



VOLLEYBALL

COMPETITION MANUAL

8TH MICRONESIAN GAMES

July 20-29, 2014

POHNPEI MICRONESIAN GAMES ORGANIZING COMMITTEE

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VOLLEYBALL

Dates: July 21-29, 2014
Venue: Pohnpei State Gymnasium
Technical Meeting 11:00am, Sunday, July 20, 2013

Tournament Director Details

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FIVB Technical Delegate: Tomas Santamaria

COMPETITION DETAILS

1. Technical Meeting

1.1 There will be a Technical Meeting for no more than two (2) coaches and one (1) delegate from each participating country on Sunday, July 20, 2014 at 11:00am at the Pohnpei State Gymnasium.

2. Competition Format

2.1 The 2014 Micronesian Games Indoor Volleyball Competition shall take place in both Men's and Women's Divisions following FIVB Rules. Team will compete in a single round robin format, with the top four teams advancing to the playoffs. Playoff will be single elimination format, with the top two teams advancing to the Gold and Silver Game (Championship) and the two bottom teams for Bronze Medal Game (Consolation). There will be ONE match for both Championship and Consolation Games.

2.2 The ranking of teams will be determined by the results of matches on the basis of matches won and lost.

2.3 The Following points will be awarded per match to each team:

- * Match won – 2 points
- * Match lost – 1 point
- * Match Forfeited – 0 Point(s)

- 2.4 If two or more teams are tied on competition points, they will be separated firstly by SET QUOTIENTS:
 - * NUMBER OF ALL SETS WON divided by NUMBER OF ALL SETS LOST If still tied, the teams will then be separated by POINTS QUOTIENT
 - * TOTAL POINTS SCORED divided by TOTAL POINTS LOST DURING ALL SETS
- 2.5 If teams are still tied, they will be separated by the toss of a coin.
- 2.6 If the tie in Points Quotient is between three or more teams, the teams will be separated by taking into consideration only the matches in which they were opposed to each other.
- 2.7 All matches will be best of 3-out-of-5. The team which first scores 25 points with a minimum lead of two points wins a set (except a deciding 5th set). In case of a 24-24 tie, play is continued until a two points lead is achieved. (ex: 26-24; 27-25...).
- 2.8 Scoring is “Rally Points.”
 - * If the serving team wins a rally, it scores a point and continues to serve.
 - * If a receiving team wins a rally, it scores a point and must serve next.

3. Practice Schedule

- 3.1 The Practice schedule will be available at the Technical Meeting. The practice schedule will be set upon availability of the facilities.

4. Participating Teams

- 4.1 Final Number of team entries will be known after the submission deadline set by the Pohnpei 2014 Micronesian Games Organizing Committee.

5. Starting Line Up

- 5.1 Before the start of each set, the coach has to present the starting line-up of his team on a line-up sheet. This sheet is submitted duly signed to the second referee or the scorer.
- 5.2 The players who are not in the starting line-up of a set are the substitutes for that set (except for the libero).

- 5.3 Once the line-up sheet has been signed by the coach and delivered, no change in the line-up is authorized without normal substitution.
- 5.4 If there is a discrepancy between the line-up sheet and actual position of the players, the players must move to the positions indicated on the line-up sheet before the start of the set. There will be no penalty.
- 5.5 If one or more players on the court are not registered on the line-up sheet, the players on the court must be changed according to the line-up sheet without penalty.
- 5.6 However, if the coach wishes to keep such non-registered player(s) on the court, the coach has to request regular substitution (s) which will then be recorded on the score sheet.

6. Rotation Order

- 6.1 Rotation order as determined by the starting line-up has to be maintained throughout the set. There must always be six players per team in Play. Players must be in correct rotational order and position as per FIVB rule.

7. Substitution of Players

- 7.1 Definition: A substitution is the act by which player, after being recorded by the scorer, enters the game to occupy a position of another player, who must leave the court (except for the libero).
- 7.2 A substitution requires the referee's authorization.
- 7.3 Six substitutions is the maximum permitted per team per set. One or more players may be substituted at the same time.
- 7.4 A player of the starting line-up may leave the game and re-entered, but only once in a set, and only to his/her previous position in the line-up.
- 7.5 A substitution player may enter the game only once per set, in the place of a player in the starting line-up, and he/she can only be replaced by the same player.
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8. Libero Player

- 8.1 Each team has the right to designate, month the list of 12 players, on specialized defensive player, known as the “libero”.
- 8.2 The libero must be recorded on the score sheet before the match in the special line reserved for this. The libero’s number must also be recorded on the line up sheet for the first set.
- 8.3 The libero must wear a uniform (or jacket/bib for the re-designated libero) whose jersey at least must contrast in color with that of the other members of the team. The libero uniform may have a different design, but it must be numbered like the rest of the team.
- 8.4 The libero is allowed to replace any player in the back row position, the libero may only perform as a back row player and is not allowed to complete an attack hit from anywhere if at the moment of the contact the ball is entirely higher than the top of the net.
- 8.5 The libero may not serve, block or attempt to block. A player may not complete an attack hit from higher than the top of the net if the ball is coming from and overhead finger pass by a libero in the libero’s front zone.
- 8.6 Replacements involving the libero are not counted as regular substitution. They are unlimited but there must be a rally between two libero’s replacements. The libero can only be replaced by the player he or she replaced.
- 8.7 The libero and the replacing player may only enter or leave the court by the sideline in front of their team’s bench between the attack line and the end line.

9. Uniforms

- 9.1 All athletes are required to wear uniforms appropriate or required for their sport or event. Teams are required to have two sets, “Home” and “Visitor” uniform. Advertising on competition uniforms (except for a small manufacturer’s logo) is prohibited.

10. Code of Conduct

10.1 Players, coaches, managers and team officials shall be expected to adhere to the highest standards of conduct as representatives of their home Islands. Players, coaches, managers shall NOT consume alcoholic beverages, chewing tobacco or betel nut and shall not smoke within the competition venues and Games Village.

11. Team Composition

11.1 A team may consist of a maximum of 12 players and 2 coaches.

PLEASE NOTE THE FOLLOWING

- * The ball may touch any part of the body.
- * While crossing the net, the ball may touch it (please note that this includes on service)
- * Only one toss of the ball is allowed. Dribbling or moving the ball in the hands is allowed. The server must hit the ball within eight (8) seconds after the first referee whistles for service.

12. Eligibility

In order to be eligible to compete at the Micronesian Games, an athlete must comply with one of the following criteria:

- (1) The athlete must have been born in any state, country, or territory which is a member of the Micronesian Games Council -- that is, Palau, Guam, the CNMI, Yap, Chuuk, Pohnpei, Kosrae, the Marshall Islands, Nauru, or Kiribati -- and must have lived in any of those states, countries, or territories for a period of three years up to and including the start of the Games; OR
- (2) The athlete must be the child of at least one parent, or two grandparents, who were born in any state, country, or territory which is a member of the Micronesian Games Council (see above), without regard to residence; OR
- (3) The athlete must have resided in any state, country, or territory which is a member of the Micronesian Games Council (see above) for a period of seven years up to and including the start of the Games, AND, resides in the state, country, or territory for which the athlete will compete, as of the start of the Games, without regard to ancestry.

The temporary absence of an athlete from the territory of a member of the Micronesian Games Council for purposes such as education, sports, training, military service, and health care, or other legitimate absences of a similar kind, are not considered as interrupting a previously-established residency.

In addition, athletes must:

- (a) Complete all necessary entry and participation forms;
- (b) Not be currently under disqualification or suspension by any relevant authority;
- (c) Comply with all relevant rules and regulations of the Micronesian Games Council, the MGC Constitution, and the World Anti-Doping Code.

It is the responsibility of each participating state, country, or territory to ensure that all competitors comply with these requirements.

These requirements apply only to athletes. There are no eligibility requirements for coaches or technical officials.

Entries by name must be submitted at least 30 days prior to the start of the Games. Late entries will not be accepted. At the close of entries, the Pohnpei Organizing Committee will communicate a list of all named competitors to each competing state, country, or territory. Each competing state, country, or territory will have ten days to challenge the eligibility of a competitor. A \$50 bond is required for each challenge. The bond is refundable if the challenge is successful, but is forfeited if the challenge is unsuccessful.

The burden of proof of eligibility is on the sponsoring state, country, or territory, rather than the challenging state, country, or territory. In the event of a challenge, the sponsoring state, country, or territory must submit documents proving eligibility.

Challenges to athlete eligibility are made to the Micronesia Games Council Executive Board, not to the Pohnpei Organizing Committee, which will refer them for decision by a Disputes Tribunal, consisting of three persons appointed by the Micronesia Games Council Executive Board. All challenges to eligibility shall be decided at least 10 days prior to the start of the Games. The decisions of the Disputes Tribunal are final and may not be appealed.

A state, country, or territory whose athlete is successfully challenged and is deemed ineligible to compete will be liable for a penalty in the amount of \$100. Failure to pay the penalty means that the state, country, or territory will not be allowed to compete in the sport in which the ineligible athlete was registered.

The contents of this section are a summary of the relevant provisions of the Micronesia Games Council Constitution. While every attempt has been made to assure the accuracy of this summary, in the event of any inconsistencies between this summary and the provisions of the Micronesia Games Council Constitution, the provisions of the Constitution shall be controlling.

13. Doping Control

Athletes are advised that random drug testing will be conducted for the duration of the 2014 Micronesian Games.

It is the responsibility of the athlete to check the status of all medications and refrain from using prohibited substances. Any athlete that tests positive for a prohibited substance will be disqualified from the 2014 Micronesian Games.

14. Draft Competition Schedule

Day 1

0800 Hrs.	Match No. 1	1 Vs 2 (Men)
1000 Hrs.	Match No. 2	3 Vs 4 (Men)
1200 Hrs.	Match No. 3	5 Vs 6 (Men)
1400 Hrs.	Match No. 4	1 Vs 2 (Women)
1600 Hrs.	Match No. 5	3 Vs 4 (Women)
1800 Hrs.	Match No. 6	5 Vs 6 (Women)
2000 Hrs.	Match No. 7	7 Vs 8 (Women)

Day 2

0800 Hrs.	Match No. 8	1 Vs 8 (Women)
1000 Hrs.	Match No. 9	2 Vs 3 (Women)
1200 Hrs.	Match No. 10	4 Vs 5 (Women)
1400 Hrs.	Match No. 11	6 Vs 7 (Women)
1600 Hrs.	Match No. 12	2 Vs 3 (Men)
1800 Hrs.	Match No. 13	4 Vs 5 (Men)
2000 Hrs.	Match No. 14	6 Vs 7 (Men)

Day 3

0800 Hrs.	Match No. 15	1 Vs 3 (Men)
1000 Hrs.	Match No. 16	2 Vs 4 (Men)
1200 Hrs.	Match No. 17	5 Vs 7 (Men)
1400 Hrs.	Match No. 18	1 Vs 3 (Women)
1600 Hrs.	Match No. 19	2 Vs 4 (Women)
1800 Hrs.	Match No. 20	6 Vs 8 (Women)
2000 Hrs.	Match No. 21	7 Vs 5 (Women)

Day 4

0800 Hrs.	Match No. 22	1 Vs 4 (Men)
1000 Hrs.	Match No. 23	2 Vs 7 (Men)
1200 Hrs.	Match No. 24	3 Vs 6 (Men)
1400 Hrs.	Match No. 25	1 Vs 4 (Women)
1600 Hrs.	Match No. 26	2 Vs 5 (Women)
1800 Hrs.	Match No. 27	3 Vs 8 (Women)
2000 Hrs.	Match No. 28	7 Vs 6 (Women)

Day 5

0800 Hrs.	Match No. 29	1 Vs 5 (Men)
1000 Hrs.	Match No. 30	2 Vs 6 (Men)
1200 Hrs.	Match No. 31	3 Vs 7 (Men)
1400 Hrs.	Match No. 32	1 Vs 5 (Women)
1600 Hrs.	Match No. 33	2 Vs 6 (Women)
1800 Hrs.	Match No. 34	3 Vs 7 (Women)
2000 Hrs.	Match No. 35	4 Vs 8 (Women)

Day 6

0800 Hrs.	Match No. 36	1 Vs 7 (Women)
1000 Hrs.	Match No. 27	2 Vs 8 (Women)
1200 Hrs.	Match No. 28	3 Vs 5 (Women)
1400 Hrs.	Match No. 29	4 Vs 6 (Women)
1600 Hrs.	Match No. 30	1 Vs 6 (Men)
1800 Hrs.	Match No. 31	4 Vs 7 (Men)
2000 Hrs.	Match No. 32	3 Vs 5 (Men)

Day 7

0800 Hrs.	Match 33	3 Vs 6 (Women)
1000 Hrs.	Match 34	4 Vs 7 (Women)
1200 Hrs.	Match 35	5 Vs 8 (Women)
1400 Hrs.	Match 36	2 Vs 7 (Men)
1600 Hrs.	Match 37	4 Vs 6 (Men)
1800 Hrs.	Match 38	2 Vs 5) Men)

Day 8

(CROSS-OVER FINALS)

Both Men & Women

