



VOLLEYBALL GROUND RULES

1. The Official Volleyball Rules of the International Volleyball Federation (FIVB) will be adopted for the competition. The English text shall be the officially accepted one to be used in settling any dispute on the interpretation of rules.
2. Cases of general nature shall be resolved according to the Constitution and By-Laws of the WNCAA.
3. Technical problems shall be resolved according to the current rules of the FIVB.

GROUND RULES

1. TEAM COMPOSITION

- 1.1. A team shall be composed of fifteen (15) players. All are allowed to play. A team may also have a maximum of five (5) officials that can sit on the bench. These include the coach, assistant coach, trainer, scorer/statistician, water/ball boy or utility.
- 1.2. The LIBERO shall be counted as one of the fifteen (15) players and can be changed every game. A team may have two (2), one (1) or no libero in its line-up.
- 1.3. Only those players and officials listed in the official line-up will be allowed to sit on the team bench during their game.
- 1.4. In the absence of the coach and assistant coach, the trainer can coach the team.
- 1.5. In the absence of all officials, an authorization letter from the School Representative stating the substitute must be presented to the Commissioner prior to the start of their game.
- 1.6. In the absence of any officials, the team will not be allowed to play, and shall forfeit the game. Board Members/Representatives can automatically coach his/her team.

2. TEAM UNIFORM

- 2.1. Shirts shall be of the same dominant color on both front and back, with numbers on front and back, with the family name at the back. The team shall use numbers 1 to 20 only.
- 2.2. The libero must wear a different color uniform in contrast to the other members of the team. The uniform may have a different design but must be numbered like the rest of the team members.

- 2.3. All players must tuck-in-their shirts during the game. If this cannot be followed, the players must ensure that their respective numbers remained exposed for the duration of the match.
- 2.4. Officials sitting on the team bench must wear shirt with collar, long pants, shoes, and official ID issued by the WNCAA.
- 2.5. Officials will be allowed to wear shirts without collar for as long as it is the same uniform design and color of what the team is wearing for that particular game. Wearing the opposite color but same uniform design is not allowed.

3. GAME FORMAT

- 3.1. Junior and Senior Division – Best of Five (5) Sets
- 3.2. Midgets Division – Best of Three (3) Sets
- 3.3. Each set shall be up to twenty five (25) points, except for the deciding fifth (5th) set for the Juniors and Seniors Division where it will be up to fifteen (15th) points only. In all sets the ‘must lead by two’ shall be followed.

4. CLASSIFICATION OF TEAMS

- 4.1. The following shall be taken into account to decide the ranking of teams:
 - Win – 2 points
 - Loss – 1 point
 - Default/Forfeiture – 0 point
- 4.2. If the quotient is equal, the ranking shall be decided by the quotient of the sets won and lost.
 - 4.2.1. Formula : $\text{Total Sets Won/Sets Lost} = \text{Quotient}$; Team with higher quotient ranks higher
- 4.3. If two or more teams obtain the same points, the ranking shall be decided by the quotient of the points won and lost for all matches.
 - 4.3.1. Formula: $\text{Total Points Won/Total Points Lost} = \text{Quotient}$; Team with the higher quotient ranks higher
- 4.4. If two teams are still equal, priority shall be given to teams according to the result of the match played between the two teams concerned.

5. FORCE MAJEURE

Any game that is stopped or delayed by force majeure shall be reset following FIVB Rules.

6. TOURNAMENT FORMAT

6.1. MIDGETS DIVISION

- 1 group, single round

- Top 4 crossover: R1 vs R4; R2 vs R3
- If rank 1 team has no loss, the team gains the twice to beat advantage in the semi-finals; with a loss they play a knock-out game.
- Winners play for the best of 3 championship
- 3rd place to be determined by their rank

6.2. JUNIORS DIVISION

6.2.1. 1st ELIMINATIONS: Single Round Robin

- Teams will be grouped in to two (2): Group A and Group B with 6 teams each\
- Top four (4) of each group will advance to the quarter finals – Elite Eight, that would be ranks 1, 2, 3 and 4 for each group.

6.2.2. FOR RANKING PURPOSES:

- Group A rank 5 (AR5) vs group B rank 5 (BR5) will play 1 game
- Winner of AR5 vs BR5 will be ranked 9, loser will be ranked 10
- Same scheme will be used for AR6 VS BR6 (and so on) and will be ranked 11 and 12, respectively

6.2.3. QUARTER FINALS: Elite Eight (8) Group cross-over.

- Knock-out games.
- Qualified Teams will occupy designated slots indicated below:
- QFg1. (E1) A1 ___ vs. (E8) B4 ____ = W SF1 L= R8
- QFg2. (E2) B1 ___ vs. (E7) A4 ____ = W SF2 L= R7
- QFg3. (E3) A2 ___ vs, (E6) B3 ____ = W SF3 L= R6
- QFg4. (E4) B2 ___ vs. (E5) A3 ____ = W SF4 L= R5
- Winners will advance to semi-finals

6.2.4. SEMI-FINALS: Final Four (4) Cross-over. Knock-out games.

- ANY TEAM THAT SWEEPS THE ELIMINATIONS AND QUARTERFINALS WILL GAIN THE 2X TO BEAT ADVANTAGE IN THE SEMIFINALS.
- Qualified teams will occupy designated slots indicated below:
- SFg1. SF1 _____ vs. SF4 _____ = W F1
- SFg2. SF2 _____ vs. SF3 _____ = W F2
- Losers SFg1 and SFg2 will play for third (3rd)
- Winners SFg1 and SFg2 will play for championship

6.2.5. FINALS:

- Play for 3rd place (knock-out game).
Loser SFg1 ___ vs. Loser SFg2_____ (L=R4 W=R3)
- Championship, Best of Three (3) series
- Winner F1 _____ vs. Winner F2 _____ (L= R2 W= R1)

6.3. SENIORS DIVISION

- 1 group, single round

- Top 4 crossover: R1 vs R4; R2 vs R3
- If rank 1 team has no loss, the team gains the twice to beat advantage in the semi-finals. With a loss they play a knock-out game.
- Winners play for the best of 3 championship
- 3rd place to be determined by their rank

7. OFFICIAL BALL

The Official ball to be used will be Mikasa MVA 310

8. SANCTIONS

8.1. Team Offenses – Delaying the game – Yellow Card – warning, Red Card – Penalty

8.2. Individual Offenses

8.2.1. Minor Misconduct

- Stage 1: By issuing a verbal warning through the game captain;
- Stage 2: By use of YELLOW CARD to the team member(s) concerned. This formal warning is not in itself a sanction but a symbol that the team member (and by extension the team) has reached the sanctioning level for the match.

8.2.2. Rude Conduct (action contrary to good manners or moral principles)

- 1st Yellow Card, Warning
- 2nd same player – Red Card Penalty, loss of rally and opponent earns a point
- 3rd same player – Red & Yellow Card together (Expulsion)
- 4th same player – Red & Yellow Card Separate (Disqualification)

8.2.3. Offensive Conduct (defamatory or insulting words or gestures or any action expressing contempt)

- No verbal warning, expulsion or disqualification may be given depending on the gravity of the offense.

8.2.4. Aggression (actual physical attack or aggressive or threatening behavior)

- No more verbal warning, disqualification

*NOTE:

Yellow Card (Warning)

Red Card (Penalty), loss of rally and opponent earns one (1) point

Red & Yellow Card jointly/together – Expulsion from that particular set, may return in the succeeding sets. Lost of rally, no point earned

Red & Yellow Card separately – Disqualification from the match. Loss of rally, no point earned

9. GAME TIME IS DEFAULT TIME (No grace period)

10. RESTRICTIONS

10.1. Athletes should sport an appropriate haircut. Bald or skinheads are not allowed.

10.2. Athletes are not allowed to expose any tattoos.

11. TYPHOON SIGNALS

11.1. There will be no games in the Midgets Division when typhoon signal no. 1 is declared.
For typhoon signal no. 2, games in the Juniors and Seniors Division will be postponed.
All games will be rescheduled.

12. DELIBERATE LOSS

Coaching Staff who deliberately allows his/her team to lose the game, as reported by the Commissioner, will be fined with an amount and/or suspended or banned from the tournament, to be determined by the Executive Board.

13. UNFORSEEN ITEMS

The Commissioner and the Technical Committee shall decide any technical matter not mentioned in the Ground Rules. Other matters by force majeure shall be decided in consultation with the WNCAA Executive Board.