



REGULATIONS FOR PLAY

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1. BASIC PRINCIPLES

1.1. Structure of the league

- The league is divided into separate groups of men and women and within these groups into different levels (A, B+, B- and C), with “A” being the highest level. The character of the league is defined by moving to a higher or lower level.
- As the number of participating female teams is currently (as of 2010) too small for fulfilling the intended division, the teams agree among themselves on how the divisions are to be executed.
- The geographic divisions within the different levels are decided upon on the general meeting.
- Male and female teams are allowed to have players of other gender.
- The participation in the female or male/mixed league is separated. The participation in both leagues is possible by a separate registration. So changings between both leagues are omitted. The participation fee has to be paid per league.

1.2. Award ceremonies

- Award ceremonies are held in the sports halls after the last match day is finished or alternatively on the general meeting.
- Each player whose team takes first place in their level receives a medal.
- The medals are provided by the executive committee and are sent to the organizing team in good time.

1.3. Promotion and relegation rules

- The rules for promotion and relegation determined by the group assignement of the general meeting are mandatory for the following season.
- The rules for promotion and relegation may be changed in exceptional cases, if there are gaps in higher levels caused by cancellations of teams or setting up a new group or level or if a team makes a reasonable request on which the annual meeting decides.

1.4. Succession of teams

- Outside the defined rules for promotion and relegation a team has to give permission to succeed to a higher level or stay in it. Following order is mandatory:
 1. second last team of higher level, which actually would be relegated
 2. second team of the group of lower level
 3. last team of the higher level, which actually would be relegated
- The succession within one group is determined by the results of all teams in the final table. If groups vary in the number of teams, the results of the last team of the group can be ignored to achieve comparability.
- If there aren't enough teams to fill the gap, the general meeting has to pass a special rule for promotion for the following season.

2. RULES

2.1. Rules of play

- It is generally played by the official DVV-Rules (German Volleyball Association)
- Exceptions:
 1. Because of the high number of matches during one match day which cause a limitation of time a match is won by a team that wins **two** sets.
 2. A team can consist of five players ([see 6. incomplete teams](#))

2.2. Protests against game results

- Protests against game results are decided upon by the group-coordinators and the executive of league operations.
- If any of the above persons is directly affected by the protest, the other coordinators can decide on excluding him/her from decision making.

2.3. Point system in the tables

- The regulations for play of the DVV (5.2.1 til 5.2.3 BSO) apply for the determination of the ranking for all groups and levels unless these regulations don't differ from them.
- For the determination of the ranking for all groups the winning team will get 3 points for a 2:0 result and 2 points for a 2:1 result. The losing team gets for a 1:2 defeat 1 point and for a 0:2 defeat 0 points.
- If the application of these regulations for the final ranking results in a tie relevant to promotion or relegation for two or more teams, the ranking will be determined by draw.
- If the regulations for play of the DVV are changed during a running season of the league, the previous regulations are valid till the end of season.
- If a team does not appear on at least one matchday, that team is placed last in the final table (relegation spot) and all matches of that team are deducted to calculate the final table.

In exceptional cases, the team managers of the group, the group coordinator and the board may agree by mutual consent on a solution to avoid the above-mentioned regulation.

3. MODE

3.1. Mode of play

- Every team plays twice against every other team in their group. The season is thus divided into first and second round.
- If there are only three match days in one season, first and second round can take place on the same day.

3.2. Fixture lists

- Fixture lists are made by the executive of league operations in cooperation with the group-coordinators before the first match day. They are then sent to the team captains.
- If Possible, when the fixture lists are created, it is to be taken into account that teams who have a longer journey play more matches than those with shorter journeys (cost-benefit principle).
- This principle can be suspended upon request by the teams of a group.

4. TEAMS

4.1. Maximum team size

- A team can consist of a maximum of 15 players. This number is due to prior experiences during the tournaments where one team appeared on two different match days with completely different players. Within the league the teams are supposed to be comparable based on their performances thus a certain continuity within the teams is necessary.

4.2. Registration periods for the teams / Division into groups

- All teams must register in writing before January 31st for the following season in order to guarantee proper planning. It is sufficient to declare that a team will participate in the next season (a registration of the players by name is not necessary at this point). Teams will be assigned to a group based on their achievements in the prior season, new teams are generally assigned to the lowest level. On request a new team can be assigned to a higher level by the delegates on the general meeting.

- New teams who request to be assigned to a higher level must be present on the general meeting with a spokesperson and explain their request. If the request is denied they have to declare whether they still want to compete in the following season. If they do not want to compete any more, they immediately forfeit their voting right for the general meeting
- Based on these registrations the executive committee issues a proposal on group-divisions for the new season about 14 days prior to the general meeting. This proposal is published via email or on the website.
- The final decision on the group-divisions is made on the general meeting. Until then teams can register late without suffering penalties.
- A late registration after the general meeting is examined by the executive committee. If the assignment to a group is possible without greater efforts, the delegates of the respective level will be informed of the late registration via telephone. The team in question is eligible to participate in the next season if none of the affected teams in the respective group(s) exercises their veto and the simple majority of the delegates of the same level are in favour.

4.3. Registration periods for players

- If a team uses a player who is neither registered in the team registration nor in the late registration list of the matchday, all matches of the team, in which the unregistered player was involved, will be counted as lost ([see 2.3.](#)).
- The players must be signed up by name until December 31st of the year that precedes the respective season. The registration which also includes the players' birth dates and personal signatures is to be sent to the executive committee.
- Additional players can be registered late during the match days using the forms for late registration. On the match days the players must be able to show ID which displays their dates of birth.

4.4. Teams / Club membership

- According to experience teams should consist of at least 9 players in order to guarantee the presence of 6 players on each match day.
- The players do not have to be members of any club.

4.5. Playing ability

- A team's playing ability is not established by single players but on the results of the preceding season. New teams generally start in the lowest level. ([see 4.2.](#))

4.6. Changes of teams by players

- All players are registered for one team in the current season and are entitled to participate in all matches of their team. Players may only play for a whole matchday on another team and must then continue to play for the team originally registered. The use of players in a team other than the original team must be reported to the board.
- Players are not permitted to help out in a lower level.
- If the player concerned has already helped out once during the season, the matches are considered lost "to zero" after his second participation.
- Team changes at the beginning of the new season (between the original registration and the starting whistle of the first match of the season) are not considered changes within the meaning of this regulation.
- The current season begins with the first matchday – regardless of level – and ends with the last matchday – regardless of level – of the league.

4.7. Withdrawal of players

- A player may withdraw from the league if the respective player has not yet played in the current season. The withdrawal may be declared informally and needs to be signed by the applicant.
- Signing up or playing for a different team in a lower level during the same season is not permitted. The membership fee reimbursed.

5. MATCH DAYS

5.1. Dates and places

- The dates and places for the match days are determined on the general meeting.
- Generally they have to be confirmed later by the organizing teams as the sports halls have to be booked at the local authorities. This does naturally not apply for dates and places that were confirmed by teams before the general meeting.

5.2. Confirmation of dates

- Until the end of February the dates of the match days for the current season must be confirmed by their hosts with the persons that are responsible for the teams, the group-coordinators and the executive committee.
- If a confirmation is not yet possible, a date on which it will be must be named by the end of February.

5.3. Rescheduling of matches

- If two teams decide to reschedule an encounter, the group-coordinator must be informed. A voluntary rescheduling of a match can be effected at any time.
- If a match is postponed, a period of time must be named within which the match will be carried out.
- If due to the non-appearance of one or several teams matches have to be cancelled, matches from later match days can be brought forward in order for the remaining teams to not have travelled in vain. A presence on the match day is necessary in order to obtain the positive points caused by the cancellation of matches.
- The selection of matches to be brought forward is executed by the team-captains and the group-coordinator. The executive of league operations is to be informed.
- The teams affected must agree on the rescheduling.
- It is not always reasonable to bring forward a match as the following match days are affected and no team should be expected to travel to a match day for only one match. If due to the non-appearance of other teams only one match remains for a team and it is not practical to bring forward any other match, the journey necessary in order to play this one match must be accepted.

5.4. Rescheduling of match days

- Generally the dates and places of the match days should not be changed, because the teams prepare for them (train-, flight-reservations, etc.). However, due to decisions made by city councils (affecting the reservation of the sports halls) a rescheduling can be inevitable.
- If a match day is to be rescheduled to a different date or place this can only be carried out in co-ordination with the team-captains and the group-coordinator affected. The executive of league operations is to be informed.
- A three-quarter majority of the team-captains must agree to the rescheduling.
- This vote is also binding for those who voted against rescheduling.

5.5. Cancellation of a match day

- In order to guarantee a just position in the league table no match day can be cancelled.
- If a match day is cancelled, another team from the group should endeavour to organize a match day in co-ordination with other teams of the group. If thereby the scheduled order of the match days gets muddled up, the fixture list will be adjusted accordingly.
- A host team that through no fault of their own is not able to organize a match day is not being penalized.

- A host team that negligently does not organize a match day they promised to organize is penalized with a fine of 50 € that must be paid within a determined period of time. (see financial regulations)
- A host team that grossly negligently or deliberately does not organize a match day they promised to organize is penalized with a fine of 50 € that must be paid within a determined period of time (see financial regulations). In addition this team will be excluded from the participation in the league for the next season. If the team should decide to re-enter the league in the year after that they are assigned to the lowest playing-level.

5.6. Invitations for the match days

- An invitation for the match days including the meeting place for the players and their hosts, the address of the sports hall and the time the tournament begins must be issued to the participating teams no later than three weeks before the match days.

5.7. Registration for the match days

- The participating teams register for a match day immediately after receiving the invitation and no later than ten days before the match day in order to give the hosting team time to organize places to sleep.

5.8. Places to sleep / social programme

- The organizing team must provide a maximum of ten places to sleep for each team.
- A social programme is not being organized for a match day as the league does not want to be a competition to the “just-for-fun” tournaments that regularly take place throughout Europe.

5.9. Referees

- If a team acts as referee all positions have to be filled (1st and 2nd referee, two line judges, scorer, assistant scorer). The teams are entitled to wait until all these positions are filled before starting a match.
- On A-level match days only licensed referees are to be appointed.

5.10. Score sheets

- Score sheets are the only written documentation on the outcome of a match, therefore they have to be filled out accurately.
- A modified score sheet is used which is based on the official sheet of DVV (German Volleyball Association). It applies for all groups. Therefore all teams must play with numbered shirts.
- The players' names, birth-dates and shirt-numbers are written in the score sheets by the team-captains.
- The referees check these entries.
- After a match day the score sheets are sent to the executive committee for evaluation.

6. INCOMPLETE TEAMS

6.1. Teams competing with five players

- The missing player occupies the position of a „ghost-position“ on the score sheet. At the beginning of the match the team with the missing player has to determine on which position the player stands. The ghost-player regularly rotates during the match like he/she would be present.
- A team is allowed to compete with only five players on one match day in a season.
- Any additional incomplete appearance on match-days will be counted as a non-appearance. (see 7.1.) This does not apply for injuries that occur during a match-day (see 6.2.)
- A team that appears on a match day with less than five players is incomplete (see 6.3.)

6.2. Incompletenesses occurring during match days

- If a player of a team of six gets injured in the sports hall on a match day, his/her team is allowed to continue playing with five players. In this case, 6.1 par. 2 does not apply.

6.3. Incomplete teams

- A team with less than five players is regarded as incomplete.
- The matches of the incomplete team are counted with 0:3 game-points, 0:2 sets, 0:50 ball-points. The respective opposing team receives 0:2 game-points, 0:2 sets, 0:50 ball-points.
The incomplete team has to pay a fine of 50 € that must be paid within a determined period of time (see financial regulations 4).
- For the sake of playing, an incomplete team can complete itself with players from other teams. In this case those players are not counted as “reassigned” to a different team (4.6 does not apply) and the actual match-results are not counted. If a team refuses to play against an incomplete team completed with players from other teams, the match is also counted as technically lost for this team (i.e. the team that refuses to play).

7. NON-APPEARANCE OF TEAMS

7.1. Late appearance

- If a team is not complete until 30 minutes after the scheduled beginning of a match the match is counted as lost (see 6.3.) unless the rules of 6.1. apply.
- All matches of a team that fails to appear on a match day are counted 0:2 sets, 0:50 ball-points, and will also receive a minus point. The respective opposing team receives 3 points, 2:0 sets, 50:0 ball-points.

7.2. Non-appearance

- All matches of a team that fails to appear on a match day are counted with 0:2 sets, 0:50 ball-points. The not present team also receives a minus point. The respective opposing team receives 3 game-points, 0:2 sets, 0:50 ball-points.
- The team that fails to appear has to pay a fine of € 50 that must be paid within a determined period of time. If the match day is the last of this level of the current season, the team has to pay € 100. (financial regulations 4.)

7.3. Changes in the fixture lists due to non-appearance of teams

- If a team announces before a match day that they will not participate, the team that organizes the match day has to immediately inform the other teams and issue a proposal for an alteration of the fixture list (order of the remaining matches, reassignment of refereeing teams).
- The remaining teams must comment on this proposal immediately after they have been informed by either accepting it or issuing an alternate proposal to all teams. It is not allowed to only decline a proposal.
- The team-captains have to agree to the changes of the fixture list with a three-quarter majority.
- In the case of a conflict the group-coordinator helps to come to an agreement.
- If a team announces on short notice (seven days or less before a match day) that they will not participate, the team that organizes the match day has to immediately inform the other teams and propose an alteration of the fixture list (order of the remaining matches, reassignment of refereeing teams) at the beginning of the match day.
- The teams have to accept the proposal or suggest an alternate one to all teams. It is not allowed to only decline a proposal.
- The team-captains present must agree to the changes of the fixture list with a three-quarter majority.
- In the case of a conflict the group-coordinator helps to come to an agreement.