

# BVC BYLAWS - Social Leagues 2021

## PART 1 - GENERAL

### 1. Commencement

- 1.1 These bylaws are effective as of 1st September 2021 and override all previous bylaws.

### 2. Overriding Rulebook

- 2.1 All BVC Social Leagues will be refereed in accordance with the "Official Volleyball Rules 2017-2020".  
[http://www.fivb.org/en/refereeing-rules/documents/FIVB-Volleyball\\_Rules\\_2017-2020-EN-v06.pdf](http://www.fivb.org/en/refereeing-rules/documents/FIVB-Volleyball_Rules_2017-2020-EN-v06.pdf)
- 2.2 Exceptions to the official rules will be discussed in Part 6 - Rule Particulars of these bylaws.

### 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" or "Out" if the Referee's view has been impeded.
  - Admitting to last touching the ball during the block before the ball lands out.
  - Admitting to touching the net while playing the ball.

## PART 2 - REGISTRATION

### 4. Volleyball Queensland

- 4.1 All players must be registered (at a minimum) as a recreational member with VQ prior to taking the court.
- 4.2 A player who is not registered with VQ is unable to participate in Social League games until they are registered and the Program Manager has approved them to take the court.
- 4.3 The only exception to rule 4.1 is when a player is filling in for a team on a "once-off" basis.

## PART 3 - COSTS, PAYMENTS, OVERDUE FEES, FORFEITS

### 5. Financials

- 5.1 The team is responsible for all team payments, including scenarios where a fill-in player has been used.
- 5.2 The remaining balance of the bond will be refunded at the completion of the season or transferred to the following season at the request of the team captain.
- 5.3 Game fees must be paid as soon as possible, preferably within 24 hours of the game.
- 5.4 Teams who fail to pay overdue fees in a timely manner may be excluded from the draw and/or subsequent seasons.
- 5.5 Teams who forfeit games within 24 hours of the game will incur the regular game fee.  
Teams that forfeit within 24-48 hours will incur a 50% game fee charge.

## PART 4 - PLAYERS AND TEAMS

### 6. Eligibility

- 6.1 Players in one division cannot play for another team in the same division. Teams should look for players outside the competition or from lower divisions to make up numbers as required.
- 6.2 It is preferable that players don't fill-in for a team in a lower division than the team they are registered in, unless consented to by the opposing team or the League Manager.
- 6.3 A team can play with less than 6 players. Extra time is allowed for players to arrive after the start time.  
A forfeit will be recorded if no players from that team are present at the end of the game.
- 6.4 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.
- 6.5 In the Finals series, fill-in players will need to be approved by the opponent's Captain.

### 7. Uniforms

- 7.1 Uniforms are encouraged but are not mandatory.

## PART 5 - POINTS SYSTEMS, LADDERS, DRAWS, MVP

### 8. Points System

- 8.1 Teams will receive the following points during competition.

3 - 0 Win	5 points
2 - 1 Win	4 points
2 - 1 Loss	2 points
3 - 0 Loss	1 point
Forfeit	0 points
Bye	4 points
- 8.2 Sets are played to 25 points with a 2 point advantage and within the time allocated.  
The final set is played until the end of time and can be won with a 1 point advantage.
- 8.3 If the score is tied at the end of time (ie. 1 set each and 10 points each), three more rallies will be played after time to achieve a result. The game can be won with a 1 point advantage.

## 9. Ladders

- 9.1 The order of the ladders are sorted in the following order (from most significant).
- Competition points accrued
  - Sets ratio
  - Points 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.
- 10.2 League Managers will endeavour to publish the draw with one week's notice.
- 10.3 Requests for particular game times or an extra bye will be taken before the draw is published.  
Requests after the draw has been published may not be accepted.

## 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 can be named MVP of a season even if they were MVP of the previous season.  
If there is a tie for MVP, the award will go to a player who hasn't received it before.

## PART 6 - RULE PARTICULARS

### 12. Double Touches

- 12.1 Each division will be refereed at slightly different strictness levels regarding double touches, at the discretion of the Referee.
- 12.2 The Referees have the expectation to LET THE BALL FLY, rather than calling "slight" faults, eg. double touches

### 13. Serving

- 13.1 A single player 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 Div 3 & below the net height will be set at 235cm

### 15. Referee Challenges

- 15.1 The team captain of the team is the only individual who may query a call from a Referee during a match.
- 15.2 Unsportsmanlike 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.  
Refer to Chapter 7 Participants' Conduct, Section 20 Requirements of Conduct.

### 16. Rotation

- 16.1 Teams may use whatever rotation they choose.
- 16.2 Referees cannot be responsible for keeping track of a team's 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 In the Finals series, fill-in players will need to be approved by the opponent's Captain.
- 17.4 If a player has played less than 3 games for their regular team, they will need approval from the opponent's captain to play in Finals matches.
- 17.5 Every effort will be made to have one Semi Final round and one Grand Final round. Reduced availability of venues, lockdowns or public holidays may impact the scheduling of the season.

### 18. Finals Format

- 18.1 Finals will be as follows:
- 1st place after all regular rounds will advance straight to the Gold medal match.
  - 2nd place and 3rd place after regular rounds will play off for a place in the Gold medal match, and the loser will take one spot in the Bronze medal match during Grand Final week.
  - 4th place and 5th place after regular rounds will play off for a place in the Bronze medal match, and the loser will take one spot in the 5th v 6th playoff during Grand Final week.
  - Any teams lower than 5th place will follow the same format as above with the majority of teams scheduled to play during Grand Final week.