

Sitting Volleyball (Year 5&6)



ENTRY DATES & HOW TO ENTER

Document Version: v1

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|--------------------------|-------------------------------------|--|
| Team closing date: | Wednesday 4 th May 2022 | i Deadline 11:59pm. For schools competitions the School Games Organiser will coordinate entries. This date is when the School Games Organiser needs to submit their team entry on the LYG Playwaze app. |
| Confirm School details: | Wednesday 25 th May 2022 | i This date is when School Games Organiser needs to enter their school representative on the LYG app. |
| Competition information: | Friday 26 th May 2022 | i This date is when LYG send out competition information. |

COMPETITION DATES AND INFORMATION

QUALIFIERS

Finals Only

FINALS

Thursday 16th June 2022
Redbridge Sports Centre,
IG6 3HD

Registration: 10:00 – 10:30
Competition: 10:45 – 14:30

TEAM INFORMATION

| | |
|--|---|
| Competition Type: | Primary Schools Tier: Aspire |
| Any Licence, minimum grade or standard required? | This is an entry level event, aimed at beginners and not those regularly competing outside of school. |

Charity No: **1048705**

LYG 2022 Sitting Volleyball (Yr56) Rules

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

Minimum: 6 (minimum of 3 SEND players) **Maximum:** 8 (minimum of 4 SEND players)

| Event | Oldest DOB | Youngest DOB | Likely School Year |
|------------------------|------------|--------------|--------------------|
| Sitting Volleyball Y56 | 01/09/2010 | 31/08/2012 | Year 5 & 6 |

KIT AND EQUIPMENT

Kit & Equipment:

- Court sizes will be approx. 6.2m x 3.9m (approx.the 2 service boxes on a badminton court including side tramlines)
- Net will be set at 1m high
- Official Volleyball England Sitting Volleyball Starter Balls will be used

Team Manager Notes:

- Team Managers can make up to 2 substitutions per match. Substitutions cannot be made during the last minute of matches. “*Last minute*” will be called for all matches to indicate this period.





ABOUT THE COMPETITION

- Competition Format**
- Group matches: Timed to 10 minutes. A hooter or whistle will blow at the end of each 10-minute period. Any rally already in progress shall continue until finished and the point shall count towards the final match score.
 - Matches will be 1 set.
 - Points awarded are: 3 for a win, 2 for a draw, and 1 for a loss.
- Draw Format**
- Knock-out matches: Timed to 10 minutes as for Group matches.
 - Final: The Final shall be 1 set up to 15 points but the winner must win by 2 clear points. *(ie: Should the score reach 14-14, teams will continue playing until 1 team goes 2 points ahead).*
- Draw Format**
- Round Robin groups of 3-4 teams. The winners of each group & the best runners up (top 8) will progress to a knockout round*.
 - The remaining teams will be regrouped with teams achieving similar positions in the AM group matches and will play off for all remaining positions.

** Group sizes and finalised Draw Format may change dependant upon entry numbers.*

- Seeding** None
- Final Positions** Points allocated based on final positions and play-off group placings – all teams achieving same group position awarded equal position.
- Medals** GOLD (winners), SILVER (runners up) and BRONZE (3rd place).

SPORT SPECIFIC RULES

1. Players must keep a part of their body between the buttocks and shoulder in contact with the floor when playing the ball.
2. There must be six players on court at all times and a minimum of 3 SEND players on court at **all times**
3. Players can play the ball with any part of their body.
4. Only the player at the back right hand side of court (position 1) can serve and must serve from behind the base line on the right hand side of the court.
5. Whilst serving, the server's buttocks must be touching the floor behind the baseline but must not touch the court, but their feet, legs or hands may touch the court.
6. Players can serve underarm, overarm or throw the ball in to play.
7. Players have two attempts to serve.





8. The team that wins the rally, wins the point. They then serve the next point. If they lose that point, the opposing team rotates positions and then serves.
9. A point is scored at every serve.
10. A team rotates their position clockwise when they regain the serve or when one of their players has scored 3 consecutive points on his/her serve.
11. The ball must go over the net on the third touch at the latest.
 - a. Players cannot make consecutive touches unless their first touch is a block. A block is not counted as a touch so the team still has three more touches after the block.
12. Additional notices:
 - a. If the ball hits the boundary line it is in
 - b. Play will continue if a ball hits the net and goes over, including the serve.
 - c. Players are not allowed to pull the net nor to touch the top band of the net at any time during play. Such actions shall result in the point being awarded immediately to the opposing team.
13. The Competition Director reserves the right to suspend/cancel the event if required by unsafe conditions.
 - a. In the event of any dispute during the tournament, the Competition Director's decision is final.

