

1. SEASON OF PLAY

Boys = Fall Season

2. LEVELS OF COMPETITION

Junior Level

Senior Level

3. ELIGIBILITY

*Senior Level - The following classifications shall apply for **Senior BOYS' VOLLEYBALL**:*

A	under - 500 students;
AA	501 - 950 students;
AAA	951 and over

*Junior Level - The following classifications shall apply for **Junior BOYS' VOLLEYBALL**:*

A	Schools with a population of 799 or under
AA	Schools with a population of 800 or more

Note: School classification is based on enrolment on **October 31st** of the **PREVIOUS** school year.

Note: According to ARTICLE XV; Section 1 a team may opt to play at a higher classification if they declare their intention by the Declaration of Play deadlines.

ELIGIBILITY FOR JUNIOR BOYS' VOLLEYBALL

- The individual's birth certificate indicates that he has **not reached his 16th birthday by August 31st** prior to the start of the school year in which the competition is held.
- Only students in their first two (2) years of high school, based on the date they entered grade nine (9), will be eligible for junior team competition.

EXCEPTION: A student who has been accelerated one (1) year in elementary school shall be allowed to play at the junior level for a maximum of two (2) consecutive years in the first three (3) years of his/her high school career. The student shall meet the above age requirement and documentation of the acceleration shall be provided with the eligibility sheet.

ELIGIBILITY FOR SENIOR BOYS' VOLLEYBALL

- The individual's birth certificate indicates that he has **not reached his 19th birthday by January 1st** prior to the start of the school year in which the competition is held.

A school team must conduct a bona fide high school program consisting of thirteen (13) practices over an eight (8) week period during the current school year under the supervision of a coach as certified by the school principal.

The team must participate in a minimum of eight (8) games, prior to competing at OFSAA.

4. ELIGIBILITY SHEETS

Eligibility sheets are due to the NRHSAA convener at least forty-eight (48) hours prior to their first league game.

5. GAME TIME

The first game of a double-header will start at 3:30 pm (no earlier without Convener's knowledge and both Principals' permission). The second part of the double-header will start twenty (20) minutes after the completion of the first match unless a mutually agreeable start time is agreed upon by both coaches.

WARM UP:

The warm up will consist of a 10-5-5 format.

Ten (10) minutes will be common time for on court warm up by both teams on their designated sides of the net, five (5) minutes for the serving team on the entire court; five (5) minutes for the receiving team on the entire court.

When one team has exclusive use of the court, the other team must be at its' team bench and out of the playing area. Warming up with balls at the team bench or behind the bench is not permitted.

HITTING WARM UP PROTOCOL:

Athletes remain on one side of the net during their hitting warm up and team staff, volunteers or teammates retrieve balls on the opposite (receiving) side.

Athletes are not permitted to cross under the net into the receiving court after completing their attack into the direct path of the ball.

Athletes must remain on their side of the net immediately following an attack and must only move to the opposite side of the net from outside of the court to retrieve balls.

Retrieved balls must be returned along the sidelines of the court and through the receiving court at any time.

For teams that do not follow the warm up protocol, the referees will make a note on the score sheet of the non-compliance of the warm up protocol. The NRHSAA, SOSSA, OFSAA (depending on the event) will determine the appropriate sanction for not following the warm up protocol.

6. HOME SCHOOL RESPONSIBILITIES

- Set the net up in advance and at the correct height: Junior Boys - 235 cm. and Senior Boys - 243 cm.
- Referee "stands" must be secure and safe. Proper official stands should be used. This does not mean a box horse/chair/desk.
- Provide two (2) competent line persons. Do not expect the visiting to provide a lines person;
- Provide 1 (one) competent scorekeeper.
- **Warm-up Equipment:** Schools are responsible for providing their own warm-up balls.
- Use a ball mutually accepted by the two teams playing the game, OR the official OFSAA sponsored ball, OR a ball chosen by the official/referee for that game.
- All schools should be using the NRHSAA score sheets or facsimile.

7. PAYMENT OF OFFICIALS

The home team is responsible for payment of officials for all league and play-off games. The amount will

be announced at the first meeting. The visiting team is responsible for transportation costs to and from the competition.

If a gate is charged at an NRHSAA league or play-off game then all expenses will be paid from the gate (referees, minor officials, linesmen, security, score keepers, etc.) and the remainder of the gate will be divided equally between the home and visiting team.

In the event a play-off game is played at a neutral site then the cost of officials will be shared equally between participating teams.

8. REPORTING SCORES

The home team will report the score on the www.NRHSAA.ca website.

9. OFFICIALS

All officials must be certified and registered by the Niagara District of Volleyball Officials.

If a referee does not show, there will be an agreement between the two (2) head coaches to find the best qualified person present to referee and continue the match(es).

10. OFFICIAL RULE BOOK

The official rule book will be the OVA - Official Rule Book

11. FORFEITING GAMES/MATCHES

- a) If a team is not present at the scheduled start time, the first (1st) set is forfeited. After fifteen (15) minutes, the second (2nd) set is forfeited. After an additional fifteen (15) minutes the third (3rd) set and consequently the match is forfeited. This will be followed if the team does not have a justifiable reason.
- b) In the event that a coach is removed from a volleyball game, and there is no coach on the bench to finish the match, the match will be forfeit.

The following policies are in place for game forfeitures:

- (1) Should a team forfeit a game with less than forty-eight (48) hours' notice, all costs associated with the game shall be charged to the forfeiting school.
- (2) Should a team forfeit a game, the forfeiting team will be given a loss as a result of the forfeit.
- (3) Should a team forfeit two (2) games during regular season play, the team shall be removed from the league and all points earned in games played against that team shall be removed from league standings.
- (4) A team that forfeits a game during the regular season loses all rights with regards to tie breaking procedures. (i.e. if the team is tied for third (3rd), the team will be relegated to fourth (4th) place).
- (5) A team that forfeits a playoff game shall also forfeit the right to play any further playoff games at the current or subsequent level of playoffs (i.e. when two (2) teams qualify for SOSSA). (April 2016)

12. SCORING/SETS

- **All JUNIOR** matches will be best two (2) out of three (3). If the third (3rd) game is not needed a third (3rd) game to 25 will be played. Junior finals will be a best three (3) out of five (5) match.
- **All SENIOR** matches will be best three (3) out of five (5);
- If a JUNIOR match tied at one (1-1) or a SENIOR match is tied at two (2-2), the third (3rd) or fifth (5th) and deciding game is played to fifteen (15) points with a minimum lead of two (2) points.
- All matches will use the rally point scoring system.
- Each rally wins a point;
- If the receiving team wins a rally, it gains the right to serve and a point, while the players rotate one position clockwise before their team serves.
- A set is won by the team which scores twenty-five (25) points first with a minimum lead of two (2) points.
- If the game is tied at twenty-four (24-24), the game is continued until a two (2) point lead is achieved (e.g., 27-25 or 34-32 etc.).

13. SERVICE

- On a serve the server is allowed only one (1) toss; if he/she tosses the ball and lets it fall to the floor, this is counted as a missed serve. That is, there is no longer a second (2nd) attempt to serve.
- On service..... a ball TOUCHING THE NET ON SERVICE and dropping into the playing area is in play. (Re: OFSAA Bulletin, #3 June 2000 –page 21)

14. SUBSTITUTIONS

EACH TEAM is allowed twelve (12) substitutions in any one (1) set.

- There is no limit to the number of times a player may leave on re-enter the set as long as the maximum number of twelve (12) substitutions is adhered to and as long as they leave or re-enter for the same player.
- Once you have a designated partner, that person is the only player that you may leave or re-enter the set for (this may change between sets).
- These substitutions may occur at any point in the set.
- All other substitution rules must be followed.

15. THE LIBERO PLAYER

The use of the Libero is a coaching option.

DESIGNATION OF THE LIBERO:

- Each team has the right to designate two (2) specialist defensive players: "Libero", from their eligibility sheet.
- All Liberos must be recorded on the scoresheet with the team roster.
- The number of the Libero or Liberos is to be recorded on the line-up sheet/card for all sets.
- Coach may re-designate Liberos each set.

- Only one Libero may be on the court at any time.
- The Libero CAN be either team captain or game captain at the same time as performing as a Libero.

EQUIPMENT:

- The Libero must wear a uniform whose jersey must contrast in color with that of the other members of the team. The Libero uniform may have a different design but it must be numbered like the rest of the team members.

ACTIONS INVOLVING THE LIBERO -**THE PLAYING ACTIONS:**

- The Libero is allowed to replace any player in a back row position.
- He/she is restricted to perform as a back row player and is not allowed to complete an attack hit from anywhere (including playing court and free zone) if at the moment of the contact, the ball is entirely higher than the top of the net.
- He/she may not serve, block, or attempt to block.
- A player may not complete an attack hit from higher than the top of the net. If the ball is coming from an overhand finger pass (one (1) or two (2) hands) by a Libero in his/her front zone, the ball may be freely attacked if the Libero makes the same action from behind the front zone.

REPLACEMENT OF PLAYERS:

- Replacements involving the Libero are not counted as regular substitutions. They are unlimited, but there must be a rally between two Libero replacements. The Libero can only be replaced by the player whom he/she replaced.
- Replacements must only take place while the ball is out of play and before the whistle for service. At the start of each set, the Libero cannot enter the court until the referee has checked the starting line-up.
- A replacement made after the whistle for service but before the service hit should not be rejected but must be the object of a verbal warning after the end of the rally. Subsequent late replacements must be subject to delay sanction.
- The Libero and the replacing player may only enter or leave the court by the sideline in front of their team bench between the attack line and end line.

RE-DESIGNATION OF NEW LIBERO(S):

- For OFSAA, and therefore for ZONE competition, a team may re-designate the Libero player(s) at the beginning of each set. (As per OVA youth competition rules).
- In case to an injury to the designated Libero and with the previous approval of the first referee, the coach can re-designate as a new Libero, one of the players not on the court at the moment of the re-designation. The injured Libero may not enter to play for the remainder of the match.

NOTE: In OFSAA and ZONE competition, where you can re-designate at the beginning of each set, the injured Libero could recover and be re-designated for the beginning of the next set.

16. LEAGUE FORMAT FOR NRHSAA BOYS' VOLLEYBALL

All sport schedules shall have **NO** more than twelve (12) league games in a season.

In team sports where standings are used to determine play-offs, the win/loss achieved against teams that drop out will be taken away (not added) to teams that are still yet to play them.

17. LEAGUE PLAY-OFF FORMAT FOR NRHSAA BOYS' VOLLEYBALL

Play-offs will be determined at the Conveners Individual Sport Body Meeting.

All schools participating are to send a representative to the Conveners Individual Sport Body Meeting otherwise forfeit all **rights for input in** the league and play-off format.

18. TIE BREAKING PROCEDURES

These procedures will be used when determining a play-off position when a league schedule leads to playoffs:

- (1) Record between tied teams;
- (2) Record against teams higher in the standings (1 above, then 2 above, etc.);
- (3) Record against teams lower in the standings (1 below, then 2 below, etc.);
- (4)
 - (a) Coin flip to determine play-off position only. The conveners will perform the coin flip. The school that is alphabetically highest will have heads in the coin flip. The convener will notify schools of the results.
 - (b) Play-off on a neutral field/court or a coin flip for home field if both coaches agree, if it is to determine the final play-off position.
 - (c) If the tie breaking procedures found in the NRHSAA Volleyball policies cannot break ties where one (1) or more teams face elimination, we will follow a modified application that OFSAA uses to break multiple ties for Volleyball.
 - i) a) The team having the best ratio of won/lost matches, among the tied teams will be ranked higher. Then, go back to NRHSAA Tie Breaking Procedures 1-4 if still tied.
 - i) b) The team having the best ratio of won/lost games, among the tied teams will be ranked higher. Then, go back to NRHSAA Tie Breaking Procedures 1-4 if still tied.
 - i) c) The team having the best ratio of won/lost games among the teams ranked higher in their division.
 - (d) In the event of a multiple team tie, and where existing tie breaking policies cannot be applied, the conveners in consultation with the NRHSAA Executive and the schools involved

will determine a tie-breaking procedure.

19. ZONE QUALIFICATION TO SOSSA

One (1) champion from each zone will go to SOSSA.