



## Tea Tree Gully Volleyball Association

# BYLAWS

(NOVEMBER 2014)

### 1. ADMINISTRATION

1.1 - By the constitution of the Tea Tree Gully Volleyball Association Incorporated and its elected Committee (hereafter referred to as TTGVA).

### 2. INTERPRETATION

2.1 - Day to day interpretation of rules and bylaws shall be the responsibility of the Referee appointed by the TTGVA. When necessary, the Referee may seek clarification of any point with TTGVA appointed Arena Manager. Written appeals against interpretations may be lodged as described in EXEMPTIONS/APPEALS.

### 3. RULES

3.1 - International Volleyball rules as approved by Federation Internationale VolleyBall (FIVB) shall apply unless otherwise provided for in these bylaws.

#### 3.2 Substitutions and Timeouts

3.2.1 - **In C and D Grade competitions only**, continuous substitution of players is permitted. Any number of substitutions may occur during a set but a player substitution can only be made on winning the serve and the substituting player is the one just about to enter the serving position.

3.2.2 - Where permitted; only one substitution method (continuous or Australian 12 Sub) shall be used throughout the set.

3.2.3 - No substitutions or time-outs permitted during the last 5 minutes of a time limit match.

#### 3.3 Playing Area

3.3.1 - Players may not use structural assistance to play the ball, i.e. players may not touch walls, chairs etc. before or during play of the ball.

3.3.2 - Players may not enter an adjoining court before during or after play of the ball, irrespective of whether there is a match in progress on that court. If a ball passes into an adjoining court space the ball will be called out.

#### 3.4 Local rules for 6-A-SIDE Competitions

3.4.1 - The player's name must be on or added to the team sheet prior to that player being able to enter the court to play otherwise penalties apply.

3.4.2 - Playing with only 5 players must be agreed with Arena Manager prior to the start of the match.

3.4.3 - Teams are allowed 4 exemptions per season of being able to start their matches with only 5 players. After that, team forfeit (bylaw 17.1.1) applies.

3.4.4 - Teams must have 6 players to participate in finals, regardless of the number of previous exemptions; otherwise the match will be a forfeit.

3.4.5 - Teams with 5 players will nominate a "phantom position". If both teams have 5 players, position 6 declared the phantom position.

3.4.5 - Teams starting a set with 5 players must end it with only 5 players.

3.4.6 - TTGVA does not support the FIVB "libero" player position in its competitions except within its A Grade competition. The "libero" player's top must be a contrasting colour and must be numbered.

#### 3.5 Player Injuries

3.5.1 - In the event of an injury occurring during a match which prevents the player from continuing and there are no available substitute players, the match may continue with the injured player's position being deemed a "phantom position".

### 4. UNIFORMS

4.1 - Three playing weeks grace will be allowed for players to procure proper uniform apparel. Uniforms are subject to approval by the TTGVA.

4.2 - Uniforms standards as follows:

- Tops must be of the same main colour/style but minor variations of stripes/logos are acceptable;
- Shorts/skirts/track pants should be the same in colour; and
- Numbers should be of the same colour and displayed on the uniform top. Taped, pinned on, or poorly drawn numbers are not acceptable. Numbers must be between 1-99 inclusive and unique within the team.

4.3 - Any variation to the above, without written approval from TTGVA, may, at the discretion of a TTGVA appointed official, result in 2 points per set per out of uniform player, awarded to the opposition up to a maximum of 6 points, above which, a forfeit will be deemed.

### 5. REGISTRATIONS

5.1 - All players shall be financially registered before the start of the second match for a particular grade within a specific division.

5.2 - A player shall be deemed to have played in a match when his or her name is recorded on a Team Sheet. Teams playing unregistered players will incur a forfeit as detailed under the heading of FORFEITS.

### 6. PLAYER GRADINGS

6.1 - Players will be "graded" each season as the highest grade level obtained in the previous played season. A players "grade level" will be retained for the current season regardless of whether that player now decides to play in a lower grade team.

6.2 - A players "grade level" can only be downgraded by a maximum of 1 grade per season.

6.3 - A players "grade level" within a season will be determined either as the highest grade they played at least 5 minor round matches in regardless of division, or a grade deemed appropriate by the TTGVA committee based on the player's previous playing ability.

6.4 - The following table shows the relationship of "grade levels" applicable to those players outside the Association and applies only if a player has not already been assigned a TTGVA grading:-

- State League	- Grade higher than "A"
- State Reserves	- Same as "A" grade
- Division 1	- Same as "A" grade
- Division 2	- Same as "B" grade
- Division 3	- Same as "B" grade
- State Women League/Reserves	- Same as "B" grade
- State Juniors	- Same as "C" grade

### 7. HIGHER GRADE PLAYERS

7.1 - If a player who's current "grade level" is higher than the grade in which he/she is about to play in, then that player is considered to be a "higher grade player".

7.2 - The following describes the maximum of higher grade players within each grade which can play and appear on the Team Sheet for each match:-

- A - Maximum of 2 league players
- B - Maximum of one league and one A grade or two A grade players
- C - Maximum of one A grade or two B grade players
- D - Maximum of one B or one C grade player

7.3 - An additional (one) higher grade coach/player of any grade is allowed per "D" grade team but can only play during the minor rounds and is not eligible to play during finals. The Team Captain shall identify who is the higher grade coach/player on the Team Sheet each match.

7.4 - TTGVA reserves the right to review player grades at any time and place restrictions and/or allow exemptions in order to maintain a balanced playing competition.

7.5 - A player is not allowed to play in two teams of equal grade within the same night even if their registered team has a bye. Forfeits will be applied if there is a breach of this rule.

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### **8. MATCH FEES**

8.1 - The full amount of match fees as determined at the start of each season by the TTGVA must be paid BEFORE the start of each match. Teams are responsible to ensure all monies paid are correctly receipted and recorded for their team.

8.2 - Teams who are more than two weeks in arrears with match fees will not be permitted to play until outstanding monies are paid such that the team will be less than two weeks in arrears after paying for the match about to be played.

8.3 - TTGVA does not take any responsibility for monies lost, or incorrectly accounted and the Team Captain must ensure correct monies have been recorded each week on the appropriate premierships listings.

### **9. TEAM RESPONSIBILITY**

9.1 - The Team Captain will be that person stated on the nomination form prior to the season commencing. In the event of a captain resigning, details of the new captain must be forwarded to the TTGVA within 14 days and is subject to approval by same.

9.2 - The Team Captain is responsible to ensure all of his/her team players are aware of all rules, bylaws and any changes that may occur from time to time.

9.3 - The Team Captain should ensure good sportsmanship and conduct by all of his/her players on, and off the court. Cost of any damage caused by irresponsible behavior shall be passed onto the team(s) concerned.

9.4 - The Team Captain is responsible, each match, for completing the team details on the Team Sheet envelope ensuring the correct money is enclosed before presenting to the Arena Manager prior to the start of the match. Inaccurate/illegible player details may result in loss of premierships points.

9.5 - All correspondence, both incoming and outgoing, should be handled by the Team Captain. In his/her absence, on any given night, the on-court captain may submit written correspondence on behalf of the Team Captain.

9.6 - Any team withdrawing from the competition needs to give two weeks notice or will continue to be charged match fees (and fines) for up to two weeks from the date at which the team withdraws.

### **10. REPORTING OF PLAYERS/DISPUTES**

10.1 - Referees/Arena Managers wishing to report players for any breach of rules or bylaws may do so within 24 hours after the incident occurs. A tribunal, made up of at least 3 TTGVA committee members, will deal with each report. Tribunals will be held as part of the normal monthly TTGVA committee meeting unless circumstances require a more immediate response. Such matters should be directed via the Arena Manager.

10.2 - Any team which wishes to raise a dispute, can after the completion of their match, have the matter heard and settled on the night in question providing at least the Arena Manager, and a TTGVA Committee member are present and they are not personally involved with the dispute.

### **11. EXEMPTIONS/APPEALS**

11.1 - Appeals shall be lodged in writing on the TTGVA Exemption/Appeal form via the Arena Manager, giving full details about the exemption or appeal.

### **12. CLEARANCE**

12.1 - To obtain a clearance, a player must present written approval on a TTGVA Official Clearance form to the TTGVA appointed officials from the Captain of the team granting the clearance. In obtaining a clearance a player is not entitled to play for both teams on the same night.

12.2 - A player is entitled to only one clearance per grade per night within one season.

12.3 - There will be no clearances granted for the last 5 minor round matches within a season unless the player is required only as a "fill in" and is not able to qualify playing within the finals.

### **13. ELIGIBILITY FOR FINALS**

13.1 - No player shall be eligible for finals matches unless that player has previously played in five (5) minor round matches with his or her team in that season.

13.2 - A team is not eligible to play finals unless all monies owed to the TTGVA by that team have been paid.

### **14. SCORING**

14.1 - Each set is played using rally point scoring with the winner being the team who reaches at least 25 points and leads by two points.

14.2 - A win result for the last set played will be based on at least one team reaching 15 and leading by two points. Otherwise the set will be declared a draw.

14.3 - As finals are not time limited, normal FIVB rules apply to scoring.

### **15. PREMIERSHIP POINTS**

15.1 - Premiership points will be awarded to teams on the following basis:-

- \* Winner - 3 points
- \* Loser - 1 point
- \* Draw - 2 points each team
- \* Forfeit - 0 points to team forfeiting, 3 points to other team
- \* Bye - 3 points

### **16. BEGINNERS SAFETY**

16.1 - In the lowest grade of each division, dangerous attack hits or serves as seen by the Referee to be a safety hazard to young or beginner players shall not be permitted.

16.2 - Expulsion from the match may occur if the player continues to play aggressively. Where teams are of equal capability and upon both Captains agreement, the Referee may forgo this by-law for the match.

### **17. FORFEITS**

17.1 - Several levels of forfeit can be applied depending on the circumstances as detailed here:-

17.1.1 - Team Forfeit arising from:-

a) Failure to provide sufficient players at the start of a set; will result in:-

- \* Premiership points awarded as for a forfeit
- \* Whereby no match is played the forfeiting team will be charged a fine of 100% of the normal match fee, the opposition team will pay nothing.

However if a scratch match is played the forfeiting team will be charged a fine of 50% of the normal match fees, the opposition team will receive a discount of 50% of the normal match fee. Fines are in addition to normal match fee.

17.1.2 - Match Forfeit arising from :-

- a) Misconduct
- b) More than 3 players out of uniform; will result in :-

- \* Premiership points awarded as for a forfeit
- \* Monetary fine of \$8 above normal team fees

17.1.3 – Unqualified Player Forfeit arising from :-

a) Playing of a non financial (or not registered) player; will result in :-

- \* Monetary fine of \$8 above normal team fees.

b) Playing in two teams within the same grade will result in :-

- \* Monetary fine of \$38 above normal team fees.

17.1.4 - Higher Grade Forfeit arising from :-

a) Exceeded maximum of higher grade players allowed; will result in :-

- \* Premiership points awarded as for a forfeit

17.1.5 - Uniform infringement arising from :-

a) Players out of uniform; will result in :-

- \* Loss of two points per set per player
- \* If more than 3 players, Match Forfeit applies, see 17.1.2(b)

17.2. - TTGVA reserves the right to apply any forfeit, as it deems necessary, in the case of team misconduct or a team's failure to comply with the TTGVA bylaws.