

## SCISSA PRIMARY – VOLLEYBALL – BY LAWS Updated 27 August 2007

Schools and colleges are required to enter four teams in both girls and boys Competition (eight teams in total). All players must ensure that they have suitable sun protection, hats and labelled water bottles if they are playing outdoors.

A 4/5 boys A team    A 4/5 boys B team

A 4/5 girls A team    A 4/5 girls B team

A 6/7 boys A team    A 6/7 boys B team

A 6/7 girls A team    A 6/7 girls B team

This competition will operate on a home and away basis with the first college/school being mentioned on the draw providing courts for the boys teams and the second college/school mentioned on the draw providing courts for the girls teams.

Two full sized courts must be provided by each college/school at the same venue. Yr 6/7 teams will play on full sized courts, Yr 4/5 teams will play on reduced sized courts (see rules). One teacher to be provided per 2 teams but preferably a parent/teacher per team is recommended for scoring/umpiring and supervision purposes.

It is the responsibility of the providing college/school to organise appropriate match balls and scoring cards for each game being held.

Yr 6/7 match ball – full sized blue and white soft touch molten or equivalent

Yr 4/5 match ball – full sized blue and white soft touch molten or equivalent

It is recommended that both teams be ready to begin play at 12.30pm. Players must warm up by stretching, running and practising skills; recommended time for this is 5 minutes.

Both teachers must agree a departure time before the start of all matches. i.e. at 12.30pm – leave time 2.30pm.

Suggested start time for each game. If not appropriate, split time evenly.

<b>START TIME</b>	<b>COURT 1</b>	<b>COURT 2</b>
12.30pm	Yr 4/5 A	Yr 6/7 A
1.30pm	Yr 4/5 B	Yr 6/7 B

**court rotation net**

4	3	2
5	6	1

service line

**YEAR 6/7 VOLLEYBALL RULES**

**To start the game**

- Toss of coin to see who has the choice of serve or end
- Referee to be in control of game.
- 6 players to be on the court at any one time.
- Teams are allowed one 30 second time-out per set, but no time outs may be taken in the last five minutes of the game.

**Skill level of players**

- Players should be able to adequately perform or working towards being able to demonstrate the three basic skills of digging, setting and serving with the molten soft touch volleyball.

**Time allocation**

- One hour per game – 2 games to be held on each court.  
It is recommended that A teams play from 1.30pm – 2.30pm.

**Court size**

- Full size volleyball court but reduced length (18m by 7m) Lowered net. Net height to be approximately 1.80 cm in height.

**Scoring**

- There will be 3 sets per game if time permits.
- Point per rally system, this means that regardless of who serves, the team that wins the rally, wins 1 point for their team and the right to serve.
- The first 2 sets won by any one team will be game over to that team. eg 2-0 game over.
- The third set shall be played if the set score is 1 – 1 to decide a winner.
- Teams are to swap ends after each set and at 8 points in the third set if played.
- The first 2 sets will finish at 25 points (no 2 point win rule)
- The third set will finish at 15 points, time permitting.
- If time runs out, the third set will only be counted if one team is on or above 8 points, otherwise it will be deemed a draw.

## **Yr 6/7 rules cont....**

### **Rotation on court**

- Players are to rotate in service order every time they win the service back off the other team. **See diagram of court.**
- Players may rotate off the court in order of rotation or they may sub on and off for the same person in any given set. A player is not permitted to be substituted on and off for more than one person in each set.
- Teams will rotate after three successive successful serves by a single player, with a rotational substitution permitted on these enforced rotations (eg. a player on bench may come on).

### **The ball/the net**

- The match ball is to be a soft touch full sized molten volleyball or equivalent.
- The ball may not contact **(modified rule)** the net on the service, but may do so on all other occasions during a rally.
- The ball must cross the net inside the side lines of the court.
- If the ball hits a permanent fixture, such as a light, wall or roof, then the point will be awarded to the other team.
- If another ball rolls onto the court during play, the point shall be replayed.
- Players can not touch the net or go under the net.

### **Serving/hitting**

- The server must serve the ball over the net on the referees whistle. They may step in 1.5m from the back line if they are having trouble getting ball over the net BUT this must be discussed BEFORE game begins.
- The server may serve 3 times continuously if the point is not lost then the team must rotate in service order or rotate a member from the bench onto serve.
- Players are allowed up to 3 hits per team. The ball is not to be caught at **ANY** time during the game, it must be hit at all times.