

Volleyball England

Sitting Volleyball Competition

REGULATIONS

2026-27

Introduction

The purpose of these Regulations is to provide a structured, safe, fair and consistent framework for the organisation of Volleyball England's Sitting Volleyball Grand Prix series and other national sitting volleyball competitions.

The current World ParaVolley Rules of the Game, these Regulations, and specific competition regulations, alongside Volleyball England policies, constitute the complete set of provisions in force from 1st September 2026 to the 31st August 2027.

These Regulations are ratified by the Volleyball England Board and are the regulations, unless otherwise stated, which govern all sitting volleyball competition matters. The operational management of the Sitting Volleyball Grand Prix and associated Sitting Volleyball competitions has been delegated to the Sitting Volleyball Competitions Working Group and Hub Team.

Competition regulations shall be applied in the following order:

1. World ParaVolley Rules of the Game, unless modified by
2. Volleyball England Sitting Volleyball Regulations, and policies, unless modified by
3. Specific National Competition Regulations

It is recognised that not every circumstance can be anticipated or addressed within these regulations. In such cases, Volleyball England also holds the right to issue amendments to these Regulations at any time.

Any queries relating to these Regulations should be sent to competitions@volleyballengland.org

If you believe that the Regulations are unclear, it is essential a ruling in writing is received before making any decision, as merely stating that the regulations are unclear is not considered as grounds for appeal.

If you wish to propose a Regulation change for a future season, please complete the  provided by the 30th April 2027.

DEFINITIONS:

CWG - Competitions Working Group

Event Lead - Unless explicitly described otherwise, "Event Lead" means, the individual named as overseeing the event at any location, or it could be a VE Hub member.

Match Officials - First and Second Referees

MOS - Minimum Operating Standards

OWG - Officials Working Group

PVE - ParaVolley Europe

Referee Liaison - Member of OWG responsible for Sitting Volleyball

SV Lead - member of The Hub team responsible for Sitting Volleyball
(competitions@volleyballengland.org)

SVGP - Sitting Volleyball Grand Prix

SVCWG - Sitting Volleyball Competitions Working Group

Technical Official - Scorer, Line Judge

Technical Supervisor/Delegate – at major competitions, oversees everything to ensure Regulations and match protocol is followed

The Hub - VE Hub (competitions@volleyballengland.org)

VE - Volleyball England

Wild Card - a non-registered team that enters a competition event during the season.

WPV - World ParaVolley

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SECTION A - ADMINISTRATIVE MATTERS

A.1 Entering the SVGP

- 1.1 Each team must have no outstanding debts with VE (English Volleyball Association Ltd) from previous playing seasons. Teams in debt to VE will not be permitted to play fixtures if the previous playing season's debts are not cleared by the 31st May prior to the current competition season.
- 1.2 Each team must operate within a Club with an approved VE (standard) Club Affiliation.
- 1.3 A Wild Card team may enter an individual event at the discretion of the SV Lead. If a team enters more than three events in the season, they will be considered a registered team and become liable for paying Club Affiliation fees.
- 1.4 If two Clubs have players that wish to combine to form a team for an event this is also permitted, as long as the specific Wild Card team is registered under one of the Clubs and all participants are registered on VolleyZone.
- 1.5 Agree to abide by the MOS (See SECTION D - MINIMUM OPERATING STANDARDS).
- 1.6 No team may alter its name during the competition season without the prior written approval of the SV Lead.

A.2 Withdrawing from a SVGP

- 2.1 Any team wishing to withdraw from any competition date must give at least 7 days' notice, in writing, to the Hub.
- 2.2 Refunds are not possible for any event as per the Volleyball England refund policy. This includes if you pay for the season and are unable to make one of the events.
- 2.3 Failure to do so may result in that team being required to pay a fine.
- 2.4 Teams failing to arrive on the day of the competition may be fined £100.00 and have any grant or financial assistance already awarded withdrawn.

A.3 Competing in any VE sitting volleyball competition

Before competing, each Club must:

- 3.1 Have its coach and players registered with VE on VolleyZone.
- 3.2 Have paid any further competitions fees that may be in force by the specified deadlines.

A.4 Club/ Team sponsorship

- 4.1 Clubs/teams playing in any competition governed by these regulations are required to notify the Hub of the name, period, and type of any sponsorship that they may have.
- 4.2 The value of any sponsorship is a matter confidential to the Club/team and its Sponsor.
- 4.3 Tobacco sponsorship is not allowed.

- 4.4 Failure to register details of sponsorship within 14 days of a contract being completed will result in a fine of £100, and additional penalties thereafter within the discretion of the SVCWG if details are not registered.

A.5 Club Administration

- 5.1 No Club, individual or group, whether membership based or proprietorial, has a right to a particular place in VE's sitting volleyball competitions, entry for which is requested for each competition event.
- 5.2 All SV correspondence will be forwarded to the relevant Club and team secretaries named in VolleyZone. Any Club specific matters will be addressed to the Club Secretary / Chairperson, as detailed on VolleyZone.

A.6 Disputes

- 6.1 The Hub has the full authority to deal with disputes involving clubs, players, administrators and a non-qualified person acting in the capacity of coach, and to sanction clubs and their members, both playing and non-playing, when deemed to be in contravention of any of the competition regulations or relevant codes of conduct.
- 6.2 The Event Lead has the delegated authority to make decisions on behalf of the Hub to facilitate the running of a competition on the day of play.
- 6.3 Where appropriate the Hub can impose fines and /or deadlines to facilitate the smooth running of a competition.

A.7 Competition Venues

- 7.1 All Matches will take place at Loughborough University unless otherwise stated.
- 7.2 The Final of the SVGP will take place as part of the National Cup Finals weekend.

A.8 SVGP pre-season Meeting

- 8.1 There will be a virtual meeting. All Clubs are required to have at least one attendee.
- 8.2 The meeting will take place on a date specified by VE before competitions start for the 2026-27 Season.

A.9 SVGP Fees 2026-2027

Fees for the current season are:

Description	Price
Team entry for all competition events in the season	£596.00
Team SVGP / Cup entry for 1 event	£97.00
Senior SV Player registration	£32.50
Junior SV Player registration	£19.00

SECTION B - ORGANISATION OF FIXTURES AND EVENTS

B.1 During the Playing Season

- 1.1 The format for a specific event will be determined by the number of teams entered by the entry deadline date (two weeks prior to the event).
- 1.2 The format will be notified to all participating teams on the Wednesday following the deadline, along with the details of the competition draw (applicable if there are 8 teams entered).

B.2 Requests for Rearrangement of matches

- 2.1 Only under very exceptional circumstances can a team's matches be altered on the day, for example a delayed start due to unexpected travel delays, without consent from the Event Lead on the day.
- 2.2 COVID is not normally seen as an exceptional circumstance.

SECTION C - REGISTRATION

C.1 Players

- 1.1 All players should be registered.
 - 1.1.1 A valid registration requires a player to register via VolleyZone for the appropriate SVGP Player Registration. The player must also be aligned to their Club, and the Club's specific Team Roster(s) (where the Club has more than one team) on VolleyZone.
 - 1.1.2 It is the responsibility of the team or Club to ensure all players are correctly registered on VolleyZone.
 - 1.1.3 Player Photos on VolleyZone must be of the registering player/individual. Photos must be high-quality passport type and zoomed in to show head & shoulders.
- 1.2 Teams can be of mixed gender.
- 1.3 Clubs with more than one team may delay allocating their players to a specific Team Roster on VolleyZone until a week before the specific event.
 - 1.3.1 Players must all be registered by the first event that they enter.
 - 1.3.2 It is the Club's responsibility to ensure that the players are correctly allocated to the specific Team Roster for the team that they will play for in the SVGP on VolleyZone before they play. No player can be on more than one Team Roster.
- 1.4 In any competition season, no player may be listed on the scoresheet for more than one Club in the same competition unless they are officially loaned for an event with the acknowledgement of the Event Lead or are officially transferred between teams during the season.
- 1.5 A player may only transfer once in a season between clubs. This request must be made to the SV Lead and must be made at least two working days prior to playing in a competition event. Failure to do so may result in the player being unable to play in the event in question.
- 1.6 Teams can have up to 12 players and additionally up to 2 Liberos listed on their Team Sheet (there is no limit to the number of players that can be registered on the Club's specific Team Roster on VolleyZone).
- 1.7 Any team found to have used an ineligible player(s) shall forfeit all matches in which such player(s) have participated.
- 1.8 If a player is not in attendance, their name must be deleted from the team list at the end of the relevant Grand Prix.
- 1.9 Only players who have been on a validated team sheet for their team in at least one round of the SVGP 1-5 may play in the SVGP Final 4 matches and SVGP Final of the competition.
 - 1.9.1 If a registered player has been unable to play in SVGP 1-5 on medical grounds, they may be permitted to play on submission of the appropriate supporting evidence to the Hub.

SECTION D - MINIMUM OPERATING STANDARDS

D.1 Match Equipment

- 1.1 Match equipment will be provided by VE unless otherwise specified/agreed beforehand.
- 1.2 The net height for all mixed gender competitions will be 1.10m.
- 1.3 For all SVGP rounds, an FIVB competition format scoresheet will be used.

D.2 Player Equipment

- 2.1 All teams must play in uniform shirts and similar shorts (i.e. same colour and similar design). All teams must wear numbered shirts. The Libero(s) shall wear a different coloured, easily identifiable, numbered shirt; if a team has two Libero players, their shirts do not have to match each other.
- 2.2 Teams not in uniform numbered shirts and similar shorts may be fined £5 per non-compliant player.

D.3 Match Officials

- 3.1 VE will aim to provide qualified 1st and 2nd referees.
- 3.2 When assigned to officiate at a match, teams must always provide competent scorers, and at least two competent line judges and other officials, if requested to do so.
- 3.3 For SVGP matches, teams should ensure that the scorer(s) they provide are able to complete an FIVB format scoresheet.

SECTION E - ARRANGEMENTS AT EVENTS

E.1 Regulations of play

- 1.1 All matches will normally be played to the best of three sets during the season and five sets for the SVGP Final (unless otherwise determined by the Tier and Match format).
- 1.2 The Rules of the Game that will apply to all competitions will be those currently issued by [WPV](#), unless amended by these competition Regulations.
- 1.2.1 In the event of a Regulation change being required in any competition, this must be discussed and agreed with the SVCWG and the SV Lead and will be advised to all teams before the event.

E.2 SVGP Tiers and Match Formats

The match and tier format will be determined by the number of teams entered and the number of courts available.

- 2.1 For events where we have 7, 10, 11 or 12 teams entered we will play a tiered format as detailed below.

No of Courts	No of Teams	Tier 1 Teams	Tier 2 Teams	Tier 3 Teams	Sets played	Set Points	Start Time	Estimated Finish Time
2	7	4	3	-	3	25	10:00	16:30
3	10	5	5	-	2	21	10:00	17:30
3	11	4	4	3	3	21	10:00	16:30
3	12	4	4	4	3	21	10:00	16:30

- 2.1.1 When adopting a tiered format, there will be two tiers with a possibility of a third if we have the number of teams.
- Tier 1 will consist of the best four/five placed teams from the preceding season (including the winner of the last Tier 2 SVGP of that season).
- Tier 2 will consist of the remainder of the teams and wild card entries.
- The organisers reserve the right to allocate international Wild Card teams to Tier 1.
- 2.1.2 Teams in Tier 1 will play a round robin format determined by the number of entrants and courts available. The team that finishes bottom will play in Tier 2 for the following SVGP.
- 2.1.3 Teams in Tier 2 will play a format determined by the number of entrants and courts available. The team finishing in first place will gain promotion to Tier 1 for the following SVGP.
- 2.1.4 If there are a sufficient number of teams, there will be a Tier 3 that will comprise of the bottom placed team from the previous SVGP, along with any new teams. They will play the same format as the other Tiers and the winner will be in Tier 2 for the following SVGP.

2.1.5 Entrants will be notified of the match format to be used ten days before each SVGP.

2.2 For events where we have 6, 8, or 9 teams then we will be adopting a different format to the tiered system. These are detailed as follows:

2.2.1 6 teams - the teams will be put into two groups based on the standings from the previous SVGP using a serpentine format as follows.

Group 1	Group 2
1 st place	2 nd place
4 th place	3 rd place
5 th place	6 th place

Teams will play the other teams in their group in the morning.

In the afternoon the respective top, second, and third placed teams from each group will play each other to determine the final standings for the day.

The top 4 teams will be considered to be Tier 1 for the next SVGP.

2.2.2 8 teams - the top four teams will be seeded into four quarter-final matches. The remaining four teams will then be drawn against one of the seeded teams. The draw will take place on the Tuesday following the particular event deadline. The winners of these matches would progress to semi-finals, and then the Final/3rd place playoff matches, to determine the top half of the standings. The losers of the quarter-final matches would play the other losing quarter finalists to determine the bottom half of the standings.

2.2.3 9 teams - the teams will be put into three groups based on the standings from the previous SVGP using a serpentine format as follows.

Group 1	Group 2	Group 3
1 st place	2 nd place	3 rd place
6 th place	5 th place	4 th place
7 th place	8 th place	9 th place

Teams will play the other teams in their group in the morning.

In the afternoon:

- the top team from each group will play in another round robin to decide places 1-3;
- the second placed teams will play to decide places 4-6;
- and the third placed teams will play for places 7-9.

E.3 SVGP Tournament Match Points

3.1 Standings & Wild Card Teams

Match points determine the final standings in each SVGP. Wild Card teams are excluded from final standings and are ineligible to progress to the Final

3.2 Minimum Roster Requirements & Player Borrowing

Teams must field six registered players from their official Team Roster at the start of each SVGP match. Teams with six registered players present are not permitted to borrow players.

3.3 Loan Approval Procedure

To borrow a player, the requesting team must first seek approval from both the Competition Lead and the Lead Official for the event. Upon receiving approval, the team must obtain final consent from the Head Coach of the lending team.

3.4 "Round Robin" Format Penalties & Standings

3.4.1 Points Allocation: Teams receive 10 points for a match win in round robin formats.

3.4.2 Borrowed Player Penalties: For every match won in which a borrowed player participates, match points will be deducted from the winning team as follows:

* 4-team Tier: 4 points deducted per borrowed player per match won.

* 5-team Tier: 3 points deducted per borrowed player per match won.

3.4.3 Tie-Breaker Precedence: Where teams are tied on match points, final standings will be determined by applying the following criteria in order of precedence:

- Total Match Points
- Total Sets Won
- Sets Ratio (Sets Won ÷ Sets Lost)
- Points Ratio (Points Won ÷ Points Lost)
- Head-to-head match result between the tied teams

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3.5 "Knockout" Format Penalties

In knockout formats, any team fielding fewer than six rostered players will incur a starting point deficit for each set played:

- Standard Sets: A 5-point deficit per borrowed player at the start of each set.
- Deciding Sets (played to 15 points): A 4-point deficit per borrowed player at the start of the set.

E.4 SVGP Series League Points

4.1 League Points will be awarded according to the final standings at the end of each of the first five rounds of SVGP played.

4.1.1 League Points will be awarded as follows:

SVGP position	Points awarded	SVGP position	Points awarded
1	20	7	8
2	18	8	6
3	16	9	4
4	14	10	3
5	12	11	2
6	10	12	1

4.2 Wild card teams will not be awarded League Points.

4.3 League Points for “round robin” competitions will be awarded based on the positions of teams in the Tiers as follows:

No. of teams in event	League Points Placing		
	Tier 1	Tier 2	Tier 3
7	1 – 4	5 - 7	n/a
10	1 – 5	6 - 10	n/a
11	1 – 4	5 – 8	9 - 11
12	1 – 4	5 – 8	9 - 12

4.4 League positions will be determined as follows:

- i) Total League Points
- ii) Total Match Points
- iii) Sets Won
- iv) Sets Ratio
- v) Points Ratio

E.5 SVGP Final 4 and SVGP Final

5.1 The top four teams in the League, based on SVGP series League Points accumulated over the season (in SVGP 1-5), will play in a top four pool where each team will play each other once.

The points scoring system will be the same as for a regular SVGP round, in accordance with the SECTION E.3 of these Regulations. For teams to qualify for the Final 4, they must also have competed in SVGP5. In conjunction with the Final 4 event, there will be a Tier event for the remaining teams in the SVGP competition, where the winner will play in Tier 1 for the first SVGP of the following season. The bottom placed team from the Final 4 will be relegated to Tier 2 for the start of the following season.

5.1.1 The top two placed teams from the Final 4 pool will play in the SVGP Final on 24th April 2027. Please note this date may be subject to change. If a change is made you will be notified immediately.

5.1.2 For the SVGP Final the following will apply:

- i) The OWG will provide all the Match and Technical Officials.
- ii) The "5 ball system" will normally be used.

- iii) A trophy shall be awarded to the Champions which they will be able to keep, with no requirement to return it the next season.
- iv) Playing kit for the final (numbered shirts, and shorts) is required to be uniform, and in compliance with [WPV Rules](#).

SECTION F - Bad Weather

In the event of bad weather, teams should make every effort to play whilst taking responsibility for their own safety. If any team feels they are unable to travel/compete in the event they must ensure they have professional and independent evidence (e.g., Weather / MET Office, public transport company, police, motoring organisation, sports hall) indicating travel conditions and advice or hall closure notice. Teams are expected to call and email the SV Lead, and the Event Lead (if different) as soon as possible.

SECTION G – Penalties, Protests and Appeals

G.1 Administrative Disputes

- 1.1 In order to complete the day/weekend matches at tournament competitions, the decision of the Event Lead shall be final.
- 1.2 Any team wishing to dispute the results of matches at any stage of any competition must bring it to the attention of the Event Lead at the time the result is handed in.
- 1.3 Any Club that wishes to dispute the results of matches (or other matters) at any stage of any competition, shall forward its complaint, in writing, to the SVCWG within 7 days of the dispute.
 - 1.3.1 A fee of £100.00 must accompany the letter.
 - 1.3.2 The fee will be refunded if the dispute is found in favour of the disputant.

G.2 Remarks on the Scoresheet

- 2.1 Comments relating in any way to the competence of the match Referees must not be recorded on the scoresheet.
- 2.2 Any complaints about the competence of the officials must be made to the Event Lead on the day.
 - 2.2.1 Where the Official(s) is/are qualified, then any protest will be dealt with by the OWG.
 - 2.2.2 Any comments should be sent to the Referee Liaison in the first instance.

SECTION H - MISCONDUCT

H.1 Sanctions

- 1.1 The first Referee will ensure that all sanctions issued to players, coaches and bench personnel are recorded on the scoresheet.

H.2 Disqualification

- 2.1 In the case of expulsion or disqualification, the first referee will submit a full report (RC9) to the VE Hub and to the OWG Referee Appointer after the match.

H.3 Penalty Points

The below table outlines penalty points which will be applied to players, coaches, and bench personnel if they are issued with the below sanctions. (These do **not** apply to delay sanctions)

	Sanction	Penalty
3.1	Misconduct (red card)	3 disciplinary points
3.2	Expulsion (red and yellow card jointly) for repetition of a misconduct offence	5 disciplinary points
3.3	Expulsion (red and yellow card jointly) for single offence	5 disciplinary points
3.4	Misconduct (Red card) followed by Expulsion (Red and yellow card jointly) for two separate offences	5 disciplinary points in addition to the 3 disciplinary points previous
3.5	Disqualification (red and yellow card separately)	9 disciplinary points, Where disqualification results from aggressive conduct, these 9 points will add to any previous disciplinary points received during the match. If disqualification occurs because of other misconduct following an expulsion, the 9 points will replace the 5 points awarded for expulsion.
3.6	Disqualified (red and yellow card separately) due to aggression	Minimum 1 match suspension This matter will then be automatically referred to the Competitions Disciplinary Sub Committee (See H.5 Competitions Disciplinary Sub Committee)

H.4 Suspensions

- 4.1 The following penalties shall apply when a player, coach or authorised bench personnel accumulates disciplinary points in the same competition season:

Disciplinary Points Level	Penalty
8 disciplinary points	1 match suspension
16 disciplinary points	Miss the next event in full

It is the team's responsibility to ensure that suspended players do not participate in matches.

- 4.2 The points are cumulative during the competition season and anyone receiving additional disciplinary points shall have their case reviewed by the Competitions Disciplinary Sub Committee. The Sub Committee shall be entitled to impose further penalties, as it deems appropriate. The Sub Committee may require the attendance at an appropriate meeting of any player, coach or authorised bench personnel concerned. Equally, the person concerned has the right to attend or be represented at any meeting discussing their case.
- 4.3 A player, coach or bench personnel shall have the right of appeal to the decision of the Competitions Disciplinary Sub Committee.
- 4.4 Player suspensions apply to the next fixture played in any competition covered by these Regulations. All matches in which a suspended person participated will be forfeited. Such suspensions must be for either the same team or, if transferred, the new team in such competitions. The onus rests with the team to ensure that the suspension is served correctly.
- 4.5 In the case of tournament competitions, all matches will count as one fixture and the suspension will take effect in the first match of the next competition fixture.
- 4.6 Coaches and authorised bench personnel who receive suspensions will serve their ban in their next scheduled fixture with the team they accumulated the points with, regardless of their role within that team.

Note: Any person who is required to serve a suspension cannot attend the suspended match(es) under another team role (e.g., a coach/bench personnel who is serving a suspension cannot attend the suspended match as a player and vice versa).
- 4.7 Disciplinary points shall not carry forward from one competition season to the next. If suspensions must be served and there is no opportunity to do so in the current competition season, then such suspension shall be served in the next available fixture of the following competition season.



Competitions Disciplinary Sub Committee

- 5.1 The Competitions Disciplinary Sub Committee shall be chaired by the Chief Executive Officer or the Deputy Chief Executive Officer and consist of members nominated by the Competitions Working Group and/or the Officials Working Group.

H.6 Conduct

- 6.1 The Competitions Disciplinary Sub Committee is empowered to discipline a player, coach, Club, team, or team follower whose actions are considered to bring the game into disrepute. The Sub Committee is empowered within its absolute discretion to suspend or fine a coach, player, Club, or team in circumstances where it considers it appropriate. These provisions apply to all competitions in which VE registered players may participate. The OWG is responsible for any disciplinary action relating to match Referees.
- 6.2 The Competitions Disciplinary Sub Committee, SVCWG or VE Disciplinary Committee is empowered to discipline any registered player, coach, Club, team, or team follower. The

penalties imposed shall be within the absolute discretion of the Competitions Disciplinary Sub Committee, SVCWG as appropriate.

- 6.3 Club officials and Referees must respond, within a reasonable specified period of time, to legitimate requests for information made by the VE Hub, CDSC, or OWG when conducting preliminary investigations. Failure to do so may result in a fine and will be taken into consideration when complaints and appeals are being considered.
- 6.4 The Competitions Disciplinary Sub Committee shall be entitled in its absolute discretion to impose penalties for the following:
 - a. Aggressive behaviour to players/spectators
 - b. Aggressive behaviour towards Referees
 - c. Threatening behaviour
 - d. Abusive conduct
 - e. Behaviour likely to undermine the authority of match Referees
 - f. Conduct likely to bring the game into disrepute.
- 6.5 In the event of the Competitions Disciplinary Sub Committee considering alleged behaviour as above, then the player/coach/Club official/ spectator may be required to attend a disciplinary hearing.
- 6.6 There shall be a right of appeal to the VE  Disciplinary Committee of any decision made by the Competitions Disciplinary Sub-Committee.
 - a. If the reason for the sanction is safeguarding, then the sanction remains in place until after the appeal is finalised.
 - b. For other circumstances, the sanction may be suspended if requested in writing however if the appeal is unsuccessful then the sanction will be increased.

SECTION I - REGULATIONS FOR SPECIFIC COMPETITIONS

I.1 Sitting Volleyball Cup (“Ken Edwards Trophy”) and Shield

- 1.1 This competition is open to any domestic team as well as international teams and international club sides
- 1.2 The draw and format will be dependent upon the number of teams that have entered. Once the numbers of teams have been confirmed then the format and details of the day will be released. The draw will take place on the morning of the event.
- 1.3 Matches will be played to the best of three sets and played in accordance with the Rules as specified in Section [E.2](#)
- 1.4 Two trophies will be contested: the Ken Edwards Trophy (Sitting Volleyball Cup Competition) and the Sitting Volleyball Shield Competition.
 - 1.4.1 All teams entered in the tournament will compete in the Cup Competition.
 - 1.4.2 Teams eliminated in the first round, or teams that do not finish in the top two of their pool (where applicable), will enter the Shield Competition.

I.2 Student Sitting Volleyball Cup

- 2.1 The Student Sitting Volleyball Cup competition is open to all Higher and Further Education teams across England and the Home Nations
- 2.2 The competition will be made up of 3 separate events spread across the season.
- 2.3  Teams will play in a timed format during the pool stages. Matches will be the best of three sets, with a 25-minute time limit. The team with the most points at the end of the time limit will be the winner. If the two teams are level on points at the end of the time limit, then a golden point will be played.
- 2.4 Matches will be played in accordance with the Rules as specified in Section  [E.2](#)
-  2.5 There will be 3 separate events for the initial season which will be run as individual competitions. Therefore, there will be 3 separate results with the aim of building more participation and knowledge of the sport.

SECTION J - INSTRUCTIONS TO REFEREES

- 1.1 Referees will receive competition details directly from the SV Lead prior to each event to which they have been appointed, which will confirm the format/number of teams entered for the competition.
- 1.2 First referees should ensure that any legitimate protest is recorded in the Remarks box of the scoresheet at the end of the match, and reported to the Event Lead, at the first opportunity after the event arises.

SECTION K - ANTI-DOPING (DRUG TAKING) REGULATIONS

- 1.1 If you are a player or Athlete Support Person (this includes bench personnel) participating under the jurisdiction of VE, then the anti-doping rules of VE apply to you, regardless of what level you participate at.
- 1.2 A copy of the VE Anti-Doping Policy and regulations for doping control is available [here](#).
- 1.3 Doping Controls may be carried out at any time during or out of competition.

The anti-doping rules of VE are the UK Anti-Doping Rules published by UK Anti-Doping. These rules can be amended from time to time; such rules shall take effect and be construed as the rules of VE.

SECTION L - BLOOD INJURIES

- 1.1 A player is not allowed to play with a bleeding wound, regardless of the seriousness of the injury. Any blood on a player's skin, playing kit, floor or equipment must be dealt with immediately. Referees should stop the game and instruct the player to receive the appropriate medical intervention to stem the blood flow, and clean any blood from the player, and the floor / equipment, as required. Safe and sterile cleaning materials must be used. It is the team's responsibility to clean any blood from the floor / equipment.
- 1.2 Although the player does not have to be substituted immediately, they should leave the court for treatment. An assessment of the likelihood of the player returning within three minutes (in blood free kit) should then be made.
- 1.3 If the bleeding has stopped and the player is in blood free kit, then the match should resume as soon as it is possible. If the blood flow cannot be stemmed or dealt with within the 3-minute period, then the player may have to be substituted legally or exceptionally. This may, in time, mean teams taking their time outs to prolong this period. If a player does not recover and a substitution cannot be made in accordance with WPV Rules then the team will be considered incomplete.
- 1.4 It is required that teams equip themselves with a small box with disposable gloves, antiseptic wipes, disinfectant, cloths and nappy sacks for safe disposal. All contaminated material including any used gloves should be double bagged before appropriate disposal.

SECTION M - CONCUSSION

1.1 VE's concussion guidance can be found [here](#).

SECTION N - SPORTS BETTING

- 1.1 No player or club/team representative shall place or attempt to place a bet on a match or other event or competition in which they or their club participates.
- 1.2 No player or club/team representative shall solicit or facilitate, or attempt to solicit or facilitate, another person to bet on a match or other event or competition in which they or their club participates.
- 1.3 No player or club/team representative shall offer, or attempt to offer, a bribe to fix or contrive a result or the progress of a match or other event or competition in which they or their club participates.
- 1.4 No player or club/team representative shall receive, seek or attempt to receive or seek a bribe to fix or contrive a result or the progress of a match or other event or competition in which they or their club participates.
- 1.5 A player or club/team representative shall report any approach or other activity which contravenes, or which may contravene, the sport's rules on betting to the SV Lead, co-operate with any investigation and/or request for information including the provision of documentation (e.g., telephone/betting records to officials engaged in the investigation of suspected integrity issues in the sport in relation to betting).
- 1.6 A player or club/team representative shall perform to the best of their ability in any match or other event in which they participate.
- 1.7 Any breach of this regulation will be dealt with under Regulation  Conduct.

SECTION O - APPENDICES

Appendix A – SV Pre-Match Protocol

The total warm-up will last for 10 minutes, unless advised otherwise prior to the start of the competition.

The VE Hub team are responsible for supplying and preparing the court and the correct erection of the net.

The referees are only responsible for checking the facility and equipment.

Appendix B – Expectations for VE sanctioned matches

Note - Clubs are responsible for the conduct of their players, parents/carers of players, coaches, technical officials, volunteers and spectators.

No person(s) attending a match shall:

1. Use offensive or obscene language to any player, coach, referee, technical official or other spectator or anyone else present;
2. Enter the field of play during a match without the prior approval of the Event Lead / court manager appointed by the competition organiser;
3. Dispute the decision of a match official either during or after a match;
4. Assault or act with aggression to any person/s;
5. Behave in a way contrary to the spirit of the game;
6. Behave in a way which disturbs the enjoyment of the match by any other person/s, or brings discredit to the participating teams and/or competition / event and/or the game of volleyball;
7. Act in such a way as to exhibit intolerance towards individuals or groups, due to their gender, age, race, disability, religion, faith, sexual orientation or any other visible or non-visible difference, either by language or other conduct, to any other person/s;
8. Refuse to accept the reasonable direction of the Event Lead / court manager, Match Officials, or official of the team/club which that person/s is supporting.

See VE Code of Conduct [here](#)

Appendix C – Guidance in the event that a season ends prematurely

Although exceptional circumstances may require the Hub to modify the guidance below, we thought it important that teams are aware of how we would most likely treat this circumstance.

1. Season likely to be completed if at least 60% of scheduled SVGP events have been played.
2. All unplayed matches will be awarded as a draw.
3. If the season is not completed the SVGP standings of the teams after the last SVGP round played will be used to determine the starting position of teams for the following season.
4. For all Cup and Shield competitions, unless the competition has reached the finals stage, the competitions will likely be voided with no winners. If semi-finals have been played, then teams will have the option to play the final. VE will support by trying to appoint referees and paying for those they appoint and providing medals.

Appendix D – VolleyZone

Please use the following VolleyZone URL to login to the most appropriate area of [VolleyZone for you](#).

All Membership, and Event Entry Fees are as per the prices listed on VolleyZone. The stated fees will have a Service Fee of 3.2% + 50p added per transaction.

Refer to the [VE website for more guidance on VolleyZone](#).