



52nd GOOD NEIGHBOUR TOURNAMENT



INFORMATION

DATE: Saturday 25th & Sunday 26th November 2017

TIME: Matches may commence from 8.00am on the Saturday. (There is also the possibility of Honours matches being played prior to the weekend by agreement with teams.) With the exception of extraordinary circumstances, all medal matches should be completed by no later than 6pm on the Sunday evening.

VENUES: Matches will be played across 5 Canberra venues: Australian Institute of Sport, Lyneham Hockey Centre, National Netball Centre, Australian National University and Lake Ginninderra College. **There is no guarantee where each division will be located**, but details of where each division is playing will be released once the draw is completed just prior to the event.

DIVISIONS: Teams will only be accepted once their entry form and payment have been received. Teams will be advised to move up or down if their preferred division is full. There is also provision to combine divisions if there are insufficient entries. All teams are guaranteed a minimum of four games across the weekend.

CLOSING DATE: Entries close on **Friday 17th November** (COB). Entries received after this time will only be accepted at the discretion of the Tournament Director.

REGISTRATION: All players wishing to participate in the Good Neighbour Tournament must be registered with a State Association for insurance purposes. Alternatively, tournament registration is available at all Good Neighbour venues for \$20 per player.

DRAWS: Official draws will be available on the Volleyball ACT website by 5pm on Thursday the 16th November. **Please note draws are subject to change and must be re-checked on a regular basis.**

MEDALS: Medals will be awarded to the top three teams in each division. **Eight** medals per team will be provided.

REFUNDS

There will be no refunds for teams withdrawing after COB Tuesday 7th November 2017.

RULES

A full list of tournament rules is below. By entering the tournament and submitting the registration form, teams acknowledge that they are aware of all tournament rules and regulations.

FOR MORE INFORMATION ABOUT THE TOURNAMENT PLEASE CONTACT:

Volleyball ACT
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02 6100 6418
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Web: www.volleyballact.com.au

RULES & REGULATIONS

The Tournament Director will have the final decision in all disputes and reserves the right to alter any/all of the below rules and regulations at any time.

1. Time Limits

Preliminary Rounds	Warm Up	Match Time	Total Court Time
Honours	10 minutes	80 minutes	90 minutes
All other Divisions	10 minutes	50 minutes	60 minutes

* Warm up will commence at the game time stated on the draw.

2. The VA 12 Substitution Rule shall be used for all divisions:
 - A maximum of twelve (12) substitutions per set
 - A player may take the court only three (3) times per set, including starting on court
 - Once a player has started in, or is substituted into, a particular rotational position, that player may only be substituted back into that same position for the duration of the set
 - The Libero can be changed at the end of each set

3. Only players recorded on the scoresheet may enter the court and play in the match. Recorded players can be added up to the conclusion of the first set, at which point the scorer should strike-out the names of any players listed that are not participating in the match.

4. All divisions will play best of 5 sets in the minor rounds OR to the time limit, whichever comes first. In the final set, rally point scoring to 15 will be used.
 - All completed sets are included in any set count back when determining final team position.
 - All points scored during the match (including points scored in incomplete sets) will be included in any points count back when determining final team position.
 - In all Preliminary round matches, the team winning the most sets will be the winner.
 - An unfinished set will be deemed complete if one team has reached 13 points with a minimum of two points advantage, in the sets played to 25.
 - If at the end of time sets won are equal; a draw will be the result.

5. Teams not ready to commence play at the completion of the warm up period will lose the first set 0-25. If after a further ten minutes a team is not ready for play, that team will lose the match 0-3, with the scores 0-25, 0-25, 0-25. That team will also be penalised with the deduction of 4 competition points.

6. The Venue Supervisor will signal the start of the match, the last five minutes of the match and the completion of the match.
 - No time outs or substitutions are permitted during the last five minutes of the match.
 - The interval between sets is a maximum of one minute in all matches played to a time limit.

7. At the completion of the preliminary round matches, team positions will be determined by the following criterion:
 - 1st Criteria – Competition points
 - 2nd Criteria – Sets for divided by sets for and against
 - 3rd Criteria – Points for divided by points for and against
 - 4th Criteria – The winning team in the preliminary round matches, as determined by sets for and against and then if required points for and against in that match.

8. **Crossovers and Finals**
 - Semi Finals and Crossover Finals will be best of 3 sets with no time limit.
 - Crossover playoffs for minor placings will be best of 5 sets timed.
 - In Best of 3 set matches rally point scoring will be used to 25 in the first two sets. The third set will be played rally point to 15.
 - A toss for service/reception will take place prior to the 3rd set in semi-finals and crossover finals.
 - In the event of a semi-final or crossover final going beyond the scheduled finish time, the following match will commence no later than ten minutes after the finish of the previous match.



52nd GOOD NEIGHBOUR TOURNAMENT



- Gold Medal matches will be best of 5 sets with no time limit as per FIVB rules. However, at the discretion of the Tournament Director these can be reduced to best of 3 sets with no time limit.
- Bronze medal matches will only be played at the discretion of the Tournament Director and only if time permits.

9. Duty Teams

- Duty Teams not present at the start of a match as scheduled will incur a duty forfeit, deduction of 4 competition points and be fined \$150.
- Duty teams who fail to turn up to a finals match will only be allowed to enter Good Neighbour the following year at the discretion of the Tournament Director and will be fined \$150.
- Duty teams as listed on the official draw must consist of 1st and 2nd referees, scorer, and two line judges.
- Duty teams are responsible for the signing/collection/returning of court equipment.
- Duty Teams who fail to return court equipment to the Venue Supervisor will be penalised a Duty Forfeit, lose 4 competition points and be fined \$150.
- Duty Teams must ensure that the score sheet is correctly and fully completed before submitting it to the Venue Supervisor. This includes information on incomplete sets and incorrect uniforms.
- It is a health requirement that teams provide their own whistles.

10. Players

- The playing uniform will be as per FIVB Rule. (Socks are not considered as part of the uniform.)
- Players may play for only one team in each division except for extenuating circumstances and when approval has been granted by the Tournament Director.
- Players are not permitted to consume alcohol in the playing venue and any player deemed to be under the influence of alcohol by the Venue Supervisor will not be permitted to play.
- A player must have taken to the court and played in a minimum of 1 round match for the said team, to be eligible to play in a Medal playoff.
- Men will not be permitted to play in a women's division and women will not be permitted to play in a men's division except for extenuating circumstances and when approval has been granted by the Tournament Director.
- Any player identified as having an open wound that is bleeding must be substituted. The substitution will be classified as an exceptional substitution under FIVB Rules and will not count as part of the teams 12 substitutions per set. The injured player may return in the same set.
- The second referee will determine whether the player is to be allowed to return to the playing area.
- If no substitution player is available for that player, a three-minute period will be allowed. If after that period a player is not, in the opinion of the referees, ready to play, the team will be deemed to be incomplete.
- A team deemed incomplete part way through a match due to an injury will incur a loss in that game (the game is not a forfeit).

11. Recreational Divisions

- It is not a requirement for teams in Recreational Divisions to be in uniform, but it is preferred.
- Unlimited substitutions are permitted.
- Recreational Divisions are required to play with a minimum of two players of either sex on court at all times.
- Under exceptional circumstances, teams may play with five players, as determined by the Venue Supervisor, but with a minimum of two players of either sex.

12. Competition Points

Win	4 points	Loss	0 points
Draw	2 points	Match or Duty Forfeit	-4 points