



## **SOUTH EAST VOLLEYBALL ASSOCIATION TOURNAMENT RULES**

### **Pool Games**

- Maximum 35 minutes playing time.
- 2 sets to be played; each to 21 points with 2 clear points to win i.e. no cap.
- If the 2<sup>nd</sup> set is incomplete at the hooter and points in the set are level, one extra point is to be played to establish a set winner.
- If both teams each win 1 set, the winner of the match will be the team with the greater aggregate total points won in the match.
- If it is one set all and aggregate points are also equal (e.g. if Team A wins the first set 21-19 and Team B is leading the second set 18-16 when time runs out), one extra “Golden Point” is to be played, served by the team which won the last point of the 2<sup>nd</sup> set. In both these circumstances, both teams’ rotations will resume as if the match had continued uninterrupted.
- 1 time-out per set, per team
- Normal substitution rules apply
- No substitutions or time-outs are permitted in the last 5 minutes of the match.
  - The only exception to this will be where a player suffers an injury which prevents them continuing to play. An exceptional substitution will be permitted once the injured player has been safely removed from the playing court.
- Time delay caused by injury to a player will be added to the match time, so that neither team is disadvantaged by the delay.
- Points will be awarded on the basis of 1 pool point per set won.
- If 2 teams are level on pool points at the end of the pool phase, teams will be ranked by points difference. If still level, the head-to-head result between the teams will determine the finishing order.
- In the event of more than 2 teams finishing level on pool points and points difference, those teams will be ranked by aggregate total points won in their pool matches. Teams still level after this additional differentiator will be ranked by the head-to-head result between the teams.

### **Semi-finals and Final**

- Semi-finals will start 5 minutes after the tournament administrators have determined the teams who will contest the semi-finals.
- Matches to be best of 3 sets. First 2 sets to be played to 21 points with 2 clear points to win.
- Deciding set, if needed, to be played to 15 points with 2 clear points to win.
- 2 time-outs per set, per team
- Normal substitution rules apply
- No time limit

### **General**

- Teams should expect to referee matches, per the schedule provided by the tournament organisers. Teams on referee duty will provide 1<sup>st</sup> and 2<sup>nd</sup> officials, a scorer and 2 line judges. Teams must bring their own whistles. Line judges’ flags will be provided by the tournament organisers.
- Teams finishing 3<sup>rd</sup> in each pool will referee the semi-finals.
- The final will be refereed among the losing semi-finalists.

## Notes for tournament administrators

1. Keep a watch out for injuries so that any time delay can be measured and time added to the match as appropriate. Team captains should be made aware via the referees that when the hooter sounds to signal the end of the match on the other court, they will have an additional x minutes to conclude the match.
2. Matches will be played in pairs (one on each court) and begin at the same time in order to keep timing synchronised. Each round of matches will start 5 minutes after the end of the last match to finish in the previous round.
  - If the previous round ends early, there will still only be a 5-minute gap between rounds i.e. the next round will commence ahead of the scheduled time
  - It is important to 'capture' these additional minutes as at some point there will almost inevitably be some kind of delay which will eat them up again. The objective is to get teams and officials ready to take the court as soon as the previous round comes to an end, so that the tournament does not overrun unnecessarily.
  - Make sure the captains are aware of this at the pre-start briefing. If the weather is sunny and hot and the team wants to sit in the sunshine in their off-court time, they need to appoint a 'spotter' to check on the state of play indoors.
3. Make sure the officials do the coin toss at the start of the warm-up period – leaving it until the end of the warm-up period will slow matters down and most likely cause a delay.
4. At the beginning of the warm-up period between rounds, let the officials know how much time there is until first service.
  - Let them know that you will give a 1-minute warning so they can clear the courts and get teams ready for first service.
  - We need the referees to give the signal for players to enter the courts and be in position ready for play when the hooter sounds.
5. Remember to keep a note of the start time of the matches so you know when to give the referees a 5-minute warning after 30 minutes of play.
  - Also keep track of the end time of the last of the 2 matches to finish as this will determine the start time of the next pair of matches.
  - Don't forget to take the 5-minute warning sign down at the end of each round of matches!
6. Make occasional double-checks on the pool points being calculated by the spreadsheet, particularly when the pool phase winners are beginning to emerge.
  - This is just in case a formula has disappeared or is picking up an incorrect cell reference.
  - If you keep a record of each match result, it's fairly quick to add up the points each team has earned.