

## ENTRY DATES

Document Version: 1

**Team closing date:** Thursday 14 February 2019

**i** Deadline 18:00. This date is when the School Games Organiser needs to submit their team entry.

**Publish team entries:** Friday 15 February 2019

**i** This date is when London Youth Games publishes which Boroughs are entered in the competition and the school team representing.

## COMPETITION DATES AND INFORMATION

### QUALIFIERS

Finals only

### FINALS

Friday 8 March 2019  
Sportsdock (University of East London), E16 2RD  
Registration: 09:00 to 09:30  
Competition: 10:00 to 16:15

## TEAM INFORMATION

**Any Licence, minimum grade or standard required?** N/A

**TEAM ON THE DAY** **i** This is the team you bring to the competition.

**Minimum:** 4

**Maximum:** 6

Event	Likely School Year
Volleyball Y10&U Male	Year 10 & U

## HOW TO ENTER

**Competition Type:** Secondary Schools

**How to enter:** For schools competitions the SGO will coordinate entries. Teams are submitted online.

## KIT AND EQUIPMENT

**Kit & Equipment:**

- Match ball used: Molten V5M5000.
- Nets will be 2.15m high

**Team Manager Notes:**

- No libero players are permitted (specialised defensive player).
- If you are more than 5 minutes late for your game the opposition will be given a walkover with 2 points BUT the team running late will receive NO points. Walkover games will be given a 0-0 score.
- Team must not directly challenge the decisions made by match officials. All queries must be raised to the competition director.

## ABOUT THE COMPETITION

<b>Competition Format</b>	<ul style="list-style-type: none"><li>• Group matches: Timed or first to 25 with two points clear whichever is shorter.</li><li>• Knockout matches: 1 set to 25 points, with 2 points clear.</li><li>• Points awarded are: 2 for a win, 0 for a loss.</li></ul>
<b>Draw Format</b>	Round robin groups to knockout semi-finals & finals (group size dependent on entries)
<b>Seeding</b>	None
<b>Final Positions</b>	In the pool phase two points will be awarded to the team winning a match, no points will be awarded for a loss, or forfeited match. In the event of a tie in the pool phase, the teams will be classified in order of the: (1) Number of matches won (2) Points difference; if teams are still tied, they will be classified in terms of the match between the two teams.
<b>Medals</b>	Team Medals: GOLD: winners. SILVER: runners-up. BRONZE: 3rd place.

## SPORT SPECIFIC RULES

1. The Competition Director's decision is FINAL & reserves the right to suspend/cancel the event where required by unsafe conditions.
2. Teams consist of a maximum 4 players on the court at any one time.
3. Players must not make a "double contact" with the ball - a double contact is when the ball is played in two different motions &/or the ball's direction is changed by doing this.
4. Players must not "catch" the ball - a catch is classed as any ball that is caught and thrown, as opposed to a clean 'hit' off the body contact point.
5. Contact with the ball is allowed with any part of the body, however kicking is forbidden. If the ball strikes the foot when planted on the floor play will continue, a kick will result in loss of point.
6. Crossing the middle line to touch the opponent's court is permitted, if some part of the foot (feet) remains either in contact with or directly above the centre line, and provided that they do not interfere with the opponent's play.
7. The Ball is 'in' when it contacts the floor in the court area including the lines.
9. The Ball is 'out' when it contacts an object/floor outside the court markings, hits the post or antennae (if applicable).

### 10. SERVING:

- The serve must be performed by the back right player. A server may have one foot on the court during the serve due to space limitations at the venue however one foot must be behind the back line.
- The server of a play is regarded as a "back row player". If the server attacks, he/she must jump from behind the three meter line.
- The ball hitting the net during a serve or rally is allowed.
- If the ball hits the net and goes over, the serve is legal.
- If the ball hits the net and does not cross the net, illegal serve.
- If a team wins 3 consecutive points on their serve the attacking team shall rotate the server, while the defending remains in their rotation order.
- A service cannot be returned directly by the opposition by a block, spike or volley when played from above the height of the net in front of the 2 metre line.

### 11. ROTATION:

- 11a. Up to SEMI FINAL STAGE all players must be involved in each game.
- At the semi finals and finals a maximum of 4 substitutions can be made. If a player has been substituted, he/she can only substituted back to the same player each game (This is to encourage all teams to bring a maximum number of players without worrying to have to put them on in finals and semi-finals)
- 11c. In the case of an injury, the next player in line to enter the court following the rotation will replace the injured player, and the number of rotating players will reduce from 6 to 5 etc.
- 11d. If a squad has only 4 fit players they will just continue to rotate naturally.

