type: none"> 1. Each team has three hits to return the ball over the net. A block is not counted as a hit. 2. The ball should be hit with an open hand and not lifted, scooped or carried. 3. The server can serve from anywhere along the baseline. 4. A server has only one attempt at serving the ball. This attempt should be made within an 8 second time limit. | <ol style="list-style-type: none"> 5. The serve can hit the net and roll in. This is not a fault. 6. The serve must be hit clear of the hand and not hand-passed. 7. The serve must be performed from behind the baseline. No part of the foot should touch the line before the ball is hit. 8. The ball should be played between the antennas. Any ball that passes outside, over or hits the antenna is | <ol style="list-style-type: none"> 9. out. 10. Once the ball hits the lights or roof it is out, and a point awarded to the opposition. 11. Frontline players cannot block or spike the serve. 12. The ball can be played on any part of the body, as long as it is done in one motion, and not lifted, scooped or carried. 13. <i>A net touch is anywhere along the net during the act of playing the ball.</i> |
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Protocols and Etiquettes help make the experience more enjoyable

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| <ol style="list-style-type: none"> 1. Teams are to be ready to play at least five minutes before the scheduled start time. The clock won't start any earlier than the time specified. 2. Captains are to check their team list before they play. Add players not listed, cross off those not playing. 3. Blue and yellow balls are | <ol style="list-style-type: none"> 4. used as match balls. 5. When returning the ball to the opposition, roll the ball under the net. Don't throw or kick the ball back. 6. Always accept the decision of the referee. 7. The draw and the results are on the Association's website. 8. www.volleyballhorsham.com | <ol style="list-style-type: none"> 9. .au and the facebook page. 10. Once the game is over teams are to come together and shake hands. 11. Captains should check the scoresheet to see the result has been recorded right. |
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