

## DeakinPLAY Volleyball Competition

### Terms and Conditions

DeakinACTIVE and the DeakinPLAY Social Sport Competitions are managed by Clublinks Management Pty Ltd (Clublinks) under a management agreement with Deakin University. As part of your Team Registration, you are agreeing you have read and accepted the below DeakinPLAY Volleyball Competition Rules.

### Payment

Registration payments and game fees must be made upfront via Spawtz. The 'Pay my Share' option can be used to split these payments amongst team members. Registrations and registration payments must be completed prior to a team participating in a DeakinPLAY Social Sport Competition.

### Forfeits and Team Registration Form

Additional players can be added or removed throughout the season providing you do not exceed 10 registered players. If you wish to make changes to your registered player list, please email [DeakinPLAY@deakinactive.com.au](mailto:DeakinPLAY@deakinactive.com.au).

If DeakinACTIVE are notified before 12 pm on game day, the forfeiting team is required to pay a forfeit fee equal to 1.5 times the game fee to be paid before the next match. Failure to notify DeakinACTIVE regarding your forfeit or if notified after 12pm on game day, your team will incur a fee equal to 2 times the game fee to be paid before the next match. Failure to pay your forfeit fine prior to your next match will mean that your team will not be eligible to take the court until DeakinACTIVE has received payment. This could result in your team being removed from the competition with no refund.

If a team does not show after 12 minutes they forfeit the first set; after 25 minutes they forfeit the match and will be fined a fee equal to 2 times the game fee for court fees and inconvenience to the other team. Until paid the team risk not playing any future matches.

If a team arrives with 3 or fewer players, then the opposition must decide BEFORE the game starts if they wish for the result to count towards the standings or whether to play the game as a friendly. This decision must be clear to both teams involved BEFORE the game starts.

You may also contact DeakinACTIVE via [DeakinPLAY@deakinactive.com.au](mailto:DeakinPLAY@deakinactive.com.au) for assistance in finding extra players for you where possible. Please ensure you do this within the timeframe allowed as otherwise you may be required to forfeit the match.

Each team is allowed 10 players on their roster. There are 5 players on court per team at one time.

### Risk Warning - Insurance dependent

Playing Volleyball or stadia sports is subject to risks and players can incur injuries. There are also risks that access to medical assistance, and evacuation might be slow, and of damage to, or loss of, your personal property. DeakinACTIVE carry Public Liability Insurance and Personal Accident Insurance through Gallagher's Insurance. If during the Period of Insurance, you suffer Bodily Injury within the Scope of Cover as a result of an Accident then subject to the terms and conditions, you may receive benefits. More information, including how to make a claim, can be found on the DeakinACTIVE website.

## Release and Waiver

If you suffer injury, loss, claims, liability or damage (Loss) while at DeakinACTIVE, to the fullest extent permitted by law, you release the DeakinACTIVE (Note: Parent company of- Trust and Clublinks Management Pty Ltd (Clublinks)), their employees, officers and contractors from any liability for any loss suffered by you and you release each of the Trust, Clublinks and their employees, officers and contractors from any responsibility or legal liability for death or personal injury associated with your presence at DeakinACTIVE and any activities you undertake at DeakinACTIVE facilities.

## Withdrawal from the Competition

If a team withdraws from the competition after the completion of the first 3 rounds of the current season they will be required to pay a team withdrawal fee of \$150.

## Volleyball Competition Rules:

Tournament rules are subject to change at the discretion of the DeakinPLAY Coordinator at any time during the course of the season.

Games cannot be rescheduled or changed once the league schedule has been posted on the DeakinPLAY Teams portal, website or emailed to the captains.

Teams are awarded: 3 points for a win, 2 point for a tie, 1 points for a loss. The tournament standings are determined by the following: Total Team Points and then Score Differential (percentage).

Referees officiate the game in line with the [FIVB Volleyball Rules](#) with slight rule changes for this particular venue, as listed below.

### Basic Rules

- Teams of 5 players, with up to 5 subs.
- There are 3 sets, each set is first to 25 points and must be two points clear. If the score reaches 24 – 24, then the game is played until one team leads by two.
- There is a maximum of 3 hits per side with the final hit needing to go over the net and land in the outlined section of the opponents court.
- Player may not hit the ball twice in succession (a Block is not considered a hit).
- Ball may be played off the net during a volley and on a serve.
- A ball hitting a boundary line is 'in'.
- A ball is 'out' if it hits:
  - o The floor completely outside the court
  - o Any of the net or cables outside the antennae
  - o The referee
  - o The ceiling of the venue
- It is legal to contact the ball with any part of a player's body.
- It is illegal to catch, hold, or throw the ball
- If two or more players contact the ball at the same time, it is considered one play and either player involved may make the next contact (provided the next contact isn't the teams 4<sup>th</sup> hit).
- A player cannot block or attack a serve from on or inside the 3-metre line.

## Basic Violations

- Doing any of these results in a violation for your team and a lost point:
  - o When serving, stepping on or across the service line as you make contact with the serve.
  - o Failure to serve the ball over the net successfully.
- Contacting the ball illegally (lifting, carrying, throwing etc.)
- Touching the net with any part of the body while the ball is in play.
- Contacting the ball when reaching over the net is a violation if the ball hasn't yet broken the vertical plane of the net.
- Crossing the court centre line with any part of your body.
- Serving out of order.

## Setting Up and Serving

- Players must set up with 2 players at the front of the court, 2 players at the back of the court and 1 in the middle.
- The server must start behind the boundary line at the back of the court, once served, they can step into court and a part of the infield play.
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## Scoring

- A team scores a point when:
  - o The ball hits the ground in the outlined section of the opponent's half
  - o The opponent fails to hit the ball within the outlined section on your half
  - o The opponent hits the net with the ball
  - o When a Team hits the ball 4 or more times.
- A point can be scored off either team serve.
- A set is first to 25 points but you must lead by 2 points.
- If the set reaches 24 – 24, then it will finish when one team leads by 2.
- Best of 3 sets wins.

## Matches

### Time

- Game times: Games run every 45 mins, commencing from 6:30 pm on Select nights of the week (will vary depending on season and location)
- Duration: 45 minutes. 3 Sets of first to 25 (must win by 2).
- All games are Running Time but may be delayed pending the game before. Commencement of next game starts when first is complete.
- Time kept on the court by the game day operator, the match referees, and the scorers
- Teams coming off must exit the court immediately. Teams coming on must be prepared to start the game immediately
- Failure to field a team will result in a team forfeit – if a team has 3 or more players, the other team will decide before the game starts if they are happy to continue with a friendly game or for the game to count towards the standings.
- The clock runs from the designated game time, if you are late in the first 12 minutes the first set will be forfeited. If you are 25 minutes late, the match will be forfeited and a fee equal to 2 times the game fee will need to be paid prior to your next game.

## Court Play

- Substitutions – can be made every time you serve. There is no limit to the amount of subs.
- The court is 18m x 9m
- The net should be set to 2.43m high
- A volleyball provided by DeakinPLAY will be used unless both teams agree on the use of separate ball.

## Actions that may be taken by Referees

To manage a match the referees may, in addition to the personal foul, use any of the following:

- Unsportsmanlike Foul: a player commits contact not in the spirit of the game or commits contact that is excessive or unnecessary.
- Technical Foul: Any deliberate or repeated non-cooperation or non-compliance with the spirit and intent of this rule shall be considered as a technical foul.
- Disqualifying Foul: A disqualifying foul is any flagrant unsportsmanlike action by players, substitutes, head coaches, assistant coaches, excluded players and accompanying delegation members.

A player shall be disqualified for the remainder of the game when he is charged with 2 unsportsmanlike fouls or 2 technical fouls, or with 1 technical foul and 1 unsportsmanlike foul.

A player will be asked to leave immediately if charged with a disqualifying foul.

## Referees

The referees will have sole jurisdiction over the conduct of the game. NO PROTESTS against referees or game day operators will be considered or allowed. If the League Rules appear to be violated, the matter may be brought to the attention of the DeakinPLAY coordinator or Sports Team Leader for the final resolution. All decisions made by the DeakinPLAY coordinator or Sports Team Leader will be final.

## Photography Consent and Release

Participants grant permission to DeakinACTIVE, Deakin University and any associated representatives to take and use photographs, digital images and/or videos of them, for use in, but not limited to:

1. Media releases, media articles, printed publications and/or educational materials
2. Electronic publications and communications, including websites and social media
3. Promotional material and/or advertisements, both printed and digital
4. Other uses as allowed by law and associated regulations

Participants agree that their name and identity may be revealed in descriptive text or commentary in connection with image(s). All negatives, prints, digital copies and files shall remain the property of DeakinACTIVE.

Participants waive any rights, claims or interest they may have to control the use of their identity or likeness in the photographs and agree that any uses described herein may be made without compensation or additional consideration of them.

## Code of Conduct

### Player Rules

Wear suitable uniform and footwear. Always show good sportsmanship. Please respect all referees, staff, and players. Any disrespect, violence or verbal abuse will not be tolerated. If there is any failure to adhere to these rules, the player or spectator will be asked to leave stadium. Players are responsible to clean up any garbage from their team bench. Alcohol and smoking are not permitted on the premises. No slam dunking or swinging off rings. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural or financial misconduct.

### Spectator Rules

Coaches and spectators are always expected to act in good sportsmanship. There will be zero tolerance for abuse (verbal or other) towards referees, staff, or players. Any indication of such behaviour by a spectator, parent, player or coach may result in immediate removal from the competition or DeakinACTIVE facility. Please notify staff of any hazards or incidents immediately and always follow staff instructions. Management reserve the right to remove or ban individuals or teams from competition/access for behavioural misconduct. We are here to play Basketball and have fun!