

Bendigo Volleyball Association Inc.
Dragon City Tournament Conditions 2011 (20/10/11.)

1. Only players registered with Volleyball Victoria Inc or an equivalent State body may compete in this tournament.
2. All rounds will be played to a 60 minute time limit, with a 10 minute change over between matches. No time-outs or substitutions will be permitted during the last 2 minutes of any time limit match. A single Ding Dong (Avon calling) indicates the start of the last 2 minutes.
Please be advised that any clocks on display throughout the Stadium, are NOT in synchronism with the Association's automatic Timer and give only a general indication of the time.
3. Premiership points will be allocated on the basis of Win - 3, Draw - 2, Loss - 1, and Forfeit - 0.
The finishing order of ALL teams in every Division will be determined firstly, by premiership points, secondly, set percentage and finally point percentage.
The Grand Final for MD1 will be played between the 1st placed team and the winner of the Preliminary Final.
The Grand Finals for WD1, WD2, WD3 & MD3 will be played between the teams finishing in 1st and 2nd position.
For MD2, after the matches for Pools A & B are completed, all teams will be redrawn into Pools C & D from their ladder positions of Pools A & B.
Similarly after Pool matches C & D are completed, all teams will be redrawn into Pools E & F from their ladder positions of the Pools C & D.
Pool E teams will play Xovers to determine the Grand Finalists (the winning teams from each Xover). Pool F will play Xovers to determine positions 5th to 8th, with no Final.
Note that ALL points scored, percentages and premiership points will be carried forward through each of the Pools.
4. An unfinished set will not be included as part of the final set score, unless one of the teams has reached 15 points and holds a 2 point advantage. (or 8 points with a 2 point advantage in the fifth set.) All points in an unfinished set will count towards point %.
5. The start and finish of each match, will be indicated by a continuous gong. A match is completed at the START of the continuous gong that signifies the end of the match.
If a ball is in play when the gong commences, the point will not be recorded as part of any team's score.
The 2 minute zone will be indicated by the sound of a single ding dong. (Avon calling). (No time out or subs). Referees should be aware of these signals.
6. Australian 12 sub score sheets will be used in all matches. Scorers are expected to be familiar with them before they commence their duties.
7. Duty Teams are required to supply a 1st Referee, a 2nd Referee, 2 linespersons and at least one scorer. A scoreboard operator is encouraged but optional. All Duty members must be in position, on the appointed court, at the scheduled starting time of the match. Any absence will incur a \$5 bond deduction for each Duty person missing. Should any member of the Duty team be 5 mins late, or be absent from the game for 5mins or more, then 3 premiership points will also be deducted from the Duty team.
Teams will be advised by the Committee at the conclusion of the match, of any penalties imposed
For Finals, Duty teams will be supplied by Local teams or the 3rd placed team of a particular Division. If a 3rd placed team is required for Duty in a Final they will receive a compensatory payment of \$100.
8. Teams must present at least six players for each match. If a team forfeits a match (other than through injury), their bond will be retained by the BVA Inc and a \$100 fine will be imposed on the team. If an injury occurs, during a round match only, reducing a team to five members, the team will be permitted to play without further penalty. Teams playing with five players must play with a "blank " in the empty position, maintaining other rotational positions. Should a team be reduced to less than five players, the match, or remainder thereof, will be forfeited, but any points gained during the unfinished match will be retained for the purpose of calculating percentages. If an injury occurs during any Finals match, reducing a team to five players, the Final will be forfeited after the completion of injury time, if the player/s cannot continue.
9. A player must be available to take the court in at least 60% of available matches to be eligible for finals.
10. All members of the team must be uniformly attired, including shirts, shorts and socks. Faded shirts and/or shorts, if in the opinion of the Tournament manager, are significantly different, will be penalised. Penalty for out of uniform will be \$5 per team member per match. This will be strictly enforced.
11. All players will play at their own risk and the Bendigo Volleyball Association Inc. will not be held responsible for any medical and/or associated costs incurred.
12. The interpretation and decision of the Bendigo Volleyball Association Inc. Committee will be final on all matters covered in these rules.
13. Duty teams must collect match balls before the start of each game and return, along with the score sheet to the Tournament office (grandstand Crt 1) at the completion of each game. The penalty for failure to comply with this will result in a \$5 bond deduction.
14. Any disputes or protests that arise during a match shall be referred to the Tournament Manager for immediate resolution. A tribunal will be available for empanelment if required.
15. Substitutions
 - 12 sub rule.
 - A Libero player may be changed each set provided their number is the same as listed on the scoresheet and must also be listed on the rotation slip at the start of each set.
 - The latest Libero rules will apply.
16. Blood Rule - anyone who is bleeding, or has blood on their clothing, must be immediately substituted and the blood removed - cuts, etc shall be completely covered, clothing cleaned or changed. Blood on the floor, the ball, or any other equipment, must be cleaned up using the blood kit available from the Tournament Control room, before play resumes.
17. The Bendigo Volleyball Association Inc. have Codes of Conduct in place for all Players, Officials, Spectators, Coaches, etc.
Participants and visitors to the Tournament are required to abide by these Codes of Conduct, any breach during the Tournament will be dealt with by the Organising Committee.
18. The Stadium has a heat policy, which will be implemented and teams advised, when the temperature rises above 32 degrees C.
Teams will be required to take technical time-outs during each set, for re-hydration, after a score reaches 8pts, and again when a score reaches 16pts.
The usual time outs for teams during a set are also available.

