



# Volleyball Association of Ireland



## Competition Rules Handbook



# VAI SpikeBall Competition Rules

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# VAI SpikeBall Competition Rules

## Introduction

### Philosophy of the Game

SpikeBall is an adapted Volleyball game that was developed to provide children with a FUN introduction to Volleyball and also to assist and encourage teachers to teach Volleyball in their schools. The main objective of SpikeBall is to encourage more children to participate in Volleyball in an enjoyable way.

The adapted rules encourage:

- more rallies
- more Spikes (Hits)
- more touches of the ball
- more movement
- equal participation
- more FUN

The SpikeBall National Championships were introduced at both Primary and Post Primary Level due to the increasing popularity of the game in schools and to meet the demand for competition. While players should be encouraged to play their best and try their hardest it is important that the main aim of the game is not lost in the spirit of competitiveness. That is, the game is designed to be a FUN learning tool and introduction to the sport, and the beginning of a pathway to future participation in Volleyball.

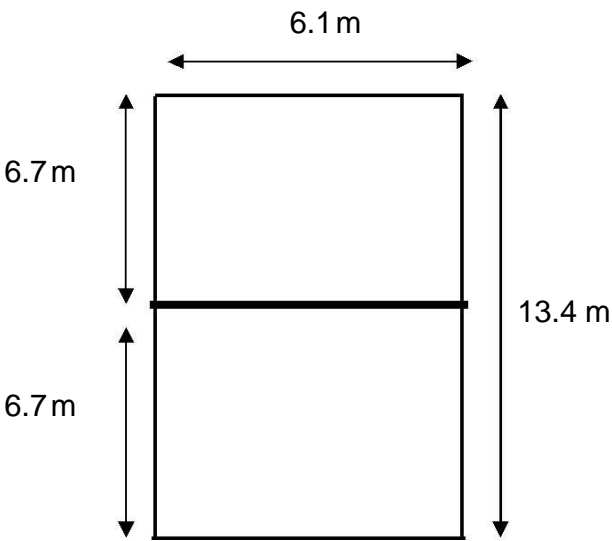
### SpikeBall Coaches Charter

With this philosophy in mind and in accordance with the Irish Sports Councils Code of Ethic's Good Practice for Children in Sport, the SpikeBall Coaches Charter was drawn up. This Charter was introduced to provide children with an encouraging, supportive and positive environment for their participation in SpikeBall Competitions. All Coaches/Teachers/Leaders involved in SpikeBall are obliged to sign up to and adhere to this Charter. A copy of the SpikeBall Coaches Charter is available in the appendix of this Handbook.

# VAI SpikeBall Competition Rules

1.	<p><b>Age Groups</b></p> <p>1.1 Primary Schools Championships: 5<sup>th</sup> and 6<sup>th</sup> class pupils In the case of smaller sized Primary Schools 4<sup>th</sup> class pupils may play in the Championships at the discretion of teacher</p> <p>1.2 Post Primary Schools Championships: 1<sup>st</sup> Year Competition: 1<sup>st</sup> year students 2<sup>nd</sup> Year Competition: 2<sup>nd</sup> year students  Note 1<sup>st</sup> year students may play up in second year competition. Second year students not permitted to play in 1<sup>st</sup> year competition.</p>
2.	<p><b>Registration</b></p> <p>2.1 School Affiliation and SpikeBall Team Entry Form must be returned to the VAI and paid in full before teams can be entered into competition draws. At National Finals a team list of players must be submitted. Any team playing an illegal or unregistered player will lose the points for the match (es) in which the player was involved.</p>
3.	<p><b>SpikeBall Championships Format</b></p> <p>3.1 Primary School Championships 1<sup>st</sup> round: County Finals By End of January 2<sup>nd</sup> round: Regional Finals By End of February By End of March in Mary I College Finals: National Finals Limerick</p> <p>3.2 Post Primary School Championships 1<sup>st</sup> round: Participation round 2<sup>nd</sup> round: Mini Regions 3<sup>rd</sup> round: Regional Finals Finals: National Finals By End of March in UCD</p> <p>Note: Additional rounds may be introduced in either competitions depending on number of team entries</p>

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<p>4.</p> <p>4.1</p> <p>4.2</p>	<p><b>SpikeBall Court Dimensions</b></p> <p>The size of the SpikeBall Court is a doubles Badminton Court. The court is 6.1 meters wide and total length of court is 13.4 meters. A net divides the court in two, each side is 6.7 meters in length.</p>  <p>The diagram shows a rectangle representing the court. A horizontal line across the middle represents the net. Dimension lines with arrows indicate: the width is 6.1 m; the total length is 13.4 m; and each of the two halves created by the net is 6.7 m long.</p> <p>If using a doubles Badminton court markings, the outside lines are the boundary lines. If no court lines are available court markings can be made using masking tape for the rectangular outline.</p>				
<p>5.</p> <p>5.1</p> <p>5.2</p>	<p><b>Net Height</b></p> <table border="1" data-bbox="497 1514 1224 1597"> <tr> <td>Primary Schools Championships</td> <td>2 m</td> </tr> <tr> <td>Post Primary Schools Championships</td> <td>2.10 m</td> </tr> </table> <p>Suitable nets</p> <p>SpikeBall Net System  Volleyball/Badminton Net set to appropriate height  Rope or Horsetape set to appropriate height</p>	Primary Schools Championships	2 m	Post Primary Schools Championships	2.10 m
Primary Schools Championships	2 m				
Post Primary Schools Championships	2.10 m				

## VAI SpikeBall Competition Rules

6.	<p><b>Match Ball</b></p> <p>6.1 The type of ball used must be soft. Recommended type is Mikasa V180 to V230 range (available from VAI office). No plastic, nylon wound or heavy ball permitted.</p>
7.	<p><b>Team Composition</b></p> <p>7.1 Each team <u>must</u> consist of 6 players, 4 players on court and 2 substitutes.</p> <p>7.2 A team may have a larger panel of players, however only 6 players can be declared for each game. At National Finals a new team list must be submitted before the commencement of a match if there are any changes to the original team list handed in.</p> <p>7.3 No player can play on two teams in the same competition</p> <p>7.4 Mixed teams must consist of 3 boys and 3 girls with 2 boys and 2 girls on court at all times.</p>
8.	<p><b>Rotation and Substitutions</b></p> <p>8.1 <b>Rotation</b></p> <p>Team must rotate one position clockwise when:</p> <ul style="list-style-type: none"> <li>Team wins back the right to serve</li> <li>After three consecutive serves by the same player</li> </ul> <p>8.2 <b>Substitution</b></p> <p>Automatic substitutions occur each time a team rotates.</p> <ul style="list-style-type: none"> <li>The player in the front right position goes off and the substitute goes on to serve.</li> <li>Substitutions are made automatically without any signal required from coach or referee.</li> </ul>

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	<p style="text-align: center;">Explanation of rotation and substitution</p> <div style="text-align: center;"> <p>The diagram illustrates the rotation and substitution process. Team A is shown as a 2x2 grid of players labeled 'P'. Team B is shown as a 2x3 grid of players labeled P1 through P6. Arrows indicate a clockwise rotation: P3 moves to P4's position, P4 moves to P5's position, P5 moves to P6's position, P6 moves to P1's position, P1 moves to P2's position, and P2 moves to P3's position. A separate arrow shows P4 moving off the court and P6 moving into P4's position to substitute.</p> </div> <p>Team wins back the right to serve</p> <p>Team A served to start the rally. Team B win the rally, gaining a point and the serve. Team B rotate one position clockwise as indicated by the arrows. Player in front right position, P4, goes off the court and substitute, P6, comes on to court in back right position to serve.</p> <p>Player serves 3 times in a row and team still have service</p> <p>Serving player in Team B, P1, has served 3 times in a row and Team B has won each of those rallies, keeping the service. Team B rotate one position clockwise as outlined above with substitute, P6, coming in to serve.</p>
<p>9.</p> <p>9.1</p> <p>9.2</p> <p>9.3</p>	<p><b>Player Injury</b></p> <p>In the case of an injury during a match, if the injured player cannot play on, the team may continue that match with 5 players.</p> <p>For any subsequent matches the injured player can be replaced by an appropriate player from a larger panel. At National Finals a new team list must be submitted. The injured player can take no further part in the competition.</p> <p>If a team does not have 6 players for any subsequent match they will forfeit the match.</p>

## VAI SpikeBall Competition Rules

10.	<p><b>Game Rules</b></p>
10.1	<p>A serve over the net is used to start the rally. Serving options include:  Two handed underarm throw from up to half way up the court.  Underarm or Over-arm Serve from behind the baseline</p> <p>At Regional and National Finals the ball must be served from behind the baseline using an Underarm or Over-arm serve.  Only one service attempt is allowed.  It is <u>not</u> a fault if the ball touches the net and goes over on service.</p>
10.2	<p>Compulsory 3 touch. A point is awarded to the opposite team if a team fails to complete 3 touches on their side.</p>
10.3	<p>1<sup>st</sup> touch can be a volley or a forearm pass (dig)</p>
10.4	<p>2<sup>nd</sup> touch must be a catch and an underarm throw. The ball is caught with two hands and tossed underarm in one action. Once the ball is caught no further movement is allowed. The ball is tossed from whatever way the catcher is facing when they caught the ball, ball can be thrown underarm directly in front or behind.</p>
10.5	<p>3<sup>rd</sup> touch can be a hit/spike, volley or dig over the net.</p>
10.6	<p>The block is <u>not</u> counted as a touch. The ball may be blocked directly back onto opponents court. If the ball is touched by the block but not blocked into opponents court, a further three touches must be used to direct ball back into opponents court.</p>
10.7	<p>Ball cannot be played below the waist or played with the head</p>
10.8	<p>The ball <u>can</u> touch the net at any stage.</p>
10.9	<p>A player is not permitted to touch the net.</p>
11.	<p><b>Faults</b></p>
11.1	<p><b>Ball Handling Faults</b></p> <p>On the 1<sup>st</sup> and 3<sup>rd</sup> touch no catching, throwing, slapping or lifting of the ball is permitted.  Low balls which are played with a forearm pass/dig must be played</p>



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<p>11.2</p>	<p>cleanly with the forearm, no slapping/lifting of the ball with fingers/palms allowed. On the 3<sup>rd</sup> touch the ball cannot be slapped down into opponents court with two hands</p> <p>2<sup>nd</sup> touch faults</p> <p>Once the second ball is caught no further movement is allowed. The ball must be caught and thrown underarm with two hands in <u>one action</u> instantaneously either directly in front or behind.</p>
<p>11.3</p>	<p>Net Faults</p> <p>A player is not permitted to touch the net during the action of playing the ball or attempting to play the ball</p>
<p>11.4</p>	<p>Service Faults</p> <p>Server is not permitted to touch or cross over the baseline with their feet when serving. If using an Underarm serve, it is a fault to serve the ball off the palm/hand, the ball must be released before contact. At Regional and National SpikeBall Finals no throwing of the ball is allowed for service. Service must be an Underarm or an Over-arm serve from behind the baseline.</p>
<p>11.5</p>	<p>Other Faults</p> <p>Blocking an opponents serve is not permitted A player may not play the ball two times consecutively (Exception – if a player contacts the ball on a block that player may play the ball again as one of the three touches) Ball is out when the ball contacts the floor or any obstacle outside the boundary lines (Note a player is permitted to play the ball outside of the court. In doing so the player is keeping the ball in play.) A player is not permitted to cross under the net onto opponents court Team fails to play the ball over the net using three touches (Exception: If a ball is blocked)</p>
<p>12.</p>	<p>Time Outs</p>
<p>12.1</p>	<p>Each team is permitted <u>1 x 30 second Time Out</u> per set</p>

## VAI SpikeBall Competition Rules

13.	<p><b>Organising Fixtures</b></p>
13.1	<p><b>Primary School Championships</b></p> <p>VAI to organise Championships</p>
13.2	<p><b>Post Primary School Championships</b></p> <p style="padding-left: 40px;">Group Co-ordinators will be appointed for participation and 1<sup>st</sup> rounds Group organisers from 1<sup>st</sup> round jointly organise 2<sup>nd</sup> round (Mini Regions) Regional Co-ordinators will be appointed after preliminary rounds VAI to organise National Finals</p>
13.3	<p><b>Group/Regional Co-ordinators:</b></p> <p style="padding-left: 40px;">Group/Mini Region/Regional Co-ordinators to contact relevant schools to organise and agree date and venue for fixture. Deadline dates for each round to be played must be adhered to. Co-operation from all schools is essential in ensuring these deadline dates are met to facilitate the smooth running of the Competition. If agreement cannot be reached on a fixture date the fixture must be played on the deadline date. Failure of a team to play on this date may result in elimination from competition Group/Mini Region/Regional Coordinators to inform overall Competition Coordinator of organised fixture dates</p>

# VAI SpikeBall Competition Rules

14.	<h2>Competition Formats</h2>
14.1	<h3>Recommended Playing Time</h3> <p>Timed sets are recommended at each stage of the competition to assist with scheduling and to ensure all play equal time</p> <p>A match can consist of 1 set, 2 sets or 3 sets</p> <p>Minimum match playing time for all preliminary rounds and Regional Finals is 15 minutes, either 1 x 15 minute set or 2 x 10 minute sets.</p> <p>The group coordinator will decide the match type depending on time and number of courts available for the fixture.</p> <p>It is recommended that each team play a minimum of four matches at a fixture</p> <p>Each round to consist of pool stages and knockout stage (apart from participation rounds)</p>
14.2	<h3>Pool Stages</h3> <p>Format will depend on the number of teams competing at each fixture and time and number of courts available for the fixture.</p> <p>Each team plays equal amount of pool matches.</p> <p>Teams to be seeded from pool matches for knockout stage</p> <p>Examples:</p> <p>4 teams:      1 pool of 4                          To play every team in pool, each team plays 3 matches                          Total number of pool matches 6</p> <p>5 teams:      1 pool of 5                          To play every team in pool, each team plays 4 matches                          Total number of pool matches 10</p> <p>6 teams:      1 pool of 6                          To play every team in pool, each team plays 5 matches                          Total number of pool matches 15                          <u>Or</u> 2 pools of 3 and then cross pools with teams seeded</p> <p>7 teams:      1 pool of 7                          To play each team in pool, each team plays 6 games                          Total number of pool matches 21                          <u>Or</u> 1 pool of 4 and 1 pool of 3 then cross pools with teams seeded</p>

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14.3	<p>8 teams: 2 pools of 4</p> <p>9 teams: 3 pools of 3 <u>or</u> 1 pool of 4 and 1 pool of 5</p> <p>10 teams: 2 pools of 5</p> <p>11 teams: 1 pool of 6 and 1 pool of 5 <u>or</u> 2 pools of 4 and one pool of 3</p> <p>12 teams: 3 pools of 4</p> <p><b>Knockout Stage</b></p> <p style="padding-left: 40px;">Check competition draw details for number of teams to qualify from fixture for next round of competition</p> <p style="padding-left: 40px;">Teams should be seeded for knockout stage based on pool positions</p> <p style="padding-left: 40px;">If more than one pool involved in fixture, pools should be crossed, with teams seeded</p> <p style="padding-left: 40px;">Recommend playing 1 v 4 and 2 v 3</p>
15.	<p><b>Scoring</b></p>
15.1	<p><b>Rally scoring system</b></p> <p>If the serving team wins a rally, it scores a point and continues to serve          If the receiving team wins a rally, it scores a point and wins back the serve</p>
15.2	<p><b>Set points</b></p> <p>Teams will receive 2 points for each set won and 0 point for a loss. If a set is drawn teams will each receive 1 point</p> <p>If teams are tied at the end of their pool matches, their position will be decided in the following order if necessary</p> <p style="padding-left: 40px;">Points difference</p> <p style="padding-left: 80px;">Head to head result</p> <p style="padding-left: 40px;">Points for</p>

## VAI SpikeBall Competition Rules

16.	<p><b>Referees</b></p>
16.1	<p><b>Preliminary Rounds and Regional Finals</b></p> <p>Players when not playing can be scheduled to referee and score keep  Older Students, TY SpikeBall Leaders or students that have completed  Further Education Refereeing course from participating school(s) can  assist with officiating duties  Where possible matches should be officiated by a neutral person  Students involved in refereeing must be respected in their role by  teachers/coaches and anyone else involved on the day.</p>
16.2	<p><b>National Finals</b></p> <p>VAI will organize TY SpikeBall Leaders and FE qualified Referees for  National Finals  Teams qualifying for finals will need to supply score keepers</p>
17.	<p><b>Results</b></p>
17.1	<p>Results for each round must be forwarded promptly by the group coordinator  to the overall Competition Coordinator by phone, text or email. Contact details  will be supplied with Championships draw.</p> <p>Note: For any participation rounds results do not need to be forwarded</p>
18.	<p><b>Protest Procedures</b></p>
18.1	<p><b>Preliminary rounds and Regional Finals</b></p> <p>Any protest must be submitted at the event, in writing, by the team coach  to the Group/Mini Region/Regional Coordinator.</p>
18.2	<p><b>National Finals</b></p> <p>A Protest Form must be submitted by the Team Coach to the information  desk within 10 minutes of the conclusion of the match.</p>
18.3	<p>Protests related to refereeing decisions will not be entertained.</p>
18.4	<p>All protests will be dealt with by the Competition Committee, their  decision will be final.</p>

## VAI SpikeBall Competition Rules

19.	<b>Misconduct</b>
19.1	School authorities shall be held responsible for any misconduct or damage caused by their player(s) or supporters.
19.2	<b>Breach of SpikeBall Coaches Charter</b>  All Coaches/Teachers/Leaders are obliged to sign up to and adhere to the SpikeBall Coaches Charter Sanctions will be imposed by the VAI for failure to adhere to the guidelines outlined in this Charter.
20.	<b>Team Kit</b>
20.1	All teams must be neatly dressed with uniform tops or bibs.
21.	<b>Miscellaneous</b>
21.1	Any circumstances not contained in these rules or matters arising, will be decided on by the Competition Committee, their ruling will be final.

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# VAI SpikeBall Competition Rules



The Volleyball Association of Ireland is committed to ensuring that all children who participate in the sport have an enjoyable and rewarding experience. We adhere to the principles and practice of the Code of Ethics for Children in Sport.

SpikeBall in particular was designed to be an all inclusive fun game that introduces Volleyball to children in a manner where everyone plays an equal amount of time regardless of ability and where participation is the number one goal and winning games a very distant second.

The game also requires us to develop officials and administrators. We strive to develop these skills in older children mainly through the Transition Year SpikeBall Leaders Programme and the 5<sup>th</sup> year Further Education Programme. We also wish to ensure that their experience as they learn the skills they require is a positive one.

We as an Association undertake to ensure that this supportive atmosphere is there for all children at all our events and particularly at the National Primary Schools SpikeBall Finals.

Please help us to attain this goal of competing hard while keeping the main focus of our involvement as encouraging and supporting the children in whatever team or role they are in.

I support, understand and agree to adhere to the basic principles of the Code of Ethics of Children in Sport and the philosophy which governs the organisation of the SpikeBall game.

Signed: \_\_\_\_\_

Date: \_\_\_\_\_

School: \_\_\_\_\_

# VAI SpikeBall Competition Rules



## VAI SpikeBall National Championships



### Score Sheet Set 1

Court: \_\_\_\_\_

Time: \_\_\_\_\_

Team \_\_\_\_\_ v Team \_\_\_\_\_

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30

Winner \_\_\_\_\_

Score \_\_\_\_\_





# VAI SpikeBall Competition Rules

## VAI SpikeBall National Championships



### Score Sheet Set 2

Court: \_\_\_\_\_

Time: \_\_\_\_\_

Team \_\_\_\_\_ v Team \_\_\_\_\_

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30

Winner \_\_\_\_\_

Score \_\_\_\_\_



# VAI SpikeBall Competition Rules

## VAI SpikeBall National Championships



### Score Sheet Set 3

Court: \_\_\_\_\_

Time: \_\_\_\_\_

Team \_\_\_\_\_ v Team \_\_\_\_\_

1	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
11	11
12	12
13	13
14	14
15	15
16	16
17	17
18	18
19	19
20	20
21	21
22	22
23	23
24	24
25	25
26	26
27	27
28	28
29	29
30	30

Winner \_\_\_\_\_

Score \_\_\_\_\_

## VAI SpikeBall Competition Rules



Team Name:			
Match Type:	Boys	Girls	Mixed
Match Time:			
Players			
1			
2			
3			
4			
5			
6			

Team list must be submitted at registration desk on the morning of the competition. If a team has a panel of more than 6 players a new team list must be submitted before the commencement of a match if there are any player changes to the original list submitted.

Signature of teacher: \_\_\_\_\_

School: \_\_\_\_\_

Received by:		Time received:	
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