Liverpool Zone By-Laws
for Newcombe Ball

Rules for all sports played within the Zone shall be as for those set down by the State Governing Body for that sport, with the following exception:

- Conveners have the option to modify rules prior to the season if circumstances be required and if all competing schools agree.

1. DRESS:

1.1

2. SUPERVISION:

2.1

3. EQUIPMENT:

3.1 Each school is responsible for setting up and packing away their own court as well as keeping the area tidy.

3.2 Cones or rope need to be taken to mark the court for ease of refereeing. Rope is less ambiguous when calling the ball ‘in’ or ‘out’.

3.3 Portable net system, volleyball (Junior and Senior) to be supplied by each school.

4. VENUES:

4.1 Homestead Park, Chipping Norton

4.2 Each school can choose an area (preferably near a tree for shade) wherein the net system will remain, as does the teacher. The players move around from court to court. One of your school teams will be playing on your school court during every match.

4.3 Teachers must know where teams are travelling next to ensure a smooth transition between matches.

4.4 The size of the playing court is 7.5m x 6.5m on each side. It is ok to use the full width of the net system with the red bases. If using a volleyball net, cones and/or rope must be used to define the sidelines at the given dimensions. The top of the net should be set up at a height of 1.8m (or 6ft) and be parallel to the ground (not lower in the centre than at the sides). Lines should be marked by either cones or rope at 1 metre from the net on both sides to represent the dead ball area. See diagram below for court dimensions and rotation method.
4.5 Court Dimensions and Rotation Diagram

5. SAFETY:
5.1 Hats must be worn at all stages of the afternoon. No hat, no play! For health reasons it is not acceptable to swap or share hats.

5.2 Each school is to provide a first aid kit.

6. TEAMS:
6.1 Juniors - Years 3 and 4
   Seniors - Years 5 and 6

6.2 There are nine (9) players plus substitutes in each team. Substitutes may only be brought into the game at rotation or injury. No selective substitutions or rotation of specific players are allowed. This includes substituting boys just to ensure there are four (4) on the court at any one time. However, a girl may take the court if the next player in line is a boy and, if he enters the court, there would be five (5) boys.

6.3 Teams can be mixed - boys and girls. A maximum of four (4) boys are allowed on the court. There is no limit to the amount of girls in the team.

6.4 There is a minimum requirement of six (6) players on the court. Teams will forfeit if the number of players is less than this.

7. DURATION OF MATCHES:
7.1 Each match lasts up to 30 minutes.

7.2 Match 1 – approx. 09:45am to 10:15am (no later than 10am start)
   Match 2 – 10:20am to 10:50am
7.3 Games may start earlier but **must finish after 30 minutes** no matter at what stage the match stands, including semi-finals and grand finals.

7.4 All games must conclude at 11:15am to ensure buses are back at all schools before 12noon.

**8. UMPIRING CONDITIONS:**

8.1 Teacher must referee one of their teams on their school’s court and send the other team to the opposition’s court.

8.2 **Referees must be familiar with the rules.**

**9. RULES**

9.1 The aim of the game is to catch and throw the ball over the net and try to make it touch the ground on the opponent’s side of the court, beyond the ‘dead ball area’. The opponents try to intercept the ball and return it with the same purpose. A match is played best of three advantage sets/games (up to 11 points with a 2 point advantage. If the score is 11-10, further play is required until a 2 point advantage is reached) **or** 30 minutes.

9.2 Only completed sets become part of the result. eg. School 1 is up 1 set to nil and the score is 5-2 in favour of School 2 in the second set. The result, if time is called, is 1-0 to School 1.

9.3 You don’t need to play a third set if one team wins the first two sets. However, if you finish early, it would be a good idea to play a third set so you don’t send a team back to their area while their teacher is still umpiring a match.

9.4 No matter what the score, the match must be stopped at the designated time (ie. 30 minutes after the match commenced). Unfinished sets do not count in the results. This is also the case for semi-finals and grand finals. If a draw is achieved in a semi-final, then the team with the highest percentage of matches won will progress to the grand final. If a draw is achieved in a grand final match, the two teams will be declared joint premiers. **No match will proceed beyond 30 minutes.**

9.5 Teams toss for either the choice of service or the choice of end. If the team winning the toss chooses to serve, then the opposition has the choice of end (and vice versa). The umpire does not choose which team will serve or which end either team will have. Teams change ends after each set. The team serving second in the first set serves first in the second set. The Players on the serving team rotate while the receiving team remains in the same positions until change loss of service. To begin each point the umpire calls ‘serve/play’ or blows a
whistle. The server (who must stand behind the back line) may throw the ball directly over the net or to a player of his/her team in the front row who must throw the ball over the net. If the front row player moves into the second row to catch the ball, the service is lost. If the front row player drops the ball, passes the ball to another player on his/her team or throws the ball out of court, that service is lost. If the ball touches the net during the serve then the service is lost. A ball touching the net at any time apart from the service continues to be ‘in play’. Any ball landing in the ‘dead ball area’ is ‘out’. A ball landing on any line except the lines (3) bounding the ‘dead ball area’ is ‘in’.

9.6 A player continues to serve until that serve is ‘lost’ (no limit). At this point a change in service occurs and the new serving team must ‘rotate’ before serving. (See Rotation Diagram at 4.5) Each team is allowed a maximum of three (3) successive catches or ‘contacts’ with the ball before it must be thrown over the net. The ball may be thrown in any direction to a member of the same team before being thrown over the net. (Except during service - see 9.5) The ball must not be hit, headed, batted or kicked.

9.7 Points can only be won when serving (you don’t win a point when you rotate).

9.8 Players may not move more than one (1) step whilst in possession of the ball (including serving) and are also not permitted to physically touch the net.

9.9 A team loses service or its opponents gain a point when:

- Players of a team catch/contact the ball more than three (3) consecutive times.
- The ball touches the ground or an object outside the opponent’s court (eg.) the umpire, a reserve, tree etc.) or touches the ground inside their own court.
- A ball is caught/touched by or makes contact with a reserve standing outside the court.
- A ball is hit, headed, batted or kicked.
- A player takes more than one (1) step with the ball in his/her possession, including the server. (No running up to the line or sliding step to serve.)
- A player holds the ball for more than three (3) seconds.
- The ball lands in the ‘dead ball area’ or a player catches the ball and has a foot (or part of) in the ‘dead ball area’.
- A team rotates incorrectly, then serves.
- A player touches the net.
- A player jumps when throwing the ball.
- The ball passes under or into the net.
- The ball is caught by more than one (1) person on the serving side when the ball is being served, or by a person not in the front row.
- A server serves the ball when not behind the back line.
- The ball is caught or thrown with part of that person’s foot outside the court, line or in the ‘dead ball area’.
- A player serves before the umpire calls ‘serve/play’ or blows a whistle.

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9.10 **Spiking Rule:** The players must have at least one (1) foot in contact with the ground when throwing the ball. No jumping when throwing is allowed. Please note there is no limitation on the strength of the throw, ie. The umpire cannot tell a team to throw softer.

9.11 Players must abide by the umpire’s decision and show appropriate sportsmanship. Players should not make noises or call out as the opposition is catching or throwing the ball. **Umpires need to ensure they know all the rules so matches are fair.**

9.12 Semi-final places will be determined based on the points awarded for a win, draw or loss. In the event of an odd number of teams, where a bye occurs, places will be determined by percentages.

9.13 On the line is **IN**, as in tennis.

9.14 If the ball rebounds off a player (this must be unintentional) and is caught before touching the ground, it is **PLAY ON**.

9.15 The server is to be **stationary when serving** and then step into the court.

9.16 **Results:** To be given to the convener by each umpire at the end of the day’s play. The results should indicate the **division** played (junior or senior), the teams playing (note whether the team is an A or B if applicable) and the results for two (2) matches. For each new set/game, start a new score tally. Only write the results for the two matches umpired on your school’s court. Include any byes.