

LONDON VOLLEYBALL ASSOCIATION

2021 - 2022 LONDON LEAGUE RULES - *draft*

1. ADMINISTRATION

1. Affiliation and Fees

1. All teams in competitions administered by the London Volleyball Association must be representatives of clubs who are members of the Association and affiliated to Volleyball England. Entry fees must be paid with the application form.
2. Each team of a club that is not affiliated with Volleyball England will start the season with a 10 point penalty. This can be reduced to 0 if the affiliation comes through before 31 December of the season, or 5 if they get affiliated by 30 April.
3. A goodwill deposit must be maintained at the level set by the London Executive.

2. Acceptance of Rules

1. Any application to participate in a competition organised by the London Volleyball Association will constitute acceptance of these rules and conditions.
2. All participants within the London League are expected to adhere to a code of Conduct be they players, spectators, parents, coaches or officials. The Codes of Conduct can be found on the LVA website.

3. Management

1. The League will be run by a League Sub-Committee of the Association, under the direction of the Executive committee. Each Division will be run by a Divisional Administrator appointed by the London Executive annually. The League Sub-Committee will consist of all the Divisional Administrators and a member of the Executive

4 League Meeting

1. All teams should send a representative to the League meeting of the London Volleyball Association.

2.Amendment to Rules

1. Amendments to these rules may be made by the Executive Committee of the London Volleyball Association at any time. However, in normal circumstances amendments applicable to a particular season would not be made after entries have been invited.

1. MATCH ORGANISATION

1. Setting Dates

1. Teams will be provided with the draft fixtures well in advance. A minimum of 21 days before the first game of the season. At that time teams may submit amendments to the proposed fixtures.

2. Match dates and times published on League Republic are treated as confirmed. Any date change request must be made to the opposition and Divisional Administrator with at least two weeks' notice, if not sanctions may be applied,
3. A request to change a match date must include the reason for requesting the change and 3 alternative dates which do not clash with known fixtures of the opposition. If the Divisional Administrator accepts the reason as being beyond the control of the Club and their Players, and the dates are acceptable, then they will inform the opposition that they should accept one of the proposed dates within a week of the notice.
4. A team not adhering to the timetable of re-arrangement will be deemed to default at the original date if a new date is not agreed with opposition and noted with Divisional Administrator within two weeks of such rescheduling request.
5. The away team rescheduling the original fixture will be liable to costs incurred by the home team should they not give at least two weeks notice.

If the game is rescheduled the away team may be liable to pay the court and refs fees if costs have been incurred. If the game is claimed, referee costs only will be paid by the away team.

1. Where there are two teams in the same pool from the same club, rearranged games between the two teams must not be played in the last 5 games of the season.

1. Match Invitation

1. The home team should offer the arrangements by email to the secretary of the visiting team. This correspondence must be received at least two weeks but no more than 4 weeks before the proposed date for the match, if details have changed from the published League Republic details.
2. The arrangements will include the venue, start time of the warm-up and time of the first service. There must be at least twenty minutes between these times. If there is a hard finishing time imposed by the venue, or if basic facilities such as showers are not provided, these omissions should be noted in the invitation as well.
3. The visiting team should confirm attendance by email within one week of receiving the offer, or at least 7 days before the fixture.
4. All correspondence must be retained in case of a dispute arising.
5. Any team who cannot make the confirmed match date will normally default the match which means the team loses the match by 0-21 0-21 0-21, and they do not get any league points from the match.

1. Match Start

1. Matches shall be played with first service between 7.20pm and 9pm on a Monday-Friday evening, or between 11am and 8pm at weekends, or at other times with the agreement of both teams.
2. At least two hours of court time must be booked per game
- 3.
4. Any reason for the late start of a fixture must be recorded on the scoresheet, prior to the first service.

5. An incomplete team will lose the first set 21-0 at the scheduled match start time, and the second set 21-0 15 minutes thereafter, and then default the match 3-0 15 further minutes thereafter.
 6. When a late arriving team becomes complete, they can have a 10-minute warm up, but the sets lost through lateness would stand.
1. Match End
 1. A decision is made at the start of the match regarding an extension to the match booking. If the match runs over scheduled time, the referee should follow the pre match agreement
 2. An incomplete match would be given to the team with the most sets won. For this purpose, an incomplete set is counted as a win for the team with a lead of 2 or more points, otherwise a tie. If set scores are tied, the winner is the team with a 'points total' of at least two more than their opponents. If teams are still tied, then the two teams each get 2 league points.
 3. In case of an incomplete match ending up in a tie, the home team is responsible for sending the score sheet.

1. THE MATCH

1. Rules

1. Matches will be played to FIVB rules as published by Volleyball England (With the exception of scoring, see Rule 3.1.2). Matches will be played to the best of 5 sets, unless mutual agreement, obtained in advance, is reached.
2. In all divisions, sets 1 to 4 will be played to 21 points with a 2 point margin and the final set to 15 points with a 2 point margin.

2. Scoresheets

1. The home team must provide a visual scoreboard. Official scoresheets must be used for all fixtures, the responsibility for which will lie with the home club, and all sections must be completed. The winning team will be responsible for sending the top copy of the scoresheet to the Divisional Administrator, postmarked no later than seven days after the fixture. Or a photograph of the scoresheet
2. In case of an incomplete match ending up in a tie, the home team is responsible for sending the score sheet.
3. Where the Official(s) is/are qualified then any protest will be dealt with by the Referee Co-ordinator. Comments relating in any way to the competence of the match Referees must not be recorded on the scoresheet. Any comments should be sent to the Referee Co-ordinator.
4. Submission of a clear electronic copy (photo or scan) of the complete top (white) copy of the scoresheet can be acceptable for this purpose.

3. Venue

1. Ordinarily, a valid fixture must take place inside the London Region. If a club intends to play a London League fixture outside of the region more than twice in one season permission must be sought from the Divisional Administrator to validate the fixtures having first obtained the agreement of the opposition. If less than three times in one season, the club need only seek the agreement from the opposition in advance.

1. PLAYERS

1. Eligibility

1. All divisions of the London League constitute one single competition.
2. A player can only represent one club in the competition
3. A player's registration (4.2) associates them with a team. When a player's club has more than one team the player may represent other teams from the club that are in higher divisions for up to a combined total maximum of three games.
4. Players, who are registered as U18 juniors with the Divisional Administrator by submission of their Date of Birth with registration, may play up any number of times per season for a team of the same club. Age is taken at 1st Sept of the start of season.
5. A player playing up from a lower division MUST provide their registration card or ID on the day and it must be noted on the score sheet. Otherwise, they cannot play on the day.
6. Men cannot play in the Women's section of the Competition, and neither can women play in the Men's Section.
7. Transgender issues will be decided on a case by case basis.
8. All players must have uniform shirts each distinctly numbered between 1 and 99. No taped numbers and contrasting colours between player kit and Libero kit. The normal penalty for failure to adhere to this rule shall be the deduction of one league point.
9. Banned members are deemed ineligible until the ban is served.

2. Registration

1. The Club must get the agreement of each player to be registered with them for the current season.
2. All Players shall have a registration card, which should be presented at each match, and the number recorded against the player, and their shirt number, on the score sheet. Clubs entering more than one team must specify for which team each player is registered.
3. Existing registrations can be renewed before league starts, and new registrations can be registered on the match day, where his/her card is to be sent to the Divisional Administrator following the match by the registering team..
4. Registrations will be accepted after the 31st January, only in exceptional circumstances.
5. A minimum number of 6 players must be registered before the first match (including on the day registrations).

3. Transfers

1. Players may transfer between teams once per season providing:
 1. The current Club is not left with less than 6 players.
 2. No money or kit etc. is owed to the current club.
 3. The transfer is completed before 1 April.

2. A current club refusing to release a player on either of the above grounds must provide written proof to support their claim, within 7 days of receipt of the transfer request. If not received the transfer will be authorised.
3. The player or either club can apply to the Divisional Administrator for the transfer process to be started by completing and submitting the transfer request form. This form can be found on the LVA Website
4. A fully signed transfer form and the player's card shall be with the Divisional Administrator, whose approval is required before the player can play for the new club.
5. In the event of a dispute, the Divisional Administrator's decision will be final.
6. Any player transferring within a club forfeits any remaining entitlement to playing up or down.

1. OFFICIALS

1. The home team must appoint match officials and a competent scorer, as detailed below, except where officials are appointed by the Divisional Administrator.

Division	First Referee	Second Referee	Scorer
Premier	Registered and Independent	Registered and Independent	Qualified
Div 1	Registered and Independent	Registered	Present
Below Div 1	Registered and Independent	Present	Present

1. The First Referee must be independent of both teams. Referees must be registered with Volleyball England as an over 18, full indoor referee and their registration number must be recorded on the scoresheet. Where a club fails to pay a referee his/her agreed fee on the day without agreement, the League Secretary will be notified and the fee plus £5 will be taken from the club deposit to cover the referee fee.

1. When seeking a match official from the LVA panel, the team shall make application to the Referee Administrator not less than 72 hours before the start time for the match.

1. DISCIPLINARY ISSUES

1. Penalties and Fines

1. League penalty points and fines may be levied at the discretion of the Divisional Administrator for breaches of the rules. The maximum financial penalty will be to the level of a team's deposit. Serious and repeat offences may lead to teams being barred from further participation in the competition.
2. Penalties and fines can be issued for failure to adhere to rules regarding:
 1. Fixture Dates and Timing
 2. Venue and venue equipment (as described in FIVB match rules, e.g. aerials, referee's stands, hall height etc.)
 3. Player registration
 4. Team kit
 5. Match Officials

6. Persistent late arrival of teams

7. Late arrival of scoresheets

3. The following suspensions shall be levied against players / coaches receiving sanctions from a referee:

1..Two penalties - written warning (to the Club)

2..Three penalties - 1 match ban

3. One expulsion - 1 match ban

4. One disqualification - 2 match ban

2. Any physical aggression shall be dealt with by the League subcommittee, where the severity of punishment will be decided upon.

3. A player issued with a match ban penalty is ineligible to play for any team in the competition.

4. Coaches serve their bans with the team who they were coaching at the time of the sanction.

1. Disputes

In the event of a dispute in the London League, that dispute should be referred to the Divisional Administrator for judgement in settlement.

2. Appeals

1. Any appeals against the decision made by a Divisional Administrator will be sent to the League Sub-Committee and must be submitted in writing within 2 weeks of the decision being communicated. A deposit of £25 shall be lodged with any appeal; such deposit shall be returned if the appeal is deemed by the League Sub-Committee as non-frivolous.

1. END OF SEASON

1. In exceptional circumstances the Executive Committee may instruct a variation in rules relating to the ending the season.

2. League Scoring System

1. The winning team in each fixture will receive three points, the losing team one point and in the case of a tie when time runs out two points each. Teams that default will receive no points. The final order of each division will be decided by the number of League points won by each team before a date fixed as the end of the season by the Divisional Administrator. In the event of a tie on league points, position will be decided by the following criteria, in order of descending importance:

1. Sets difference

2. Game Points difference

1. Fixtures of teams who do not play at least 60% of league their matches would not count at the end of the season. All league points earned in these fixtures would be cancelled before the end of season league table is finalised.

1. PROMOTION RELEGATION

1. Automatic relegation.

1. A team not playing at least 60% of its matches will lose their deposit and be relegated.

2. Where two divisions promote into one

1. As of league table positions at the end of the season, the bottom two teams from the higher division will be relegated and the winners in the two lower divisions will be promoted.
2. The runners-up in each of the lower divisions then play each other in a one match play-off (P1) for the right to play the 3rd from bottom placed team in the higher division in a second one match play-off (P2). The winner of P2 takes a place in next season's higher division and the loser a place in a lower division.
3. The League would endeavour to arrange a one day playoff for both legs on the same day in May. This would be communicated in due course. Failing that the remainder of this section applies.
4. The Administrator (Admin) for both matches will be the Divisional Administrator for the first named lower division in the handbook. The costs of each match will be shared equally by the teams playing.
5. The Admin will choose by random (coin toss) which team will host the P1 match and inform both teams on the second Tuesday of May. The match will be played under the rules pertaining to the lower and between 3rd Monday and 4th Sunday in May. The host must give the opposition at least 7 days' notice.
6. The P2 match will be played under rules pertaining to the higher division and hosted by the higher division team in the first week of June. The arrangements for this match must be announced to the Admin and both participants of P1 3rd Monday in May.
7. Both P1 and P2 can be played earlier than specified above, and/or the host changed only if both participating teams agree and tell the Admin.

1. Where three divisions promote into two

1. As of league table positions on 1st May, the bottom two teams from the higher division will be relegated and the winners of the three lower divisions will be promoted.
2. As of league table positions on 1st May, the two teams next to bottom from the higher division will be relegated.
3. The runners-up in each of the lower division then play each other in a triangular match play-off P3 and the winner will be promoted.
4. The League would endeavour to arrange a one day playoff. Failing that the following will apply.
5. The Administrator (Admin) will be the Divisional Administrator for the first named division in the handbook. The costs of each match will be shared equally by the teams playing.
6. The Admin will choose by random (coin toss) which team will host the P3 match and inform both teams on second Tuesday of May. The match will be played under the rules pertaining to the lower and between 3rd Monday and 4th Sunday in May. The host must give the opposition at least 7 days' notice.
7. The play-offs can be played earlier than specified above, and/or the host changed only if all participating teams agree and tell the Admin.

1. Between all other Divisions

1. We aim to promote 2 teams and relegate 2 teams from each division when balance of division sizes allow.
 2. Divisional winners will be promoted, and the bottom team will be relegated.
1. Deciding on Divisional Structure
 1. When the number of entries to the league is known, a decision will be taken on the number of divisions and the number of teams in each. Other than the promoted & relegated teams, teams will be allocated to divisions working from the top downwards, filling the divisions.

Revision History

24 Apr 20: Version 0.1

7 July 20: Version 0.2