



2021 VOLLEYBALL VICTORIA ONE DAY SCHOOLS CUP EVENT INFORMATION GUIDE

Contents	
1.	Event Information
2.	Stadium Map
3.	Event Personnel
4.	Dispute Procedures
5.	Duty Responsibilities
6.	Tournament Specific Rules

1. EVENT INFORMATION

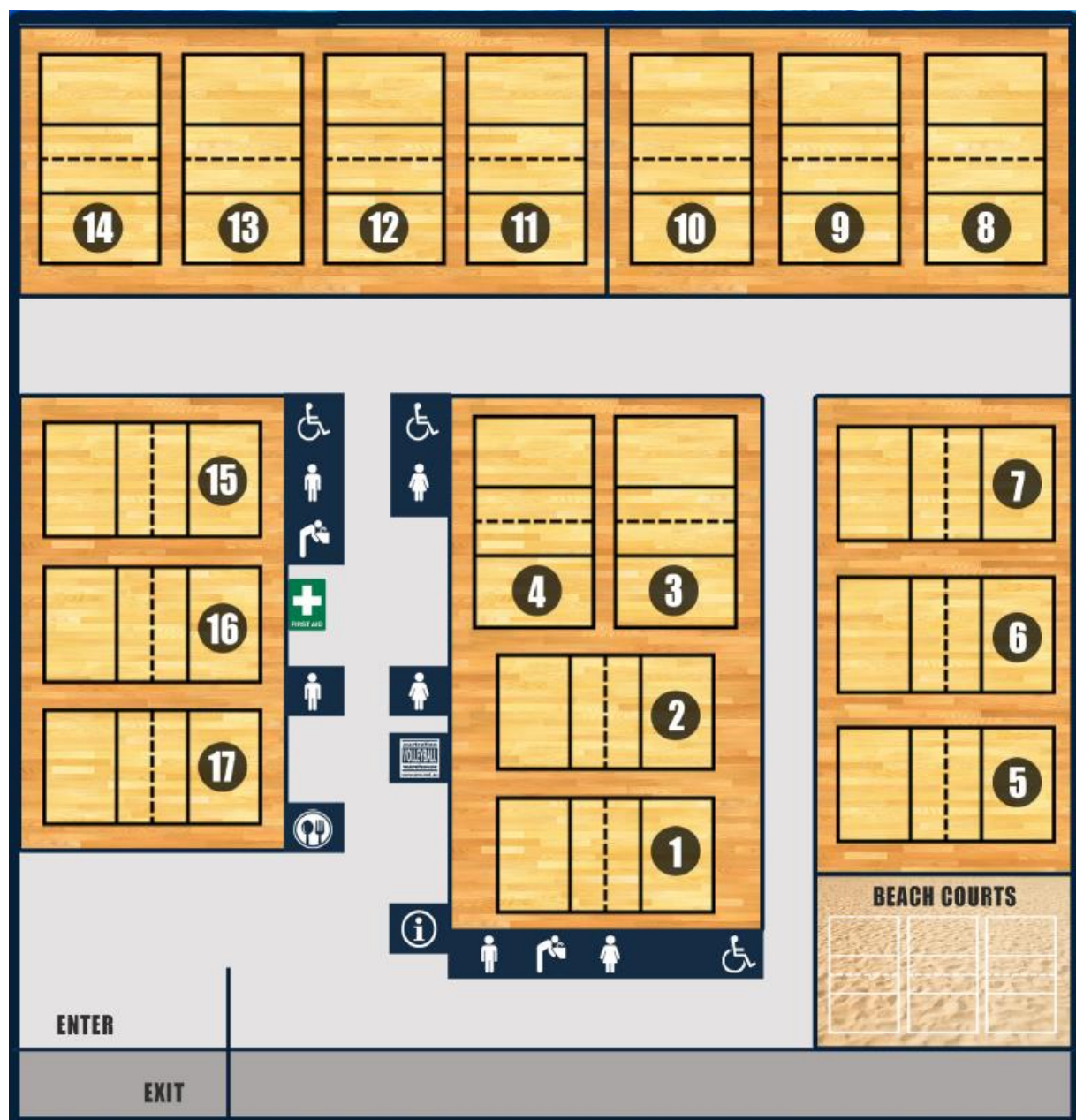
The One Day Volleyball Victoria Schools Cup is delivered across three days with Years 7 & 8 on Day 1, Years 9, 10 & All Abilities played on Day 2 and Years 11 & 12 played on Day 3. The One Day event is an ideal platform for schools that are new to Volleyball to get a taste of what the sport is all about. The One Day Event is typically an 8:30am start, finishing between 4pm-5pm.

Event	Volleyball Victoria One Day Schools Cup
Dates	Wednesday 5 May (Year 7 / Year 8) Thursday 6 May (Year 9 / Year 10 / All Abilities) Friday 7 May (Year 11 / Year 12)
Times	Approximately 8.00am-5pm – Please refer to Tournament Fixture
Venue	State Volleyball Centre – 270 Stud Rd, Dandenong North

Tournament Personnel

Tournament Director	Timothy Heathcote – events@volleyballvictoria.org.au		
Tournament Assistant	Katherine Walton – eventsofficer@volleyballvictoria.org.au		
Technical Delegate			
First Aid Officer			
Court Supervisors	WEDNESDAY 5 MAY	THURSDAY 6 MAY	FRIDAY 7 MAY

2. STADIUM MAP



3. ROLES & RESPONSIBILITIES

See below outline of the Events Team and the responsibilities of each role:

TOURNAMENT DIRECTOR (TD):

The Tournament Director is responsible for the overall delivery of the event. This position includes the design, promotion, and implementation of the event and oversees all operational aspects of the event.

Generally, the Tournament Director will be located at the Tournament Office.

TECHNICAL DELEGATE/CHIEF REFEREE (CR):

The Technical Delegate is responsible for the technical (i.e. rules and regulations) aspect of the event. They will monitor and assist all teams, players, coaches, and members of the Events Team with regards to the rules of the competition. The Technical Delegate will also deal with any rule disputes or enquiries.

The Technical Delegate will be located around the stadium and will constantly float around the venue monitoring games and courts.

FIRST AID / SPORTS TRAINER (ST):

The First Aid Officer will be responsible for any injuries, minor incidents, and blood spills, etc. They will be the first point of contact for any medical issue and will be in the first aid office.

COURT SUPERVISOR (CS):

Court Supervisors will be allocated several courts for which they will be responsible for. This will include ensuring teams (including duty teams) are present and are commencing games on time, net height changes, collection of scoresheets, monitoring of equipment, and communication with teams.

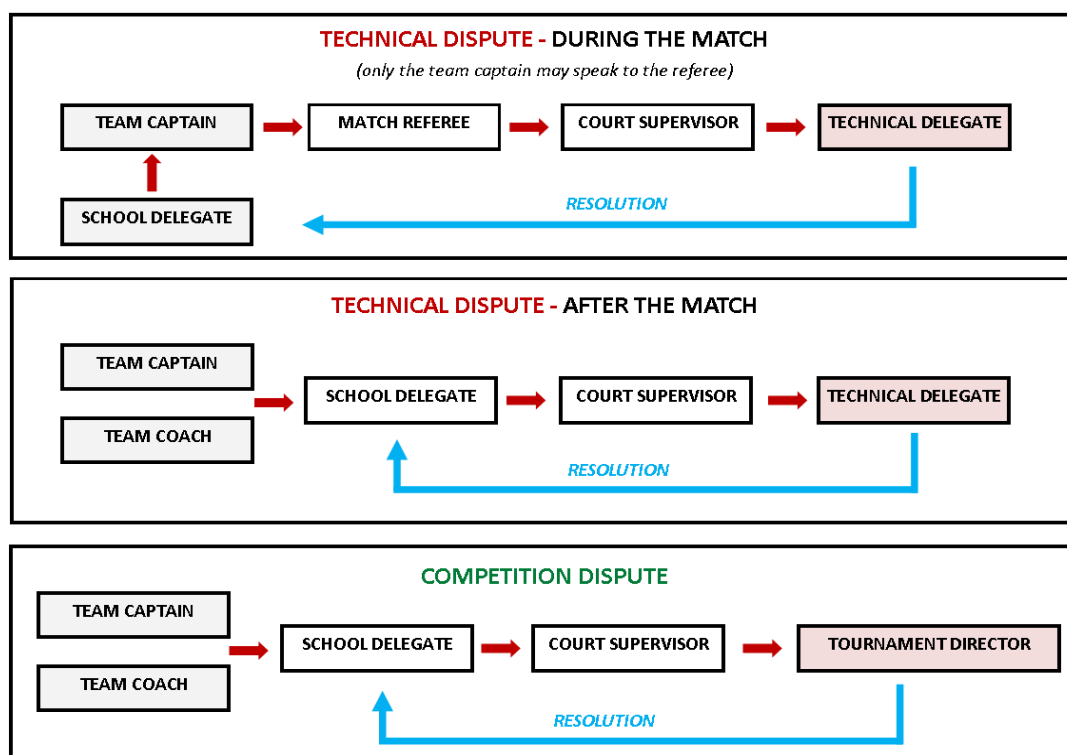
Court Supervisors will be located within their allocated courts.

4. DISPUTES / PROCEDURE

Disputes generally fall under two areas: **Technical** and **Competition**, if you are faced with a protest, dispute, or enquiry please get the attention/assistance of the relevant event staff.

Type of Dispute	Team Member	Description / Example of Dispute
Technical	Technical Delegate	Disputes or issues arising with relation to the rules or referees
Competition	Tournament Director	Disputes or issues arising with relation to the tournament, such as the fixture or results

The following procedure should be adopted if/when a dispute arises:



5. DUTY RESPONSIBILITIES

Each team will be required to perform 'Duty' during the event. A Duty team is responsible for officiating the game and are expected to do so with professionalism and to the best of their abilities.

Please be aware that the number of duty responsibilities your team will have will be dependent on the size of the division the team is competing. Duty responsibilities will be scheduled as evenly as possible across all teams.

The Duty Team is responsible to **COLLECT** and **RETURN** (fully completed) the **SCORESHEETS** and **MATCH BALLS** to the **HALL SUPERVISORS**

A **DUTY TEAM** will consist of:

1. First Referee (this person must have a Level 1 referee accreditation. The Level 1 (Foundation) course can be accessed [online here](#))
2. Second Referee (Net Referee)
3. Scorer
4. 2x Line Referee (optional)

A brief description of each role is outlined below:

FIRST REFEREE

The first referee is responsible for officiating the play and controlling the game as per the rules of the game. The first referee is responsible for dealing with any issues that occur during the game and will determine the final decision of any dispute.

Prior to the start of the game, the first referee must inspect the court, the game equipment, the playing uniforms of both teams to ensure they are all within the rules and safe to play. The first referee will notify the two teams of the start of the warm-up and the start of the match. During the game, the first referee monitors the game for any faults or scoring issues and facilitates the rules of the game. The first referee must sign the scoresheet at the end of the game.

Only the team captains of each team are permitted to speak to the first referee. Any dispute arising from the decision of the first referee will be dealt with by the tournament's Technical Delegate, and the Tournament Director (where necessary).

SECOND REFEREE

The second referee (or net referee) assists the first referee throughout the game by monitoring substitutions, timeouts, as well as monitoring the game for faults and scoring issues. The second referee stands opposite the first referee in line with the net.

If the first referee cannot fulfil their duties as the first referee, the second referee may replace them for the remainder of the game.

SCORER

The scorer is responsible for keeping score of the game and for the accurate completion of the game scoresheet. The scorer will keep track of team substitutions and line-ups and notifies the first or second referee of any issues.

Any dispute arising from the score bench will be handled by the first and second referee. If a dispute continues then the Technical Delegate will determine the outcome of the dispute.

LINE REFEREE

At least two-line referees are required for each game (maximum of four). The line referees are positioned at the corners of the court (where there are two line referees, they should be positioned at opposite corners of the court so that they can effectively monitor the base line and the side line) and monitor the lines to indicate whether a ball in play falls inside or outside of the court.

The Line Referee will also monitor the base line for foot faults on a serving player and whether the ball has contacted the antenna or a player. **The Line Referee will notify the First Referee of any faults.**

6. TOURNAMENT SPECIFIC RULES

Except where explicitly stated below or verbally during the Technical Meeting prior to the Tournament, the Rules of the Game of Volleyball (FIVB) will apply during the event. These Rules can be found at www.fivb.org

GENERAL TOURNAMENT RULES

- Only female students may play in girls' divisions.
- Female players may play in boys' divisions.
- A minimum of 7 players for all divisions must be listed on the scoresheet at the start of a match.
- The VVSC Tournament Director reserves the right to merge Divisions or create additional Divisions, subject to team entries.

TEAM UNIFORMS

- All teams are expected to play in team uniform. This uniform must include individually numbered tops (front and back) and uniform shorts. Team members who are not in uniform will not be allowed to take part in any match until uniform issues are resolved.
- No jewellery may be worn during a match. This includes watches, rings, chains, and earrings. The wearing of hats or bandannas is not permitted both during a match or while performing duty for a match.
- Clothing required for religious purposes is acceptable, but the Tournament Director must be notified prior to the commencement of the tournament.

MATCH TIMES

- Matches are to start at the scheduled time. If a team is five minutes late it will forfeit the first set. If it is another five minutes late it will forfeit the second set. If it is another five minutes late it will forfeit the third set.

WARM-UPS

- Teams will be permitted 5 or 10 minutes to warm up on the match court. This will consist of five minutes general warm up and/or four minutes spiking together, and one-minute serving. Other spiking/serving combinations may be used with agreement of the coaches, but time may not be increased.

MATCH DURATION

- Match and warm-up times can be found on each division's fixture.
- All matches will have a **time limit with and a restricted warm up.**
 - Matches will continue until the game clock expires.
 - There will be no timeouts or substitutions in the last 5 minutes of each match.
 - If the game clock expires during a rally in the match, the rally must be played out and the point counted towards the team's score that won the rally.
 - If external interference causes the rally to be stopped, it must be replayed.
- All games will be 3 sets. Sets 1 and 2 are played to 25 points; set 3 is played to 15 points. In all sets a lead of two points is required to win the set.
- Where a team has won the first 2 sets the 3rd set will still be played (time permitting).
- In the instance where the match time is finished, and the game is mid-set, the score will count as a set if:
 - In Sets 1 and 2 the leading team has reached or surpassed 15 points and has a lead of 2 or more points
 - In Set 3 the leading team has reached or surpassed 8 points and has a lead of 2 or more points
 - **If teams finish equal on sets then the team with the most points win. If points are the same the game is a draw!**
- Schools will be notified of any changes to match duration at the Technical Meeting.
- **Finals games** cannot finish in a draw. If after the time has expired, both teams are on identical sets, and points, the game will **complete the current set** to determine a winner.

RESULTS AND FINALS

- Results will be updated via our Sports TG competition software and will be publically available in real time via our website. You can check the website on any smartphone, laptop, or tablet. Otherwise, there will be a computer screen displaying results at the Tournament Office throughout the event.
- Finals will be announced after all pool/round robin matches have been completed.

NET HEIGHTS

Division	Boys	Girls
Year 7 Division 1 & 2	2.15 metres	2.10 metres
Year 8 Division 1 & 2	2.15 metres	2.10 metres
Year 9 Division 1 & 2	2.15 metres	2.10 metres
Year 10 Division 1 & 2	2.24 metres	2.15 metres
Year 11 Division 1 & 2	2.35 metres	2.15 metres
Year 12 Division 1 & 2	2.43 metres	2.24 metres

12 SUBSTITUTION RULE

- The 12 Substitution rule, as per Volleyball Australia's junior event guidelines, will apply in every set unless otherwise stated by the Tournament Director.

LIBERO

- The Libero per Set rule, as per Volleyball Australia junior event guidelines, will apply in every set.
- For the VVSC, the Libero player in each set may be designated by the wearing of a bib or contrasting shirt, which does not need to have the player's playing number.

FORFEIT SCORE

- A forfeit set will be recorded as twenty-five (25) points to nil (0).
- A forfeit match will be recorded as three (3) sets to nil (0) in honours divisions and two (2) sets to nil (0) in other divisions.

PLAYER ELIGIBILITY

- Teams which field an ineligible player(s) within a match will forfeit that match.
- Players will be deemed to be ineligible if they are not current financial registered members of Volleyball Victoria or they do not meet the requirements outlined under Sections 4 and 5 of the Tournament Regulations.

CHAMPIONSHIP POINT FORMAT

- Match Points will be recorded as:
 - ❖ WIN = 4 POINTS
 - ❖ DRAW = 2 POINTS
 - ❖ LOSS = 1 POINT
 - ❖ FORFEIT = 0 POINTS

- If two or more teams in a pool are equal on points at the end of the preliminary rounds, then the higher placed team will be decided when the first of the following criteria, applied in order, favours one team:
 1. TOTAL MATCH POINTS ACCRUED.
 2. PERCENTAGE OF SETS WON.
 3. PERCENTAGE OF POINTS WON.

PLAYING AREA

- The playing area is limited by the nearest obstruction, or adjacent court boundary (court line).
- If the ball leaves the vertical projection of the playing area, it will immediately become dead and called out by the match referee or second referee, as per the rules of the game. Any ball which is retrieved from outside the playing area is no longer in play or playable.
- Should any one of the referee, second referee, or lines people declare the ball out the rally will be immediately halted and awarded to the team not at fault.
 - **Note:** *This rule is introduced in the interest of player safety, as with such matters it is urged that all match officials halt the rally accordingly if there is any doubt.*

TECHNICAL MEETING & MEDAL PRESENTATIONS

- A **Technical Meeting** will occur at the beginning of each event and will be scheduled 30 minutes prior to the first scheduled game.
 - All competing schools are required to attend the Technical Meeting.

- Rolling **Medal Presentations** will be scheduled after play of each division.
 - A **major Medal Presentation** will be made after all play, generally the Gold Medal match in Open Honours girls/boys, in which MVP and Champion School awards will be presented. Schools must check with the tournament director on the location and time of presentations.

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TRAVEL

THE TRAVEL PROFESSIONALS

TONY STRONG
Helensvale Plaza
(07) 5573 5188

PROUD SUPPORTERS OF VOLLEYBALL VICTORIA



DANDENONG NORTH
182 Stud Rd, Dandenong North
(03) 9793 5542

PROUD SUPPORTERS OF VOLLEYBALL VICTORIA