EISM MATCH REGULATIONS – VOLLEYBALL

TECHNICAL REQUIREMENTS

Team Size	On Court	Minimum - Minimum number must be met to constitute a scored match	
	6 players	4 players	
Equipment	Mikasa MVA 200 (V200W) or MVA 300 (V300W)		
Match Officials	1 Referee or Coach		
Net Heights	Year 7 Girls – 2.05m Year 8 & 9 Girls – 2.10m Year 7 Boys & Year 10-12 Girls – 2.15m Year 8 & 9 Boys – 2.24m Year 10-12 Boys – 2.35m		
Uniform Requirements	All Players	**Compulsory School Issued Uniform:** – Short or Long-Sleeved Playing Top or Polo – Shorts	
Expected Match Duration	Best of 5 sets	2-minute change of ends	
Minimum Match Duration	Best of 3 sets – 50 minutes	2-minute change of ends	
Mercy Rule	There is no specific Mercy Rule in this sport. If you are winning comfortably, encourage students to keep rallies going and not to hit big winners.		
Incomplete Matches (emergencies & adverse weather)	For a winner to be awarded, 50% of the match must be completed before a result can be given (e.g. 3 out of 5 sets or 2 out of 3 sets)		
Tied Grand Final	Where possible, a deciding set should be played to determine the winner. Where there are time constraints and sets are equal, points will determine the winner.		

MATCH RULES

Vb.1.	All games to be played in accordance with the current rules of Volleyball Australia unless contra indicated below.
Vb.2.	Schools must agree on 'time' prior to the match commencing.
Vb.3.	Sets are first to 18 points. Teams do not need to be 2 points clear to win a set.
Vb.4.	The 5th set is to be to 18 points, however, can be reduced prior to the 5th set starting, by agreement.
Vb.5.	If sets are tied at the end of 'time', points are used to determine the winner. Points from unfinished sets are included in the final points.
Vb.6.	No timeouts are permitted during the match, except in the case of injury.
Vb.7.	Coaches need to confer prior to the game to establish the method of rotation. This method is not to be changed during the game, but can be different for each school. The default rotation method is to have a player entering as server, and rotating through each position. If a school wishes to use substitutions, they must wear playing numbers and nominate substitutions in advance.
Vb.8.	The server must be behind the end line. They may freely move or jump as long as they do not touch the end line at the moment they hit the ball. Once they have hit the ball, the server may land within the court or the free zone.
Vb.9.	The server must hit the ball within 5 secs after the first referee whistles for service.
Vb .10.	Services made before the referee's whistle, are cancelled and must be repeated.
Vb.11.	When serving, the ball shall be clearly hit with one hand or with any part of the arm after being thrown or released and before it touches the playing surface.
Vb.12.	The ball may be contacted with any part of the body.
Vb.13.	The ball may contact various parts of the body provided the contacts are done simultaneously, the hit is correct and the bounce is clear.
Vb.14.	The ball must be clearly hit and not come to rest (lifted, pushed, carried or thrown).
Vb.15.	When judging contact with the ball, don't take into consideration the movements of the players either prior or subsequent to the contact, nor the sound produced by the contact.
Vb.16.	Before the game the six players will line up on their respective base lines until called on the court by the referee. At the end of each game the team retires to the base line and then moves in a clockwise direction around the court to again line up on the base line of the opposite court.
Vb.17.	The use of libero is permitted at all year levels.