

SOCIAL LEAGUE

RULES & GUIDELINES

BOSSLEYBEARS

BOSSLEYBEARS

BOSSLEYBEARS.COM.AU

ENQUIRIES@BOSSLEYBEARS.COM.AU

TABLE OF CONTENTS

03 INTRODUCTION & MEMBERSHIP

04 LIABILITY

05 GAME RULES, DISPUTES & CONDUCT

07 GAME POINT SYSTEM

08 POINT DEDUCTION

09 THE DUTY TEAM

10 TEAM STRUCTURE & GAME STRUCTURE

11 RULES FOR FINALS & SEASONAL PRIZES

12 UNIFORMS

13 TEAM REGISTRATIONS & PAYMENTS



INTRODUCTION

Welcome to Bossley Bears!

This online PDF will outline all necessary rules and precautions when attending all Bossley Bears events/programs.

Please take your time to read all the following information to ensure that you are well-prepared before attending any events. You will contribute to not only the safety of yourself but the surrounding people who will be around the space.

MEMBERSHIP

All players involved in the Bossley Bears Social League must have an active membership with Bossley Bears. You will only be able to participate in the Social League if you have done so!

All current active members of Bossley Bears will be insured by the player injury insurance in the unlikely case of a severe injury while on the court. They will not be insured if it was due to their misconduct and negligence of club rules.

Teams with non-members cannot play. If any player in a team does not hold a current membership, the entire team will be unable to play and the match will be recorded as a forfeit.



LIABILITY

1. Bossley Bears will not be liable for any injuries incurred due to one's negligence both on and off the court.
2. Any attendees who injure themselves, the public, or fellow players due to their negligence will be held accountable if necessary.
3. Bossley Bears will only be liable for injuries incurred due to the unsafe working practices of the club.
4. Bossley Bears takes no responsibility for injuries inflicted due to abnormalities from the surrounding environment.
5. The club's player protection will only be active during working hours. (E.g. Sunday Social League 11:30AM – 2:30PM)

Anyone who is **not** a member must take full responsibility and will play at their own risk for all Bossley Bears events and activities.



GAME RULES

Unless stated otherwise in this rule book, all matches are played under the FIVB Official Volleyball Rules.

Because our hall has a low roof, the following local rule applies to every match.

OVERHEAD CONTACT

- A ball that touches the roof, fans, lights or any other overhead fixture on your own side of the net stays in play, as long as it comes back down on your side and your team plays it.
- The overhead contact does not count as one of your team's three contacts, but your team is still limited to three contacts in total.
- The player who touched the ball before it hit the roof cannot play it again straight away (double contact).
- It is a fault if the ball touches an overhead fixture and then crosses into the opponent's court, or touches an overhead fixture above the opponent's side.
- It is a fault if a serve touches any overhead fixture.
- The first referee decides which side of the net the contact happened on, and that call is final.



DISPUTES

- Any issue with a call, the score or the other team must be raised with the duty team or the Tournament Director before or during the match.
- Issues raised after the match has finished will not be accepted.
- Only team captains may raise an issue, and only between rallies.
- The first referee's call on anything during play is final.
- Anything that can't be resolved on court goes to the Tournament Director, whose decision is final.
- At the end of the match, captains sign the scoresheet only if they agree with it. If you don't agree, speak to the Tournament Director before signing. Once signed, the result is final.

CODE OF CONDUCT

- Treat referees, duty teams, opponents, teammates and staff with respect.
- Abusive, threatening or discriminatory language or behaviour will not be tolerated.
- Breaches are dealt with by the Tournament Director: first a warning, then a 1-point deduction from the team's season total, then removal of the player from the venue for the rest of the day.
- Serious misconduct, such as violence or abuse of a referee, can lead to immediate removal and suspension from the league.



GAME POINT SYSTEM

For every match played, a certain number of points will be distributed to both teams. At the end of the season, each team will have accumulated a total of points. The semi-finals and finals matches will be drafted the week accordingly before when the points have been distributed and calculated.

Point System:

- Match won = 3 point
- Match draw = 2 point
- Match loss = 1 point

In the event of a draw in sets 1 and 2 with the 3rd set not yet reaching 15 points, the victor of the set will be decided by the team that has the most points, only if a minimum of 8 points is reached for that set.

If the total amount of points is also an even draw, each team will receive 2 points for that match.



POINT DEDUCTIONS

Points **can** and will be **deducted** if any teams do not follow club Rules & Guidelines. These are listed below:

Forfeiting

- If a rostered team cannot play, the match will be forfeited, and 3 match points will be awarded to the opposing team, with no points given to the forfeiting team. If both teams forfeit, no points will be given to either team.
- If your team cannot play a match, you must give **at least 24 hours of notice**. This is with respect to the duty team and your opposing team so that another match can be organised in your absence.
- If your team is not on the court and ready by the time warm-up is over (10 minutes), you will be forced to forfeit the first set with the set points going to the opposing team.
- If you do not have a minimum of 5 players on the court, it will count as a forfeited set.

Penalty point deductions can also occur from any of the following:

- Teams using a substitute player. -1 point deduction per player. Maximum two substitutions before it is considered a team forfeit.
- Duty team failing to fulfil responsibilities will receive a -1 point deduction per duty. Please refer to the following page for reference.



THE DUTY TEAM

Every game must have a full team that will handle the duties of the match. Your team's duty time allocations can be found in the 'Season Draws'.

- Duty teams must consist of a minimum of 5 players: a first referee, a second referee, two linesmen, and a scorer, which will handle the scoresheets and scoreboard for the allocated match.
- Scoresheets must be completely filled with player names, team names, dates, scores, week number, game time, duty team names, and MVP. Both team captains and duty team captains must sign off on the sheet, confirming it has been correctly filled. Signings are final, and there will be no adjustments once the scoresheets are handed back. One point will be deducted from the total season points for incorrect or incomplete score sheets.

Set up and Pack Down:

The first duty team of the session must arrive 10 minutes prior to warm-up to complete the following:
• Collecting of scoreboard, scoresheet folder and flags from the main desk
• Setting up antennas on the net

The last duty team of the session must collect the following and return them to the main desk:
• Scoreboard, scoresheet folder and flags
• The pair of antennas from your court



TEAM STRUCTURE

- This is a **mixed social league**, so male and female players are encouraged to play. There are no limits on how many males or females are needed in each team.
- Each team must have a **minimum of 6 players** per season and **five active players** per match.
- Teams can commence in a 5-player match so long as the 6th position is 'Ghosted'. Every time the 'Ghost' is rotated into the server's position, the round will simply be forfeited, and a rallying point will be handed to the opposition.
- Teams can borrow other players as a 'sub' so long as they are a member of Bossley Bears within the same division being played. Outside players will be strictly prohibited.

GAME STRUCTURE

All games will consist of a 10-minute 'warm up' period followed by 50 minutes of game time.

This will work in the following order:

- **2 minutes** – Individual rally/warm-up
- **5 minutes** – Spiking practice
- **3 minute** – Serving practice

End of warm-up

- **50 minutes** – Game time

In this 10-minute warm-up period, all team captains must fill out and complete the score sheet + rotation sheet provided on the day before the game commences. This sheet will consist of player names, numbers, and the rotation they will be playing in.

RULES FOR FINALS

- Only players who have played over 50% of the matches will be able to compete in the Semi-Finals + Finals due to the unbalanced gameplay.
- If there is no longer court time and a draw in the season's finale, the team with the most rally points will be awarded and deemed the season's victors.
- There are no substitutions allowed for Semi-Finals and Grand Finals. You must only use the original players registered within the team.

SEASONAL PRIZES

All your hard work and efforts will not be forgotten as every season comes to an end with Bossley Bears. We will always congratulate and reward the **top 3 teams** that have played with resilience and might. These rewards will be as follows.

Medals will be rewarded in place of the top 3 teams:

- 1st Place will receive a Gold medal
- 2nd Place will receive a Silver medal
- 3rd Place will receive a Bronze medal

There will also be exclusive merchandise up for grabs for the 1st Place team of every season. These items can either be exclusive 1st place winner items (not for sale), or standard Bossley Bears merchandise. These can vary from shirts, hoodies, jerseys, support accessories (ankle braces, arm sleeves etc.), and so on.

All prizes will be a surprise and announced at the end of every season when you are crowned the 1st place CHAMPIONS!

UNIFORMS

It is mandatory that ALL players wear the appropriate gear to play on the court.

What will be expected:

- All players must wear sports shoes. Players will not be permitted to play unless they are wearing sports shoes.
- All players must wear a T-shirt/singlet/top that is numbered on both the front and back. After the third week, teams found with members out of uniform will have their total seasonal points deducted by 1 point per match. (This is important as it is how the referee controls and maintains on-court rotation).

The following items will be strictly prohibited on the court unless the club manager is informed prior to matches and approves of the items. If any players are caught wearing these items instead of their correct protective gear, they will not be allowed to participate.

- Footwear Thongs, flip flops, slippers, casual shoes, crocs, etc.
- Clothing any sort of ripped or damaged clothing, excessively baggy pants, wet, dirty clothes etc.
- Jewellery Watches, bracelets, anklets, bangles etc.



TEAM REGISTRATIONS

Teams will only have their spots for the season secured once **all forms and payments have been processed!** Please make sure documents are filled out and payments are made **before the closing date of each season**. Every team will be informed about these dates via **email** or Bossley Bears' **social media platforms** (Facebook or Instagram).

PAYMENTS

The **yearly membership fee** with Bossley Bears is either the **Recreational** or **U/18 Recreational membership**. This fee will cover the **insurance** and also comes with **club member benefits.**

The **seasonal team fee** is expected to be paid in **full**. Bossley Bears will **not accept split payments**, so please organise this within your team before processing all payments.

Once teams have applied for the season (through the registration form), there will be a **2-week period** in which payments must be made. If there are any issues with payments, please contact **enquiries@bossleybears.com.au** as soon as possible to see what other options are available.

