

All Stars

Official Competition Rules

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TEAMS

An 'on court' team may consist of a minimum of three players and up to six players for a six a side tournament. In the case of mixed teams, there must not be any more than three males and not less than one female maybe a minimum of 2 males and 1 female OR 1 male and 2 females on court for each mixed team at any one time.

OFFICIALS

The game is controlled by an umpire who also keeps score and track of the time.

If a team has a query about the rules in play or specific interpretations, they may raise this with the umpire via the team captain. During the game the umpire's decision is final.

Any arguing with or abuse directed at the umpire will not be tolerated, and can result in a warning, a point deduction or a send off at the umpire's discretion.

The game is controlled and regulated by the Chair Umpire who will keep score, time and regulate game play in-line with All Stars rules. The Chair Umpire may be assisted by an official Second Umpire or regulated Committee Member where necessary as per section noted 'disputes'

If a playing team member on court has a query about the rules of play or specific interpretation or the rules handed down by a Chair Umpire, they may raise this with the umpire via the appointed team captain. During the play of game, the Chair Umpire's decision is final and must be adhered to. Any disputes thereafter, must be risen with the hosting centre and competition officials, after the conclusion of the game.

DISPUTES

Any disputes are to be directed, via the team captain, firstly with the Chair Umpire. If unhappy with the Chair Umpire's decision, the team captain can approach an Official on duty once the game has finished. The Officials will deliberate and make a decision that is fair for all players/teams involved. Officials' decision is and will be deemed final.

PLAYER ELIGIBILITY

Before taking the court for a match, each team must ensure:

- Team Registration fees have been paid in full.
- Team Round fees have been paid in full.
- Be registered to a team prior to competition start

Any player/team not meeting the requirements above, will be asked to leave the court and complete the requirements before returning to the game. This may also result in forfeiture of game points.

GAME PLAY

Game Commencement

Before play commences, the captains of the two teams will paper/scissors/rock or toss a coin.

The winning captain may either:

- Choose to serve or receive OR
- Choose the side of the court to play the first set

Once the serving team has been decided for the first set, each set their after, teams will alternate serve.

The team losing the rock off or toss of the coin, will have the other choice from the decision.

Players On Court

A team must have a minimum of 3 players on the court before a game can commence. In the case of a mixed team this must include at least one female player.

At the scheduled game start time, if a team is not able to field the required players the game will be deemed to have commenced and the opposition of the offending team will be awarded 2 points for every minute (or part thereof) until they are able to field a team.

If by the end of the first set the team is still unable to meet the minimum requirements, the game will be deemed forfeited.

Player Substitution

Teams may have 7 players participate in any single game (mens/ladies), or 8 players (4 male, 4 female) in the case of mixed. Teams may have up to a maximum of 8 players for Mens and Ladies competitions (six taking court and two substitute players) and a maximum of 10 players for a Mixed competition (6 players on court and 4 substitutes that must constitute 2 male players and 2 female players).

Substitutions are only permitted to occur

- In between sets OR
- In the event an injury preventing a player from continuing

Serving Team

The team winning each rally will serve the following rally

Point Scoring

A team scores a point by winning a rally where that team served the ball to start the rally.

Commencement of a Rally

The serving team may serve to commence the rally as soon as the umpire has clearly indicated to do so with a whistle.

The receiving team must ensure they are ready to receive the serve without tactical delay. This will be monitored by the chairing umpire.

Winning a Rally

A Rally is won as soon as one of the following events occurs: (refer to definitions for detailed description of the below events)

- Any part of the ball touches the ground

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- A team plays more than 3 hits consecutively
- An individual player performs two or more consecutive hits
- A player reaches over the net to execute an attacking hit prior to the ball passing over the centre net
- A player intentionally contacts the ball below the waist
- A player makes contact with the centre net
- The ball touches the top net while being returned over the centre net
- A player commits a serving foul
- A player performs an attacking serve return
- A player "carries" the ball
- A player performs a double hit
- A player interferes with an opponent player
- A player intimidates or abuses another player or the umpire
- A player abuses any playing equipment
- The ball rebounds back to the attacking teams side of the net after exhausting three hits
- Slow Play

DEFINITIONS

Three Hits

A team must not hit the ball more than three times before the ball passes over the net.

A hit counts as any contact with a player, whether intentional or not. A blocking action may not be deemed a hit/touch

- A team must not hit/touch the ball more than three times before the ball passes over the net or unless the ball has made contact with a player of the opposing team legally.
- A hit/ touch counts as any contact made by a player, whether intentional or not.
- A block (see definition – Block) does not count as a hit when accumulating the three hits.

Consecutive Hits

A player must not have two consecutive hits except when:

- The first hit is a block (see definition – Block), then the block does not count as a hit
- There is simultaneous contact on more than one part of the player from a hard-driven ball which has not touched the block or any net prior to impact of receiving player. (A hard-driven ball is a ball which has been spiked by the opposition).

Reaching

A player's hand may reach over the net in the following scenarios:

- Blocking (see definition – Block) – A player is allowed to reach over the net to execute a “block” providing they do not interfere with the opponents play before or during the attacking hit.
- Attacking – An attacking player may “follow through” over the net when playing an attacking shot if initial contact is made while any part of the ball is on the attackers side of the net.

Block

A block is a defensive stroke.

A player is allowed to reach over the net to execute a “block” providing they do not interfere with the opponents play before or during the attacking hit.

To be a legal block the ball must be deemed to be on a path to cross over the centre net if it was not contacted by the blocking player.

If the ball touches a player's hand or arm during a blocking action, it is not counted as a hit.

Contact Below the waist

If the ball contacts a player unintentionally below the waist it will be deemed a "legal" hit.

Any intentional contact with the ball below the waist, will result in a foul.

This is at the Umpire's discretion.

Centre Net Contact

A Player is not to make any contact with the centre net, and any contact with the centre net by a player will result in a foul.

The only time a player is allowed to have contact with the centre net is as follows:

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- If a player's hair touches the centre net, this is deemed **NOT** to be Centre Net Contact
- If as a result of the ball hitting the centre net and the net is forced into contact with a player, the player is deemed **NOT** to have committed a foul and the rally continues.

Contact with the Top Roof Net

All side, back and top roof nets may be used in general play.

The ball is not allowed to come into contact with the top roof net at any time that the ball passes over the centre net.

Serving Fouls

To be deemed a fair serve:

- The ball must be served from within a one meter square of the right corner of the rear net
- The ball may be served over or under arm
- The ball must be released or thrown in the air before being served
- The ball must not have any contact with the top net, any side net or the rear net whilst being served. The ball is allowed to come into contact with the middle net on the serve providing the ball continues over the centre net, and does not then come into contact with any other net.
- All players must serve in an order determined by the team captain. Players serving out of rotation will result in a foul.
- Once the ball has been released by a player, this will be deemed as the start of any given rally and the ball will be in play. If the ball is caught, makes contact with any net other than the center net or ground before passing over the center net, this will be deemed a foul and serve will then be awarded to the opposing team.

Attacking Serve Return

The ball may return over the net after the first touch when receiving the serve, providing it isn't an attacking shot or a block.

An attacking shot is any shot performed on the ball when above the height of the net.

The ball may return over the centre net after the first hit/touch by the defending team. Provided the following:

- The return is not deemed an attacking hit/touch by the chair umpire
- The return is not deemed a blocking manoeuvre

Carry/Held Ball

A player must not carry or hold the ball when executing a shot contact with the ball. The ball must be hit/touched cleanly.

A carry is defined as the ball coming to rest momentarily in the arms or hands of a player. Actions such as scooping, lifting, throwing, dunking and pushing, shall be considered a hold or carry.

When "setting" the ball, a set must not be passed from below the chin and the pass must be in one fluid motion. Dragging the ball below the chin towards the body, will be considered a hold or carry.

Double Hit Contact

An umpire will call a double hit if the ball makes contact with more than one part of the player, and that contact is not simultaneous.

When "SETTING" a double hit will be deemed if both hands don't move simultaneously through the ball, resulting in a double hit. Umpires decision is final.

The Chair Umpire or Second Umpire may call/define a double hit whereby a ball makes contact with more than one part of the player's body and/or contact is not simultaneous.

The Chair Umpire's interpretation of the double contact definition where a player is 'setting' a ball:

- A double contact may be determined whereby a player's hands do not touch the ball simultaneously
- a player is deemed to not have control of the ball when performing the 'setting' manoeuvre

Interference with Opponent

Any body contact or interference with a player on the opposing team as a result of a player penetrating under the net will result in a foul.

If part of a player's body penetrates under the net and does not interfere with the opponents play, then no foul is committed.

At the umpires discretion.

Intimidation / Abuse of Players and Umpires

Any intimidation or abuse of any player on the court, or the intimidation or abuse of any official will result in a warning, loss of a point or instant dismissal of the player by the umpire.

The umpire's discretion and decision in such matters is final.

Equipment Abuse

Any unnecessary abuse of the equipment including:

- kicking of the ball
- unnecessary contact with nets

Will be given a warning, and may be deducted up to two points at the umpire's discretion.

A player may be given a verbal warning, after which a player may be issued with a yellow or red card where necessary. Continued Equipment abuse may result in points deduction and/or player/s being removed from the current game.

Ball Rebounds back over the net

If in the course of play, the ball is hit over the middle net and rebounds off a perimeter net and returns to the attacking team's side without contact from the defending team, it will be deemed play on. Note that the hit count does not restart.

Slow Play

Teams are required to transition from one point to the next in a timely manner. To discourage teams from time wasting:

- Time wasting by the receiving team:
 - The serving team may serve as soon as the umpire has clearly indicated to do so with a whistle. It is up to the receiving team to ensure they are quickly in position after the previous rally. Note that the umpire may disallow a serve if they deem that a special circumstance (injury, collecting ball for serving team) prevented the receiving team from being ready to receive the serve.
- Time wasting by the serving team:
 - The umpire will warn the serving team to avoid time wasting, and if it persists, will deem the serving team to have committed a foul and loss of the rally.

Consecutive Players of Same Sex (Mixed – Six Positions Available)

In the Mixed Competitions, each team at the time of the serve being executed, must ensure they do not have 3 players of the same sex in a row. A vacant position on court counts as a position. Therefore the vacant position will be counted as part of the consecutive positions rule. Players must transition back to positions prior to the next serve taking place.