

HUNTER VOLLEYBALL INC. (2000657)

Maitland Mixed Recreational Competition By-Laws

(Revised February 2025)

The primary objective of the Mixed Recreational Division is to introduce new members to structured play with fewer formalities required of teams competing in the A, B, and C Graded competitions. The following By-Laws relate to the Maitland Mixed Recreational Competition.

SPIRIT OF THE GAME

- This competition is underpinned by **Fun and Fair Play** at ALL times.

NET HEIGHT

- The mixed competition net height is 2.35m.

TEAMS

- The overriding objective of the competition and therefore team composition, is the **inclusion of new players** into a weekly playing competition, to ensure the pathway of participation grows. There are numerous avenues for experienced players to compete, without taking priority over new players entering the community and competitions for the first time.
- Each team should have a roster of 8 players (minimum). Teams will play with 6 players on the court during a game, with a minimum of 2 females on at once. Teams may have a subs bench.
- If a team is unable to field two females, then they must play with 5 players only, being one female (always on court) and four males (who will rotate with any bench players).
- Teams may include players currently competing in B and C Grade competitions, especially if they are introducing new members to the competition to play with them for the first time.
- Captains may request the Venue Supervisor reconsider the participation of **any B or C Graded player** on team list, if they are repeatedly competing at a level unsuitable for this Mixed Recreational Competition. The Venue Supervisor has the Hunter Volleyball Committee's approval to issue a warning to a Graded player in the first instance, followed by de-registration of a Graded player from a Team List, **if their repeated on-court behaviour does not meet the spirit of this competition**.
- All players named on a Team List must be current financial members of Hunter Volleyball. For information visit www.revolutionise.com.au/hunternvballinc/registration/

UNIFORMS

- Players in a Mixed Social Competition division are not required to wear numbered uniform shirts or matching shorts. Teams will be invited to wear shirts of a similar colour if possible.

TEAM CAPTAINS

- Each team is to nominate a Captain prior to the start of play. The Captain is responsible for the conduct of the team, will participate in the toss before the game, enter their players' names on the scoresheet at the start of the match, and sign the scoresheet to verify the result.

SERVING

- Play starts with a serve. Each player has **three serves** then the serve alternates to the next team member. The ball can touch the net on the way over during the serve.

SCORING

- Scoring follows the rally-point system so both serving and receiving teams can win the point. The team that reaches 25 points (with a 2 point clear advantage) at the end of the set is the winner. Teams will play the best of 5 sets within the time permitted.
- An unfinished set will be deemed complete if a team reaches 15 points and has an advantage of 2 points. Otherwise, if sets are equal at the end of time, a draw will result. The match will end on the time allocation (for timed rounds) or shall conclude under the referee's instructions.
- A modified **scoresheet** will be provided which requires players names to be listed before the start of each match, and the service order will follow this list sequence.

COMPETITION POINTS

- Competition Points will be allocated as follows:

Win	4
Loss	1
Draw	2
Bye	2
Forfeit	0
Forfeit in favour	4

TOUCHES

- A maximum of three touches before the ball passes over the net except in the case of a block, which does not count as a touch. Players may touch the ball with any part of their body during the point only.
- No player may touch the ball twice in a row except off a block.

NET

- Should a player touch the net during play the point is finished and awarded to the opposing team. The ball may be played off the net except from a serve.

SUBSTITUTES

- May be made at the service position when a team is awarded service.

SPIKING

- A player may not attack a serve. You cannot set back, spike or block a serve.

CATCH & THROW

- No prolonged contact with the ball is allowed - it must not come to rest in the hands (also known as carrying). This includes scooping the ball or holding it temporarily whilst setting.

BOUNDARIES

- If the ball bounces on the line, it is in. Players can run outside their boundary lines to retrieve the ball however it must pass over the net between the red and white antennae.

- The ball touching any equipment, roof or external surface is out of bounds.

FORFEITS

- If you have to forfeit a game, please contact us on play@hunternsw.com.au before 1.00pm on the day of play. If you forfeit twice without giving notice, or three times with notice, your team may be withdrawn from the competition with no refund and your place will be made a bye for the remaining rounds of the draw. There is no exception to this rule and we encourage all teams to make every effort to play at your scheduled time slot every week.
- If a team is withdrawn from the competition due to forfeits, it may not be allowed to play the following season unless permission granted by the Hunter Volleyball Committee.
- Forfeiting a game results in a 25-0, 25-0, 25-0 loss and NO competition points will be awarded to your team.
- Teams will be able to play with a minimum of **five** players on court without conceding a forfeit, provided the team fields **four of its own registered players**.
- Matches will proceed as eligible matches even if only a minimum of **five members** of the team are in attendance at the start of the match. Teams are permitted to draw on players from other teams only in order to field a team of six to contest a match, in Round games and the Finals Series.
- If teams elect to play with **less than six** on the court, they must nominate the playing position of the absent sixth team member, to be known as 'the hole'. When this position ('the hole') rotates to serve, the team loses serve.

TOSS

- Captains will participate in the toss of a coin (or paper-scissors-rock) before the start of the game with the referee. The winner of the toss will decide whether they will:
 - o serve or receive
 - o which end of the court they take

SUBSTITUTION

- Players on the bench may substitute with a player on court after gaining the referees attention – and a substitution occurs before the start of the next point. Players may substitute for any player on their team, so long as such substitution does not contravene the gender requirements.

THE DRAW

- The entire season draw is posted online prior to Round 1 commencing. If you have an issue with any individual times or dates, Hunter Volleyball may on request alter the draw before the commencement of Round 1. Game times cannot be changed after the season has started.

DUTY TEAMS

- Duty teams must provide a 1st referee, 2nd referee, scorer and two linespersons as a minimum.

DURATION

- Games are scheduled every 60 minutes, with 10 minutes warm-up and 50 minute playing time. When a team calls a "TIME OUT" they have 1 minute to meet on the sideline. There is 1 Time Out permitted per team, per set. There is a 3 minute break in between each set unless both teams agree to return to the court sooner and notify the referees.
- All matches are to be played as the best of five sets or time limit - whichever occurs first.

- In all matches the team winning the most sets will be the winner. An unfinished set will be deemed complete if a team reaches 15 points and has an advantage of 2 points. Otherwise, if sets are equal at the end of time, a draw will result. The match will end on the time allocation (for timed rounds) or shall conclude under the referee's instructions.

FINALS SERIES

- At the completion of the Round Robin, the Finals Series commences.
- Players must have participated in 50% or more round games to be eligible to play the Semi-Final or Final. If your team has a forfeit win during the Round Robin competition, each player on your team is considered eligible for that game.
- All Round matches are to be played as the best of five sets or time limit - whichever occurs first. In all matches the team winning the most sets will be the winner. An unfinished set will be deemed complete if a team reaches 15 points and has an advantage of 2 points. Otherwise, if sets are equal at the end of time, a draw will result. The match will end on the time allocation (for timed rounds) or shall conclude under the referee's instructions.
- In an elimination match (for example 4th v 5th to determine a semi-finals team), this will be played as the best of three sets and with no time limits applied *where possible*, with 15 points played on the third set. Should time restrictions be placed on the match this will be notified to each team captain prior to the commencement of the official pre-match warm-up.
 - if at the end of time in a time-restricted match, and the match is a draw then the teams' game points will be tallied to identify the highest total points scored, and therefore the match winner
 - if the teams' total points scored is equal, then a Golden Point will be played to determine the match winner, as follows:
 - A. Captains conduct a toss for the serve
 - B. Rotations are submitted to the scorers for the service order to commence the Golden Point process
 - C. Scores are re-set to 0-0
 - D. The first team which wins the first point, is declared the winning team for the match.
- Semi-final Matches amongst the top 4 placed teams in each Division/pool will be played as the best of three sets or time limit - whichever occurs first, with 15 points played on the third set. Teams placed outside the top four, where possible, will play for minor placings but these matches shall be subject to court availability.
- Grand-final matches in a division will be played as the best of three sets and with no time limits applied *where possible*, with 15 points played on the third set. Should time restrictions be placed on the match, this will be notified to each team captain prior to the commencement of the official pre-match warm-up. A Grand Final may be shortened at the decision and consent of both captains.

DUTY TEAM RESPONSIBILITIES

FIRST REFEREE

- Conduct the 10 minute warm up protocol from the sideline near the scorer's bench, then take the stand after teams finish serving warm up.
- Rely on 2nd referee and linespeople for help in making decisions
- Call the server to start play, counting to 8 seconds
- Watch the attacking team for net touches and feet going under the net
- Stop the point when there has been a fault

loud whistle * indicate winner of the point * signal why they won

- Answer a team captain if a question is asked about interpretations of a rule
- Call the end of the set, and Call the end of the game

SECOND REFEREE

- Check team rotations before the start of the match
- Rely on 1st referee and linespeople for help
- Watch the defending team for net touches and feet going under the net
- Stop the point when there has been a fault

loud whistle * indicate winner of the point * signal why they won

- Listen for a captain or a coach calling for a timeout or substitution
- Ensure the scorer's table is ready to commence the game or re-commence after timeouts or substitutions occur

SCORERS

- Ensure teams complete their team lists with player names and numbers before the start of the match
- Make sure the coach/captain signs the scoresheet to verify team lists before official start of game
- Count the number of players on the scoresheet and on the team bench to make sure these are correct. Players not on the scoresheet at the match start may not take the court if arriving late.
- Record the points / sets / substitutions and timeouts for each team in the spaces provided at the end of each set. Tally these at the end of the match.
- Use the electronic scoreboard to tally points won by each team

LINESPEOPLE

- Watch the server's feet to ensure there is no foot fault at the point of contacting the ball
- Watch the sideline / baseline for balls landing during a rally
- Watch the antennae in case a ball hits it or is played outside of it. Indicate the fault by raising flag + pointing to the antennae for the referee's attention
- Watch if a player touches a ball before it goes out of the court. Indicate the fault by raising the flag + putting a hand on top of the flag for the referee's attention.