



## Volleyball Competitions –Term Four 2024

### Competition Dates

All grades commence on Monday 14<sup>th</sup> October, conclude on Monday 4<sup>th</sup> November (Prem and Seniors) and Monday 11 November (Juniors). **No games will be played on Labour Day (28 Oct.)**  
Actual playing dates Monday 14, Monday 21, **Tuesday** 29 October, Monday 4 and Monday 11 November

### The following arrangements for Term 4 Monday competitions will apply in 2024

1. **Premier:** (Students must be under the age of 19 years as at 1 January 2024)  
The format of each of the Premier grade competitions will be determined by the number of teams entered into each grade.  
Games are the best of five sets with no time limit.  
For games played at Pioneer the first named team to provide a referee however we encourage teams to “share” sets with this role. Games played in school gyms the host school will provide the referee. Sharing this responsibility is an option by negotiation.  
In 2024 there will be two premier grades for Boys and three Premier grades for Girls.  
Premier Div. 1 for both Boys and girls will be restricted to 8 teams based initially on term 1 competition / championship placing.

**The recent Volleyball teachers meeting resolved that the term 4 competition will be used for term 1 2025 Prem Div 1 seeding therefore Y13 students and other school leavers will not be permitted to play in Prem grades this term. An additional ‘seeding tournament’ has been scheduled for Wednesday 5 February 2025.**

2. **Senior Grade:** (Students must be under the age of 19 years as at 1 January 2024)  
Competition will commence on Monday 14<sup>th</sup> October concluding on Monday 4<sup>th</sup> November.  
**Senior Division 1** is for "experienced and better ability" teams, e.g., the A teams from a non-premier grade schools or the B or C team from schools acknowledged to be stronger in the sport".  
**Senior Division 2 & 3** is for "less experienced and/or less competitive teams.

All Senior grade games are best of three sets, and the result is 2 – 0 even if a third set is played. (Not 3-0 or 2-1 if a team has already won 2-0) all games are 60min duration. All teams are encouraged to use the full 60min even where games are won / lost inside this time period.  
Individuals or teams that play in the Premier grade may not also play in the Senior grade.

3. **Junior Grade:** (Students who are enrolled in Year 9 or Year 10 in 2024 only)  
Competition will commence on Monday 14<sup>th</sup> October concluding on Monday 11<sup>th</sup> November.  
Entry is unrestricted. Individual Year 9 students may play in Junior teams, but teams made up entirely of Year 9 players must be entered in the Year 9 competition. A player may not play in both the Year 9 and Junior competitions. An indication of the "strength" of the team is required at entry. Schools are requested to use the Volleyball skill matrix appended to this information document and available on the SSC website to determine which grade teams should be entered into.  
Teams entering Junior Div .1 should have the appropriate skills to play in this grade and be expected to play in Canterbury and SISS Junior championships.  
Results from term 1 competition may also be used to place teams in appropriate grades/sections for term 4 competition.

All games are best of three sets and the result is 2 – 0 even if a third set is played. (Not 3-0 or 2-1 if a team has already won 2-0) All games are 60m in duration.

Teams are encouraged to play a third set if time allows. If the score is 1-1 then the deciding set is to 15, unless if time allows and by mutual agreement of both teams before the start of the set, it may be played to 25. A deciding set counts if one team is 8 or more and ahead by 2 or more points. If the game is to 25 then one team must be on 13 or more points and ahead by 2 for that set to count. A rally in progress when the hooter goes is to be counted.

3. **Year 9 Grade:** All members of the team must be enrolled in Year 9 in 2024. Playing dates and game conditions are the same as for Junior grades.

An indication of the "strength" of the team is required at entry. Games in all competitions will be played in approved school gyms or Pioneer Stadium

4. Schools are asked to consider making their gyms available on all competition nights.

This will include:

Submission of the completed SSC Venue Attestation form

appointing a "floor controller" who will assume responsibility for the management of games.

(games commence at 4.00 pm and conclude at approximately 8pm)

This office will pay a small fee (\$6 per game), to cover gym hire and floor controller responsibility. It is not necessary that a gym is available every Monday night.

5. **Entry Fees:** Fees are charged to cover the actual costs of the competition.

These include: venue hire, payment of floor controllers at Pioneer, Student referee development and administration costs.

**Fees are:**  
**Prem & Senior Grades: \$40 per team**  
**Junior 7 Y9 Grades: \$50 per team**

6. Entry is open to all partner schools of this office. All entries must be submitted via EnterNow available on the SSC website. Term 4 entries for all non-premier grades will close at 1pm on the <sup>h</sup> September

7. No payment is required with entry this will be charged to your school account. No refund will be made to teams which enter then subsequently withdraw from the competition for any reason.

8. **Defaults.** When games are defaulted, venues have been hired and floor controllers employed needlessly. Schools which default will bear these costs. It is a condition of entry that schools agree to a default fee of \$20.00 (inc.GST) per game on each occasion a team is defaulted. This fee will be added to the school account. Teams which default, in addition to notifying opponents and any venues if applicable, are required to advise the Sports Director's Office that the team defaulting is capable of continuing in the competition in subsequent weeks. A simple explanation on the weekly results sheet sent in by schools will suffice (e.g. team members ill).

9. **Results** Schools are responsible for entering the result of each game played directly into Sports Runner which is accessed from the School Sport Canterbury website homepage. It is expected that all schools will attend to this each week so that even if the 'other' school has entered the result, this can be checked for accuracy by the 'other' school. Results should be entered by 1pm on the Tuesday following each game.

10. **Draws** The weekly draw will be available on the SSC website (Sports Runner) Usually by 1pm each Wednesday. A copy of the draw will also be forwarded via email to each school.

**Draws & Results are posted on our website: [www.canterbury.schoolsport.org.nz](http://www.canterbury.schoolsport.org.nz)**

## **RULES OF THE COMPETITION**

### **1. Defaults**

A fee of \$20.00 per defaulting team will be imposed for all defaults regardless of reason. This includes failing to provide a referee as required, which results in an automatic default. This will be charged to the school account. If both teams mutually agree to default they pay half each. If both teams mutually agree to defer a game or play it at another time or venue, then this will not be regarded as a default provided the Sports Director's Office (not the Floor Controller) is advised in advance. It is a condition of entry that schools agree to this fee.

Six players are required to be present at the scheduled start of a match or it is forfeited.

### **2. Game Conditions**

All scoring is point rally. Sets are scored up to 25 except the deciding set which is up to 15. If play is governed by time, then a minimum of thirteen points (with a two-point advantage) is required for a win in a set to be recorded, i.e. 13/11 is a winning score when time runs out, 13/12, 12/7 or 12/1 are not.

If it is the deciding set, then one team must be 8 or more and ahead by 2 or more points for that set to count. A rally in progress when time runs out continues until the rally is completed.

There are no serving restrictions in Junior competitions.

Warm ups - Year 9, Junior and Senior competitions. A maximum of three minutes ball skills and two minutes combined net time. All time taken for warmups is included in the specified playing time, which commences immediately upon conclusion of the preceding game. For Premier grade matches a maximum of ten minutes warm up time is permitted.

Substitution – The “Twelve Substitution Rule” applies in all grades.

### **3. General Rules**

Correct school sports uniform must be worn by all players.

Numbers must be worn front and back for all grades. Teams should have matching tops and shorts.

Teams/players may warm up only on a specified court, and not in any areas bounding courts. Team coaches and managers are requested to be vigilant in ensuring that this rule is complied with in the interests of ensuring games in progress are not interfered with. Floor Controllers have the authority to deal firmly with persistent infringements.

Spectators are not permitted to use spare courts at any time.

### **4. Cancellations** Volleyball will not be cancelled unless venues are closed (eg. Covid, Earthquake)

### **5. HEALTH & SAFETY**

Schools are responsible for the health and safety of their students in transit to and from and at the venue.

Schools must comply with the evacuation & risk management plan at the venue.

All equipment must be safe to use. All surfaces must be in a safe condition for games.

Game officials are responsible for the safety of students during play.

For further details please refer to the Risk Management plans, available on the documents page of the SSC Website.

<http://www.canterbury.schoolsport.org.nz/school-sport-canterbury/risk-management-plans/>

**Matrix to determine appropriate Grade /Strength levels for entering Junior Grade teams**

<b>Rating</b>	<b>WEAK</b>	<b>AVERAGE</b>	<b>STRONG</b>
<b>Serving</b>	Weak and/or inconsistent Mostly underarm or loopy overarm	Consistent but not very flat or fast, or fast and flat but not consistent	Flat, fast and mostly consistent
<b>Passing</b>	Can pass high slow serves okay	Can pass slightly flatter serves most of the time	Can pass most serves most of the time
<b>Game play</b>	Can get themselves around the court okay	Know the main positions and working on specialising	Playing in-system with specialised positions