

LYG Sitting Volleyball 2023

Entry Information & Rules



Event Overview

Date: Thursday 8th June 2023

Venue: Gunnersbury Park Sports Hub, W3 8LQ

Contact: info@londonyouthgames.org

Entry Information

Squad Entry Deadline: Wednesday 24th May 2023

Squad on the Day: Minimum: 6 (minimum of 3 SEND players) & Maximum: 8 (minimum of 4 SEND players)

Competitions: Mixed competition.

Eligibility Criteria: N/A

Age Categories

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11 year olds	01/09/2011	31/08/2013	Year 5 - 6

Full Rules & Regulations

SVO 1 All matches will be played to the [World ParaVolley Rules](#).

SVO 1.1 Should any rules listed below contradict those outlined by World ParaVolley, these rules will supersede those.

SVO 1.2 It will be at the sole discretion of the Competition Director as to the application of these rules, and any subsequent decision made as a result will be final.

SVO 1.3 The Tournament Organisers reserve the right to alter or amend the playing schedule if necessary and may make decisions on any matters arising during the tournament, including any matter not covered by the tournament regulations. The Competition Director will be final on all disputed matters.

SVO 1.4 The Competition Director reserves the right to suspend/cancel the event where required by unsafe condition.



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SVO 2 Age Category

SVO 2.1 The following age groups and respective minimum/maximum date of births will apply to the School Games Sitting Volleyball Year 5 & 6 Competition;

Age Category	Oldest DOB	Youngest DOB	Likely School Year
9 – 11 year olds	01/09/2011	31/08/2013	Year 5 - 6

SVO 2.2 Competitors are not permitted to enter this competition if they are ineligible. No exceptions will be made.

SVO 2.2 It is the responsibility of competitors/teachers/School Games Organisers to ensure all competitors details are entered correctly at the time of submission.

SVO 2.2.1 In the instance a competitor is found to be ineligible, they will be disqualified from the competition.

SVO 3 Squad Size Schools are permitted to enter a minimum of 6 competitors (minimum of 3 SEND players) and a maximum of 8 competitors (minimum of 3 SEND players).

SVO 3.1 Boroughs are permitted to bring all 8 competitors entered to the event on the day however only 6 will be able to play per match.

SVO 4 Kit & Equipment

SVO 4.1 Court sizes will be approx. 6.2m x 3.9m.

SVO 4.2 The net will be set at 1m high.

SVO 4.3 The competition will use Official Volleyball England Sitting Volleyball Starter Balls.

SVO 5 Competition Format

SVO 5.1 Matches will be 10 minutes. A hooter will signal the start and end of each 10-minute period.

SVO 5.2 Matches will be played to 1 set.

SVO 5.2.1 The Final shall be 1 set up to 15 points but the winner must win by 2 clear points. For example, should the score reach 14-14 then teams will continue playing until 1 team goes 2 points ahead.

SVO 5.3 The competition will be run in a Round Robin format and the top 8 will progress to a knockout round in the afternoon session.

SVO 5.3.1 Group sizes and finalised draw format may change dependent upon entry numbers

SVO 5.3.2 There will be no seeding in this competition and groups will be allocated at random

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SVO 5.4 The remaining teams will be regrouped with teams achieving similar positions in the morning group matches and will play off for remaining positions.

SVO 6 Sports Specific Rules

SVO 6.1 Players must keep a part of their body between the buttocks and shoulder in contact with the floor when playing the ball. Players can play the ball with any part of their body.

SVO 6.2 There must be always six players on court, with a minimum of 3 always SEND players on court.

SVO 6.3 The following rules apply in regard to serving;

SVO 6.3.1 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.

SVO 6.3.2 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.

SVO 6.3.3 Players can serve underarm, overarm or throw the ball in to play.

SVO 6.3.4 Players have two attempts to serve.

SVO 6.3.5 A point is scored at every serve.

SVO 6.3.6 Teams rotate their position clockwise when they regain the serve or when one of their players has scored 3 consecutive points on their serve.

SVO 6.4 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.

SVO 6.5 The ball must go over the net on the third touch at the latest.

SVO 6.5.1 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.

SVO 6.5.2 If the ball hits the boundary line it counts as in.

SVO 6.5.3 Play will continue if a ball hits the net and goes over, including the serve.

SVO 6.5.4 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.

SVO 7 Scoring Points will be awarded for each game to give a schools round robin standing

SVO 7.1 Points awarded are as follows:



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- 5 for a win
- 3 for a draw
- 1 for a loss

SVO 7.1.1 Tied group positions separated by:

- Points accrued
- Goal difference
- Goal Average

SVO 7.1.2 In the event of a tie in the semi-final or final there will be a straight turnaround and teams will play a further 2 minutes. If teams are still level after 2 minutes, then the team who scores the first goal will be deemed winners.

SVO 8 Medals & Trophies Medals and a salver will be awarded as follows:

SVO 8.1 Overall team medals for 1st, 2nd and 3rd placed teams.

SVO 8.2 Salver awarded to the winners of the competition.