



2026-2027 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 league 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 LVA 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 must 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, its team / teams will be issued with a £50 fine per team.

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. If either team wishes to reschedule a fixture during the amendment period outlined in 2.1.1, the home team is to suggest 3 suitable alternative dates that do not clash with known fixtures of the opposition. The opposition should accept one of these proposed dates within 3 days of the notice. When the date has been agreed, teams must email the divisional administrator with the date/time/venue of the old fixture and the date/time/venue of the new fixture so that it can be changed on Volleyzone. All responses should be in writing by email with the Divisional Administrator in copy.
- 2.1.3. Match dates and times published on Volleyzone after the date set for amendments (see 2.1.1.) are treated as confirmed. It is the home team's responsibility to ensure that all dates/times/venues are correct on Volleyzone - please inform the relevant Divisional Administrator asap if there are any errors in your team's fixtures.

2.2. Rescheduling requests

- 2.2.1. Rescheduling fixtures post the amendment deadline (see 2.1.1.) is not permitted unless there are exceptional circumstances - see 2.22. Any rescheduling request 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. Written confirmation from any third party such as the venue management should be included as evidence.
- 2.2.2. Teams must submit any rescheduling requests by email to both their 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.
- 2.2.3. If the request is within timelines set, and the reasons for rescheduling are valid, and deemed beyond the control of the team and its players, then the home team must suggest 3 alternative dates which do not clash with known fixtures of the opposition. If dates are deemed suitable by the Divisional Administrator, the opposition must accept one of these proposed dates within a week of the notice. All responses must be in writing by email with the Divisional Administrator in copy.
- 2.2.4. The home team is responsible for informing the referee administrator AND all appointed match officials when a match is rescheduled or cancelled. Failure to inform match officials means the home team will be responsible for paying the officials' match fee if the officials turn up at the original time. Match officials' contacts can be found on the Team Sheet panel for the specific game.



- 2.2.5. Home teams are responsible for checking that a rescheduled fixture has been amended correctly on Volleyzone. If their Divisional Administrator has not made the change 48 hours before either the original or the rearranged fixture date, whichever comes first, the home team should inform the League Secretary and Referee Administrator immediately.
- 2.2.6. 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.
- 2.2.7. If a new date is not agreed with the opposition and noted with the Divisional Administrator within two weeks of the rescheduling request, the match will be kept at the original date
- 2.2.8. 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.
- 2.2.9. 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.
- 2.2.10. However, if the game is claimed, referee costs only will be paid by the away team.
- 2.2.11. 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 league penalty point.
- 2.2.12. Where there are two teams in the same pool from the same club, games between the two teams must not be played in either team's 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 one week but no more than 4 weeks before the match date. If no match invitation is received, Volleyzone's published match dates/start times should be treated as confirmed (see 2.1.3). Divisional Administrators may warn and/or penalise teams if 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 as soon as possible after the invitation is received, and at least 48 hours before the fixture. If no invitation is sent or the away team does not respond, the fixture is treated as confirmed (see 2.1.3).
- 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 which 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 will be deducted a league point.

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 and Div Admin. Matches shall follow match protocol as laid out in Appendix 1.
- 2.4.2. At least two hours of court time must be booked per match.
- 2.4.3. If the referees deem it appropriate (i.e. due to having the venue available from an earlier time than scheduled) and both teams and match officials are present, the coin toss, official warm up and match start time can be moved forward at the referees' discretion upon the agreement of both teams.
- 2.4.4. 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, a 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 arrivals and late starts

- 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 fifteen minutes thereafter, and then default the match 3-0 fifteen further minutes thereafter.
 - A team arriving between the start times of any 2 sets as outlined above shall be able to use the remaining time of the forfeited set 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 a late start of a fixture **MUST** be recorded on the scoresheet, prior to the first service. Team captains must check this is recorded on the scoresheet before signing at the end of the match.
- 2.6.4. All required equipment and documentation must be at the venue **at the start of the court booking** and prepared for use as soon as possible. The home team must provide net, antennae, scorers table, official scoresheet (see 3.2.1) and scoreboard. Both home and away team must provide their team sheet to the scorer at the start of the court booking (see 4.2.3).

If the court is available and both teams are present at the scheduled match start time, but the match cannot start because required equipment/documentation is missing:

- The team responsible for the missing equipment/documentation will lose the first set 21-0
- If the match is still not ready to start 15 minutes later, the team responsible will lose the second set 21-0.
- If the match is still not ready to start a further 15 minutes later, the team responsible will default the match 3-0.

NB Where missing equipment prevents the teams from warming up over the net, a full **10-minute warm-up over the net** must be allowed once the equipment becomes available. Where the missing equipment does not prevent the teams from warming up, the normal warm-up should take place during the time available before the scheduled match start time, and no additional warm-up period is required.

Rule 2.6.3 and 2.6.6 still hold for all the above - any reason for a late start must be recorded on the scoresheet and penalties can be given if a match cannot be completed because of the delay.

- 2.6.5. Equipment failures that deem a match unplayable or unsafe to play should be explained by the referee to both teams at the match as soon as the failure is identified. Any request to replay or reschedule a match by either team due to equipment failures should be sent in writing to the Divisional Administrator and will require a written statement from the match referee - requested by and sent directly to the LVA Divisional Administrator. The Divisional Administrator reserves the right to make a final judgment on the outcome of equipment failures and rescheduling requests.
- 2.6.6. If the delay to the start of a 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.
- 2.6.7. 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. Prior to the toss, the home team is responsible for informing the first referee about hard stops or any possible extension to the match booking. 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 playing time remaining before the hard stop. (Example: Hard stop was set at 1900 at the toss. The 4th set finishes at 1853 - the referee should not start a 5th set because there will only be 4 minutes of playing time after the 3 minute interval) . However, if a set is underway the referee should allow the match to run until the hard stop time.
- 2.7.3. An incomplete match is won by the team with the most sets won. If a set is not complete, the set is counted as a win for the team with a lead of 2 or more points within that set, otherwise that set doesn't count as a set win. If set scores are tied (e.g. 2-2 in sets), the winner is the team with a match points total of at least two more than their opponents. Match points total will include any points scored in an incomplete set (whether or not this set has been won). If teams are still tied, then each team will be given 2 league points and the result is counted as a draw.

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; 5th set timeouts and change of ends: see 3.1.3; warm up protocol: see 3.1.4, number of substitutions per set: see 3.1.5). 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 5th set to 15 points with a 2 points margin.
- 3.1.3. In the 5th set, only one timeout is allowed. There will be no change of ends during the 5th set when one team reaches 8 points.
- 3.1.4. Service warm up: both teams will serve simultaneously for 2 minutes. If teams choose not to share the net for their official warm up over the net, each team will be given 1 minute to serve.
- 3.1.5. In the London League each team will be allowed 6 substitutions per set.



3.2. Scoresheets

- 3.2.1. The home team must provide a visual scoreboard and an A3 official scoresheet for all fixtures. All sections must be completed. A single layer official FIVB scoresheet or the LVA's adapted scoresheet are 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. The 1st referee is responsible for uploading the result of a match, plus a clear, high resolution image of the scoresheet to Volleyzone (via Sportlomo) within 24hrs of the fixture.
- 3.2.2. Where the Official(s) is/are registered, then any protest should be recorded on the scoresheet as per FIVB rules and will be dealt with by the Divisional Administrator and Referee Administrator. Comments from the teams 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.
- 3.2.3. At the end of every match, captains will be asked to appoint an MVP from their opponent's team. This should be recorded on the scoresheet and the referee will enter the information through Volleyzone (Sportlomo).

3.3. Venue

- 3.3.1. Infrastructure: a court must have a minimum of 2m behind the service line, minimum 7.5m ceiling height, standard court size/markings. Any venue not meeting these requirements will not be accepted as a match venue.
- 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 in order for the match to start at the 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 whole of 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 or down any number of times per season for a team of the same club. They cannot, however, play in any of their club's teams in the same division as they are registered. 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. Captains are responsible for checking that players playing up are recorded on the scoresheet. Once a player has played up for a 3rd match, team secretaries must inform their divisional administrator in order for the player to be transferred to the higher division team (see 4.1.3).
- 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 this 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 matching uniform shirts of the same colour. There should be contrasting colours between the player kit and the libero kit. Each team shirt must be distinctly and uniquely 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 a warning on the first occasion it happens, followed by the deduction of one league point on every subsequent occasion. During the first calendar month of the league, teams will be warned but not penalised for non adherence to the rule on numbering of shirts. Any non adherence to this rule should always be noted in the comments on the scoresheet.

4.1.12. 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 and their registration has been approved by their Divisional Administrator, they can be added to their team roster on Volleyzone. Team organisers will then be able to create team sheets before every match from this team roster.

4.2.3. Teams are required to generate a new official team sheet for each match on Volleyzone before every fixture. This must be presented to the officials (printed or digitally) before the start of the warm up, have the correct fixture details on it, and should only show the registered players the team wants to have entered onto the scoresheet for that fixture. Note: Adult players who are playing up cannot be added to the team sheet on Volleyzone, but must bring ID/proof of registration and be noted on the scoresheet (see 4.1.6).

4.2.4. Teams failing to present an official team sheet at a match will be issued a warning by their Divisional Administrator for the first offence and a penalty point on each of any further occasions. Team sheets that are provided late to officials may also result in penalties for the team responsible. (See 2.6.3 and 2.6.6)

4.2.5. 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 in the comments on the scoresheet - captains/coaches must check this has been done before signing the scoresheet.

4.2.6. 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 and the player will be ineligible to play until their registration is approved.

4.2.7. Only in exceptional circumstances will registrations be accepted after the last calendar day of February.



- 4.2.8. Each team entering the league must have at least **eight unique players** registered to that team before its first match, including any registrations completed on the day of the match.
- 4.2.9. A junior player may be registered to only one team within the club and will count towards the minimum requirement of eight players for that registered team only (see 4.2.8). Junior players may still play for other teams within the club where permitted by the competition rules, but they will not count towards those teams' minimum registration requirement (see 4.2.8)

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**
 - Nothing is owed to the club e.g., subscription arrears (limited to one month's fees maximum), kit etc. Teams are advised to ensure that players are made fully aware of their commitments and fees due. These should be detailed in writing and signed by the player wherever possible.
 - 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. 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 and old Divisional Administrators 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 new 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. Transfer **requests** made in February of any season, must be made 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 are exceptional circumstances in which case there must be written agreement from 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, if not registered, they must be competent (see 5.5 or 5.7). Failure by the home team to appoint a competent scorer 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 and/or a £30 fine (ie the cost of the referee).



- 5.5. Independence of referees: An independent referee for a game must not be a player, coach or member of either team's club, nor playing for, or coaching, a team in the same divisional pool. Neither must they be related to/in a personal relationship with a player or coach of either team. Other cases can be referred to the Referee Administrator on a case by case basis. All registered referees associated with teams or clubs MUST declare their association to the Referee Administrator at the start of the season (or when their association starts). However, during the season, it is the responsibility of each team to inform the Referee Administrator asap if a referee that is not independent is 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 of competence 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, £20 for a scorer. If a match is cancelled or postponed within 24 hours of the fixture, the match officials should still be paid.
- 5.9. Where a club fails to pay an official the agreed fee on the day without the official's prior 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. It is the home team's responsibility to check Volleyzone during the 48 hours before a fixture and to inform the Referee Administrator promptly if they have not had a referee allocated, a referee is still 'pending', or a referee has pulled out. The Referee Administrator will circulate the match to all suitable referees at that point. If no referee is appointed within 24 hours of a fixture, the home team must then contact their Divisional Administrator and their opponents 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
- Misconduct by players, coaches or club officials

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 until that ban is served.

6.1.6. Coaches serve their bans with the team 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 a decision made by a Divisional Administrator should be sent via email to the League Subcommittee and must be submitted within 2 weeks of the decision being communicated. A deposit of £100 shall be lodged with any appeal (sent to the LVA bank account); such deposit shall be returned if the appeal is deemed by the League Subcommittee as non-frivolous.

Appeals should be sent to: appeals@londonvolleyball.org.uk



- 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 league points, the losing team will receive one league point for a 3-2 or 2-2 loss, and no league points for any other sets score loss. In the case of a tie (see 2.7.3) when time runs out, both teams will receive two league points. Teams that default a match will be considered to have lost 3-0 (21-0, 21-0, 21-0) and be deducted a league point.
- 7.2. 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 League Secretary. In the event of a tie on league points, the league position of teams 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 2 separate playoff matches, separated by at least 24 hours, and played at least a week after the end of the season, in May. Dates and venue for these would be communicated in due course.



If the league is unable to arrange the playoffs, this will be communicated to the teams involved and the remainder of this section would then apply:

- 8.2.4. The Administrator (Admin) for both matches will be the Divisional Administrator for the first named lower division alphabetically. 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 2nd Monday of May. The match will be played under the rules pertaining to the lower division 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 by the 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 and there are 8 or fewer teams in at least one of the higher divisions:**
 - 8.3.1. As of league table positions on 1st May, the bottom two teams from each of the higher division's pools will be relegated and the winners of each of the three lower division's pools will be promoted.
 - 8.3.2. The runners-up in each of the 3 lower division's pools then play each other in a triangular match play-off (P3), the winner of which will be promoted.
 - 8.3.3. The League would endeavour to arrange a one-day playoff for this triangular playoff.

If the league is unable to arrange the playoffs, this will be communicated to the teams involved and the remainder of this section would then apply:

- 8.3.4. The Administrator (Admin) will be the Divisional Administrator for the first named division alphabetically. The costs of each match will be shared equally by the teams playing.
- 8.3.5. The Admin will choose by random (coin toss) which team will host each of the P3 matches and inform all teams on the second Monday of May. The matches will be played under the rules pertaining to the division and between the 3rd Monday and 4th Sunday in May. The host must give the opposition at least 7 days' notice.
- 8.3.6. 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. Where three divisions promote into two and there are 9 or more teams in the two higher division pools:

8.4.1. As of league table positions on 1st May, the bottom three teams in each divisional pool of the higher division will be relegated, and the winners and runners up of each of the pools in the lower division will be promoted.

8.5. When 1 division promotes into 3 divisions, the bottom team in each of the 3 higher division's pools will be relegated and the top 3 teams from the lower division will be promoted.

8.6. Between all other Divisions: We aim to promote 2 teams and relegate 2 teams from each divisional pool when balance of division sizes allows.

8.7. 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.

APPENDIX

Match Protocol:

Referees and scorers are advised to arrive **at least 10 mins before** warm up starts. Teams should provide their official team sheets to the scorer on arrival so that scoresheets can be completed promptly.

Countdown - starts at advertised hall booking time

20 minutes to start of match:

- Hall is cleared from previous use
- Erect volleyball net, posts and antennae; check height of net (2.43m – Men, 2.24m – Women)
- Ensure scorer's table, chairs, scoreboard, scoresheet and rotation slips are present
- Teams provide their official team sheets to the scorer and officials
- Scorer begins entering players' and match officials' details onto scoresheet

15 minutes to start of match:

- 1st Referee calls captains to scorer's table, informs them of any hard stop and conducts the coin toss
- Captains and/or coaches sign the scoresheet if it is ready. If not, scoresheet must be signed at end of warm up.
- Referees inform the scorer of the outcome of the toss
- Scorer records the order of service
- 2nd Referee gives rotation slips to both team captains (or coaches)

12 minutes to start of match:

- 1st Referee signals start of official 10 minute warm-up period
- 2nd Referee obtains rotation slips from teams (if not already done) and passes them to the scorer who immediately records them on the scoresheet

2 minutes to start of match:

- Referee whistles to signify end of warm-up period
- Both teams retire to their benches

1 minutes to start of match:

- 1st Referee goes to position on the stand; blows whistle for teams to enter court
- 2nd Referee checks each team's position on court against their rotation slip

0 minutes to start of match:

- 1st Referee blows whistle for 1st service



History

Published December 2021: Version 1.0

Published September 2023: Version 1.1

Amended July 2024

Published September 2024: Version 2.0

Amended September 2025

Amended September 2026