



THE PHOENIX LEAGUE

EASTS VOLLEYBALL CLUB AND DRAGONS VOLLEYBALL ASSOCIATION

THE PHOENIX LEAGUE – COMPETITION BY-LAWS

PART 1 – COMPETITION FORMAT

1. Competition Format

- 1.1 Unless otherwise noted, all Phoenix League matches will be officiated in accordance with the *FIVB Official Rules 2017-2020*.
https://www.fivb.org/EN/Refereeing-Rules/documents/FIVB-Volleyball_Rules_2017-2020-EN-v06.pdf.
- 1.2 The 12 Substitution Rule will be used in all matches.
- 1.3 Teams may use a libero, which may be re-designated per set. This is noted on the libero section of the scoresheet (below service tracking).
- 1.4 In the event that a division is not viable, divisions may be merged. This will be notified to the team manager prior to the season.
- 1.5 The net height for Phoenix League matches will be the following:
Mens: 2.43
Womens: 2.24m
- 1.6 The Competition Control Committee reserve the right to refuse entry to any team.
- 1.7 Teams will be asked to perform duties from week to week.

2. Officiating and Competition Standard

- 2.1 Competition Management will endeavour to provide a first referee for all matches.
- 2.2 Duty teams must be prepared to provide a first referee (if one is not provided), a second referee, a scorer, and two (2) lines judges (5 duty members).
 - 2.2.1 Teams will be penalised 1 competition point for each duty team member not present at the start of the warmup.
 - 2.2.2 Teams may be penalised for an incomplete scoresheet (missing team lists/jersey numbers, missing winner, missing MVP).
- 2.3 Unsportsmanlike conduct will not be tolerated from any player. The match referee or any league staff may sanction offending players accordingly.

3. Match Format

- 3.1 With the exception of medal matches, all matches will be played to a time limit.
 - 3.1.1 Warmup consists of 10 minutes of warmup (3 minutes passing, 5 minutes spiking, 1 minute serving, and 1 minute briefing).
 - 3.1.2 Teams must have completed their team list and be ready to play at the first whistle (match start).
 - 3.1.3 Any match that starts late, for any reason, will end on time.
 - 3.1.4 The Venue Manager allow a match to be played to its full duration (60 minutes) if there is an unexpected circumstance.
- 3.2 All matches (excluding medal matches) will be played as best-of-five (5) sets, with a rally point scoring system, to a time limit.
 - 3.2.1 The first 4 sets will be played to 25 points with a 2-point advantage.
 - 3.2.2 The deciding 5th set will be played to 15 points with a 2-point advantage.
 - 3.2.3 A set will be counted as complete if any team has reached at least 13 points with a 2-point advantage in the first 4 sets, or, 8 points with a 2-point advantage in the 5th deciding set.
- 3.3 No substitutions, timeouts or protests are allowed in the last 5 minutes of the match.
- 3.4 No new set is permitted to begin within the last 5 minutes of the match.
- 3.5 No further points may be played after the siren for the end of the match (red light). (With the exception of rule 3.6.1).
- 3.6 If the referee has authorised (whistled for) the serve prior to the end of match siren, the rally will be completed, and the point will count towards the score.
 - 3.6.1 If the referee calls a replay of that rally, the rally will be replayed.
 - 3.6.2 The first referee shall determine whether the serve was authorised (whistled) before the siren.



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3.7	If team(s) not ready at the match commencement whistle, the team will forfeit the first set. If team(s) are still not ready, they will forfeit a set every ten (10) minutes.
4. Match Completion	
4.1	A preliminary match is considered a draw if the number of completed sets won by each team at the end of the match is equal. <i>(The requirements of a completed set are outlined in 3.2.3)</i>
4.2	All other matches (finals format matches) may not result in a draw. If at the end of the match, the number of completed sets won by each team is equal, the winning team shall be determined by:
4.2.1	A point countback of that match; and
4.2.2	If the point countback is equal, the winner of the last rally of the match.
5. Countdown Timers	
5.1	Phoenix League will use a countdown timer which directs the passage of warmup and play. The meaning of each light are as follows:
5.1.1	An audible siren will sound when there is five (5) minutes remaining. No new sets will be started within this timeframe. Substitutions, timeouts, and on-the-spot protests are no longer permitted.
5.1.3	An audible siren will sound at the end of the match. If the rally is still in progress, it will be completed.

PART 2 – REGISTRATION AND PLAYER GUIDELINES

6. Volleyball Queensland Registration

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| 6.1 | All players must be a current-financial registered member with Volleyball Queensland before they are allowed to take the court. The minimum level required is recreational. |
| 6.2 | If an unregistered player takes court, the offending team may forfeit that match. |

7. Player Eligibility

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| 7.1 | Women may play in the Mens' divisions. Men may not play in the Womens' division. |
| 7.2 | Players may play for multiple teams during the competition so long as they are recorded on the team list by the team managers. |
| 7.2.1 | If a player has played for multiple teams (in the same division), they must nominate to play for only one (1) team during the entirety of the finals format (which includes repechages, quarter-finals, semi-finals and grand-finals). |
| 7.3 | Teams may play with no less than 4 players present. |
| 7.4.1 | If a team has less than six (6) players, they may borrow guest players from other teams to form a team of six (6) to prevent forfeiting, subject to rule 10.2. |
| 7.4.2 | If there are only 5 players present, the sixth position will be considered a 'blank spot', marked with an (X) on the scoresheet. If the blank spot is serving, it automatically loses the point, and the point is awarded to the opposition. |
| 7.5 | All players who take the court must be written on the team list on the scoresheet, failure to do so may result in a match forfeit. |
| 7.5.1 | Duty teams who fail to notice a player who has taken the court but is not on the team list may be penalised. |
| 7.6 | In the event that a player is injured during a match, and there is no legal or viable substitution, the libero may be redesignated as a normal court player for that set. |



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7.6.1 In the event that a player is injured during a match, and there is no legal or viable substitution, a guest player may take the court with the permission of the League Coordinator or Venue Manager.

8. Uniforms

8.1 All players are encouraged to wear a numbered jersey or numbered shirt.

8.2 Numbers must be visible on the front and the back of the shirt/jersey and must be unique from the rest of the team.

8.3 If a libero is used, a contrasting jersey is encouraged. If there is no obvious contrasting design, the libero must be indicated to the referees.

PART 3 – POINT DISTRIBUTION AND FINALS FORMAT

9. Point Distribution and Competition Standings

9.1 Teams will receive the following competition points during the competition:

Win	5 points (+1 point per set won)
Draw	4 points (+1 point per set won)
Loss	3 points (+1 point per set won)
Bye/Forfeit	0 points

9.2 Competition Standings will be sorted in the following order (from the most significant): Competition Points, Set Ratio, Point Ratio. In the event that ratios are tied, the ranking shall be determined by the team that won the match between the two during the preliminary rounds (round robin).

10. Finals Format

10.1 The finals format includes repechages, quarter-finals, semi-finals and grand-finals. (The chosen format is dependent on the season length).

10.2 For players to be eligible for the finals, they must have played at least 4 games with the team prior to the finals.

10.2.1 Exceptions to this rule may be approved by the League Coordinator prior to the game. Factors such as competition standard, the timeliness of the application, and fairness to all parties will be considered in the decision.

10.3 All medal matches (*Gold Medal and Bronze Medal Playoffs*) are untimed.

10.3.1 The format for medal matches will be announced to teams after registrations close and the draw released.

10.3.2 Where time and venue availability permits, match will be played as Best-of-5. If time and venue availability are limited, the match will be played as Best-of-3.

10.4 All final format matches must have an outright winner. If at the end of a finals-format match, the number of completed sets won by each team is equal, the winning team is determined by the criteria set in rule 4.2.1/4.2.2.

10.5 Only teams that have fulfilled their finals commitments (including duties) are eligible to play for the entirety of the finals format and receive awards.

10.5.1 Failure to perform duty may result in a forfeiture of the next game.

10.5.2 The team which is ranked directly below the forfeited team will take their place.

10.6 Only teams which are involved in the medal matches will participate during the grand-finals (unless otherwise convenient depending on venue availability).

11. Awards

11.1 Teams will be awarded gold, silver and bronze medals for teams who come in first, second and third (respectively) for the season.

11.2 Duty teams will vote for two 'Most Valuable' players after each match (both 3 and 1 points). This will be awarded during the awards presentation after the medal matches.



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PART 4 – FINANCIALS

12. Financial

12.1	A deposit of \$150.00 must be made at the start of the season prior to teams taking court, unless otherwise noted.
12.2	Full competition fees are expected by Round 4, unless otherwise noted.
12.3	Teams which have not paid their competition fees by round 4 will forfeit all played matches and will not be permitted to participate in the competition until the match fees have been fully played.
12.4	The Competition Control Committee may ask a team to leave the competition of fees are not paid by round 4 (or another deadline noted for the season).
12.5	If a team fails to perform a duty requirement in the finals format, and they have no further commitments, a financial penalty of \$25 may apply.

PART 5 – COMPETITION MANAGEMENT

13. Competition Management

13.1	The Venue Coordinator is responsible for the efficient running of the competition at the venue. They are also responsible for any protests, or resolutions on a referee ruling.
13.1.2	The Venue Coordinator may issue penalties or forfeit matches.
13.1.3	The Venue Coordinator acts as the Chief Referee for the competition; they are responsible for handling 'on-the-spot' protests.
13.2	The League Coordinator(s) is responsible for the construction of the draw, updating of results and determining the eligibility of players.
13.2.1	The League Coordinator(s) may issue penalties or forfeit matches.
13.2.2	The League Coordinator(s) may forfeit matches where it is found that an illegal player was fielded.
13.3	Penalties and forfeits will be notified to the team contacts via an infringement notice. Teams may appeal this infringement to the Control Committee within 7 days of receipt.
13.4	In an event that an issue is not covered by the Phoenix League By-Laws, the Venue Manager(s) have the power to decide on the matter, with consultation from the League Coordinator(s), so that the decision is fair and equitable to the teams.

14. Participant Behaviour

14.1	To protect the image of the sport, all event participants who bring the league or sport into disrepute through unsportsmanlike actions or inappropriate behaviour may be sanctioned by the League Coordinator(s), Venue Coordinators, and/or Chief Referee.
14.2	All behaviour sanctions are governed by the Phoenix League Judiciary. The Judicial Panel consists of the two (2) League Coordinator(s) and the Chief Referee.
14.2.1	If a member of the Judicial Panel is unavailable or recuses themselves due to a conflict of interest, the Venue Manager may take their place on the Panel.
14.3	If requested to appear before the Panel, the participant must explain their actions and behaviour.
14.3.1	Should the behaviour be deemed not in the spirit of fair play or unsportsmanlike in nature, the Judiciary may issue suspensions for the player.
14.3.2	Suspended players may not participate in a round; this includes watching, spectating or being involved with that match whatsoever. Failure to adhere to the suspension will result in the player facing the Phoenix League Control Committee.
14.3.3	Decisions made by the Phoenix League Judiciary are final and not subject to further protest.



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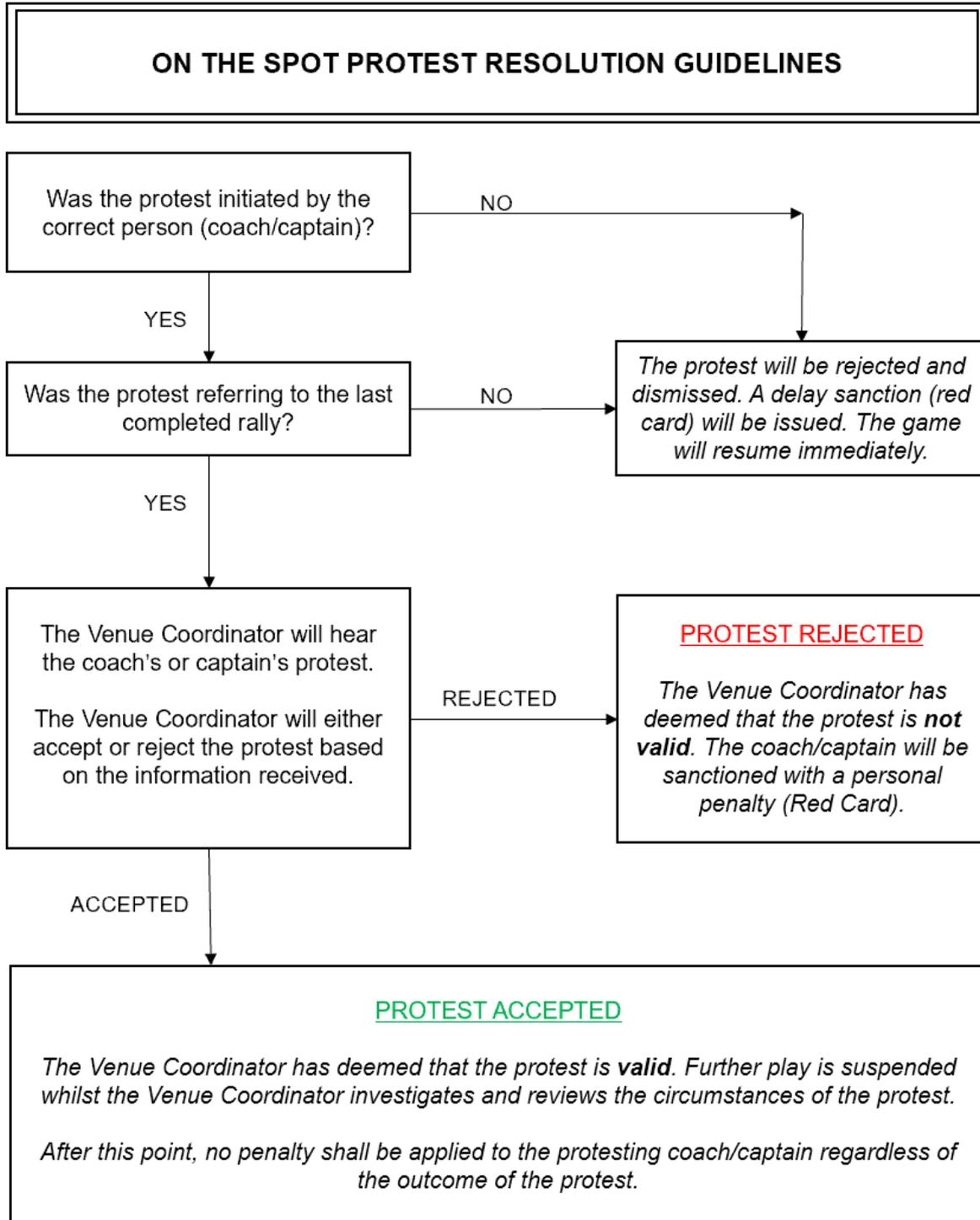
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14.4	Participants who accumulate more than three (3) personal sanctions (yellows/red card) within a four (4) match period may be asked to appear before the Phoenix League Judiciary to explain their actions/behaviour.
14.5	Participants who accumulate an expulsion (yellow and red together) or a disqualification (yellow and red apart) will be immediately asked to appear before the Phoenix League Judiciary to explain their actions/behaviour.
14.6	Participants will be notified of a request to appear through the Judiciary via an email to their respective team manager or captain.
15. On the Spot Protests	
15.1	All match protests will be resolved using “on the spot protest resolution” guidelines. <i>(See Appendix 1: On the Spot Resolution Guidelines).</i>
15.2	A protest cannot be initiated within the last 5 minutes of the game
15.3	The Venue Coordinator/Chief Referee will assess the protest by receiving an account from the protesting coach/captain and the referee/duty team. They will then make a decision regarding the outcome of the rally.
15.3.1	Due to the timed nature of the matches, protests will follow a “challenge system”. Teams are allowed two (2) protests for the entirety of the match. If their protest is deemed valid, they will retain both of their protests; however, if the protest is deemed invalid, the team will lose a protest and the captain/coach will be sanctioned with a red card.
15.3.2	Sanctions received through ‘on the spot protests’ will not be counted towards the escalating sanction scale (cumulative sanctions).
15.4	Protests resolved by the Venue Coordinator/Chief Referee during On-the-Spot Protests may not be appealed to the Competition Control Committee.
16. Injury	
16.1	In the event of a player being injured, and blood being present, the rally is cancelled, and the match is suspended. The playing surface, player(s), ball and net are assessed for traces of blood.
16.2	The bleeding player(s) is immediately removed from the court and required to clean off all traces of blood.
16.3	If there is no blood present on the court, other players, ball or clothing, a medical substitution will occur, and the game will continue without delay.
16.3.1	Medical substitutions/blood-rule substitutions will not be counted as an official substitution but will be noted to maintain rotational order. The player substituted on as the medical substitute can be legally substituted for another player if the injured player returns.
16.3.2	If there are no substitutions available, a team may elect to use their allocated two (2) timeouts. If a team has already used both timeouts, a medical timeout lasting three (3) minutes may be used.
16.3.3	If after the timeouts, the injured player is unable to return, the team may continue to play with a blank spot.
16.4	If there is blood present on court, the game is suspended, all players are vacated to their team benches, and the affected areas cleaned and disinfected by venue management.
16.5	The bleeding player is not permitted to return until all blood is cleaned and the wound not bleeding.
16.5.1	Any item of clothing with blood must be immediately removed. This player may play with any item of clothing which does not have blood on it.
16.6	Game time is not paused during the blood-rule, and no additional time is awarded.



Appendix 1: On the Spot Protest Resolution Guidelines





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ON THE SPOT PROTEST RESOLUTION GUIDELINES

INVESTIGATION

Where a protest has been accepted concerning a Referee's decision, the Venue Coordinator will listen to the Duty Team Officials (First Referee/Second Referee/Scorer). The Duty Team Official(s) will provide the Chief Referee a summary of the events, and reasons of their decision concerning the application of the regulation.

In the case of a protest concerning the scorer's decision, the Venue Coordinator and the Duty Team will meet with the scorer to resolve the protest.

According to the rules in force, the Venue Coordinator decides to either :

- a. Uphold the First Referee's decision; or
- b. Overturn the First Referee's decision

UPHELD

OVERTURNED

DECISION UPHELD

*The Venue Coordinator has deemed that the duty team's decision **was correct**, and the decision is upheld. The game is resumed after having applied the duty team's original decision.*

DECISION OVERTURNED

*The Venue Coordinator **overturns** the duty team's decision. The game is resumed from the point prior to the protest (protested rally replayed).*

PROTEST RESOLVED

*The Venue Coordinator's decision **is final and cannot be protested further**. Coaches and Captains are permitted to politely ask the Venue Coordinator's interpretation and application of the rules as they saw it **AFTER** the completion of the game.*