



2025 Junior Secondary Schools Volleyball Championships Regulations



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1. FINANCE

- 1.1 Entry is subject to the payment of the tournament entry fee and player registration fees by the notified due date.
- 1.2 A bond fee is not required upon registration. We expect schools to comply with tournament regulations. A fine will be imposed if teams do not comply.
 - Be represented by the Coach or Manager at the scheduled pre-tournament technical meeting.
 - Paying the registration fee on or before the due date.
 - Providing all the eligibility documents for additional/ change player, additional/change coach, additional/change manager, signed by the principal before the day of the tournament or during the preliminary inquiry (team sign-off).
 - Return all trophies and shields already engraved and in top condition.
 - Supply a local referee and scorer who has been provided guidance by coach or school personnel.
 - Ensure the nominated referee attends the Referees meeting after the technical meeting.
 - Provide a 1st Referee and 2nd Referee, 2 lines people and 2 scorers on all allocated Duty games during the tournament. Referees must provide own whistles.
 - Ensure an adult is present at the score bench if student referees are officiating and must wear the fluorescent vest.
 - Be on time for all duties (20 minutes before match start). It is the responsibility of all teams to confirm duty times on the posted draws at the tournament.
 - Undertake refereeing and duties to a standard determined by the Referee Delegate at the tournament, and as documented in the Tournament Rules and Regulations.
 - Comply with all uniform rules and regulations for the tournament. Tops to be numbered front and back and shorts consistent in colour and design.
 - Comply with all tournament rules & regulations, the schools' Fairplay Charter and expected behaviour of athletes and officials on and off the court.
 - Submit all scoresheets with complete data including signatures and player nominations.
 - Arrive to play for a match.
 - Exhibit proper decorum and respect towards officials, staff, players, coaches and spectators.

A register of non-compliance will be maintained at the tournament, and fines notified following the event to a level as determined by VNZ.

- 1.3 Where a team fails to meet their obligations during the event, a penalty fee of \$100.00 will automatically be imposed and must be paid to VNZ prior to continuing to participate in the event.
- 1.4 Entries to the Event are confirmed on receipt of the School Entry Form, Compliance and completed on-line Team List/s.
- 1.5 Refund of entry fees will be made in accordance with the refund dates specified on the school entry form in any given year.

2. PLAYER ELIGIBILITY

- 2.1 Players participating in the Event must meet the following eligibility criteria:

- be in Year 9 or Year 10 and be Under 15 before 1 January in the year of the event.
- be a “full-time” (80%) student enrolled at the school the player is competing for and be a registered member of Volleyball New Zealand Incorporated.
- the birthdates of players competing in the Event and in all qualifying matches must be declared on the official Team List/s. This form must be signed by the Principal of the school, acknowledging that all team members meet the eligibility requirements.
- comply with the eligibility criteria as set down by School Sport NZ (SSNZ) and adopted by Volleyball New Zealand (VNZ).
- a quota of three (3) new to school and non-domestic students will apply.
- the period for which a student is new to school is 2 years prior to the first day of the event, except those enrolled as Year 9 students at the beginning of the school year.
- an exemption from the quota is available for new to school students who can provide evidence that their primary caregiver has relocated, and they could not reasonably be expected to have remained at their previous school.

3. ASSOCIATION QUALIFYING EVENTS

3.1 New Zealand is divided into Associations within which qualifying competitions are run to determine regional seedings for the event. VNZ is responsible for seeding allocations.

3.2 All qualifying competitions must be completed **at least 10 days** prior to the start of the event.

4. GRADES & DIVISIONS

North Island (North Island Satellite event as required based on entries received)

4.1 Entries by seeding will be allocated to initial grades of 32 teams (8 pools of 4).

4.2 Lower grades will be determined by the number of entries which the organiser can set a cap on.

4.3 Following pool play, each grade of 32 will split into divisions of 16 or in the case of lower grades as determined by the number of entries.

4.4 There will be automatic promotion/relegation of the regional position between grades based on the finishing places of the bottom 3 /top 3 New Zealand placed teams in each grade.

4.5 Following promotion/relegation, grades will be seeded on the previous three years results of a region. This will be calculated as follows:

- 60% weighting for the results from the previous year
- 30% weighting for the results two years previous
- 10% weighting for the results three years previous

4.6 For the first round, pools will be arranged to ensure that where possible, there will be an even distribution of teams from each region as follows:

- Changes of one to two seeded place may only be made in the bottom half (17-32) of the draw when moving teams between pools to accommodate the even distribution of teams from the same region.

4.7 A team must play in the grade they are seeded in.

4.8 Regions are not guaranteed a Top 32 seeding.

South Island

4.9 Entries by seeding will be allocated into initial grades of 16 teams (4 pools of 4).

4.10 Lower grades will be determined by the number of entries which the organiser can set a cap on.

4.11 Following pool play, Division 1 of 16 will split into Top 8/Bottom 8 or in the case of lower grades as determined by the number of entries.

4.12 There will be automatic promotion/relegation of the regional position between grades based on the finishing places of the bottom 2/top 2 New Zealand-placed teams in each grade.

4.13 Following promotion/relegation, grades will be seeded on the previous three years results of a region.

This will be calculated as follows:

- 60% weighting for the results from the previous year
- 30% weighting for the results two years previous
- 10% weighting for the results three years previous

4.14 For the first round, pools will be arranged to ensure that where possible, there will be an even distribution of teams from each region as follows:

- Changes of one seeded place may only be made in the bottom half (9-16) of the draw when moving teams between pools to accommodate the even distribution of teams from the same region.

4.15 A team must play in the grade they are seeded in.

4.16 Regions are not guaranteed a Top 16 seeding.

5. INTERNATIONAL TEAMS

International teams are encouraged to participate in the Event.

5.1 A maximum of two international teams may be entered in the Top 32 for North Islands and a maximum of one international team in the Top 16 for South Island.

5.2 Seedings will be determined by VNZ with the top ranked team allocated a seed between 9-12 and the second team allocated a seed between 21-24 for North Island and South Island 13-16 with a second team in Division II.

5.3 The New Zealand teams ranked two lowest in Division 1 may be relegated to top ranked positions in Division II subject to International entries.

5.4 The seeding of all other International teams will be determined by VNZ.

6. TOURNAMENT REGULATIONS

Game Schedule

1. The first game in the day may commence as early as 8.00am. Games will be allocated 1 hour in the North Island event. For the South Island, 1 hour 15 minutes will be allocated except for the first round of day where 1 hour 30 minutes is allocated as teams playing in the second round are on duty.
2. All matches will start at the scheduled time, or earlier by agreement between Team Captains and the Duty team.
3. Teams must be present at the allocated court at least 15 minutes prior to the scheduled time of their match. Official net time warm up will begin immediately after the toss has been completed.
4. Matches running behind time must be underway 15 minutes after the completion of the previous match.
5. Coaches and/or Managers are responsible for confirming scheduled games and any changes to the draw.

Default Games

1. Any team which is not ready to take the court (6 players) at the scheduled start time of the match, or 15 minutes after the completion of the previous match (if behind schedule) will lose the first set by default.
2. If after 10 minutes after the commencement of the match, the team has not arrived, the game is forfeited.
3. A team that defaults a game without adequate reason will be fined and may be subject to further disciplinary action.

The Official Team

1. Only players and team officials (as listed on the team sheet) are permitted on the playing areas during allocated match times.
2. All teams are required to have one “qualified” first aid person.

Match ball

1. The official tournament ball is Mikasa V200W.
2. One match ball per court is supplied.
3. All games will play the 1 ball system.

Team Uniforms

1. Team players shall wear uniforms that comply with VNZ rules for this event.

2. Team shirts and shorts must be matching in design and colour.
3. If two or more sets of uniforms are used, it is preferable players wear the identical number for each set of shirts. No libero uniform.
4. Shirt numbers must be clearly visible and numbered 1-99 front and back.
5. Players are not permitted to play with casts as set by FIVB.

Allocation of Duties

1. Where possible, the following principles will be followed when allocating team duties.
2. For the North Island, the first duty on each day will be carried out by one of the teams playing the third round matches of the day. For the South Island, the first duty will be carried out by one of the teams playing the second round matches of the day.
3. Where possible teams will do duties on matches that follow their own matches.
4. A team will have a minimum break of one game after completing a duty.
5. Teams that play or do duty on the last match will not play or do duty on the first match the next day.

Protests

1. Should any team wish to make an official protest the Team Captain must indicate this to the 1st Referee. A \$50.00 fee shall be paid to the Technical Director or Referee Delegate for the protest to be considered. (This will be refunded if the protest is upheld). The game is frozen until the Disputes Committee meets and settles the protest. A protest will only be considered on an application or interpretation of a rule.

7. MATCH PLAY RULES AND REGULATIONS

Net Height

- 1.1 Net height for Junior Boys shall be 224cm.
- 1.2 Net height for Junior Girls shall be 215cm.

Set Format

- 1.1 All matches will be best of three sets. The specific set format is at the discretion of the host region and will be determined based on requirements of the tournament and communicated.

Substitutions

1. The 12-substitution rule applies. Once substituted, a player may only enter/exit into the same position in the line-up. An individual player may only enter the court a maximum of 3 times per set. Starting the set counts as the 1st entry.

Libero

1. The Libero rule will not apply to these events unless expressly communicated by VNZ or the host Regional Association.

Warm up protocol

- 1.1 Warm up protocol will be at the discretion of the host Region Association based on size of event and will be communicated by the host Region as soon as possible prior to the event

Results

- 1.1 Match results will be scored:
 - 2 points for a win
 - 1 point for a loss
 - 0 points for a default
- 1.2 Ties are separated by:
 - Sets ratio (Sets for divided by sets against)
 - Points ratio (Points for divided by points against)
 - If two teams are still tied, then they will be separated by the result of the game between them.
- 1.3 Rankings will be determined by number of matches won, match points, set ratio, points ratio.

8. INTELLECTUAL PROPERTY

- 8.1 For the purposes of this clause, "Intellectual Property" shall mean all the intellectual property of Volleyball New Zealand in the competition including but not limited to all copyright, trademarks, design rights and all rights whether created before or after the date of the competition and whether registered or unregistered, the format of the competition rules and regulations of the competition, the name and logo of the competition, all broadcasting, media and production and reproduction rights of any games in the competition in any form whatsoever, all operational information including all promotional and advertising material in relation to the competition.

The teams shall ensure that the ownership by Volleyball New Zealand of the Intellectual Property is protected at all times and that any breach of it or unauthorised or unlicensed use of it is reported to Volleyball New Zealand promptly.

Any unauthorised or unlicensed use of the Intellectual Property by a team or any such unauthorised or unlicensed use permitted by a team shall be deemed a breach of these Competition Regulations and enforceable under the non-compliance provisions of these Competition Regulations.

For the avoidance of doubt, any footage of fixtures played in this competition is the property of Volleyball NZ and no participant team or any other party may make matches publicly available, either live or on a later date, unless authorised by Volleyball New Zealand in writing.

9. NON-COMPLIANCE

9.1. Outside of specific incidents or situations cited and sanctionable under the terms of these Competition Regulations, if any participating player/team is in breach of other elements of these regulations the following procedure will be undertaken to remedy the breach:

9.1.1 In the first instance of a breach, Tournament Director shall notify the participating team in writing of the breach, and the participating team will be given three working days to rectify the breach. It is the responsibility of the participating team to undertake remedial action within the timeframe set and to keep the Tournament Director informed of progress, including any possible delays due to circumstances beyond its control.

9.1.2 If the breach is not rectified within the timeframe prescribed in 9.1.1, the Tournament Director shall issue a second written notice to the participating team, outlining the breach and a timeframe for rectification, and imposing a fine. The level of fine will be determined on a case-by-case basis, depending on the particular matters of the breach. It is the responsibility of the participating team to undertake remedial action within the timeframe set and to keep Volleyball NZ informed of progress, including any possible delays due to circumstances beyond its control.

9.1.3 If the breach is not remedied within the prescribed timeframe after the issuance of the second notice of breach in 9.1.2, the participating player/team will be suspended from competing in the competition for a duration as determined by the Tournament Director in consultation with VNZ.

10. CODE OF CONDUCT & DISCIPLINARY

10.1. All tournament officials, participants and spectators are bound by the Volleyball New Zealand Code of Conduct and the Bullying, Harassment and Intimidation Policy (see APPENDIX B).

10.2. As a result of any protest received from any participant team or event official which alleges a breach of these Regulations or the General Code of Conduct, a Disciplinary Committee comprised of the Tournament Director, Chief Referee and a VNZ member of staff (via remote link where required) will be convened to determine a resulting outcome or sanction.

10.3. Sanction could include any (or a combination) of the following to either a team(s) or individual(s):

- No action taken
- Loss of win(s) or points for a given team(s)
- A fine at the discretion of Volleyball New Zealand
- Suspension from a game(s)
- Expulsion from the tournament
- Escalation to Volleyball New Zealand Judicial process via the Board

Appendix A – Volleyball NZ Policies

General Code of Conduct – <https://www.volleyballnz.org.nz/media/attachments/2021/03/16/general-code-ofconduct-vnz-march-20211.pdf>

Bullying, Harassment and Intimidation Policy -

<https://www.volleyballnz.org.nz/media/attachments/2021/04/08/bullying-updated-april-2021.pdf>

Appendix B – FIVB Rules

FIVB Rules - <https://www.fivb.com/volleyball/the-game/official-volleyball-rules/>

Appendix C – Penalty Sanctions

A Tournament Bond will not be asked from schools upon registration, but schools will be penalised if obligations are not met. Some penalty fees may be asked to be paid during the tournament or schools will be invoiced. Penalties can take the form of competition points, match points or fines and this is at the sole discretion of the Tournament Director. Penalty fees can range from \$50-\$100.

Non exhaustive examples of non-compliance:

- Not playing all matches as scheduled
- Not performing all scheduled duties
- Not providing a minimum Local qualified 1st Referee and/or all duty personnel
- Duty supervisor not actively involved in duty (as 1st/2nd referee, line judge, scorer or assistant scorer)
- Duty supervisor not wearing a fluorescent vest or a VNZ Referee top
- Team Coach and / or Manager not attending Technical Meeting
- Behaviour contrary to VNZ's policies
- Not meeting all the requirements under Tournament Regulations

Appendix D - Risk Management Procedures for an Emergency

COMMUNICATION

1. Cell phone
2. Mobile app chat group
3. Word of Mouth

PRIORITIES OF EMERGENCY

1. Life-threatening (e.g. heart attack)
2. Major injury (e.g. broken bone)
3. Non life-threatening (e.g. strains, some fractures)
4. Minor injury (e.g. sprain)
5. Other incl. injuries/medical conditions/fire/legal

PROCEDURE:

1. Referee freezes game/s and if appropriate calls Court Controller.
2. Lower priority emergencies treated at court if appropriate, and measures taken to ensure court is clean and safe for continuation of game.
3. Court Controller communicates with the Event Manager/Technical Director or Referee Delegate the priority level of emergency if requiring further medical assistance.
4. Event Manager/Technical Director immediately calls for external medical assistance for high priority (1-2) emergencies, and priority 3-5 if considered appropriate.
5. Event Manager/Technical Director complete Accident/Emergency Report immediately after the game is completed and emergency managed, and file with Event Manager.