



VOLLEYBALL NEW ZEALAND
POIREWA AOTEAROA

2024 New Zealand Secondary Schools Volleyball Championships Regulations



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1. TOURNAMENT DATES AND LOCATION

- 1.1. The 2024 NZSSVC will take place from Monday 18 March – Friday 22 March
- 1.2. The event location will be CET Arena, Palmerston North and Massey Teaching Gym
- 1.3. VNZ has the right to change locations during the event if it deems it is in the best interest of the tournament

2. FINANCE

- 2.1. Entry is subject to the payment of the communicated tournament entry fee —including VNZ Membership fees.
- 2.2. A Tournament Bond will not be asked from schools upon registration, but schools will be penalised if obligations are not met. Some penalty fees may be asked to be paid during the tournament or schools will be invoiced. Penalty fees can range from \$50-\$100.
- 2.3. These obligations are:
 - Paying the registration fee on or before the due date;
 - Providing all the eligibility documents for additional/ change player, additional/change coach, additional/ change manager, signed by the principal before the first day of the tournament or during the preliminary inquiry (team sign-off);
 - Having Team Coach and/or Manager attend the General Technical Meeting;
 - Returning all trophies and shields already engraved and in top condition;
 - Playing all matches as scheduled;
 - Arriving for duty no less than 20 minutes before the start of the match and beginning the competing teams protocol before the scheduled start time of the match
 - Performing all duties scheduled or as directed by event staff;
 - Providing a 1st Referee of at least Local Qualification level and providing at least five other appropriate duty personnel (2nd Referee, scorer, assistant scorer, and two line judges);
— Both referees must have their own whistles
 - During duty an adult must be in an active role (either as the 1st referee, 2nd referee, or at scorebench completing scoresheet or flipping score), **wearing either a fluorescent vest supplied by the school or a VNZ Referee top at all times** during duty;
 - Ensuring that their duty scoresheets are fully completed (i.e. totals in the result sections; signatures of the referees, coaches, and captains; etc.); and
 - Meeting all the requirements under Tournament Regulations.
- 2.4. If a team enters then withdraws from the Event, the refund policy is: No Refund 2 weeks before the tournament.
- 2.5. Entries to the Event are confirmed on receipt of the School Entry Form signed by the Principal, payment and completed on-line Team List signed by the Principal.

3. PLAYER AND TEAM ELIGIBILITY

- 3.1. All players must be under 19 years of age as of January 1 of the year of competition.
- 3.2. Teams may include a maximum of 12 players

- 3.3. All players must be a “full-time” (80%) student enrolled at the school the player is competing for and be a registered member of Volleyball New Zealand Incorporated.
- 3.4. Comply with the eligibility criteria as set down by the School Sport New Zealand and adopted by Volleyball New Zealand:
 - A quota of three (3) new-to-school and non-domestic students will apply
 - The period for which a student is new-to-school is two years prior to the first day of the Event
 - An exemption from the quota is available for new-to-school students who can provide evidence that their primary caregiver has relocated and that they could not reasonably be expected to have remained at their previous school
 - Contact School Sport NZ if you have questions about eligibility
 - The birthdates of players competing in the Event and in all qualifying matches must be declared on the official Team List/s. This form must be signed by the Principal of the school, acknowledging that all team members meet the eligibility requirements
 - A maximum of two (2) Junior players (Year 9 and 10) are allowed in the roster and may both take court at the same time
- 3.5. Changes to team list(s) (players and officials) made after the school principal has signed off the list submitted online will be accepted only on school letterhead signed by the principal (as per SSNZ regulations)
- 3.6. For player dispensation queries, please contact Rosie Bignell (rosie@volleyballnz.org.nz) and send the dispensation form. Further instructions will be provided. The decision will be made by the tournament officials with the guidance of School Sport NZ.
- 3.7. If an ineligible player is discovered to have played in a match, the team will forfeit that match (recorded as a 25-0, 25-0, 25-0 loss).
- 3.8. If discovered during a match, the team will forfeit all points in all sets where the ineligible player has entered the court. Play will continue with the revised score.
- 3.9. The event will follow VNZ’s transgender policy

4. SEEDING

- 4.1. New Zealand is divided into Associations within which qualifying competitions are run to determine regional seedings for the Event.
- 4.2. All qualifying competitions must be completed **at least 9 days** prior to the start of the Event

5. COMPETITION STRUCTURE

- 5.1. Entries will be sorted into various grades based on seedings into a competition structure which provides an initial pool phase and subsequent playoff phase(s) based on final number of teams competing
- 5.2. There will be automatic promotion/relegation of the regional position between grades for the following year based on the finishing places of the bottom three/top three New Zealand placed teams in each grade (please note this is subject to change pending VNZ Competition Calendar and Pathway review outcomes for 2025 event and beyond).
- 5.3. Seedings within each grade will be based on the previous three years’ results of a region. This will be calculated as follows:
 - 60% weighting for the results from the previous year;

- 30% weighting for the results two years previous; and
 - 10% weighting for the results three years previous.
- 5.4. For the first round, pools will be arranged to ensure that, where possible, there will be an even distribution of teams from each region.
- Teams can be moved up or down by 2 seed spots to help balance regions in a pool
- 5.5. Regions are not guaranteed a Top-32 seeding.
- 5.6. Decisions on composition of grades, seedings, set and draw format and structure are final and at the sole discretion of Volleyball NZ.
- 5.7. Where possible, matches will be best of five sets (first four sets to 25 and the final set to 15) with a two-point advantage in all sets but this remains subject to change in all grades as required.
- For 2024 Div I & II are best of 5 sets, Divs III+ are best of 3 sets (25, 25, 15)
- 5.8. Volleyball New Zealand can request applications for a Wildcard seeding position into the top 32 of the boys and girls' events for those regions without a seeding in the top 32. Any wildcard process, and the outcomes of it, are at the sole discretion of Volleyball NZ.

6. INTERNATIONAL TEAMS

- 6.1. A maximum of two international teams may be entered in the Top 32 in both girls and boys division at the sole discretion of Volleyball New Zealand.
- 6.2. Australian school teams must be ranked in the Top 10 of Honours Division (AVSC) to be accepted into Top 32 Grade.
- 6.3. Seedings will be determined by VNZ with the top-ranked team allocated a seed between 9-12 and the second team allocated a seed between 21-24.
- 6.4. The New Zealand teams ranked 28 and or 29 may be relegated to positions 33 and/or 34 subject to International entries.

7. MATCH SCHEDULE

- 7.1. The first match in the day may commence as early as 8.00am.
- 7.2. All matches will start at the scheduled time, or earlier by agreement between Tournament officials, Team Captains and the Duty team.
- 7.3. Competing teams must be present at the allocated court at least 30 minutes prior to the scheduled time of their match. If a team is not present, the protocol begins as usual, with the opposing captain gaining choice of serve, receive, or side.
- 7.4. For matches running behind time, pre-match protocol (see APPENDIX A - PRE-MATCH PROTOCOL) begins as soon as the teams from the preceding match have shaken hands and cleared the court. Please clear the court quickly after completing your match.
- 7.5. Coaches and/or Managers are responsible for confirming scheduled matches and any changes to the draw.

8. DEFAULTS

- 8.1. Any team which is not ready to take the court (six players) at the scheduled start time of the match, or 10 minutes after the completion of the previous match (if behind schedule), will lose the first set by default (25-0).
- 8.2. If a team has not arrived for a scheduled match, it is the Duty Team's responsibility to inform a Court Controller as soon as possible who will contact tournament management.
- 8.3. If after 10 minutes from the commencement of the match, the team has still not arrived, the match is forfeited.
- 8.4. A team may be declared in default only by a member of the tournament management.
- 8.5. A team that defaults a match without adequate reason may be subject to further disciplinary action as decided by tournament management.

9. OFFICIAL PLAYING AREA

- 9.1. The official playing is defined as the court and the immediate area beside the court including the score bench and the team benches.
- 9.2. Only players and team officials (as printed on the scoresheet) are permitted in the playing areas during allocated match times.
- 9.3. Additions to the team list (players and/or officials) must be signed off by tournament management prior to the match commencing.
- 9.4. Up to 5 adults can sit in the team bench (Coach, Asst. Coach, Team Manager or Medic, etc). They must be included in the team list.
- 9.5. Once the ball leaves the free zone and crosses into the playing space above a neighbouring court, the ball is "OUT".
- 9.6. Dividing curtains are considered walls and not to be moved or held back to create space for a server or a play on the ball.

10. MATCH BALLS

- 10.1. The official tournament ball is the Mikasa V200W.
- 10.2. One match ball per court is supplied.
- 10.3. It is the Duty Team's responsibility to return the match ball and flags to the court bin at the conclusion of the match.
- 10.4. All matches will play the one ball system.

11. TEAM UNIFORMS

- 11.1. Team shirts and shorts must be matching in design and colour (except for the Libero).
- 11.2. If two or more sets of uniforms are used, it is preferable players wear the identical number for each set of shirts.
- 11.3. Shirt numbers must be clearly visible and numbered 1-99 front and back.
- 11.4. The Libero must wear a distinctly contrasting coloured shirt for identification, numbered front and back as per 11.211.2.

- 11.5. Players are permitted to wear undergarments such as tights, spandex and compression wear of any length or style as long as the colour of these items is consistent across all members of the team.
- 11.6. Players are not permitted to play with casts.
- 11.7. Cultural/religious dress that is not standard part of team uniform may be worn after approval from VNZ

12. DUTIES

- 12.1. Teams are required to do duty as per the tournament draw.
- 12.2. Duty requires
- a minimum locally qualified 1st referee
 - 2nd referee
 - 2 line judges (Which may be swapped out between sets)
 - A scorer
 - An assistant scorer.
 - An adult wearing a florescent vest must fulfil one of these positions
- 12.3. Teams may be required to perform duty and then play in the following game
- 12.4. Where possible, teams that play or do duty on the last match will not play or do duty on the first match the next day.

13. PROTESTS

- 13.1. Should any team wish to make an official protest during the game, the team Captain must indicate this to the 1st Referee.
- 13.2. A \$50.00 cash fee shall be paid to the Tournament Director or Referee Delegate for the protest to be considered (this fee will be refunded if the protest is upheld).
- 13.3. The match is frozen until the Disputes Committee meets and settles the protest.
- 13.4. A protest will only be considered:
- On an application or interpretation of a rule;
 - Immediately following the referee's ruling (or lack thereof).
- 13.5. Once the referee has authorized service for the next point, protests concerning the previous rally will not be accepted.

14. SUBSTITUTIONS

- 14.1. Domestic Rule: The 12-substitution rule applies.
- 14.2. A team shall be allowed a maximum of twelve (12) substitutions in any one set.
- 14.3. Players starting a set may be replaced by a substitute and may subsequently re-enter the set twice.
- 14.4. Each player may enter the set three times A player shall not enter the set for a fourth time (starting shall count as an entry).
- 14.5. Players re-entering the set must assume the original position in the service order in relation to other teammates.

- 14.6. Any number of players may enter the set in each position in the service order, only limited by 14.2, 14.3 and 14.4.
- 14.7. In case of injury/illness/expulsion/disqualification, exceptional substitutions are allowed
- An exceptional substitution means that any player who is not on the court at the time of the injury/illness/expulsion/disqualification, except the Libero or their regular replacement player, may be substituted into the game for the injured/ill/expelled/disqualified player. The injured/ill/expelled player substituted via exceptional substitution is not allowed to re-enter the match.

15. LIBERO

- 15.1. Domestic Rule: One Libero may be nominated per set.
- 15.2. The Libero shall be nominated per set by the coach indicating the Libero number on the line-up sheet for the set. If the Libero box is left blank on the line up sheet, there will be no Libero permitted for that set.
- Note Libero(s) are not nominated on the scoresheet before the match, only on each set's line-up sheet; therefore, any player listed in the team list can be a Libero.
- 15.3. Re-designation of a Libero during a set is permitted.
- The Libero can be declared unable to play for any reason by the coach
 - The coach may re-designate as Libero for the remainder of the match any other player (replacement player excepted) not on the court at the moment of the re-designation
 - If the Libero is not on court when declared unable to play, he/she may also be the subject of a re-designation
 - The Libero declared unable to play may not play for the remainder of the match
 - The number of the player re-designated as Libero must be recorded on the score sheet remarks section
- 15.4. The Libero player must wear a uniform which has a different dominant colour from any colour of the rest of the team. The uniform must clearly contrast with the rest of the team.

16. WARM-UP

- 16.1. The toss shall be conducted as soon as the court is free and both teams are present.
- 16.2. Teams then have a minimum five minutes warming up with balls on their side of the net. If a court is running late, teams have no more than five minutes warming up with balls on their side of the net (see 16.4).
- 16.3. Teams will then have warm up together at the net.
- Divisions I & II: 8 mins combined (3/3/2)
 - Divisions III+: 5 mins combined (2/2/1)
 - No separate (consecutive) warm ups at the net
- 16.4. If a court is running late, the pre-match protocol will be strictly enforced (see APPENDIX A - PRE-MATCH PROTOCOL)
- 16.5. If courts are running early/on time then the 5 mins warming up on their side of the court may be extended but the combined warmup together at the net may not.

17. ALLOCATION OF COMPETITION POINTS

17.1. Match Points shall be allocated as follows:

- Best of 5 Sets (Divisions I & II)
 - Match won 3-0; 3-1 = 3 points
 - Match won 3-2 = 2 points
 - Match lost 2-3 = 1 point
 - Match lost 0-3; 1-3 = 0 points
 - Match forfeited = 0 points (25-0; 25-0; 25-0)
- Best of 3 Sets (Division III+)
 - Match won 2-0 = 3 points
 - Match won 2-1 = 2 points
 - Match lost 1-2 = 1 point
 - Match lost 0-2 = 0 points
 - Match forfeited = 0 points (25-0; 25-0; 25-0)

17.2. Rankings will be determined as follows, in order of priority:

- Number of Victories = Teams will be classified in descending order by the number of matches won.
- Match Points = in the case of equality in the number of matches won by two or several teams, teams will be ranked in descending order by their total number of match points as allocated per 17.1.
- Set quotient = in the case of equality in the match points won by two or several teams, they will be classified in descending order by the quotient resulting from the division of the number of all sets won by the number of all sets lost.
- Points quotient = if the tie persists as per the set quotient, the teams will be classified in descending order by the quotient resulting from the division of all points scored by the total of points lost during all sets.
- If the tie continues as per the point quotient between two teams, the priority will be given to the team which won the last match between them.
- When the tie in point quotient is between three or more teams, a new classification of these teams in the terms of the above three tie-breakers will be made taking into consideration only the matches in which they were opposed to each other.
- If the tie persists following all of the above, there will be a drawing of lots.

18. INTELLECTUAL PROPERTY

18.1. For the purposes of this clause, "Intellectual Property" shall mean all the intellectual property of Volleyball New Zealand in the competition including but not limited to all copyright, trademarks, design rights and all rights whether created before or after the date of the competition and whether registered or unregistered, the format of the competition rules and regulations of the competition, the name and logo of the competition, all broadcasting, media and production and reproduction rights of any games in the competition in any form whatsoever, all operational information including all promotional and advertising material in relation to the competition.

The teams shall ensure that the ownership by Volleyball New Zealand of the Intellectual Property is protected at all times and that any breach of it or unauthorised or unlicensed use of it is reported to Volleyball New Zealand promptly. Any unauthorised or unlicensed use of the Intellectual Property by

a team or any such unauthorised or unlicensed use permitted by a team shall be deemed a breach of these Competition Regulations and enforceable under the non-compliance provisions of these Competition Regulations.

For the avoidance of doubt, any footage of fixtures played in this competition is the property of Volleyball NZ and no participant team or any other party may make matches publicly available, either live or on a later date, unless authorised by Volleyball New Zealand in writing.

19. NON-COMPLIANCE

19.1. Outside of specific incidents or situations cited and sanctionable under the terms of these Competition Regulations, if any participating player/team is in breach of other elements of these regulations the following procedure will be undertaken to remedy the breach:

19.1.1 In the first instance of a breach, Tournament Director shall notify the participating team in writing of the breach, and the participating team will be given three working days to rectify the breach. It is the responsibility of the participating team to undertake remedial action within the timeframe set and to keep the Tournament Director informed of progress, including any possible delays due to circumstances beyond its control.

19.1.2 If the breach is not rectified within the timeframe prescribed in 19.1.1, the Tournament Director shall issue a second written notice to the participating team, outlining the breach and a timeframe for rectification, and imposing a fine. The level of fine will be determined on a case-by-case basis, depending on the particular matters of the breach. It is the responsibility of the participating team to undertake remedial action within the timeframe set and to keep Volleyball NZ informed of progress, including any possible delays due to circumstances beyond its control.

19.1.3 If the breach is not remedied within the prescribed timeframe after the issuance of the second notice of breach in 19.1.2, the participating player/team will be suspended from competing in the competition for a duration as determined by the Tournament Director in consultation with VNZ.

20. CODE OF CONDUCT & DISCIPLINARY

20.1. All tournament officials, participants and spectators are bound by the Volleyball New Zealand Code of Conduct and the Bullying, Harassment and Intimidation Policy (see APPENDIX B -).

20.2. As a result of any protest received from any participant team or event official which alleges a breach of these Regulations or the General Code of Conduct, a Disciplinary Committee comprised of the Tournament Director, Chief Referee and a VNZ member of staff will be convened to determine a resulting outcome or sanction.

20.3. Sanction could include any (or a combination) of the following to either a team(s) or individual(s):

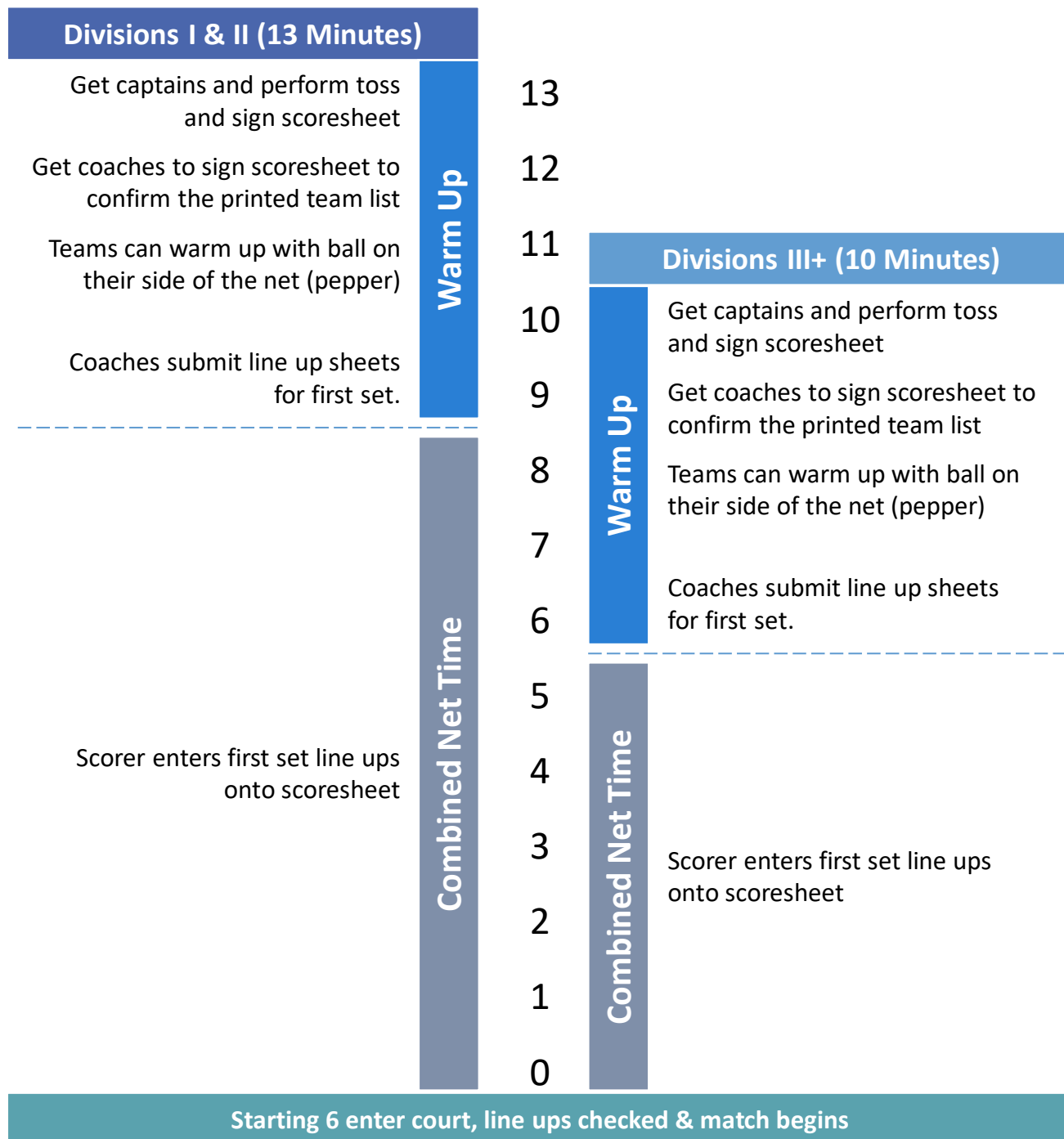
- No action taken
- Loss of win(s) or points for a given team(s)
- A fine at the discretion of Volleyball New Zealand
- Suspension from a game(s)
- Expulsion from the tournament
- Escalation to Volleyball New Zealand Judicial process via the Board

APPENDICIES

APPENDIX A - PRE-MATCH PROTOCOL

The following protocols is used when a court is running behind schedule. If the court is running on time, the same protocol is used except part 1 can be extended and part 2 begins 8/5 mins before the scheduled match start time.

Please note only 1 person is required to run this protocol. It is best for the majority of the duty team to rest and relax and only get into position before the teams are about to take the court to begin the match.



APPENDIX B - VOLLEYBALL NZ POLICIES

General Code of Conduct:

- <https://www.volleyballnz.org.nz/media/attachments/2021/03/16/general-code-of-conduct-vnz-march-20211.pdf>

Bullying, Harassment and Intimidation Policy:

- <https://www.volleyballnz.org.nz/media/attachments/2021/04/08/bullying-updated-april-2021.pdf>

APPENDIX C - FIVB VOLLEYBALL RULES

https://www.fivb.com/en/volleyball/thegame_glossary/officialrulesofthegames

APPENDIX D - PENALTY SANCTIONS

A Tournament Bond will not be asked from schools upon registration, but schools will be penalised if obligations are not met. Some penalty fees may be asked to be paid during the tournament or schools will be invoiced. Penalties can take the form of competition points, match points or fines and this is at the sole discretion of the Tournament Director. Penalty fees can range from \$50-\$100.

Non exhaustive examples of non-compliance:

- Not playing all matches as scheduled
- Not performing all scheduled duties
- Not providing a minimum Local qualified 1st Referee and/or all duty personnel
- Duty supervisor not actively involved in duty (as 1st/2nd referee, line judge, scorer or assistant scorer)
- Duty supervisor not wearing a fluorescent vest or a VNZ Referee top
- Team Coach and / or Manager not attending Technical Meeting
- Behaviour contrary to VNZ's policies
- Not meeting all the requirements under Tournament Regulations