

Rules for the 2019 Northern Zone Leagues (at 6th June 2019)

Definition

For the purposes of these rules, when the term “the League” is used it refers to all Leagues run in conjunction with competition for the “Northern Zone” as defined by Volleyball New Zealand i.e. Auckland Regional League, Midlands Regional League and the Northern Zone Combined Leagues.

Rules

- 1 For the **Auckland, Midlands and Northern Zone Leagues**, the following player movement rules shall apply to all teams:
 - 1.1 Players can only play for one team per competition day. i.e. if teams are scheduled to play two games in one day then each player must play for the same team in both games.
 - 1.2 The player movement conditions applicable are subject to the following:
 - (a) All players competing in the League are nominated into ranked teams at the beginning of the League on the team registration form.
 - (b) The top team per gender from each club must be ranked “A”. [The second team per gender from each club must be ranked “B”. The third team per gender from each club must be ranked “C” and so on for all teams from each club.] or [Second, Third and so-on teams may be given secondary names other than B, C, etc. i.e. colours, but must have the club name first.]
 - (c) Players may ‘fill in’ for a specific team in their club that is ranked higher than their original team at any time and for any reason, subject to rules 1.1 and 1.2 (d), (e), (f), (g) and (h) as set out below.
 - (d) Once players are nominated into a team on the team registration form, they may only ‘fill in’ for another team in their club which is ranked higher than their original team. i.e. If a player is registered for a “B” ranked team, they may only ‘fill in’ for their clubs “A” ranked team of the same gender. NOTE: PLAYERS CAN ONLY PLAY UP AND CANNOT PLAY DOWN, [with the exception that up to two players per team may be transferred to another team within the same club between the end of the Regional Leagues and the start of the Zone Combined League.]
 - (e) A player may ‘fill in’ for a specific team for a **maximum of two (2) competition days**. Once a player ‘fills in’ for the same higher ranked team

for a third day, that player will be 'locked' into the higher ranked team and must play for the higher team for the remainder of the League unless granted an exemption from the Zone Committee.

- (f) Exemptions will be considered by the Zone Committee where the team requiring a player to 'fill in' for them can show they have:
 - i. More than two (2) players absent in a National representative volleyball team;
 - ii. More than two(2) players injured who is unable to play any of the game and can provide an appropriate medical certificate;
 - iii. A combination of i and ii above; or
 - iv. Other reasons approved by the Zone Committee.
- (g) In exceptional circumstances, a player may be reassigned to a new team after team registrations are complete with the approval of the Zone Committee.
- (h) These rules are applicable to all teams competing in the League including teams from the same club that are in different divisions.

1.3 All players must have completed a Volleyball New Zealand Individual Membership (up to and including receiving confirmation of approval of the membership from VNZ) BEFORE they are able to play in any Northern Zone league. This includes for both the Midlands and Auckland Regional Leagues.

2 For the **Auckland Regional, Midlands and Northern Zone Leagues**, the following player transfer rules shall apply to all teams:

- 2.1 If a player has played for another club in any previous season, they must complete an official Volleyball New Zealand Player Transfer form BEFORE they are able to play for his/her new club except where otherwise approved by the Zone Committee.
- 2.2 All player transfers must be complete (up to and including receiving confirmation of approval of the transfer from VNZ) BEFORE the first League competition day. This includes for both the Midlands and Auckland Regional Leagues.
- 2.3 All player transfers must be approved by previous regional associations and previous clubs (if in existence) unless the player concerned:
 - (a) Owes fees or other charges that can be demonstrated in writing; or
 - (b) Holds uniform(s) belonging to the previous club.

- 2.4 If a player's previous club is no longer in existence then the previous regional association may approve the transfer on that club's behalf.
- 2.5 Transfers between clubs for reasons other than shifting residential cities/towns may take place up until the first scheduled League playing date of the season.
- 2.6 When the above player movement rules (clauses 2.1, 2.2, 2.3, 2.4 or 2.5) are infringed, a penalty shall be imposed on that player's team and they will be sanctioned with loss of the match/es concerned.
- 2.7 The player movement conditions applicable are subject to the following:
 - (a) All clauses described in Rule 1.2 above.

3 For the **Auckland Regional, Midlands and Northern Zone Leagues**, the following affiliation rules shall apply to all clubs: .

- 3.1 In order for a club to participate in the Midlands or Auckland Regional Leagues and gain a seeded entry into Div 1 of the Northern Zone League, they are required to affiliate to the appropriate regional associations as set out below:
 - (a) All clubs participating in the Midlands League MUST be affiliated to either Volleyball Bay of Plenty or Waikato Regional Volleyball associations.
 - (b) All clubs participating in the Auckland Regional League MUST be affiliated to either Manukau Auckland Volleyball, North Harbour Volleyball or Northland Volleyball regional associations.
- 3.2 Affiliation requirements vary for each regional association and it is the clubs' responsibility to seek out and complete the actions required by a particular regional association to affiliate to them BEFORE their entry into that league can be confirmed.
- 3.3 Only teams who will be competing at VNZ National Club Championships can take Club Championship 1st Division Qualifying places at the Zone Combined League.
- 3.4 Teams that want to qualify for a Northern Zone seeding at VNZ National Club Champs or the Northern Zone Playoff Rounds MUST also compete in the first round of the Northern Zone League (in either Div 1 or Div 2), with the exception of teams from Northland Association, who have been granted exemption until the Zone Combined League stage.

4 For the **Auckland Regional, Midlands and Northern Zone Leagues**, the following rule variations shall apply to all matches:

- 4.1 For gyms with a low ceiling, if the ball touches the ceiling (or low hanging apparatus), the rally may continue given the ball falls back onto the same side of the net, and no more than two touches have taken place. If the ball falls onto the opposition's side of the net, the rally ends and the point is awarded to the opposition. The appointed Venue Controller will determine if this rule is to take effect.
 - 4.2 For the Regional Leagues and the Combined Zone League round-robin the 12 sub rule shall apply i.e. players can have three entries on the scoresheet including the starting rotation and teams can use 12 subs per set. For the Northern Zone Combined League playoffs the 6 sub rule shall apply i.e. players can have one entry on the scoresheet excluding the starting rotation and teams can use 6 subs per set.

- 5 **Protests** must be made in the first instance by the team captain to the 1st Referee of the match concerned, who shall halt the match and call on the Venue Controller and one independent party, selected by the Venue Controller, to make a decision on the issue protested, as soon as possible. The Venue controller may call on brief information from game officials and from coaches of one or both teams.
 - 5.1 Should any party not be satisfied with the result, the coach or captain of the team concerned must enter a **Formal Protest** with a written note in the Remarks box of the scoresheet, and a Bond of \$50, both of which must be provided to the Venue Controller as soon as possible after the match, and in any event no later than 30 minutes after the end of play for the day. Further written information may also be supplied.
 - 5.2 The Venue Controller will on the same day provide the Formal Protest note(s) to the League Convenor who, along with the Venue controller and one other independent party, selected by the League Convenor, shall make a determination on the protest as soon as possible, and in any event before the next playing day.
 - 5.3 If the protest is upheld, the Bond shall be refunded; or if partly upheld, a proportion to be determined by the Protest Committee shall be refunded. If the protest is not upheld, the Bond shall be forfeited.

6. **Defaults and unsporting behaviour** shall be sanctioned in the following manner:
 - 6.1 Teams more than 10 minutes late for a game, the game to be defaulted with no points scored, and a fine of \$100 to be imposed, payable before the next playing day.
 - 6.2 Teams more than 10 minutes late for a duty, the team to be fined \$50-\$100 as per decision by the League Convenor, following information supplied by the venue controller. Half of the fine to be awarded to the team performing the duty.

- 6.3 Teams not playing in a full set of playing uniforms shall be noted on the scoresheet by the duty team and/or Venue Controller, and may be fined up to \$50 per match.
- 6.4 Unsporting behaviour by teams involved in a match shall be sanctioned by the 1st Referee in accordance with the Rules of the Game.
- 6.5 Unsporting behaviour by teams or supporters not involved in a match shall be reported by the Venue Controller to the League Convenor, who may warn the club concerned, exclude the persons concerned from future matches and/or venues, or impose a fine of up to \$100 on the club responsible for those exhibiting the behaviour.