

## **ATHLETICS/TRACK EVENT RULES**

**Where:** Burnside High School  
Greers Road, Burnside

**When:** Friday 29<sup>th</sup> March 2013

**Controller:** Raymond Yee

**Mobile:**

**Email:**

### **The following events will be held:**

1. Women's 4x100m relay
2. Men's 4x100m relay
3. Women's 800m
4. Men's mile

### **Rules for all races:**

- *Entries will be accepted on the day of competition for the Women's 800m and the Men's mile.*
- *Entries will be accepted on the day of competition for the Women's and Men's 4x100m relay, provided that the total number of teams amounts to eight or less.*
- Athletes must compete in the uniform of their representative team.
- Spikes must not be more than 6mm in length, sandshoes permitted.
- The starting rule (one break per race) will be enforced.
- During the race, obstructing other runners' way on the track can result in disqualification.
- An athlete stepping outside the track during the race is considered to be out of the competition.

### **Rules for 4 x 100 metre relay:**

- Athletes are not allowed to leave or change their designated lanes. The athletes should remain in their respective lanes even after handing over the baton and after receiving the baton.
- The baton has to be passed from one athlete to the other within the specified area known as the take-over zone.
- The length of the take-over zone is 20 metres.
- Dropped batons and changes outside the take-over zone will result in disqualification.
- The athletes are not permitted to wear gloves or use any substances which can enable them to have a better grip on the baton.

# *Badminton*

Venue: Badminton Hall

220 Pages Road, Wainoni

Christchurch

Dates: Saturday 30 March (Men's & Women's Doubles)

Sunday 31 March (Mixed Doubles)

Start time both days 10am

Controller: Anne Wang

P: 021 1743125

E: [yizhao.wang@hotmail.com](mailto:yizhao.wang@hotmail.com)

Events: Open Men's Singles / Doubles

Open Women's Singles / Doubles

Open Mixed Doubles

Rules of Play:

1. The Rules of play shall be those of the BWF
2. All matches will be the best of 3 games to 21 points according to the BWF regulations
3. Tournament shuttlecocks will be used
4. Plate events for 1<sup>st</sup> round losers will be held in all events.  
Entry is automatic. Players who default their first round match are not eligible.
5. All Players enter at their own risk, no responsibility will be accepted for any injury received during the tournament
6. Non marking shoes must be worn.
7. The Draws will be made by the Tournament Controller and checked by the Tournament Referee
8. The tournament will be run on Tournament Planner and draws will be available through [www.canterburyear2013.org](http://www.canterburyear2013.org)
9. The Tournament Controller reserves the following rights:
  - amend reporting times, hours and order of play and length of games
  - cancel any event in which insufficient entries are received
  - default players not available to play at the schedule time

Every endeavour will be made to give all players a minimum of 3 matches in each event

## **BASKETBALL RULES**

**Where:** Graham Condon Centre Papanui, Bishopdale YMCA – Friday 29<sup>th</sup> and Saturday 30<sup>th</sup> March

Pioneer Leisure Centre – Sunday 31<sup>st</sup> March and Monday 1 April

**When:** Friday 29th March to Monday 1st April 2012

**Controllers:** Simon Chan / Thomas Yee

**Mobile:** 021 896080

**Email:** chan-clan@xtra.co.nz

The Controllers reserve the right to amend these rules or competition at any time.

**A maximum of two teams only per grade per Branch will be permitted.**

### **Rules**

All games to be played under the current rules as adopted by the International Basketball Federation

(**FIBA 2010**) except as amended below:

#### **Playing Times for Round Robin/Pool games**

- 2 x 22 minute halves, running clock
- 2 minute half-time break
- 2 x 30 second time-outs per team per half
- No time-outs or substitutions during the last 3 minutes of second half
- 24 second shot-clock (if no shot-clock, at Referee's discretion)

#### **Playoff Games/ Unofficial Grade Finals**

- As above
- Last 3 minutes of second half stop-clock
- Time-outs and substitutions allowed in last 3 minutes of second half

#### **Playing Time for Official Grade Finals**

- 2 x 18 minute halves, stop-clock

- 2 minute half-time break
- 2 x 30 second time-outs per team per half

### **Team Foul Penalty**

A penalty of 2 free throws will apply for each foul after 7 team fouls in each half, provided that it was not already a shooting foul or the offending team was not in control of the ball.

### **Tied Games**

Round robin/section games: In all tied games there will be an extra 3 minutes of extra time allowed.

The extra time is treated as a continuation of the second half, thus all fouls committed and timeouts used will apply.

If the game is still tied after extra time, the 10 players on court will advance to a shootout, alternatively shooting one free throw, the team with the most free throws will be the winner. If it is still tied after the shootout, then it will go to a sudden death shootout with the same players shooting in the same order.

### **Duty**

Each team is to provide a referee and a scorekeeper for the game following their own, unless told specifically by a Basketball Official. Failure to do so may result in a default in their prior game.

### **Tiniball (under 8 yrs as at 1 Jan 2013)**

1. 2 x 15 minute halves & 2 minute halftime break
2. Play with size 5 ball
3. Lowered hoops (8.5 ft)
4. 5 players on court
5. No shooting fouls
6. 1 point per foul
7. 3 second rule in keyhole not enforced
8. Back over half rule not enforced
9. 8 seconds violation not enforced
10. 1 x 30 second timeout per half per team, not in the last 3 minutes of the game (2nd half)
11. Substitutions at any time (run on from own half)
12. After a basket is scored, the defending team retires to half way.
13. Man to man marking through use of coloured wrist bands. Defenders must guard their "opposite colour" only, unless in the defensive keyhole, where they can guard any player
14. Players on court cannot swap wrist bands
15. No extra time if game tied
16. In the event of a drawn grade, there will be a count back of points between the teams affected

### **Miniball (8 yrs+ as at 1 Jan 2013 & attending Primary School Year)**

1. 2 x 20 minute halves & 2 minute halftime break
2. Play with size 5 ball
3. Lowered hoops (8.5 ft)
4. 5 players on court
5. No shooting fouls
6. 1 point per foul, after 5 team fouls
7. 3 second rule in keyhole not enforced
8. Back over half rule not enforced
9. 2 x 30 second timeouts per half per team, not in the last 3 minutes of the game (2nd half)
10. Substitution on any dead ball, but none in the last 3 minutes of the game (2nd half)
11. After a basket is scored, the defending team retires to half way
12. No extra time if game tied
13. In the event of a drawn grade, there will be a count back of points between the teams affected

### **Intermediate (attending intermediate and in year 7 & 8 in 2013)**

1. 2 x 20 minute halves & 2 minute halftime break
2. Play with size 6 ball
3. No shooting fouls
4. 1 point per foul, after 5 team fouls
5. 5 players on court
6. Man-to-Man defence only
7. Inbounding: Only one player may contest an inbound, but must be 3 ft away from the inbinder. If the inbounding team is inbounding from the baseline of their offensive hoop then this rule does not apply
8. Back over half rule applies
9. 2 x 30 second timeouts per half per team, not in the last 3 minutes of the game (2nd half)
10. Substitution on any dead ball, but none in the last 3 minutes of the game (2nd half)
11. No extra time if game tied
12. In the event of a drawn game, there will be a count back of points between the teams affected

## **GOLF COMPETITION 2013**

### **Day 1. Pegasus Golf Club,**

**Pegasus Golf and Sports Club**, 20 Mapleham Drive, Pegasus

Saturday 30 March 2013, 11.00 am tee off

### **Day 2. Coringa Golf Club,**

**Coringa Golf Club**, 680 McLeans Island Road, McLeans Island

Sunday 31 March 2013, 10.00 am tee off

**Controller:** Brian Ngan

**Phone:** 03 3425110

**Mob:** 021 1428926

**Email:** b.ngan@xtra.co.nz

**Rules:**

1. Normal rules of golf shall apply subject to the Club's local rules
2. To be eligible for the Golf Trophy, players must have an official handicap. Maximum of 27 for men & 36 for women.
3. 36 hole stableford competition for a team of 4 players over 2 days
  - a. Best 3 stableford scores will count towards the team total score
  - b. The winning team shall be the one with the highest combined stableford points over 36 holes
  - c. In the event of a tie, the scores of the 4<sup>th</sup> player shall be added to the combined scores of the tied teams.

- All players must be current financial members of their local branch of New Zealand Chinese Association
- Prizes for longest drive, closest to the pin, best stableford, best gross
- Social golfers are not required to have an official handicap.
- The Controller reserves the right to amend these rules or competition and change any of the draws at any time.

## INDOOR NETBALL

**Where:** Howzat Indoor Sports Centre  
4 Matipo Street

**When:** Easter Saturday 30<sup>th</sup> March 2013 from 5pm dependent on entries

**Controllers:** Angelina King & Ronald Lee

**Phone:** 021 2660 222

**Email:** angelinak@clear.net.nz

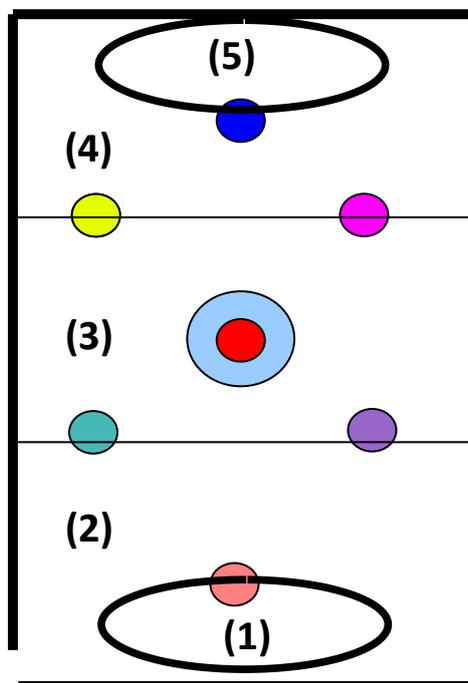


### 7 aside Indoor Netball Rules

Shown below are the positions and court layout as well as a brief description of the game itself.

#### Major Rules

- Each team has 7 players.
- Games are two x 15minute halves.
- There are 7 positions on court...
  - = Goal Shoot (GS) Allowed in areas **1 and 2**
  - = Goal Attack (GA) Allowed in areas **1, 2 and 3**
  - = Wing Attack (WA) Allowed in areas **2 and 3**
  
  - = Wing Defence (WD) Allowed in areas **3 and 4**
  - = Centre © Allowed in areas **2, 3 and 4**
  - = Goal Defence (GD) Allowed in areas **3, 4 and 5**
  - = Goal Keeper (GK) Allowed in areas **4 and 5**
- You may have a maximum of (3) males on court at any time (*penalties occur for extra male players*).
  - You may not have any 2 males in the same goal circle.
- Please see the kiosk for a more detailed description on rules such as.....
  - *Stepping*
  - *Held Ball*
  - *Obstruction*
  - *Contact and (causing contact)*



- *Replay*
- *Net Rules*

- **Stepping**

- The easiest way of avoiding that nasty stepping call is to try and land with two feet at the same time. By doing this, you can then choose which foot to move. If you don't catch the ball in this manner, remembering the foot that hit the ground first is essential. Remember that you can not lift and then reground the foot that hit the ground first after you have caught the ball.

### **Obstruction**

You can only defend with your arms if the person has the ball. Keeping a meter or more away from this person is necessary. Remember to keep your hands down and move back the required distance 3 feet (roughly a meter). If you are pulled for Obstruction you are to close and then must stand beside.

### **Contact**

A rough idea is if someone has the ball you cannot touch them. You may defend but remember the Obstruction Rule!! If a person has the ball and needs to land you must move out of the way. If the umpire is unsure whose contact it is toss will normally be called. If you are pulled for Contact you must stand beside.

### **Held Ball**

This ones easy!! You have 3 seconds to get rid of the ball, if not it's a turnover.

### **Nets**

All nets are in play and can be used to pass. The centre pass must be touched before it hits the net. If you land with your foot on the net you will be deemed out of court and a turnover will occur.

### **Causing Contact**

Unless it's clear contact you've drawn, the umpires have been instructed to call contact against the person trying to cause. The less body contact going on the better as far as we are concerned.

### **Advantage**

The umpires have been instructed to promote the advantage rule as long as there is very little contact in the game. Advantage is a tricky one but to put it simply if a player infringes against you, advantage may be called if the umpire believes it is in your best interests to continue the flow of the game. For a more detailed description of the Advantage rule see the kiosk or your umpire.

### **Male Rule**

Nice and simple – You may not have 2 males inside any of the goal circles. For example you may not have a GS and GA male or a GK and GD male. You may have 3 males in the centre third.

### **Points System**

- Win 4 Points
- Draw 2 Points
- Loss 0 Points

Every 10 goals is a bonus point to competing teams.

When determining the order of teams at the end of all Round-Robin games, the positions will firstly be determined by points, secondly by the number of games won, and finally by goal difference. Goal difference is calculated by dividing the number of goals scored by a team by the number of goals conceded by that team for a percentage result.

## INDOOR FOOTBALL RULES

**Where:** Howzat Indoor Sports Centre  
4 Matipo Street

**When:** Good Friday 29th March 2013 from 5pm – dependent on entries

**Controllers:** Angelina King & Ronald Lee

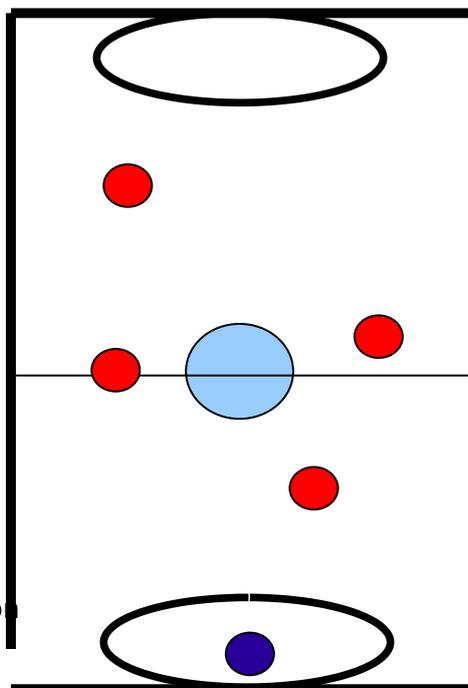
**Phone:** 021 2660 222

**Email:** angelinak@clear.net.nz

5 Aside Indoor Football is a fast paced and intense adaptation of the classic 11 Aside game.

### Major Rules

- Each team has 5 players on court. There must be **2 females** on court at all times excluding the Goalkeeper. Teams may have Substitutes.
  - Games are two x 15minute halves.
  - There are 2 positions on court...
- = Goal Keeper - Allowed in the Goalies "D" only.
- = Roamers - Allowed everywhere except Goalies "D".
- Normal Football rules apply but there are some additions that you should be made aware of before taking the court. Many of these rules have been put in to help with game flow and overall safety. For a complete and more detailed description please obtain a rule sheet from the kiosk. Here are some examples...
- High Foot – You may not lift your leg higher than your waist.
  - Tackle from Behind – You must tackle the ball from in front of your player.
  - Off sides – The goalies D is their area only.
  - Nets – Hands must be kept off the nets whilst tackling and when in control of the ball.



### **Tackle From Behind**

This is an important rule in indoor football, and a rule that causes the most controversy. Any tackle from behind will be called by the referee. A free kick will occur on that spot. A tackle from behind is deemed if a defender has challenged for a ball behind a 180degree plain of the possessor of the ball. Consistent tackling from behind is called "causing". Penalties for causing are explained below.

### **Off Side – Defenders**

If a defending player steps inside the “Goalies D” a penalty shot will occur. If a defending player is pushed inside the “Goalies D” by an attacker, it will be Goalies Ball.

### **Off Side - Attackers**

If an attacking team goes inside the “Goalies D” it will be deemed goalies ball (Even if a goal is scored before the attacker steps inside the “Goalies D”).

### **Off Side – Goal Keepers**

The goalies area is the Blue D. Only the goalie is aloud in this area. If the Goalie touches any part of the ground outside the goal a penalty shot will occur.

### **Nets**

A player in possession with the ball or a player attempting a tackle may not hold onto the nets. In saying this if a defending player bumps a player in possession with the ball the player may rebalance himself and continue without penalty.

### **Ball over Half on the Full**

A goalie may not throw the ball over half way on the full if he/she has touched the ball with his/her hands. If the ball has not touched the goalies hands the goalie may kick the ball on the full as far as they like.

### **Held Ball**

The goalie may hold possession of the ball for a maximum of 5 seconds. If the goalie holds the ball for longer than this, a penalty shot will occur.

### **3 Meter Rule**

In the case of any free kicks – all players (except for the individual who has infringed and must stand beside) must be at least 3 meters away from the penalty spot. If the free kick is within 3 meters of the “goalies D” you may stand on the line of the “goalies D”.

### **Causing**

If deemed by the umpire that you are consistently causing contact with other players – you will be Sin Binned for 2 Minutes, upon your return, if you are Sin Binned again you will be Sin Binned for the remainder of the game. Also see Power play rule.

### **High Leg**

You may not lift your leg higher than your waist when going for a loose ball. (Safety Reasons)

### **Subs**

You may sub when a goal has been scored or it is “goalie’s ball” anytime up till 2minutes left in each half.

### **Infringements**

After infringing you must stand beside. This is for all penalties and free – kicks. When standing beside you must leave enough room for the person taking the free kick and must not touch the ball until someone else has touched it.

## LAWN BOWLS RULES 2013

**Controller:** Penny Pat

**Phone:**

**Mob:**

**Email:**

**Venue:** Morrison Ave Bowling Club

**When:** Friday 29<sup>th</sup> March to Sunday 31<sup>st</sup> March 2013

### Format of play:

**Pairs:** 16 ends or 1 hour 45 minutes

**Triples:** 12 ends or 1 hour 45 minutes

- Winner receives 10 points, Draw – each team receives 5 points. Team receives 1 point for each end won
- Winners determined by wins, draws and ends won. In the event of a tie, the winner will be the team with the highest point's differential.
- Teams can comprise of men, women or mixed players.
- All participants must be current financial members of their local Branch of NZ Chinese Association

### Tentative schedule:

- Day 1 - Pairs                      Friday 29<sup>th</sup> March 2013                      1.00pm                      2 games  
pairs
- Day 2 - Pairs/Triples           Saturday 30<sup>th</sup> March 2013                      9.30am                      2 games  
pairs and 1 game triples
- Day 3 - Triples                      Sunday 31<sup>st</sup> March 2013                      9.30am                      3 games  
triples

Entry fee -                      Pairs:                      \$40 per team

   Triples:                      \$60 per team

- Entry fee includes morning and afternoon teas and lunch on Days 2 and 3
- Entries from individuals will be accepted.
- The Controller reserves the right to vary the conditions of play should they consider the circumstances and the weather warrant such variation

## **OUTDOOR NETBALL RULES**

**Where:** Hagley Netball Courts, Hagley Ave

**When:** Saturday 30<sup>th</sup> March 2013

**Controller:** Jenny Snowden

**Mobile:**

**Email:**

The Controller reserves the right to amend these rules or competition at any time.

Netball shall be played under International Rules of 4 x 10 minute quarters, with a 5 minute interval at  $\frac{1}{2}$  time, and 2 minute intervals at  $\frac{1}{4}$  and  $\frac{3}{4}$  times.

- Team to consist of 7 players – substitution allowed at intervals or due to injury of player
- Players may only play for one team – no interchange of players between teams is allowed
- If a player has an injury, a team-mate or umpire calls time, and the time keeper pauses the timer for 2 minutes – play resumes after this time.
- Following this, any further injuries will incur a 30 second break in play. This is applicable to each team in each quarter, if required
- All players of the team must wear the same uniform
- Netball bibs to be worn – to be provided by your own Branch.
- Each team is to provide their own scorekeeper and the host Branch will provide a time keeper
- Host Branch to provide umpires
- The draw will be based on round robin with no final held. The winner will be determined on the outcome of the most games won.
- In the event of a points draw, results will be determined by goal ratio between the two teams competing for the winning spot.
- Points allocation: 2pts = WIN, 1pt = DRAW, 0 = LOSS.

## **TABLE TENNIS RULES**

**Where:** Riccarton High School

**When:** Saturday 30<sup>th</sup> March 2013

**Controllers:** Alan Choi

**Mobile:**

**Email:**

## **RULES TO FOLLOW**

## **TOUCH RUGBY RULES**

**Where:** Bishopdale Park, Harewood Road

**When:** Friday 29<sup>th</sup> March to Sunday 31<sup>st</sup> March 2013

**Controller:** Jason Pat

**Mobile:**

**Email:**

The Controller reserves the right to amend these rules or competition at any time.

## **RULES OF TOUCH NEW ZEALAND**

### **1. Scoring:**

A touchdown will be awarded when a player places the ball on or over the scoreline prior to being touched. The Dummy Half is not permitted to score touchdowns.

In the Mens grade a touchdown will be worth one point. In the mixed grade a touchdown by a female player will be worth two points, a touchdown by a male player will be worth 1 point.

### **2. Substitution Box**

Teams may interchange players at any time. Players coming onto the field may not do so until the player being replaced has come off. Substitutions must occur at or within the teams substitution box.

### **3. Possession of the Ball**

A change of possession shall occur when:

- The ball goes to ground.
- The Dummy half is touched while in possession.
- The Dummy half places the ball in the touchdown zone.
- The 6th Touch occurs.
- The player in possession steps on or over the boundary of the field of play.
- A tap is performed incorrectly.
- At a change of possession play is restarted with a rollball.

#### **4. Passing**

A player may pass, knock, throw or otherwise deliver the ball to any onside player in the attacking team. Passing forward is NOT permitted.

#### **5. The Tap**

The tap is taken by placing the ball on the ground on the mark, releasing the ball from both hands, tapping the ball with the foot a distance of not more than one metre and retrieving the ball cleanly. Any player from the attacking team may take the tap.

#### **6. The Penalty**

When a player/team is penalized the non offending team shall restart play with a tap. The tap is taken at the mark and the defending team must retire ten metres from the mark until the ball has been tapped.

Play restarts with a tap when the following infringements occur;

- Forward pass
- Touch and pass
- Roll ball performed incorrectly
- Performing a roll ball prior to a touch being made
- Defenders offside at the roll ball (5 metres)
- Defenders offside at the tap (10 metres)
- Deliberately delaying play
- More than six players on the field
- Incorrect substitutions
- Falsely claiming a touch
- Using more than the minimum force to make a touch, and
- Misconduct.

#### **7. Roll ball**

A roll ball means restarting of play. Players must perform the roll ball on the mark while facing their opponent's defending score line and rolling the ball backwards between the legs a distance of not more than one metre. Players must not delay performing the roll ball.

#### **8. The Touch**

Players from both teams are permitted to effect the touch. A touch is contact with any part of the body, ball, clothing or hair. A minimum of force is to be used at all times. The team in possession is entitled to 6 touches.

## **9. Touch & Pass**

A player is not to pass the ball after a touch has been made.

## **10. The Dummy Half**

The dummy half is the person who picks up the ball after a teammate has performed a rollback.

## **11. Offside/Onside:**

After a touch has been made all defending players must retire 5 metres from the mark.

Defenders cannot move forward until the dummy half has touched the ball.

## **12. Sideline**

If a player with the ball touches or crosses the sideline s/he is deemed to be out of play and a change of possession occurs. Play restarts with a rollball 5 metres in from where the player went out. If a touch is made before the player goes out, the touch counts.

## **13. Obstruction**

Players of the attacking team are not to obstruct defending players from attempting to effect a touch. Defending players are not to obstruct/interfere with attacking players supporting the ball carrier.

## **14. The Field of Play**

The field is 70m long (score line to score line) and 50m wide. Substitution boxes measuring 20m in length shall be situated on both sides of the field at halfway. The Touchdown zone is the area beyond the score line.

## **15. Team Composition**

A team may consist of up to 14 players. A maximum of six (6) are allowed on the field at any one time.

A minimum of four players are required for the match to be played.

## **16. The Toss**

The captain winning the toss shall receive possession of the ball and a choice of direction and substitution box for the first half. The Referee will supervise the toss.

## **17. Duration**

The match length will be 30 minutes with no half time. Teams will swap ends with each try scored. Associations may alter the duration of matches to suit requirements.

### **18. Extra Time and Drop Off**

When a match is drawn and a single winner is required, extra time is played and teams drop off players every two minutes until down to 3. The first team to score a Touchdown wins the match.

The "right of reply" system will operate for the team (b) that concedes a try within the first 6 touches of the extra time restart. The team (b) will have the opportunity to score within 6 touches. If it does not do so the team A that scored within the first 6 touches of extra time will be deemed the winner after the six touches have been used or a non penalty infringement occurs. (This is to ensure fairness in extra time, that the team (b) does not lose without even having possession of the ball.)

If team A concede a penalty in those first 6 touches Team B takes the penalty tap and once again tries to score within the first 6 legitimate touches. If they don't score, the game is over with team A deemed the winner.

If B team scores within their first 6 touches in their "right of reply the scores are tied again and the next team to touchdown will be deemed the winner.

The drop off will occur simultaneously with the right of reply system.

### **19. Player Attire**

All team members must be correctly attired in team uniforms. Footwear with moulded soles are permitted. Bare feet, spikes and footwear with screw-in studs are not permitted. Players are not to wear any item of jewellery that might be dangerous.

### **20. The Referee**

The referee is the sole judge on matters of fact and is required to adjudicate on the rules of the game during play. The referee may impose any sanction necessary to control the match.

All officials, players and coaches involved in the match are under the control of the referee.

### **21. Foul Play Will NOT Be Tolerated**

Any foul play (the referee being the sole judge) will result in the offending player being penalised, sent to the sin bin for a period of time, or being sent from the field for the remainder of the match, depending on the severity of the offence.

## **22. Mixed Teams**

A mixed team is made up of a ratio of male/female players. The team is not permitted to field more than three male players or not less than one male player at any time.

## **VOLLEYBALL RULES**

<b>Where:</b>	<b>Cowles Stadium 220 Pages Road Wainoni</b>
<b>When:</b>	Saturday 30 <sup>th</sup> March 2013 to Monday 1 <sup>st</sup> April 2013
<b>Controllers:</b>	Adrienne Kilduff
<b>Mobile:</b>	021-2568989
<b>Email:</b>	adrienne.kilduff@tairadio.com

The Official Volleyball Rules (2013-2016) adopted by the Federation Internationale de Volleyball and effective as from 1 January 2013<sup>1</sup>, will apply with the modifications listed below:

### **1. Qualifying Matches, Semi-finals, Finals**

- 1.1. Qualifying matches will run for a duration of 50 minutes or BEST OF THREE sets, whichever occurs first. All further sets played will not count;
- 1.2. Semifinals will be determined by BEST OF THREE sets with no time limit.
- 1.3. Finals will be determined by BEST OF FIVE sets with no time limit;
- 1.4. Should a deciding set be required, it will be won by the first team to reach 15 points (a minimum lead of 2 points is NOT required). In this deciding set, the competing teams will swap ends the first time one of the teams scored 8;
- 1.5. In all games, a set will be won by the first team to reach 25 points (i.e. a minimum lead of 2 points is NOT required). The exception is for the deciding fifth set, in which case rule 1.4 applies;
- 1.6. In qualification matches, a set in progress (including the deciding set) will be awarded to the leading team, provided at least 13 points have been reached and the leading team has at least a minimum two point advantage.

### **2. Tournament Points**

- 2.1. In relation to qualifying matches, a win is worth 4 points, a draw is worth 2 points, a loss where the losing team wins a set is worth 1 point, and a loss where the losing team does not win a set is worth 0 point.
- 2.2. In the event that two or more teams have equal tournament points after all qualifying games have been played, the following countback system will be used to determine the order of those teams:
  - The match result between the teams involved, but if that is still equal then

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<sup>1</sup> [http://www.fivb.org/EN/Refereeing-Rules/RulesOfTheGame\\_VB.asp](http://www.fivb.org/EN/Refereeing-Rules/RulesOfTheGame_VB.asp)

- The points differential in the match between the teams involved, but if that is still equal then the sets differential for the tournament games played by the teams involved, but if that is still equal then
  - The points differential for the tournament games played by the teams involved.
- 2.3. Failure to provide tournament officials (i.e. at least one 1<sup>st</sup> referee, one 2<sup>nd</sup> referee, one scorer and two linespersons) will result in a deduction of 3 tournament points;

### 3. Preliminaries

- 3.1. In qualification matches, there will be 4 minutes shared net time prior to start of each game. In semi-final and final matches, there will 4 minutes net time per team, taken in turn.
- 3.2. The captain of each team will render all assistance to ensure that matches run on time, for example by providing the 2nd referee with the team's rotation at each set and ensuring their team members are ready for the match.
- 3.3. A maximum of 14 players may be listed. Players not listed on the team player list may not play for that team. Players may not play for more than one team in the same division.
- 3.4. For clarification, the FIVB rules state that the ball is "out" if it touches the ceiling.

### 4. Team Line-up

- 4.1. There must be a minimum of 5 players per team on the court (assume three front court players).
- 4.2. For mixed games, there must be a minimum of 2 women per team on the court.
- 4.3. See Section 7 for rules around substitution and liberos.
- 4.4. Any behaviour towards officials, opponents, team-mates or spectators which is aggressive or threatening can (and should) be sanctioned with disqualification. This means that the team member must leave the playing area for the rest of the match (there are no other consequences). Remember if this occurs the disqualified player must be replaced by a legal substitution.

### 5. Game Interruptions

- 5.1. Only the team captain may approach the referees at any time during the game, and ONLY to clarify the decision made by the referee. **The referees' decisions are final and cannot be disputed<sup>2</sup>.**
- 5.2. For qualifying matches, each team is allowed ONE time-out per set (including the deciding set), which lasts for 30 seconds.

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<sup>2</sup> Team captains have the option to lodge all complaints to the Tournament Controller at the end of the match

- 5.3. In semifinal and final matches, each team is allowed TWO time-out per set (including in the deciding set), which lasts for 30 seconds.
- 5.4. For all qualification matches a time-out may not be requested within the last five minutes of the allocated time for the match.

## 6. Match Officials

- 6.1. Teams are required to supply match officials as indicated by the Tournament Controller.
- 6.2. For qualifying matches, teams on duty will be required to supply two referees, a scorer and two linespersons.
- 6.3. For semifinal and final matches, teams on duty will be required to also supply an additional assistant scorer and two linespersons.
- 6.4. Failure to provide match officials will result in tournament point deductions as in section 2.3.
- 6.5. Please make sure referees are familiar with the official FIVB rules, with the modification included in this document.
- 6.6. The Controller reserves the right to change any of the draws and tournament rules at any time.

## 7. Substitutions

- 7.1. Each team is entitled to 12 substitutions per set. Each player is allowed unlimited entries within the team limit.
- 7.2. Each substitution done by the team counts towards this 12 substitution per set limit (that is, the limit is on the number of substitutions for the whole team, and not for each player or position).
- 7.3. If the team requests a 13th substitution, the team is assessed an improper request, and the substitution is denied.
- 7.4. Any number of players may enter the set in each position of the service order.  
**Players re-entering the set must assume the original position in the serving order in relation to other teammates.**
- 7.5. The request for a substitute prior to the start of a set is permitted.
- 7.6. After the set begins, substitution requests may be made by either a coach positioned in the bench or warm-up area or the playing captain.
- 7.7. Substitution requests can be made verbally or by using the appropriate hand signal.
- 7.8. If an incoming substitute enters the substitution zone, the action is considered to be a substitution request by a coach. No further action by a coach or captain is required;
- 7.9. **Liberos are fixed for each set.** At the start of each set, each team is allowed to nominate one or more liberos. They can be different from the liberos used in the previous set. Liberos are optional and teams may choose not to use any.

## **ADDITIONAL NOTES**

### **1. Playing the Ball (FIVB rules 9.2)**

9.2.4. It is a fault, during the reception of service, to make a double contact or catch using an overhand finger action.

### **2. Screening (FIVB rules 12.5)**

12.5.1. The players of the serving team must not prevent their opponent, through individual or collective screening, from seeing the server and the flight path of the ball.

### **3. Contact with the Net (FIVB rules 11.3.1)**

3.1. Contact with the net by a player is not a fault unless it interferes with play.

3.2. Rule 11.4.4 explains how a player “interferes” with play:

- 3.2.1. Touching the top band of the net or the top 80cm of the antenna during his/her action of playing the ball, or
- 3.2.2. Taking support from the net simultaneously with playing the ball, or
- 3.2.3. Creating an advantage over the opponent, or
- 3.2.4. Making actions which hinder an opponent’s legitimate attempt to play the ball.

The removal of the phrase “in the action of playing the ball’ from the net fault rule has allowed a major evolution in the game designed to keep the ball flying.

Blockers hitting the net on the way up to block, or spikers touching the net below the top band (tape) after the hit would no longer be committing a fault. Neither would setters contacting the mesh of the net as they played the ball.

But hitting/touching the top band (tape) of the net or taking support from the net would be classed as interfering with play – hence these actions would still be whistled as net faults.

### **4. Penetration under the Net (FIVB rules 11.2.2.2)**

The penetration rule regarding the feet has not changed (it is forbidden for the foot/feet to completely cross the centre line into the opponents court). However, the rules regarding the hand and any other part of the body has. Now a player may touch an opponent’s court with their hand/knee/elbow/head/etc, but in doing so the player cannot interfere with the opponent, if they do, it is a fault!

### **1. The Second Referee (FIVB rules 24.3.2.4)**

The second referee now also has the ability to decide, whistle and signal:

- Any attack hit faults by the back row players or the libero;
- Any completed block by back row players;
- Any attempted block by the libero.

It is important to reiterate that the FIVB refereeing guidelines states that during plays at the net, the first referee's role is to observe play by the attacking team and the second referee play by the defending (blocking) team.