



## **Club Championship Zone League Regulations 2022**

## Contents

<b>1</b>	<b>INTRODUCTION</b>	<b>PG 3</b>
<b>2</b>	<b>COMPETITION NAME</b>	<b>PG 3</b>
<b>3</b>	<b>ENTRIES FOR THE COMPETITION</b>	<b>PG 3</b>
<b>4</b>	<b>ZONE MANAGER / ZONE COMMITTEE</b>	<b>PG 4</b>
<b>5</b>	<b>COMPETITION FORMAT</b>	<b>PG 4</b>
<b>6</b>	<b>PLAYING OF MATCHES AND VENUES</b>	<b>PG 4</b>
<b>7</b>	<b>TEAM COMPOSITION</b>	<b>PG 4</b>
<b>8</b>	<b>ELIGIBILITY OF PLAYERS</b>	<b>PG 6</b>
<b>9</b>	<b>WITHDRAWAL AND FAILING TO PLAY</b>	<b>PG 7</b>
<b>10</b>	<b>MATCHES PLAYED IN ACCORDNCE WITH OFFICIAL VOLLEYBALL RULES</b>	<b>PG 7</b>
<b>11</b>	<b>SUBSTITUTION RULES</b>	<b>PG 7</b>
<b>12</b>	<b>DURATION OF MATCHES</b>	<b>PG 8</b>
<b>13</b>	<b>TEAM UNIFORMS AND CODES</b>	<b>PG 8</b>
<b>14</b>	<b>REFEREES AND DUTY TEAMS</b>	<b>PG 8</b>
<b>15</b>	<b>MATCH BALLS</b>	<b>PG 9</b>
<b>16</b>	<b>MATCH RESULTS AND SCORESHEETS</b>	<b>PG 9</b>
<b>17</b>	<b>DISCIPLINARY MATTERS</b>	<b>PG 9</b>
<b>18</b>	<b>MISCELLANEOUS</b>	<b>PG 10</b>
<b>19</b>	<b>INTELLECTUAL PROPERTY</b>	<b>PG 10</b>
<b>20</b>	<b>NON-COMPLIANCE</b>	<b>PG 11</b>

### APPENDICIES

<b>1</b>	<b>SCHEDULE OF SANCTIONS AND FINES</b>	<b>PG 12</b>
----------	--	--------------

## **1 INTRODUCTION**

- 1.1 The Volleyball New Zealand Club Championship Zone Leagues are competitions established by Volleyball New Zealand (VNZ) and shall be competed for by teams according to these Competition Regulations.
- 1.2 The Zones Leagues shall be organised by appointed Zone Managers and/or Committees working on behalf of VNZ via the application of these Competition Regulations, policies and codes, which shall apply to the competition. To the extent that there is any conflict between these Competition Regulations and VNZ regulations or policies, any VNZ Covid-19 Protocols, regulations and codes otherwise, these Competition Regulations shall apply.
- 1.3 VNZ may delegate any of its powers, rights and responsibilities under these Competition Regulations to any Regional Association or Zone League Manager. That Regional Association or Zone League Manager shall then be responsible to carry out that power, right or responsibility in accordance with VNZ regulations, policies and codes, to the extent of the delegation.

## **2 COMPETITION NAME**

- 2.1 The competition shall be called the Volleyball New Zealand Club Championship Zone Leagues and shall be competed for during each winter club season.
- 2.2 VNZ shall have the right to add to or change the competition name to reflect the name of the sponsor if it so desires.

## **3 ENTRIES FOR THE COMPETITION**

- 3.1 The competition shall be open to:
  - 3.1.1 All clubs being members of Regional Associations affiliated to VNZ, or affiliated directly to VNZ.
  - 3.1.2 Clubs from the Armed Services of the New Zealand Defence Force, being members of Regional Associations affiliated to VNZ. Such entry to be at the sole discretion of VNZ, and in any event limited to one team from each affiliated club.
- 3.2 Zone Managers shall call for entries from teams wishing to compete in the competition. Teams wishing to compete in the competition must register for the competition on or before 2 weeks prior to the start of first local Zone competition.
- 3.3. All clubs wishing to compete must have no outstanding debt with their Regional Association, Zone or VNZ.
- 3.4 Entries must be submitted in compliance with the requirements of the Zone Manager or Zone Committee.
- 3.5 Entry fees must be invoiced by zone committee and paid by the due date for the club to be eligible to participate in the competition.

#### **4 ZONE MANAGER / ZONE COMMITTEE**

- 4.1 Each Zone Manager (and/or Zone Committee) will be responsible for the qualification process for teams vying for Division 1 Zone seedings at the VNZ Club Championships event.
- 4.2 Zone Qualification (ZQ) is to start no earlier than IPC (Inter Provincial Championship) and is to be completed two weeks prior to New Zealand Club Championship.
- 4.3 Zone Manager and/or Zone Committee will:
  - 4.3.2 Ensure Zone Qualification (ZQ) is played within the allocated zone window.
  - 4.3.3 Ensure no ZQ events are played during Performance Window when applicable
  - 4.3.3 Manage their competition Zone Qualification process
  - 4.3.4 Ensure all participants have completed VNZ membership and transfer requirements prior to the start of the Zone Qualification period.
  - 4.3.5 Manage the competition draw in consultation with participating Clubs to ensure fairness and equity in competition format
  - 4.3.6 Manage the Disciplinary Process in line with clause 17 of these regulations
  - 4.3.7 Provide match result information in line with clause 16 of these regulations
  - 4.3.8 Ensure all players participating in the Zone League have met the necessary qualification regulations as stipulated in these regulations

#### **5 COMPETITION FORMAT**

- 5.1 The format of each Zone League is at the discretion of each Zone League Manager. However, it is recommended that it is a league or multiple leagues, of several divisions and rounds where team entries allow.

#### **6 PLAYING OF MATCHES AND VENUES**

- 6.1 Competition draws must be available at least five days prior to the Zone League competition beginning.
- 6.2 Whenever possible the venue should reflect the best quality of floor and roof height.
- 6.3 The Zone Manager (or Zone Committee) will attempt to schedule the hosting venues in locations that are the fairest for the teams competing to balance travel requirements throughout the season.

#### **7. TEAM COMPOSITION**

- 7.1 Once a player has appeared on the scoresheet for a team, they are only able to compete for that Club for the rest of that season. VNZ will review requests for dispensation from this requirement in exceptional circumstances. VNZ will approve or decline any request at its sole discretion.

- 7.2 Players are not permitted to move between teams within a club unless to ensure that a team can take the court with 7 players. In these cases, the Intra-Club Player movement rules (7.4) or Emergency Player rule (7.5) apply.
- 7.3 Intra-Club Player movement rules are as follows:
- 7.3.1 Clubs that have two or more teams in a zone competition must provide a list of 9 players minimum that are A team players ~~(to avoid “stacking” a B team at the start of a season)~~
  - 7.3.2 Teams may only field players listed on their team list provided.
  - 7.3.3 A player may only appear on one team list for any weekend (except under the Emergency player rules below).
  - 7.3.4 Club member who moves to a “higher” team and appear on their line up sheet for 3 or more competition games (regardless of them taking the court or not) they will be regarded as a permanent member of that team for the zone competition (emergency Players who are unused are not deemed to be on the line up sheet).
  - 7.3.5 When a player is moved to a higher team they must have the word “PROMOTED PLAYER” written beside their name on the scoresheet.
  - 7.3.6 No intra-club movement is allowed for a player moving to a lower team in a club (ie A to B team, B to C team) other than a player who has filled in (using the Intra-Club Player movement rules) for 1 or 2 games for a higher team and REJOINING their original team.
  - 7.3.7 At the conclusion of the Zone competition, clubs may drop a maximum of 1 player from their A or B team to a lower team for Club Championships.
- 7.4 Emergency Player rule - To avoid the need for Intra-club movement there will be an Emergency Player rule.
- 7.4.1 These rules only apply when the team in question has a lower ranked team from the same club playing within that zone season.
  - 7.4.2 When the higher ranked team has less than 8 players on a scoresheet, they can list an “Emergency player” at the bottom of the team list who is a member of any of the clubs lower ranked teams. Up to 3 “Emergency players” can be listed to ensure an appropriate player can be brought up.
  - 7.4.3 The word “EMERGENCY PLAYER” must be written beside their name on the scoresheet. At this point this player isn’t regarded as a promoted player.
  - 7.4.4 The emergency player is free to play for their regular team as normal.
  - 7.4.5 If due to injury a team with an emergency player listed on their scoresheet does not have 6 players able to take the court the emergency player can be immediately called up from the lower team (for clarity this could mean while the player is participating for a B or C team).

- 7.4.6 The Emergency player is given normal playing rights in the new team. At this point the player is regarded as a promoted player and would then need to follow the **Intra-Club Player movement rules** with this match now counting towards the 2-match limit before the change become permanent.
- 7.4.7 Once an emergency player is used, they must stay with the higher ranked team for the remainder of the weekends matches, however the higher team can choose to leave them off any subsequent scoresheets.

## 8 ELIGIBILITY OF PLAYERS

- 8.1 All players, team management and coaches must have completed VNZ member registration and payment process prior to participation in any Zone qualifying league/tournament.
- 8.2 If a player has played for a different club in any previous season a VNZ Club Transfer must be completed before they are added to a team list.
- 8.3 Players transferring between clubs must complete a Transfer Form and lodge with VNZ prior to participation in any Zone qualifying league/tournament. (For clarity, no player can play for 2 clubs within 1 season without an exemption from VNZ).
- 8.4 Players must not be registered on more than one (1) Team List, other than as permitted in the Loan Window, and once a loan is confirmed or denied the player will then be removed from the appropriate list.
- 8.5 All players must have taken the court for their CLUB during the 2022 zone leagues, other than as permitted in the Loan Window (8.3).
- 8.6 Players can register as a New Zealand Domestic Player (NZDP) or as an International Player (IP). Teams may register up to two (2) International Players
- 8.6.1 New Zealand Domestic Player (NZDP) means the person holds or has issued in their name, at least one of the following documents:
- A New Zealand Passport
  - A New Zealand Birth Certificate
  - A New Zealand Certificate of Citizenship
  - A New Zealand Residence Visa
  - A New Zealand Working Visa
  - A New Zealand Study Visa
- 8.6.2 An International Transfer Certificate (ITC) is required for all New Zealand Domestic Players whose 'Federation of Origin' is not VNZ.
- 8.6.3 International Player (IP) is defined as:
- 8.6.3.1 Someone who does not meet the New Zealand Domestic Player (NZDP) requirements (defined in clause 7.5.1 above).
- 8.6.3.2 An International Transfer Certificate (ITC) is required for all International Players whose 'Federation of Origin' is not VNZ.

- 8.7 If an Ineligible Player is recorded on the official score sheet, match points and match results for the player's team are immediately forfeited for that match and any others which are determined to have been played while the player was ineligible.

Each completed set is recorded 0-25 in favour of the opposing team, and each completed match as 0-3 (sets). All points in the current game/set are forfeited. The player concerned is removed from any further participation in the match.

- 8.8 Where a club wishes to replace a named player due to injury, the club must prove the player is physically unable to participate in the event to the relevant Zone Manager. The club must name a registered member of the club as a replacement player.
- 8.9 For clarity, an ineligible player is defined as:

- 8.9.1 A player not formally registered, paid and completed the VNZ Membership process
- 8.9.2 A player with an outstanding Club Transfer still in process
- 8.9.3 A player who fails to satisfy the outlined requirements of clause eight (8) of these Competition Regulations

## **9 WITHDRAWAL AND FAILING TO PLAY**

- 9.1 Any team who default in their obligations after the publication of a draw shall be liable to sanction at the discretion of the of the Zone Manager (and/or Zone Committee). Sanctions can include a fine and/or loss of competition points and/or removal from the competition and/or suspension from the competition in the following year.
- 9.2 Teams must take all reasonable steps to arrive at a match on time. If they fail to do so they may be fined and/or have competition points removed at the discretion of the Zone Manager (and/or Zone Committee).

## **10 MATCHES PLAYED IN ACCORDANCE WITH OFFICIAL VOLLEYBALL RULES**

- 10.1 All matches shall be played in accordance with the FIVB Official Volleyball Rules.
- 10.2 Zone Managers are able to determine variations from the FIVB rules where required. These must be submitted to VNZ for approval prior to the competition beginning.
- 10.3 Both Liberos are permitted to play during a set.

## **11 SUBSTITUTION RULES**

- 11.1 Zone Managers in consultation with their Committee will decide whether teams are competing using the 12 sub rule or 6 sub rule.
- 11.2 Teams are composed of 12 players + up to 2 liberos per match

## **12 DURATION OF MATCHES**

- 12.1 Intervals Between Matches. A maximum 10-minute interval between matches, unless otherwise indicated, is to be strictly enforced.
- 12.2 For teams required to complete back-to-back games a minimum 10-minute interval will be permitted. A maximum period will be determined by the Court Convenor / Court Controller at the venue and applied where required.
- 12.3 Variation of Match Format. The Court Controller / Court Convenor may decide to use a reduced scoring format in one or more matches of a competition.
- 12.4 Alterations to Match or Tournament Format during an Event.
- 12.5 Where necessary, the Tournament Director may alter the match format or the tournament format during an event to ensure player safety and/or the completion of the event.
- 12.6 Any match or tournament format changes will be announced immediately upon such a decision being made.
- 12.7 Any matches that are still incomplete at the time of such a decision being announced will be played under the originally advertised match and tournament format.
- 12.8 In Division 1 set lengths are best of 5 sets. It is the decision of the Zone Manager (and/or Zone Committee) to determine if Division 2 and or any subsequent divisions are 3 sets to 25 or best of 3 sets.

## **13 TEAM UNIFORMS AND COLOURS**

- 13.1 Under garments (i.e. tights or compression wear that are fitting to the skin) can be worn under the uniform without approval.
- 13.2 If a playing uniform varies across the team outside of the libero, approval/ exemption must be sought from the relevant Zone Manager/Convenor prior to the competition or match beginning.
- 13.3 Playing uniforms must clearly display a number different to all other players in the team on the front and back of the playing top.

## **14 REFEREES AND DUTY TEAMS**

- 14.1 All competing teams are required to fulfil referee duty for all games in the Zone League competition as scheduled by the Zone League Manager (and/or Zone Committee)
- 14.2 Referees must be qualified to the following levels:
  - 14.2.1 Referee 1 must be qualified to (insert qualification standard)
  - 14.2.2 Referee 2 must be qualified to (insert qualification standard)
- 14.3 Other duty requirements of the team are:
  - 14.3.1 Line judges
  - 14.3.2 Scorekeepers – including official match scoresheet and/or broadcast or E-scoresheet requirements



- 14.4 Failure to deliver referee and duty requirements for any match as scheduled will result in sanction at the discretion of the Zone Manager (and/or Zone Committee). This sanction could include fine and/or loss of competition points.
- 14.5 Teams must take all reasonable steps to arrive at a match on time for referee and duty requirements. If they fail to do so they may be fined and/or have competition points removed at the discretion of the Zone Manager (and/or Zone Committee).

## **15 MATCH BALLS**

- 15.1 VNZ reserves the right at any time to identify and/or supply an official brand of match ball for the competition which must be used in all matches. Notification of such a requirement will be given in advance of the competition beginning.
- 15.2 The official game ball is the Mikasa V200W.

## **16 MATCH RESULTS AND SCORESHEETS**

- 16.1 All Zone League Match Results must be uploaded to the designated VNZ Competition Management System or other nominated system and/or notified to appropriate VNZ staff by the Zone Manager (or delegated other) for the Zone no later than 48 hours after the match.

## **17 DISCIPLINARY MATTERS**

- 17.1 VNZ will not tolerate any anti-social behaviour which contravenes the standards outlined in the following VNZ policies and documents:
- General Code of Conduct
  - Athlete Code of Conduct
  - Bullying Harassment and Intimidation Policy
  - Child Protection Policy
  - VNZ Constitution
- 17.2 If it is felt they have witnessed any conduct contravenes the standards outlined in the above documents in 17.1, or an alleged breach of these competition regulations has occurred, any appointed club representative may formally report the matter to the Zone Manager (and/or Zone Committee) within 48 hours of the completion of the match, including all details describing the incident which has occurred.
- 17.3 Once the report is received, the Zone Manager (and/or Zone Committee) will determine the appropriate process for determining the outcome of the protest. This may include some or all of the following:
- The receipt of the protest will be acknowledged and the club, and/or team or individual will receive notification of receiving protest and a projected time to investigate the incident or issue and decide on the outcome.

- Zone Manager (and/or Zone Committee) seeks written report from the person/team the complaint concerns.
- Zone Manager (and/or Zone Committee) seeks written feedback from the referee, duty team, court controller and/or any independent person who may have witnessed the incident
- The Zone Manager (and/or Zone Committee) sits to review all information and formulates a draft written decision which is sent to VNZ for review and finalisation prior to being sent back to complainant and person/team.
- Sanctions available to Zone Manager (and/or Zone Committee): written warning to person/team, deduction of points for team, suspension of person/team for 1 or 2 weeks, fine for the person/team, withdrawal from Northern Zone or escalation to VNZ for further judiciary process.

## **18 MISCELLANEOUS**

- 18.1 Matters not provided for in these Competition Regulations and cases of force majeure shall be decided by VNZ. All decisions shall be final.
- 18.2 No person is entitled to bring this competition, VNZ, the game or any related issue into disrepute. In particular, coaches and players are not entitled to communicate negative comments to the media or in any other public forum, aimed at any official, which results in such disrepute. Any person who breaches this clause will be liable to a fine of \$500 per breach, at the sole discretion of VNZ.

## **19 INTELLECTUAL PROPERTY**

- 19.1 For the purposes of this clause, "Intellectual Property " shall mean all the intellectual property of VNZ 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 VNZ 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 VNZ 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 VNZ and no participant team or any other party may make matches publicly available, either live or on a later date, unless authorised by VNZ in writing.

## **20 NON-COMPLIANCE**

- 20.1 Outside of specific incidents or situations cited and sanctionable under the terms of these Competition Regulations, if any participating team is in breach of other elements of these regulations the following procedure will be undertaken to remedy the breach:
- 20.1.1 In the first instance of a breach, the Zone Manager (or Zone Committee) 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 Zone Manager informed of progress, including any possible delays due to circumstances beyond its control;
- 20.1.2 If the breach is not rectified within the timeframe prescribed in 20.1.1, the Zone Manager (or Zone Committee) 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 VNZ informed of progress, including any possible delays due to circumstances beyond its control.
- 20.1.3 If the breach is not remedied within the prescribed timeframe after the issuance of the second notice of breach in 20.1.2, the participating team will be suspended from competing in the competition for a duration as determined by the Zone Manager (or Zone Committee) in consultation with VNZ.

## **APPENDICIES**

### **SCHEDULE 1 – SANCTIONS AND FINES**

1. Playing an ineligible player under clause eight (8) of these regulations. Match points and match results are immediately forfeited for the team for all matches and games up to the point the ineligible player is identified. At that time, each completed game/set is recorded 0-25 in favour of the opposing team, and each completed match as 0-3 (sets). All points in the current game/set are forfeited. The player concerned is unable to participate in the competition until his or her eligibility is confirmed under clause eight (8) of these Competition Regulations.
2. Incomplete uniforms: Sanction is \$100 per player not wearing the appropriate team uniform under clause 13 of these Competition Regulations unless exemption has been provided by the Zone Manager (and/or Zone Committee)
3. Failure to deliver referee and duty requirements for any match as scheduled will result in sanction up to a maximum of \$200 at the discretion of the Zone Manager (and/or Zone Committee).
4. Teams must take all reasonable steps to arrive at a match on time for referee and duty requirements. Failure to do so will result in sanction up to a maximum of \$200 at the discretion of the Zone Manager (and/or Zone Committee).