

# NZ ZONE VOLLEYBALL COMPETITION MANUAL



## Philosophy

The following philosophies underpin these competitions:

- To be as fair and equitable as is possible
- To encourage participation and provide a quality experience for all participants
- To provide a safe and enjoyable environment for all participants
- To promote our sport in a positive way

## Aims

The following Competition Manual has been developed based on:

- The Qualification process for the NZ Club Championships (see Appendix 1)
- The need to prepare our top teams for the NZ Club Championship
- The desire to encourage non-league teams for potential inclusion in the league in subsequent years
- Providing the highest level of league competition
- Where-ever possible allowing National Team representation to take priority without adversely affecting club teams
- Minimising costs for travelling teams and hosting events
- Accommodating the geographic distribution of each zone

## Zone Committee Email Addresses

[2020southernzone@volleyballnz.org.nz](mailto:2020southernzone@volleyballnz.org.nz) , [2020centralzone@volleyballnz.org.nz](mailto:2020centralzone@volleyballnz.org.nz) ,  
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## Competition Format

The format is at the discretion of each zone. However, it is recommended that it is a league or multiple leagues, ie Div 1 and Div 2, and/or Round 1 and Round 2.

## Hosting

The zone committee should attempt to schedule the hosting in locations that are the fairest for the teams competing.

## Venues

Whenever possible the venue should reflect that this is the highest level of volleyball league in the country. Ideally the best quality of floor, roof height, free zone should be utilised.

For the Northern Zone Leagues, the following rule variations shall apply to all matches:

For gyms with a low ceiling, if the ball touches the ceiling (or low hanging apparatus), the rally may continue given the ball falls back onto the same side of the net, and no more than two touches have taken place. If the ball falls onto the opposition's side of the net, the rally ends and the point is awarded to the opposition. The appointed Venue Controller will determine if this rule is to take effect.

## Draws & Results

The draws will be available at least 5 days before any competition date.

Results must be uploaded to the designated website for the zone no later than 24 hours after the match.

Draws and Results can be found at the following websites:

<https://www.volleyballnz.org.nz/events-competitions/clubs/northern-zone-league>

<https://www.volleyballnz.org.nz/events-competitions/clubs/midlands-zone-league>

<https://www.volleyballnz.org.nz/events-competitions/clubs/central-zone-league>

<https://www.volleyballnz.org.nz/events-competitions/clubs/southern-zone-league>

## Local Rule Adaptation

Zones are free to decide on some variations from the FIVB rules. These must be submitted to VNZ.

- A squad of NO more than 18 players may play for 1 team over the course of a zone season.
- Northern Zone has agreed to use 12 sub rule variations.
  - Players starting a set may be replaced by a substitute and may subsequently re-enter the set twice.
  - Each player may enter the set three times. A player shall not enter the set for a fourth time (starting shall count as an entry).
  - Players re-entering the set must assume the original position in the service order in relation to other teammates.
  - Any number of players may enter the set in each position in the service order, only limited by the points stated above.

## Conditional of Participation

All Clubs wishing to compete in a Zone League must be members of a regional association recognised by Volleyball NZ.

All clubs wishing to compete must have no outstanding debt with the Association, Zone or VNZ.

Entries must be submitted in compliance with the zone committee.

Entry fees must be invoiced by zone committee and paid by the due date.

## Team composition

Once a player has appeared on the scoresheet for a TEAM, they are only able to compete for the CLUB for the rest of that season, unless for exceptional circumstances that must be submitted to Volleyball NZ.

Clubs are to submit TEAM lists to the zone 10 days prior to the first competition date of the season. Players may be added to the team list throughout the season.

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.

Players are FORBIDDEN from moving between TEAMS within a CLUB unless to ensure that a team can take the court with 7 players. In these cases, the below **Intra-Club Player movement rules** or **Emergency Player rule** apply.

### **Intra-Club Player movement rules**

The aim to this rule is to allow clubs with more than 1 team to manage their players in a way that best suits the needs of a club, while keeping the integrity of the competition for other clubs and stamping out clubs manipulating team list for an unfair advantage.

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).
2. Teams may only field players listed on their team list provided.
3. A player may only appear on one team list for any weekend (except under the Emergency player rules below).
4. Club member who move 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).
5. When a player is moved to a higher team they must have the word “PROMOTED PLAYER” written beside their name on the scoresheet.
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 game for a higher team and REJOINING their original team.
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.

### **Emergency Player rule**

To avoid the need for Intra-club movement we are introducing the Emergency Player rule.

The aim of this rule is to allow B (and C) teams to operate as smoothly as possible while ensuring that higher ranked teams within the same club have the ability to compete without fear of defaulting due to injury.

1. These rules only apply when the team in question has a lower ranked team from the same club playing within that zone season.
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.

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.
4. The emergency player is free to play for their regular team as normal.
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).
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. 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.

### **International Players**

International Players are defined in the Club Champs rule book as a player who is in NZ on a holiday or working holiday visa (or an Australian on holiday, no visa required). For Zone competition, no more than 2 International players may be used per team per season (note these are not required to then be on the team list for club champs). See Appendix 2.

## **Protests**

Protests must be made in the first instance by the team captain to the 1st Referee of the match concerned, who shall halt the match and call on the Venue Controller and one independent party, selected by the Venue Controller, to make a decision on the issue protested, as soon as possible. The Venue controller may call on brief information from game officials and from coaches of one or both teams.

Should any party not be satisfied with the result, the coach or captain of the team concerned must enter a Formal Protest with a written note in the Remarks box of the scoresheet, and a Bond of \$50, both of which must be provided to the Venue Controller as soon as possible after the match, and in any event no later than 30 minutes after the end of play for the day. Further written information may also be supplied.

The Venue Controller will on the same day provide the Formal Protest note(s) to the League Convenor who, along with the Venue controller and one other independent party, selected by the League Convenor, shall make a determination on the protest as soon as possible, and in any event before the next playing day.

If the protest is upheld, the Bond shall be refunded; or if partly upheld, a proportion to be determined by the Protest Committee shall be refunded. If the protest is not upheld, the Bond shall be forfeited.

## **Defaults**

Defaults and unsporting behaviour shall be sanctioned in the following manner:

Teams more than 10 minutes late for a game, the game to be defaulted with no points scored, and a fine of \$100 to be imposed, payable before the next playing day.

Teams more than 10 minutes late for a duty, the team to be fined \$50-\$100 as per decision by the League Convenor, following information supplied by the venue controller. Half of the fine to be awarded to the team performing the duty.

Teams not playing in a full set of playing uniforms shall be noted on the scoresheet by the duty team and/or Venue Controller, and may be fined up to \$50 per match.

Unsporting behaviour by teams involved in a match shall be sanctioned by the 1st Referee in accordance with the Rules of the Game.

Unsporting behaviour by teams or supporters not involved in a match shall be reported by the Venue Controller to the League Convenor, who may warn the club concerned, exclude the persons concerned from future matches and/or venues, or impose a fine of up to \$100 on the club responsible for those exhibiting the behaviour.

# APPENDIX 1

Exert from the 2020 NZ Club Championships Manual Regarding role of Zones

## **4. Zone Qualification**

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

*Zone Qualification (ZQ) is to start no earlier than 25 July. ZQ is to be completed by Sunday 20 September.*

### **Zone Convenor / Committee:**

*Responsibilities will include:*

- *Ensure Zone Qualification (ZQ) is played within the allocated zone window.*
- *Ensure no ZQ events are played during Performance Window when applicable*
- *Management of their Zone Qualification process*
- *Ensure all participants in any part of the qualification process for the zone have completed VNZ membership and transfer requirements*
- *Management of a draw in consultation with participating Clubs to ensure fairness and equity in competition format*
- *Should a protest be lodged at the Zone Qualification Tournament/Competition, convene a suitable Protest Committee*
- *Provide the VNZ National Office with Results of Division I qualifying within 24 hours of the completion of the event qualifying process*
- *Ensure that all players participating in the NZCC have met the necessary qualification regulations as stipulated in this Event Manual*

## APPENDIX 2

Exert from the 2020 NZ Club Championships Manual Regarding Player Eligibility at Club Champs

### ***Player Eligibility***

- 8.1. *Teams must register all named players, management and coaches with VNZ prior to participation in any Zone qualifying league/tournament.*
- 8.2. *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 Volleyball New Zealand)*
- 8.3. *Following the conclusion of Zone Qualification events, each qualified Division 1 team may loan in one player from a non-qualified Division 1 team within the loan window which will be 14-22 September 2020.*
- 8.4. *In the event of a dispute over the financial status of a player with the loaning Club, Reg. 8.3 applies to this loan.*
- 8.5. *Players must not be registered on more than one (1) Club Championships Team List, other than as permitted in the Loan Window (8.3), and once a loan is confirmed or denied the player will then be removed from the appropriate list.*
- 8.6. *All players must have taken the court for their CLUB during the 2020 zone leagues, other than as permitted in the Loan Window (8.3).*
- 8.7. *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 (insert Link)*
- 8.8. *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*
- 8.8.1. *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.*
- 8.8.1.1. *An International Transfer Certificate (ITC) is required for all New Zealand Domestic Players who's 'Federation of Origin' is not VNZ.*
- 8.8.2. *International Player (IP) Definition*  
*An International Player is a player:*
- 8.8.2.1. *Who does not meet the New Zealand Domestic Player (NZDP) requirements (defined in clause 8.6.1 above).*
- 8.8.2.2. *An International Transfer Certificate (ITC) is required for all International Players who's 'Federation of Origin' is not VNZ.*

8.8.2.3. *Must have played (taken the court) 4 official zone matches for the team they are registering with during the 2020 zone season.*

8.8.2.4. *The club must notify Volleyball New Zealand BEFORE the player takes the court during Zone Qualifications to enable verification.*

8.9. *Teams may register:*

*On or before 9 September 2020 up to 14 players on the Team Registration Form. Of the 14 players only 2 may be International Players (IP). All other players must have met the player eligibility requirements already established.*

8.10. *If an Ineligible Player is recorded on score sheet*

- *For a game at the NZCC, the Tournament Bond is forfeited, Reg. 5.3.1 applies and*
- *Match points and match results are immediately forfeited 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 removed from any further participation in the event and may not be replaced.*

8.11. *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. Must name a registered member of the club as a replacement player.*