



VOLLEYBALL NZ
53rd CLUB CHAMPIONSHIPS
AUCKLAND 2020

TOURNAMENT MANUAL

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STRATEGY: PLAYING THE GAME

Volleyball New Zealand (VNZ) is committed to:

- Delivering high-quality events
- Meeting the needs of our members across all ages and levels
- Working with our regional associations, our providers and our sponsors to ensure volleyball is delivered professionally, productively, and profitably
- Consistently delivering a quality product which will establish the Volleyball New Zealand event brand as meaningful to our volleyball community, our stakeholders, and our sponsors
- Delivering events professionally
- Ensuring all events contribute financially to the sustainability of VNZ
- Ensuring that events are, as much as possible, equally accessible to all players

FUNDAMENTAL VALUES FOR THE VNZ CLUB CHAMPIONSHIPS

Underpinning the Volleyball New Zealand commitments to delivering the sport, VNZ is also committed to the following values:

- Annually providing a high-quality competitive event
- Encouraging and rewarding excellence in performance
- Providing a quality experience for all participants in a safe and enjoyable environment
- Promoting the principles of “fair play”:
 - Integrity
 - Fairness
 - Respect
- Supporting a smoke and drug free event

RULES AND REGULATIONS

1. CONTROL COMMITTEE

The Control Committee will be responsible for the smooth running of the competition, the conduct of a technical and referee meeting the day before the start of the competition, and the adherence to event rules and regulations. The Control Committee consists the Tournament Director, Chief Referee, Technical Director and the Competition Manager.

1.1. PROTEST ADJUDICATOR

The Protest Adjudicator is responsible for resolving game-related conflicts and complaints during match play. The Protest Adjudicator's decisions at that time will be final. The Chief Referee and Referee Delegates will have authority to solve the problem and determine the outcome during the match and will report it to the Tournament Director.

1.2. DISPUTES COMMITTEE

The Disputes Committee is responsible for resolving issues outside of match play such as player eligibility and other legalities. The Disputes Committee may include the Tournament Director, Technical Director, Chief Referee, Competition Manager, a VNZ board member, Zone Convenors or another appointed person with relevant expertise at the discretion of the Tournament Director.

Disputes will be settled before the teams involved take the court for subsequent matches. Decisions made by the committee will be final and any subsequent fines must be paid in full before the team may take the court again. Failure to do so will result in automatic loss of matches until any fines are paid in full.

2. TOURNAMENT DIVISIONS, FORMAT, SEEDING SYSTEM

2.1. TOURNAMENT DIVISIONS

Division 1 Men's and Women's

To be eligible for Division 1, teams must qualify via Zone Qualification which will also determine the seedings.

Division 2 Men's and Women's

Teams that do not qualify for Division 1 after the Zone Qualifications will automatically be seeded in Division 2.

New teams may register to play in Division 2 without participating in the Zone Qualifications but will have a low seeding.

2.2. TOURNAMENT FORMAT

2.2.1. Draw Principles

- There will be two divisions each for men and women. The First Division will consist of 12 teams.

- There will be a Second Division (for teams beyond the First Division teams).
- All matches will be best of 5 sets.
- Two (2) hours will be allocated for all matches.
- Teams will play a maximum of two matches in any one day.
- If any team is scheduled to play two successive matches, they will be entitled to a 30-minute break between matches. By agreement between both captains and the duty team, this period may be shortened.
- The draft draws will be completed and distributed to confirmed participating teams seven (7) days prior to the tournament date.
- The final competition draw will be confirmed at the Technical Meeting held the day prior to the commencement of the event.

2.2.2. Allocation of Competition Points

Competition Points shall be allocated as follows:

Match won 3-0; 3-1	3 points
Match won 3-2	2 points
Match lost 2-3	1 point
Match lost 0-3; 1-3	0 points
Match forfeited	0 points (0-25; 0-25; 0-25)

2.2.3. Rankings will be determined as follows (in order of priority)

- Number of Victories: The teams will be classified in descending order by the number of matches won.
- In case of equality in number of matches won the Competition Points will be considered.
- Set quotient: In the case of equality in the Competition Points won by two or several teams, they will be classified in descending order by the quotient resulting from the division of the number of all sets won by the number of all sets lost.
- Points quotient: If the tie persists as per the set quotient the teams will be classified in descending order by the quotient resulting from the division of all points scored by the total of points lost during all sets.
- If the tie continues as per the point quotient between two teams, the priority will be given to the team which won the last (official) match between them.
- When the tie in point quotient is between three or more teams, a new classification of these teams in the terms of the above three tie-

breakers will be made taking into consideration only the matches in which they were opposed to each other.

2.3. SEEDING SYSTEM

Seeding will be determined as follows:

2020 NZCC remains as a 12-team Division 1 tournament with Promotion/ Relegation from Division 1 to Division 2 with a minimum of 2 teams being represented from each zone in Division 1.

The Promotion/ Relegation effect for the 2020 NZCC seeding shall be calculated using the finishing positions from the 2019 Division 2 Championships.

Where a team withdraws after qualifying, that zone position will go to the next placed team from that zone. If there are no eligible teams the position below the vacancy will move up and the vacancy will be allocated in order of:

- The Zone finishing places from the previous year's event
- By ballot of any other third placed teams in Zone Qualification events
- VNZ retains the right to balance Zone representation in pools for seeds 5-12.

2.4. PROMOTION AND RELEGATION

The top placed team in Division 2 gain their zone promotion to Division 1 for the following year. The bottom placed team lose their zone representation in Division 1 for the following year.

Where a team finishing bottom in Division 1 cannot be relegated due to the guaranteed 2 places per zone, the next lowest team unaffected by zone guarantee will be relegated to Division 2.

Where a team finishing first in Division 2 has not competed in the zone qualifying process, they are not eligible to earn that zone a promotion to Division 1 and the promotion goes to the next eligible team.

3. ZONES

The following regions which are defined by the Board by regulation from time to time are included in the following zones:

- Northern Zone
 - Northland, North Harbour, Auckland, Waitakere and Counties Manukau

- Midlands Zone
 - Waikato and Bay of Plenty
- Central Zone
 - Taranaki, Wanganui, Manawatu/Wairarapa, Wellington, Hawkes Bay/Poverty Bay
- Southern Zone
 - Tasman, Canterbury, Aoraki, Otago, Southland

3.1. ZONE QUALIFICATION

Each Zone will be responsible for the qualification process for teams vying for Division 1 Zone places.

Zone Convenor / Committee:

Responsibilities will include:

- Ensuring Zone Qualification (ZQ) is played within the allocated zone window
- Managing their Zone Qualification process
- Ensuring all participants in any part of the qualification process for the zone have completed VNZ membership and transfer requirements
- Managing a draw in consultation with participating Clubs to ensure fairness and equity in competition format
- Should a protest or dispute be lodged at the Zone Qualification, convening a suitable Protest Committee or Disputes Committee
- Providing the VNZ National Office with Results of Division 1 qualifying within 24 hours of the completion of the event qualifying process
- Ensuring that all players participating in the NZCC have met the necessary qualification regulations as stipulated in this Tournament Manual.

4. RIGHT OF ENTRY & ELIGIBILITY

4.1. DOMESTIC TEAMS

Only Clubs that are members of an affiliated VNZ Regional Association may enter the NZCC or Zone Qualifying.

Clubs entering the Zone Qualification Events/Tournaments may only enter the Zone Qualification Tournament process in their Zone.

Each Zone is guaranteed two positions per gender in Division 1. Where Clubs qualify two (2) or more teams in Division 1, the Club is required to attest to the rankings of the teams on the Final Team Lists submitted.

4.2. INTERNATIONAL TEAMS

International teams may not enter Division 1 at the NZCC but may enter Division 2 at the invitation of VNZ. An International team is classified as;

- A team with ALL athletes who have a Federation of Origin that is not VNZ OR
- A team that is residing and competing in competitions outside of New Zealand.

4.3. PLAYER ELIGIBILITY

Teams must register all named players, management, and coaches with VNZ prior to participation in any Zone qualifying league/tournament.

All players must have taken the court for their CLUB during the 2020 zone leagues, other than as permitted in the Loan Window.

All players that appear on the Club Championships Team List for a specific team must have followed the player eligibility requirements from the 2020 Zone League rules. (Link)

Players must not be registered in more than one (1) Club Championships 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.

Players must settle all outstanding fees to Volleyball New Zealand before playing in the tournament.

4.3.1. NZ Domestic Player (NZDP)

Players can register as a New Zealand Domestic Player or as an International Player (IP).

New Zealand Domestic Player (NZDP) means the person holds or has issued in their name, at least one of the following documents:

- A NZ Passport
- A NZ Birth Certificate
- A New Zealand Certificate of Citizenship
- A NZ Residence Visa
- A NZ Working Visa
- A NZ Study Visa

Please note that a working holiday visa does not give Domestic Player status.

- An International Transfer Certificate (ITC) is required for all New Zealand Domestic Players whose 'Federation of Origin' is not VNZ

4.3.2. International Player (IP)

Teams may register up to (2) International Players.

- An International Player is a player who does not meet the New Zealand Domestic Player (NZDP) requirements.
- An International Transfer Certificate (ITC) is required for all International Players whose 'Federation of Origin' is not VNZ.
- An International Player must have played (taken the court) 4 official zone matches for the team they are registering with during the 2020 zone season.
- The club must notify Volleyball New Zealand BEFORE the player takes the court during Zone Qualifications to enable verification.

4.3.3. Club Transfers and Loans

Players transferring between clubs must complete and lodge a Transfer Form 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 Volleyball New Zealand).

Players must complete the transfer form online to be approved by the former club and the regional association.

Following the conclusion of Zone Qualification events, each qualified Division 1 team may loan one player from a non-qualified Division 1 team within the loan window, which will be 14-22 September 2020. Loan forms can be found [here \(link\)](#).

Loans are only granted at the discretion of the Loaning Club.

Loans and transfers may not be granted if a player has an unsatisfied financial obligation (whether disputed or not) to the club for which an Invoice or other formal documentation supporting indebtedness to the Club has been issued prior to the application for the loan is received by the loaning Club.

4.3.4. International Transfer Certificates (ITC)

All players (NZDP and IP) whose Federation of Origin is not New Zealand must apply for an ITC before playing in NZCC. The Federation of Origin is where the athlete first played volleyball.

As a National Federation affiliated to FIVB, VNZ must abide by the FIVB's system of registering athletes playing internationally (National Fed of Origin not VNZ). FIVB has identified NZCC as our top Club National League; therefore, the ITC is required.

For more information of requesting for an ITC, refer to the VNZ Website.
(Link)

4.3.5. Transgender Players

Those who have transitioned or are transitioning from female to male are eligible to compete in the male category. Those who have transitioned from male to female are eligible to compete in the female category given that they are undergoing hormone treatment.

5. TEAM REGISTRATION

25 August 2020 - Team entry must be completed on or before 24 August 2020 on the online form in the Volleyball NZ Webpage for the 2020 Club Champs.

Registration fees are due by:

- 25 August 2020** - Division 1 entry per team = \$1,300.00
- Division 2 entry per team = \$1,000.00

Division 1 teams will have a discount of \$300 per team if the team has a registered National Referee.

Payments shall be made by internet bank transfer to Volleyball NZ Inc.
ASB 12-3192-0023920-00

After 1 September 2020 - Entry fees paid after 1 September 2020 will incur a \$50 per week penalty fee/late registration fee until the fees have been fully paid.

1 September 2020 - Teams withdrawing from the event after 5.00 pm 1 September 2020 will forfeit all entry fee, or if they have not paid the entry fee, they will still be required to pay.

22 September 2020 - Deadline of Team List. Teams must register on or before 22 September 2020 up to 14 players on the Team List Form. Of the 14 players, only 2 may

be International Players. All other players must have met the player eligibility requirements already established.

6. TOURNAMENT REGULATIONS

6.1. MATCH RULES

All matches will be played according to FIVB Rules 2017-2020.

6.1.1. Exceptions

6.1.1.1. Substitution

The FIVB 6-substitution rule applies for Division 1.

For Division 2, the 12-substitution rule applies:

For Division 2, the following 12 substitution rule applies.

- i. A team shall be allowed a maximum of twelve (12) substitutions **per set**.
- ii. Each player may enter the game a maximum of three (3) times **per set** (starting shall count as an entry).
- iii. Starting players may be replaced by a substitute and may subsequently re-enter two (2) more times **per set**.
- iv. All players must always re-enter to the same position in the service order as their first entry **for the duration of that set**.
- v. Any number of players may enter the set in each position in the service order (only limited by points 1, 2, 3 and 4 above).
- vi. In case of injury, exceptional substitutions are allowed according to FIVB Rule 15.7.
- vii. For further clarification please see Appendix A or the VNZ YouTube video: <https://www.youtube.com/watch?v=S3ksp-Ncek>

6.1.1.2. Uniforms

Team playing tops must be matching in design and colour.

Team playing shorts must be matching in colour and at least close to matching in design / length / pattern.

Shirt numbers must be clearly visible and numbered 1-99 front and back (preferably numbered 1-20).

- Preferably centered on front & back and minimum of 15 cm in height on the chest, and a minimum of 20 cm in height on the back.
- Colour and brightness of the numbers must contrast with the colour and brightness of the jerseys.
- Captain's shirt must be clearly identified with a line under the number on the shirt front.
- The Libero player(s) must wear a uniform which has a different dominant colour from any colour of the rest of the team. The uniform must clearly contrast with the rest of the team. The Libero uniforms must be numbered like the rest of the team.
- Where more than one set of uniforms is used in this event, it is preferable that players wear the same number for all matches, where this is not possible, changes must be neatly noted on the scoresheet.
- Religious garments, support/compression garments, wraps, strapping, knee or elbow pads, and/or layers for warmth are permitted and may be visible so long as they are worn under uniforms.

6.1.1.3. Technical Time- Out

Technical Time-outs do not apply.

6.2. MATCH BALL

Match Ball is Molten V5M5000.

6.3. LIBERO

Before each match, teams may nominate from their team list up to two Liberos by writing the names and numbers in the special lines reserved for Liberos.

Re-designation of a new Libero during a match is permitted as described in FIVB rule 19.4

If a team has more than 12 players listed on the score sheet for a match, 2 Liberos are mandatory to be nominated before the match begins.

6.4. INJURED PLAYER

Where a club wishes to replace a named player due to injury, the club must prove that the player is physically unable to participate in the event. The team must name a registered member of the club as a replacement player.

6.5. PROTEST RESOLUTION

A protest may be lodged if the team believes that the match officials have incorrectly interpreted or applied a rule, and if an improper decision was made by the scorer on the score and rotational order.

The Referee Delegate will obtain the Referee and the Coach's rationale for their decision prior to deciding the final outcome.

A protest about a Referee sanctioning a player due to misconduct will be immediately dismissed.

If a protest is upheld, the match recommences immediately before the error occurred.

Teams may warm-up during this process but are not allowed to leave the court or venue.

Where a team wishes to lodge a protest during a match:

- The Captain must indicate to the 1st Referee that a protest is being lodged and the match will be frozen.
- A Protest Fee of \$50.00 cash shall be lodged with the Chief Referee or the Tournament Director if in attendance at the Protest.
- The decision will be final and binding.
- If the Protest is upheld, the Protest Fee will be returned.

6.6. MISCONDUCT DURING THE EVENT

Incidents that violate or potentially violate NZCC Code of Conduct can occur during or away from the match and shall be reported to the Tournament Director who will convene the Disputes Committee.

The Disputes Committee will use the following procedure to address the incident:

- a) Notify the involved parties that there has been an incident that violated or potentially violated Code of Conduct.
- b) The Committee will interview both parties and secure statements from any witnesses to the alleged violation.

- c) If the violation occurred during a match, interviews will be held with the officials who conducted the match and with the coaches and captains of each team when necessary and appropriate.
- d) The Committee will interview and secure a statement from the person(s) accused of the violation.
- e) The Committee will render a decision and determine a possible penalty.
- g) The Committee will inform both parties about the final decision.

The penalty determined by the Disputes Committee is final and may include any of the following, singularly or in combination:

- a) Oral or written warning.
- b) Oral or written reprimand.
- c) Suspension from future matches at NZCC.
- d) Ejection from NZCC.
- e) Other appropriate penalty as determined by the Disputes Committee.

A full written report of the incident and the Committee's decision shall be submitted to Volleyball New Zealand following the conclusion of NZCC.

Formal complaints after the tournament must be forwarded to Volleyball New Zealand.

6.7. INELIGIBLE PLAYER

If an ineligible player is recorded on the scoresheet or identified, this must be brought to the attention of the Tournament Director and will be investigated. The Disputes Committee will aim to resolve the issue before the next match of the team with the ineligible player. Documentation of proof of eligibility may be requested during the process.

If the player is ineligible, the match points and match results are immediately forfeited for all sets and matches up to the point the ineligible player is identified. At that time, 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 set are forfeited.

The player concerned is removed from any further participation in the event and may not be replaced. The team with the ineligible player will be fined \$100 and can only resume play after the amount has been settled.

7. CLUB TEAM & PLAYER OBLIGATIONS

7.1. PLAYER OBLIGATIONS

- The player ensures that they are in good health to participate in volleyball competitions and hereby assumes total responsibility for any health problems that may occur.
- The player undertakes to take out their own insurances in relation to all and any matters arising from participation in VNZ (except public liability insurance which is provided by Volleyball New Zealand for up to \$5 million).
- The player agrees to be bound by the WADA (World Anti-Drug Agency) and NZ Sport anti-doping policies (<http://www.drugfreesport.org.nz/>).
- The player agrees to keep Volleyball New Zealand indemnified from any claims, actions, suits, and proceedings whatsoever arising out of the actions or omissions of the player.
- The player acknowledges that Volleyball New Zealand is not responsible for the safety of the player or his / her property during a tournament or at any other time.
- The player acknowledges that nothing in this Tournament Manual constitutes an agency or employer-employee relationship.
- The player hereby authorises and grants Volleyball New Zealand and its appointed agents the right to use their name, voice, likeness, and biographical material for the purposes of publicising, promoting, and advertising VNZ and other sanctioned Volleyball New Zealand events, and for filming, televising, broadcasting, webcasting, and other related presentations.
 - The player agrees that all rights granted above are granted without compensation and hereby waives any right to such compensation.
- Volleyball New Zealand accepts no responsibility for any injury caused to players at VNZ events.
- By registering as a VNZ player and entering a VNZ event, the player indicates that they have read, understood, and agreed to the contents and terms and conditions of the Tournament Manual and Players Code of Conduct (see Section 8).

7.2. TEAM OBLIGATIONS

7.2.1. Responsibilities

- Entering and paying all notified fees by internet bank transfer to the VNZ ASB Bank.
- Ensuring all team members are current registered members of VNZ.

- Providing team lists by 11 September 2020 as per the online link provided by VNZ.
- Completing all team duties in a respectful and responsible manner and for all Divisions, providing a minimum 2 Regional referees, 2 scorers and 2 line judges.
- Encouraging a higher quality level of play; Division 1 teams are strongly encouraged to provide at least a National level 1st referee and will receive a discount in their entry fee for doing so.
- Wearing uniforms compliant with the uniform regulations.
- Respecting the support from sponsor/partners and funders and adding value where possible.
- Demonstrating the principles of Fair Play and adhering to the Code of Conduct.
- Respecting VNZ property and the Sports Arena's property.
- If there is evidence of damage done by an individual or team, including triggering the fire alarm, the individual or team will be charged with the appropriate fees to repair the damaged property or to replace the item.

7.2.2. Team Registration Upon Arrival

At least one team representative (coach, manager or captain) is required to attend the Preliminary Inquiry - Team Sign-in on 29 September 2020, Tuesday, 5:00pm – 6:45pm, before the Technical Meeting at 7:00pm.

During the team sign-in, the team representative will check the line-up and confirm the line-up by signing. Volleyball New Zealand has a No Pay No Play Policy, so if fees are still owed at this time, they must be paid that night for the player to participate in NZCC the following day.

Transfers, Loans and International Transfer Certificates (ITC) will also be checked during this time.

7.2.3. Technical and Referee Meeting

At least one representative (coach, manager or captain) is required to attend the Technical Meeting. All team referees are required to attend the Referees Meeting.

29 September 2020
7:00 – 7:30 Technical Meeting
7:30 – 8:00 Referee Meeting

8. CODE OF CONDUCT

The Code of Conduct is applicable to and binding upon all those participating in NZCC.

Every Player, Coach and Official shall, during all matches and at all times whilst within the tournament site, conduct himself/ herself / themselves in a professional manner, in accordance with the provisions outlined in this Code of Conduct.

For the purpose of this Code of Conduct, the tournament site shall be defined as all sections of the venue which are under the control of VNZ.

8.1. SCHEDULING & PUNCTUALITY

It is the Players' responsibility to regularly check on the tournament's order of play, which shall be displayed in a visible place in the tournament administration area and/or online.

Teams are required to commence play at the instruction of the Referee.

Any team failing to take the court when instructed defaults the set or match determined by the Referee and must pay the penalty fee before their next match.

The Referee Delegate, after due consideration of all relevant circumstances, may elect under extraordinary circumstances not to declare a default (loss of set). Such a decision will be made immediately.

8.2. ATTIRE, PRESENTATION & SPONSORSHIP

Players shall dress and present themselves in a professional manner.

Players' attire must meet the standards of common decency and be clean and appropriate for volleyball competition.

Players are not permitted to promote or advertise, during the course of an event, any alcohol or tobacco companies, unless prior written agreement is obtained from VNZ.

The player shall not be permitted to display conflicting branding to any VNZ or event sponsors at any event, unless prior permission has been obtained from VNZ.

Players are free to wear / use arm and wristbands, socks, drink bottles, towels, bags, etc to display their own personal sponsorship at their own discretion – always subject to paragraphs under 8.2.

Players' personal accessories should not be placed or positioned as to cover any branding or signage of VNZ or event sponsors.

8.3. MEDIA

Only the VNZ Event Manager or staff formally authorised by them, may provide official comment to the media on behalf of VNZ.

All media enquiries relating to VNZ must be directed to the VNZ Event Manager.

Any player asked to appear on or speak to the media (whether print, radio, TV or online) should notify the VNZ Event Manager before they appear or speak. This is in order for VNZ to coordinate the messaging and approach and ensure partner and commercial obligations are met.

8.4. BEST EFFORTS

Players must use their best efforts to win a match.

If in the opinion of the Disputes Committee, a player has failed to do so, he / she / they may be subject to disciplinary action up to and including disqualification from the event.

8.5. FAILURE TO COMPLETE A MATCH

A team must complete a match in progress unless they are reasonably unable to do so.

Violation of rule 8.5. shall cause a team to automatically forfeit the match in question and pay the penalty fee.

8.6. CEREMONIES & PRESENTATIONS

When accepting awards and/or prizes, players are required to thank applicable VNZ sponsors, the event sponsor, and the host venue, including (where applicable) the local council.

8.7. MISCONDUCT

During competition, the following misconduct categories shall apply.

- 8.7.1. Unsportsmanlike conduct - argumentation, intimidation, etc.
- 8.7.2. Rude conduct – acting contrary to good manners or moral principles, expressing contempt.
- 8.7.3. Offensive conduct – defamatory or insulting words or gestures.
- 8.7.4. Aggression – physical attack or intended aggression.
- 8.7.5. Theft – Taking something that is not yours.
- 8.7.6. Audible Obscenity - players shall not use an audible obscenity within the tournament precinct.
 - For the purpose of this rule, “audible obscenity” shall be defined as the use of language commonly known and understood to be profane and uttered clearly and loudly enough to be heard by the Referee, opponents, or spectators.

- 8.7.7. Visible Obscenity - players shall not make obscene gestures of any kind within the tournament precinct.
- For the purpose of this rule, “visible obscenity” shall be defined as any actions or gestures by a player that commonly have an obscene meaning, understood by a reasonable person, or of an inappropriate nature.
- 8.7.8. Abuse of the Ball - players shall not violently, dangerously, in frustration or anger, throw or kick the ball except in the reasonable pursuit of a rally.
- For the purpose of this rule, “abuse of the ball” shall be defined as intentionally striking, kicking, or throwing a ball out of the immediate area of the playing court, or striking a ball dangerously or recklessly.
- 8.7.9. Abuse of the Net and Court Fixtures - players shall not violently, dangerously, recklessly, in frustration or anger, hit or pull on the net, other court fixtures, signage, or other facilities.
- 8.7.10. Theft of VNZ / Tournament Equipment - VNZ imposes a zero-tolerance policy in relation to the theft of any equipment. Players found to be in breach of this provision shall be liable to automatic suspension from VNZ events.
- 8.7.11. Verbal Abuse - players shall not at any time abuse the match officials, their teammates, opponents, spectators or tournament officials.
- For the purpose of this rule, “verbal abuse” shall be defined as statements that imply dishonesty or lack of integrity, or are derogatory, insulting, or otherwise abusive.
- 8.7.12. Physical Abuse - players shall not at any time physically abuse or intend physical harm to any match official, teammate, opponents, spectators, or Tournament official.
- 8.7.13. Unsportsmanlike Conduct - Players shall at all times conduct themselves in a sportsmanlike manner, giving due regard to the authority of all tournament officials and the rights of teammates, opponents, and spectators.
- For the purpose of this rule, “unsportsmanlike conduct” shall be defined as any conduct by a player that is clearly abusive or detrimental to the success of the tournament or the sport.
 - This shall include “sledging” by players both on and off the court area and any attempts to influence the Referee’s decisions or interfere with an opponent’s play.

8.8. DOPING, ALCOHOL & SMOKING

VNZ has a zero-tolerance policy in relation to violations of this provision. Players found to be in breach of this provision shall be liable to automatic suspension from the tournament and possibly future tournaments.

8.8.1. Alcohol

Players shall at no time consume alcohol whilst:

- Involved in playing or officiating in a match;
- Remaining in the tournament draw; and/or
- Within the tournament precinct unless in an area designated by the playing venue or by VNZ.

8.8.2. Illegal or Banned Substances

- Players shall at no time use any illegal substances whilst within the tournament precinct.
- Players shall at no time compete whilst under the influence of any illegal or banned substances as specified by the World Anti Doping Agency (WADA).
- Testing for illegal substances may be carried out at events. Players found in breach of the WADA policy will be subject to sanctions outlined in the WADA policy and in Volleyball New Zealand's anti-doping policy.

8.8.3. Smoking

- As Volleyball in New Zealand is a smoke free sport, players shall not smoke during the events.

8.9. SANCTIONS

A Player excluded from a tournament must show cause to the Disputes Committee as to why they should be allowed to continue their participation in any future Tournament.

The Disputes Committee will rule upon any disputes or protests arising after the conclusion of an event and will act as an avenue of appeal on disputes and protests arising during an event.

Players or teams wishing to appeal to the Disputes Committee must lodge their appeal in writing with the Volleyball New Zealand office within fourteen (14) days of the incident giving rise to the appeal.

8.10. ADMINISTRATION OF THE CODE

The Disputes Committee is empowered to enforce the rules and any subsequent sanctions, as outlined in this Code of Conduct, at any time during the course of an event.

Any sanctions imposed by recognised governing bodies in other local, regional, national, or international competitions, tours or series, shall carry over and have full effect in NZ.

8.11. OFFICIALS' CODE OF ETHICS

Paid officials, volunteer officials, and players who take on official roles (e.g. refereeing duty) are subject to this Code of Ethics.

The duty of the sports official is to act as an impartial judge of sporting competition. This duty carries with it an obligation for the official to perform with accuracy, consistency, objectivity, and the highest sense of integrity. In order to preserve and encourage confidence in the professionalism and integrity of officiating, officials must first foster ethical behaviour.

The overriding objectives for Officials are to:

- Place the safety and welfare of the participants above all else.
- Accept responsibility for all actions taken.
- Be impartial.
- Avoid any situation, which may lead to a conflict of interest.
- Be courteous, respectful, and open to discussion and interaction.
- Value the individual in sport.
- Seek continual self-improvement through study, performance appraisal, and regular updating of competencies.
- Encourage inclusiveness and access to all areas of officiating.
- Be a positive role model in behaviour and personal appearance.
- Refrain from any form of personal abuse towards athletes.
- Refrain from any form of harassment towards athletes.
- Show caution and concern towards sick and injured athletes

Officials have the right to expect that:

- Their health and safety are paramount.
- They are treated with respect and openness.
- They are appointed to a level of competition appropriate to their level of competence.
- They have access to self-improvement opportunities.

8.12. COACHES CODE OF ETHICS

All coaches are under the direct authority of the Tournament Director during the tournament.

8.12.1 Coaching Procedure

- These procedures and policies apply to all coaches and assistant coaches. Team managers or other team assistants are also expected to follow these guidelines even if not officially registered as part of the team management.
- There is no limitation to the number of teams an individual can coach at NZCC. However, any team is limited to only one designated coach and one assistant coach at the tournament.
- A prospective coach can only register as a coach on the official team lists as provided to VNZ with team registration.
- As a professional, the way you present yourself is important. You should be aware that your appearance is an important consideration with regards to how you are perceived.
- Coaches are permitted to film matches. Once a match at which you are coaching has started, you are not permitted to be involved in the filming in any way thereafter until the match is over. You are not allowed to attend to your camera during the match. A coach may film matches in which his/her team is not participating; however, such filming must be done in a manner that is not in any way intrusive to the participants or spectators. Coaches are not allowed to conduct still photography during a match they are coaching.
- An individual can participate in NZCC as both a player and a coach.

8.12.2 Unsportsmanlike Conduct

- All participants (players, coaches, officials, and management) in tournaments and meetings under the authority of VNZ have a duty to conduct themselves in a reasonable and acceptable manner. They must avoid all unsportsmanlike conduct, acts, or practices that are, in the opinion of VNZ, detrimental to the sport.

8.12.3 Gambling

- A coach found to be in violation with any of the following rules shall be automatically fined \$1,000.00 and shall also be subject to suspension and possible permanent expulsion from VNZ tournaments.
- A coach shall not bet money or anything else of value on a formal volleyball competition in which the coach has a team competing.
- A coach shall not offer or give a bribe, gift, payment, reward, or anything of value to any other coach or player with the intention of influencing the coach or players efforts in a competition; nor shall a coach solicit, agree to accept a bribe, gift, payment, reward, or anything of value offered or given with the intention of influencing the participants' efforts in competition.

- A coach must report promptly to VNZ any known or suspected violations by anyone of the rules enumerated above.
- Coaches shall not gamble in any manner related to VNZ tournaments.
- A coach may not use any VNZ mailing list for personal or business-related matters. The list is for competition exclusively.

8.12.4 Coaching Policy During a Match

- A coach is expected to dress and maintain his/her/their appearance at the court in a manner consistent with the dignity and integrity of the sport. Beyond this requirement, a coach courtside will always wear (as a minimum) shirt, shorts, and closed footwear.
- A coach may leave a match in progress to coach another of his/her/their teams at a different match. A coach in such instances may join the subsequent match in progress. A coach is not permitted to return to that same match at a later point in time at his/her/their pleasure as this is potentially disruptive to the match.
- A coach may not use an audible obscenity or make an obscene gesture within the precincts of the tournament site.
- A coach will not abuse (verbally or physically) tournament officials, opposing players, spectators, or other persons within the precincts of the tournament site.

8.12.5 Misconduct and Sanctions

- If coach misconduct occurs during a match, the team will be warned and penalized in accordance with normal yellow and red card procedures.
- The team will be responsible for the payment of any fines suitably assessed by the Tournament Director due to the misconduct of their coach.
- In circumstances that are deemed flagrant or particularly injurious to the success of the tournament, the Tournament Director may at his/her/their discretion order the coach to be removed from the site of the match or the precincts of the tournament site and upon the coach's failure to comply with such order may declare an immediate default of the coach's team.

9. PENALTIES AND FINES

Teams are not required to pay bond fees this NZCC 2020. Instead, team penalties and sanction fees must be paid upfront to a VNZ representative (Tournament Director, Chief Referee, Event Manager) in the Tournament Office before a team plays its next match.

DETAILS	FEE
Late Entry Fee Payment	+ \$50/ week
Team Withdrawal	No refund per team
Non-appearance at Technical Meeting and Sign-in	\$50
Failure to take court (15 minutes after signalled start time)	\$50
Failure to take court (30 minutes from signalled start time)	\$100
Uniform Violation	\$50
Player Ineligibility	\$100
Non-compliance of other Rules and Regulations	\$50

Appendix A: 12 Substitution Rule

For further information on the 12 Substitution Rule, please see the VNZ YouTube video on the 12 Substitution Scoresheet: <https://www.youtube.com/watch?v=S3ksp-NcezK>

Each player may enter a set three times. A player shall not enter the set for a fourth time (starting shall count as an entry).

For example, here player #5 started the set, and then substituted back into the game two times, making a total of three entries:

1 Start 17:12		TBCA										(A) (R)		Points
7	1	2	1	5	III	6	IV	10	V	11	VI			
1				9				4		8			18	
7			2	5						11			19	
1				9						8			20	
			3	5									21	
													22	
													23	
													24	
													25	
													26	
													27	
													28	
													29	
													30	
													31	
													32	
4	5	4	5	5	4	6	5	4	8	5	4	11	5	
2	14	6	2	15	6	2	16	6	2	19	6	2	21	
3	23	7	3	7	3	7	3	7	3	7	3	7	3	
4	8	4	8	4	8	4	8	4	8	4	8	4	8	
Libero: 13												"T"		
												5 : 3		
												12 : 14		

If player #9 were to sub in again for player #5, player #5 would not be able to re-enter that set again (signified by circling the number on the scoresheet in that set):

1 Start 17:12		TBCA										(A) (R)		Points
7	1	2	II	5	III	6	IV	10	V	11	VI			
1				9				4		8			18	
7				5						11			19	
1				9						8			20	
				5									21	
				9									22	
													23	
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													29	
													30	
													31	
													32	
													33	
													34	
													35	
													36	
													"T"	
													5 : 3	
Libero: 13												12 : 14		

If player #9 were to sub out, he/she would not be able to enter that set again.

Players re-entering the set must assume the original position in the service order in relation to other team mates.

In the example above, players #1 and #7 can enter only in position 1 for that set, players #5 and #9 can enter only in position 3 for that set, players #10 and #4 can enter only in position 5 for that set, and players #11 and #8 can enter only in position 6 for that set.

However, any number of players may enter a set in each position in the service order (limited only by the exceptions above).

In the example below, player #4 may enter for #10, and then player #3 could then enter for #4:

WHTHS											(B)	(3)	End	Points	
6	1	1	5	12	10	7									
					4										19
					3										20
															21
															22
															23
															24
															25
															26
															27
															28
															29
															30
															31
															32
															33
															34
															35
															36
															"T"
															3:5
Libero: -														:	

Players #10 or #4 could then re-enter for player #3 (in any order), for example:

WHTHS											(B)	(3)	End	Points	
6	1	1	5	12	10	7									
					4										19
					3										20
					10										21
															22
															23
															24
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															32
															33
															34
															35
															36
															"T"
															3:5
Libero: -														:	