



2024-2025 London League rules - London Volleyball Association

1. ADMINISTRATION

1.1. Affiliation and Fees

- 1.1.1. 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.
- 1.1.2. All clubs must be affiliated with Volleyball England before the start of the season in order for their teams to take part in the London League.
- 1.1.3. A goodwill deposit for each team must be maintained at the level set by the London Executive.

1.2. Acceptance of Rules

- 1.2.1. Any application to participate in a competition organised by the London Volleyball Association will constitute acceptance of these rules and conditions.
- 1.2.2. 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.

1.3. Management

- 1.3.1. The League is run by a League Subcommittee of the London Volleyball Association which consists of all the Divisional Administrators and the League Secretary. The League Subcommittee is under the direction of the LVA Executive Committee. Each Division is run by a Divisional Administrator appointed by the London League Secretary annually.

1.4. League Meeting

- 1.4.1. All teams should send a representative to the League meeting of the London Volleyball Association. A single representative can represent more than one team of a single club.
- 1.4.2. If a club fails to send a representative to the league meeting, their team / teams will be issued with a £50 fine.

1.5. Amendment to Rules

- 1.5.1. 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 the fixtures have been published.



2. MATCH ORGANISATION

2.1. Setting dates

- 2.1.1. Teams will be provided with the draft fixtures well in advance. A minimum of 14 days before the first game of the season. At that time, teams may submit amendments to the proposed fixtures until a date set by the League Secretary.
- 2.1.2. Match dates and times published on the London League fixture system after the date set for amendments (see 2.1.1.) are treated as confirmed.

2.2. Rescheduling requests

- 2.2.1. Teams must submit all rescheduling requests by email to both the Div. Admin and the opposition at least two weeks before the originally scheduled game. NOTE: If it is not possible to give at least 2 weeks' notice, the Divisional Administrator can still allow the change if the reasons for the reschedule are beyond the club's control.
- 2.2.2. Rescheduling requests must include a valid reason for the request, such as: venue unavailability due to unforeseen circumstances, or extreme weather conditions that pose a safety risk. Div. Admins can ask for written confirmation from any third party such as the venue management as evidence.
- 2.2.3. If the request is within timelines set, and the reasons for rescheduling are valid, and deemed beyond the control of the team and their players, then the home team should suggest three (3) alternative dates which do not clash with known fixtures of the opposition. If dates are deemed suitable by the Divisional Administrator, the opposition should accept one of these proposed dates within a week of the notice. All responses should be in writing by email with the Divisional Administrator in copy.
- 2.2.4. The home team is responsible for informing all appointed match officials when a match is rescheduled or cancelled. Failure to do so means the home team will be responsible for paying the officials' match fee if the officials turn up at the original time.
- 2.2.5. The Divisional administrator may intervene when no resolution is found between the two teams involved in a rescheduling request. The Divisional Administrator will review and sanction the game changes.
- 2.2.6. If a new date is not agreed with opposition and noted with Divisional Administrator within two weeks of the rescheduling request, the match will be kept at the original date
- 2.2.7. Fees: In a case where the away team requests to reschedule with less than two weeks' notice, the away team will be liable for costs incurred by the home team.
- 2.2.8. If a game is rescheduled at the away team's request with at least two weeks' notice and costs have already been incurred by the home team, the away team will be liable to pay 50% of these costs.



- 2.2.9. However, if the game is claimed, referee costs only will be paid by the away team.
- 2.2.10. Penalties for unauthorised rescheduling. Teams attempting to reschedule games without following the approved procedures will be subject to penalties decided by the Divisional Administrator including forfeiture of game in question, or a penalty point.
- 2.2.11. Where there are two teams in the same pool from the same club, games between the two teams must not be played in the last 5 games of the season.

2.3. Match invitation

- 2.3.1. The home team is responsible for sending match confirmations by email to the away team secretary, with the Divisional Administrator copied in. This correspondence must be received at least two weeks but no more than 4 weeks before the proposed date. If no match invitation is received, the London League fixture system's published match dates/start times should be treated as confirmed. If no invitation is sent, home teams will receive a warning. After a warning, home teams will receive a league penalty point for each time match invitations are not sent.
- 2.3.2. The match confirmation/invitation should 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 details should be noted in the invitation as well.
- 2.3.3. The visiting team must confirm attendance by email within one week of receiving the offer, or at least 7 days before the fixture. If no invitation is sent or the away team does not respond, the fixture is treated as confirmed (see 2.1.2).
- 2.3.4. All correspondence must be retained until the end of the season in case of a dispute arising.
- 2.3.5. Any team who cannot make the confirmed match date and has not submitted a valid request for rescheduling within timelines will default the match. This means the team loses the match by 0-21 0-21 0-21 and does not get any league points from the match.

2.4. Match day

- 2.4.1. Matches shall be played with first service between 7.20pm and 9pm on a Monday-Friday evening, or between 10am and 8pm at weekends, or at other times with the agreement of both teams.
- 2.4.2. At least two hours of court time must be booked per match.
- 2.4.3. Should a fixture not be played, then the Divisional Administrator shall consider the available evidence and rule as to whether the match should be replayed, forfeited, declared null and void and any sanctions applicable



2.5. Team arrival

- 2.5.1. Where a problem arises on match day or on the way to the match, the team must make every effort to contact the opposition and Divisional Administrator to explain and resolve the problem.
- 2.5.2. Where a team is delayed by factors that are wholly out of a team's control (e.g., public transport breakdown on the day) and can be backed up by professional and independent reports of confirmation (e.g., public transport company, Police, Motoring organisation, MET Office) indicating driving conditions and advice, this can be considered by the Divisional Administrator as an extenuating circumstance. However, every attempt must be made to travel and play matches as scheduled. Additional travel time requirements would not be a reason not to play, and teams cannot "postpone" matches without the approval of the Divisional Administrator. Delays such as traffic problems, vehicle breakdowns (unless by public transport) are not normally considered as factors outside of a team's control. Teams are expected to inform the Divisional Administrator, the home team, and the match officials of the delay as soon as possible.

2.6. Late arrival penalties

- 2.6.1. Providing the court is available, and one team is ready to commence play:
 - 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.
 - A team arriving between the start times of any 2 sets as outlined above shall be able to use the available time for warm-up.
- 2.6.2. The defaulting team may forfeit the match, be fined, and lose league points consequently.
- 2.6.3. Any reason for the late start of a fixture must be recorded on the scoresheet, prior to the first service. Teams must check this is recorded on the scoresheet before signing at the end of the match.
- 2.6.4. If the delay to the start of a match is attributed to absence of equipment, the team at fault will be penalised in accordance with regulation Late Arrival (2.6.1) above, using the same timings with an added grace period of 10 minutes. For both teams equipment includes playing kit, line-up sheets and team list. For the home team this also includes antennae, net, scoresheet and scoreboard.
- 2.6.5. If the delay to the match is within the control of either of the competing teams and does not allow for the completion of the match, penalty points may be given at the discretion of the Divisional Administrator, taking into consideration all elements listed above.
- 2.6.6. If a player arrives after the start of a set, they won't be eligible to play in the match until the next set.



2.7. Match end

- 2.7.1. The home team is responsible for informing the first referee about hard stops or any possible extension to the match booking prior to the toss. This agreed booking limit will be communicated to both team captains by the first referee at the toss. The referee should stick with the agreed booking limit (as communicated at the toss) and end the match when that time is reached.
- 2.7.2. If there is a hard stop to the match booking time, the referee should not start a new set if there are less than 5 minutes of play time remaining before the booking limit.
- 2.7.3. 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 that set doesn't count. 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. THE MATCH

3.1. Rules

- 3.1.1. Matches will be played according to FIVB rules (With the exception of scoring: see 3.1.2, time outs: see 3.1.3, and 14 player rule: see 4.1.12). Matches will be played to the best of 5 sets.
- 3.1.2. In all divisions, sets 1 to 4 will be played to 21 points with a 2 points margin and the final set to 15 points with a 2 points margin.
- 3.1.3. In the 5th set, only one time out is allowed.

3.2. Scoresheets

- 3.2.1. 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. A single layer official FIVB scoresheet is deemed suitable. Both teams are advised to take a photo of the completed scoresheet and keep it until the end of the season for their records. However it is the 1st referee who will be responsible for sending a clear, high resolution image of the top copy of the scoresheet for upload to Volleyzone within 24hrs of the fixture.
- 3.2.2. Where the Official(s) is/are registered, then any protest will be dealt with by the Divisional Administrators. Comments relating in any way to the competence of the match Referees must not be recorded on the scoresheet. Any such comments should be sent to the Referee Administrator and Divisional Administrator for review.



3.3. Venue

- 3.3.1. Infrastructure: a court must have at least 2-3 metres behind the service line, minimum 7.5m ceiling height, standard court size/markings. Any venue not meeting those requirements will not be accepted.
- 3.3.2. Equipment: A venue must have VE standard volleyball posts, functioning match net, antennae and a safe referee stand. Any exceptions should be referred to the league subcommittee BEFORE the start of the season for discussion. Each referred case of non-standard equipment will be considered on its own merit and either support will be extended by the LVA to agree on a correction to the situation, or, if the situation cannot be rectified, the venue cannot be used. Any agreed correction must happen within 2 months of the notice, but more time can be granted on a case by case basis. If it is found that the situation cannot be corrected within that time frame, or was not corrected within that time frame, then the venue cannot be used further.
- 3.3.3. Failure from a club to consult the league subcommittee about any non-standard venue/equipment issues, will result in all teams from that club scheduled to play in that venue to be issued a league penalty point at the first occurrence of a club's game at that venue. It will also trigger a notice of non-standard equipment as outlined in 3.3.2 above.
- 3.3.4. Ordinarily, a valid fixture must take place inside the London Region. If a team intends to play a London League fixture outside of the region, permission must be sought from the Divisional Administrator to validate the fixture, having first obtained the agreement of the opposition. The 'London region' is comprised of the 32 recognised boroughs of London and the City of London.
- 3.3.5. The Home team is responsible for ensuring that the net is set up correctly before the match scheduled start time.

4. PLAYERS

4.1. Eligibility

- 4.1.1. All divisions of the London League constitute one single competition.
- 4.1.2. A player can only represent one club in the London League competition.
- 4.1.3. The player registration (see 4.2) associates the player with a team. When a player's club has more than one team, the player may represent other teams from the same club which are in higher divisions for a maximum of two matches without impact on their registration. If a player plays up for a third time, they will be automatically transferred to the team in the higher division. If a player plays at any point on or after first service in a match, they will be considered as having played 1 match. If a player has played for more than one team in higher divisions, they will be transferred to the team that plays in the highest division upon playing-up in their third game.



- 4.1.4. If a club has 2 or more teams in the same division, a player can only play for the team with which they are registered in that division (this does not prevent them from playing up for their club's team in a higher division, see 4.1.3)
- 4.1.5. Players, who are registered as U18, may play up any number of times per season for a team of the same club. Age is taken at 1st Sept of the year the season starts.
- 4.1.6. A player playing up from a lower division MUST provide their proof of registration or ID on the day and it must be noted on the scoresheet that they are playing up. Otherwise, they cannot play on the day.
- 4.1.7. If a libero is noted to be 'playing up' on the scoresheet, the CAPTAIN of their team is responsible for checking that the scorer has recorded on the scoresheet if said libero **did not** come on court during the match. This should be done before the captain signs the scoresheet at the end of the match. If this is not noted, the libero will be assumed to have played in the game in which they are on the team roster.
- 4.1.8. Teams can have a maximum of 2 adult players (including liberos) noted on the scoresheet as 'playing up' in any single match, whether these players play in the match or not.
- 4.1.9. Men cannot play in the women's section of the Competition, and neither can women play in the men's Section.
- 4.1.10. Transgender issues will be decided on a case-by-case basis.
- 4.1.11. All non-libero players must have uniform shirts of the same colour. There should be contrasting colours between player kit and libero kit. Each team shirt must be distinctly numbered front and back between 1 and 99. No taped numbers are allowed. The normal penalty for failure to adhere to this rule shall be the deduction of one league point.
- 4.1.12. Teams can have up to 14 players (12 players + 2 liberos) on the scoresheet for London League matches. If a team has more than 12 players on the roster, they must play 1 or 2 liberos - the only permitted combinations when a team has more than 12 players are shown in below

Rostered Players	Players (non libero)	Liberos
13	12	1
13	11	2
14	12	2

- 4.1.13. Banned members are deemed ineligible until the ban is served.



4.2. Registration.

- 4.2.1. Once fixtures have been published, all players wishing to play in the London League must register for the club and team they wish to play for on Volleyzone.
- 4.2.2. Once players have been registered as in 4.2.1, they will be added to your team roster on Volleyzone by the divisional administrator of your team's division. Team organisers will then be able to create team sheets before every match from this team roster. Teams will be expected to present an official team sheet to the officials for each match (printed or digital), showing which of their registered players they want to have entered onto the scoresheet. This should be given to the officials before or at the start of the warm up.
- 4.2.3. Teams failing to present a team sheet at a match will be issued a warning by their divisional administrator for the first offence and a penalty point on any further occasions.
- 4.2.4. All player registrations on Volleyzone can be done before the league starts. New registrations can be done on match days. Players registering on the day of a match must show ID to the officials. Registrations on the day **must** also be noted on the scoresheet.
- 4.2.5. Only in exceptional circumstances will registrations be accepted after the last calendar day of February.
- 4.2.6. A minimum number of 8 players must be registered for each team entering the league before the first match (including on the day registrations).
- 4.2.7. If a player is "registered on the day" of a match, they must register on Volleyzone within 7 days of the match being played or before their next London League match, whichever is first. Failure to do so means the team will be issued a penalty point.

4.3. Transfers

- 4.3.1. Players may transfer between teams once per season providing the following:
 - The current team is not left with less than **8 players**
 - No money, kit, etc. is owed to the current club
 - The transfer is completed before the last calendar day of February
- 4.3.2. A current club refusing to release a player on any 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.
- 4.3.3. The player or either club can apply to the Divisional Administrator for the transfer process to be started by emailing all parties involved: the email should be titled "Official Transfer Request - London League" and the player, new Divisional Administrator and both club secretaries must be cc'd.



- 4.3.4. Once the above transfer request is received, and providing the conditions in rule 4.3.1 and rule 4.3.2 have been met, the Divisional Administrator will approve the transfer and make the changes on Volleyzone. This approval is required before the player can play for the new team/club.
- 4.3.5. Players/clubs putting in a transfer request in February of any year, must do so before midnight on 14th February.
- 4.3.6. In the event of a dispute, the Divisional Administrator's decision will be final.
- 4.3.7. Any player transferring to another team forfeits any remaining entitlement to playing up.

5. OFFICIALS

- 5.1. Appointments must follow the requirements described in the table below unless there is written agreement of both teams and the divisional Administrator. **For the definitions of Independent, Registered and Competent see respectively 5.5, 5.6 and 5.7 below.**

Division	First Referee	Second Referee	Scorer
Premier	Registered and Independent	Registered and Independent	Registered or Competent
Division 1	Registered and Independent	Registered	Registered or Competent
Below Division 1	Registered and Independent	Registered or Competent	Registered or Competent

- 5.2. Match Referees are by default appointed by the Referee Administrator (see 5.4 for exceptions).
- 5.3. Match Scorers are appointed by the home team and they must be registered or competent (see 5.5 or 5.7). Failure by the home team to do so will result in a league point deduction.
- 5.4. The home team can choose to supply any second referee role that is not required to be independent (see 5.1). In such cases:
 - 5.4.1. The home team must inform the Referee Administrator of their choice at the start of the season
 - 5.4.2. The home team bears responsibility for the referee suitability (see 5.1, 5.6, 5.7) and providing the referee with the match information.



- 5.4.3. If the home team knows they will not have a suitable referee for a specific game they can request one from the Referee Administrator. They should do so with as much notice as possible, and at least 2 weeks before.
- 5.4.4. Failure to follow 5.4.1, 5.4.2 and 5.4.3 can result in a league point deduction to the home team.
- 5.5. An independent referee for a game must not be a player or member of either team's club, nor playing for, or coaching, a team in the same divisional pool. Other cases can be referred to the Referee Administrator on a case by case basis. All registered referees affiliated to clubs will declare their affiliation to the Referee Administrator at the start of the season (or when the affiliation starts). However, during the season, it is the responsibility of each team to inform the Referee Administrator if a referee that is not independent was assigned to their game.
- 5.6. An official is considered Registered when they are registered with Volleyball England for the current season as an over 18, full indoor referee, and their current registration number must be recorded on the scoresheet.
- 5.7. A non-registered official is deemed Competent when they can carry out the task required at an acceptable level without impacting the game negatively by lack of knowledge, skills or collaboration with the registered officials. The registered referee(s) in attendance must make the determination and record on the scoresheet any case where a non-registered official is not competent, for the attention of the divisional and referee admins.
- 5.8. The fee for match officials appointed by the Referee Administrator is a monetary fee of £30 for a Referee.
- 5.9. Where a club fails to pay an official the agreed fee on the day without agreement, the League Secretary will be notified and the fee plus £5 will be taken from the team deposit to cover the referee fee.
- 5.10. All home teams must inform opponents and their Divisional Administrator 24-48 hrs before a match if officials have not been allocated, or were allocated but have dropped out, to discuss and agree their options. Failure to inform opponents and Divisional Administrator means the home team will be issued a league point deduction.

6. DISCIPLINARY ISSUES

6.1. Penalties and Fines

- 6.1.1. League penalty points and fines may be levied at the discretion of the Divisional Administrator for breaches of the rules and/or the LVA codes of conduct. 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.



6.1.2. Penalties and fines can be issued for failure to adhere to rules regarding:

- Fixture Dates and Timing
- Venue and venue equipment.
- Player registration
- Team kit
- Match officials
- Persistent late arrival of teams

6.1.3. The following suspensions shall be levied against players / coaches receiving sanctions from a referee. Bans should be served in the next match after the penalty/ruling:

- Two penalties - written warning (to the Club)
- Three penalties - 1 match ban
- One expulsion - 1 match ban
- One disqualification - 2 match ban

6.1.4. Any physical aggression shall be dealt with by the League Subcommittee (composed of Divisional Administrators and League Secretary), where the severity of punishment will be decided upon.

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

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

6.2. Disputes

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

6.3. Appeals

6.3.1. Any appeals against the decision made by a Divisional Administrator will be sent to the League Subcommittee and must be submitted in writing within 2 weeks of the decision being communicated. A deposit of £100 shall be lodged with any appeal; such deposit shall be returned if the appeal is deemed by the League Subcommittee as non-frivolous.

6.3.2. Teams can appeal against the League Subcommittee's ruling and will have their case considered by the LVA Executive. This appeal must be lodged within 2 weeks of the league subcommittee's communication of their appeal decision.



7. END OF SEASON - SCORING SYSTEM

- 7.1. 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 for league points, position will be decided by the following criteria, in order of descending importance:
- Sets difference
 - Match Points difference
- 7.2. For teams who do not play at least 60% of their league fixtures, matches will not count at the end of the season. All league points earned in these fixtures will be cancelled before the end of season league table is finalised.
- 7.3. In exceptional circumstances, the LVA Executive may instruct a variation in rules relating to ending the season.

8. PROMOTION AND RELEGATION

- 8.1. Automatic relegation: A team not playing at least 60% of its matches will lose their deposit and be relegated.
- 8.2. Where two divisions promote into one, the following rules apply:
- 8.2.1. 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.
- 8.2.2. 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.
- 8.2.3. 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.
- 8.2.4. 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.
- 8.2.5. 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.

8.2.6. 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.

8.2.7. 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.

8.3. Where three divisions promote into two:

8.3.1. 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.

8.3.2. As of league table positions on 1st May, the two teams next to bottom from the higher division will be relegated.

8.3.3. The runners-up in each of the lower divisions then play each other in a triangular match play-off P3 and the winner will be promoted.

8.3.4. The League would endeavour to arrange a one-day playoff. Failing that the following will apply.

8.3.5. 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.

8.3.6. The Admin will choose by random (coin toss) which team will host the P3 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.

8.3.7. 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.

8.4. Between all other Divisions

8.4.1. We aim to promote 2 teams and relegate 2 teams from each division when balance of division sizes allows.

8.5. Divisional Structure. 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 and relegated teams, teams will be allocated to divisions working from the top downwards, filling the divisions.



History

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