

BVC BYLAWS - SEASON 19, 2016

PART 1 - GENERAL

1 Commencement

- 1.1 These bylaws are effective as of 1st July 2016 and override all previous bylaws

2 Overriding Rulebook

- 2.1 All BVC social leagues will be refereed in accordance with the "Official Volleyball Rules 2015-2016"
http://www.fivb.org/EN/Refereeing-Rules/RulesOfTheGame_VB.asp
- 2.2 Particular rules will be discussed in these bylaws (see Part 6 - Rule Particulars)

3 Spirit of the Competition

- 3.1 All players are required to play honestly at all times, and assist the referee with making difficult decisions
This may include, but is not limited to:
Calling 'In' and 'Out'
Admitting to touching the ball when blocking
Touching the net

PART 2 - REGISTRATION

4 Volleyball Queensland

- 4.1 All social league players must be registered with Volleyball Queensland prior to taking the court in any BVC social league
- 4.2 Players must be registered (at a minimum) as a recreational member of Volleyball Queensland
- 4.3 A player who is not registered with VQ is unable to participate in social league games until they are registered and the league manager has approved them taking the court
- 4.4 The only exception to rule 4.1 is where a player is playing a "one-off" game for a team

PART 3 - COSTS, PAYMENTS, FILL IN PLAYERS, OVERDUE FEES, FORFEITS

5 Financials

- 5.1 The team is responsible for all team payments. This includes scenarios where a fill in has been used from another team.
- 5.2 The remaining funds in the bond are refundable at the completion of the season
- 5.3 Overdue fees must be paid as soon as practicable by teams
- 5.4 Teams who fail to pay overdue fees before the completion may be excluded from the season and/or subsequent seasons
- 5.5 Teams who forfeit games under 24 hours out from the game will incur the regular team fee

PART 4 - PLAYERS AND TEAMS

6 Eligibility

- 6.1 Players in division 1 teams cannot play for other teams in division 1 unless consented to by the other team
Teams should look for players outside the competition or from lower divisions to make up numbers as required
- 6.2 Players must not fill in for a team in a lower division than the team which they are registered in unless consented to by the other team
- 6.3 To play in any finals match, players must have played at least 3 games during the regular season rounds with the same team. Regular rounds do not include grading matches or byes

7 Uniforms

- 7.1 Uniforms are encouraged but are not mandatory

PART 5 - POINT SYSTEMS, LADDERS, DRAWS, MVP

8 Point System

- 8.1 Teams will receive the following points during competition
- | | |
|------------|----------|
| 3 - 0 Win | 5 points |
| 2 - 1 Win | 3 points |
| 2 - 1 Loss | 2 points |
| 3 - 0 Loss | 1 point |
| Forfeit | 0 points |
| Bye | 4 points |

9 Ladders

- 9.1 The order of the ladders are sorted in the following order (from most significant)
Points accrued
Set Ratio
Point Ratio

10 Draws

- 10.1 League managers will endeavour to create draws which, as far as practicable, have teams playing each other an equal number of times throughout the season

11 Most Valuable Player

- 11.1 Referees will vote for an MVP after each game and the MVP will be awarded during Grand Final rounds
- 11.2 A player cannot be named MVP of a season if that same player was MVP of the previous season

PART 6 - RULE PARTICULARS

12 Double Touches

- 12.1 Contact with the ball during an overhead shot (set) must be taken cleanly by players in one fluent motion
- 12.2 Each division will be refereed at slightly different strictness levels regarding double touches, at the discretion of the referee

13 Serving

- 13.1 A single play may serve a maximum of 5 points consecutively before the team must take a forced rotation. The team retains the serve, but the team must rotate to a new server

14 Net Heights

- 14.1 Division 1 the net height will be set at 243cm
- 14.2 Division 2 the net height will be set at 235cm
- 14.3 Division 3 the net height will be set at 235cm

15 Referee Challenges

- 15.1 The team captain of a team is the only individual who may query a call from a referee during a match
- 15.2 Unsportmanlike conduct will not be tolerated from any player during a social league game. The referee has the discretion to give the offending player a yellow or red card, or remove the player from the game

16 Rotation

- 16.1 Teams may use whatever rotation they choose
- 16.2 Referees cannot be responsible for keeping track of a teams rotation. The team must be diligent in staying in rotation at all times and using the correct server at each rotation

PART 7 - FINALS

17 Finals Eligibility and Structure

- 17.1 All teams will play in both finals weeks unless a bye has been scheduled
- 17.2 Players must have played at least 3 games with a team to qualify for finals
- 17.3 There will be one semi final round and one grand final round

18 Finals Format

- 18.1 Finals format will be as follows:
 - 1st place after all regular season rounds will advance straight to the gold medal match
 - 2nd place and 3rd place after all regular season rounds will playoff for a place in the gold medal match, and the loser will take 1 spot in the bronze medal match during grand final week
 - 4th place and 5th place after all regular season rounds will playoff for a place in the bronze medal match, and the loser will take 1 spot in the 5th vs 6th match during grand final week
 - Any teams lower than 5th place will follow the same format as above