

ROPSSAA GIRLS VOLLEYBALL

PLAYING REGULATIONS

1. **DATE**

- (a) Games will not begin until the first week of December.
- (b) Starting times will reflect the needs of the competing schools. Suggested time: 3:30pm for all games
- (c) Doubleheader games will be played back to back. In a doubleheader the senior game will be played first followed by the junior game for half the season. In the second half of the season the junior game will be played first followed by the senior game.

2. **LOCATION**

- (a) The finals will be held at the school of the Convenor or at a facility designated by the Convenor before the start of the league schedule.
- (b) During the play-offs the home game is to be awarded to the higher seeded team. In the event of a tie, a coin toss will determine the home court (to be done prior to the season).

3. **ELIGIBILITY**

- (a) All competitors must meet the eligibility requirements as per Article X of the ROPSSAA Constitution.
- (b) Ages: Bantam: Any girl who has not yet attained her 14th birthday by January 1st prior to the start of the school year in which the competition is held (January 1st 2009, born in 1995).
 - Junior: Any girl who has not yet attained her 15th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1994 or later). In addition they must be in their 1st or 2nd year of high school.
 - Senior: Any girl who has not yet attained her 19th birthday by January 1st prior to the start of the school year in which the competition is held (January 1, 2009, born in 1990 or later).

(c) Team Eligibility

- (i) Individuals are eligible for 1 level of competition only.
- (ii) For team sports, individuals must have participated in at least 50% of their team's league games to be eligible for playoffs. Players missing games due to injury (INJ), or awaiting transfer approval (ATA), must appear so designated on a game sheet to maintain their eligibility. Games missed due to injury are subject to review of a doctors note. Players under game or school suspension may not have their name included on a game sheet for participation percentages.
- (iii) All game sheets/rosters are to include the name of all those in the bench area (players, coaches, managers). In order to be in the bench area an individuals name must appear on the eligibility sheet. Players under game or school suspension may not sit in the bench area.
- (iv) Individuals are deemed to have played if their name appears on a game sheet. Individuals must be present at a game to be included on a game sheet.
- (v) A staff member must be present in the bench area from the start of the warm-up until the last competitor has left the area.

4. OPERATING STRUCTURE

- (a) There shall be 1 level of competition for each bantam, junior and senior division. Schools shall indicate whether they wish to compete no later than November 1st of the current school year.
- (b) Teams will be assigned to divisions so all teams can be scheduled for a similar amount of games. Seven to ten games is considered the ideal number.
- (c) All league matches will be best 2 of 3 games. Games 1 and 2 will be played to 25 points with no cap. Game 3 will be played to 15 points with no cap. Teams to stay on the same side for game 3 if it is not the deciding game.
- (d) All bantam, junior and senior tier two playoff matches will be best 2 of 3. All senior tier one matches will be best 2 or 3 in the preliminary and quarterfinals and best 3 of 5 in the semi-finals and finals. Non deciding games will not be played in the playoffs. Deciding games will be played to 15 with no cap.
- (e) Teams will be tiered at the junior and senior level after the end of the season and prior to the first round of playoffs. The playoff structure will be distributed at the preseason meeting for all bantam, junior and senior divisions. Where possible 50% of the teams will advance to playoffs. (Appendix A and Appendix B).
- (f) For the senior tier one playoffs, a tournament will be held following the last league game for the top two teams in each division to assist coaches in ranking. The format of the tournament will be decided at the preseason meeting. Participation is optional and a coaches ranking meeting will occur following completion of the tournament. Any coach may attend the ranking meeting.

- (g) The junior playoff matchups will be assigned by random draw.
- (h) The playoff structure will be a single elimination tournament. The number of teams advancing to the playoffs will be determined by the number of teams participating and approved by the ROPSSAA Executive.
- (i) There must be a minimum 10 minute warm-up time between matches. Each team to have 5 minutes on the court for warm-up unless a shorter time is agreed upon by the coaches. Teams are to use the 5 minutes as they wish.
- (j) Schedule Considerations
 - (i) Where possible, there will be at least one school day between each playoff match unless a change is necessitated by inclement weather. The league season to be fit into the time preceding the playoff schedule.
 - (ii) Should it be required, double headers may be scheduled to assist in the management of the completion of the schedule. The home team would play two matches back to back.
- (k) Ties in League Standings
 - (i) Where a tie exists for playoff positions, the result of the match(es) between the teams during league play shall be the deciding factor. If the teams are still tied, OVA tie-breaking procedure will decide all positions amongst the tied teams for the playoffs (Appendix C).
 - (ii) A division with an unbalance schedule, where a tie exists, proceed straight to criteria (c) of the OVA tie-breaking procedures.
 - (iii) The ROPSSAA senior finals will be held on a different day than the bantam and junior finals.
- (l) Scheduled Games
 - (i) Coaches are responsible for reviewing final league game schedules and playoff schedules as to locations, dates, and times to ensure their attendance.
 - (ii) Failure to attend at the scheduled time will result in forfeiture of the game and/or loss of opportunity to compete. A default fee of \$100.00 will be assessed each time a school fails to attend at the scheduled time.

Appeals may be made for the forfeiture occurring and must be submitted to ROPSSAA Council with a fee of \$25.00.
 - (iii) Failure to fulfill game requirements leading to the abandonment of a game will result in a loss for that team. An abandonment fee of \$100.00 will be assessed each time (does not apply to coach ejection). Appeals may be made for the forfeiture or abandonment of a game and must be submitted to ROPSSAA Council with a fee of \$25.00.

- (iv) a) Schools must bring their own warm-up equipment and first aid kit
 - b) i) Schools must endeavor to arrive no earlier than 60 minutes before game time. Teams arriving earlier than this must be supervised by the head coach in an area where students from the home school do not congregate. Schools with team members who do not travel with the head coach (in taxis, cars, on foot, etc.) must inform players that they must wait for their head coach and should ensure that the head coach is the first to arrive at the host school.
 - ii) Schools arriving for an away game between 30 and 60 minutes before game time must accompany the head coach to the competition area and liaise with the host school. The visiting team will be provided a safe waiting area and change room during this time and the visiting head coach must provide supervision of his/her players. Visiting athletes must bring all belongings with them to the competition area.
 - iii) Visiting schools are entitled access to the competition area at the same time as the host school, and no later than 30 minutes before the game time (pertains to the first game).
 - iv) Visiting schools are entitled access to a safe waiting area and change room at the completion of the competition.
- (m) When the winning team reports the score, the match and individual set scores must be recorded.

5. ENTRIES

- (a) Eligibility lists must be submitted by the deadline announced at the preseason meeting. A \$25.00 fine will be assessed for each team that submits their eligibility list after the due date.
- (b) There shall be no restrictions on the number of players placed on the game sheet.

6. EXPENSES

- (a) During all league and playoff games the host school will pay the fee of both officials. The officials' expenses for the finals may be met by ROPSSAA.

7. RULES AND OFFICIALS

- (a) Rules and regulations as outlined in the current O.V.A. "Volleyball Guide" will be followed with the following exceptions:
 - i) Schools may use a libero.
- (b) Officials will have a minimum of a O.V.A. local rating.

- (c) The net height will be 2.15m for bantam and junior and 2.24m for senior.
- (d) Coaches shall use the official position sheets when submitting the team line up to the scorer's table, prior to each game.
- (e) The court is to be available 30 minutes prior to the start of the 1st game.

8. AWARDS

- (a) ROPSSAA gold medallions will be presented to the winning bantam, junior tier one, senior tier one, junior tier two and senior tier two teams (maximum 20 per team).
- (b) ROPSSAA silver medallions will be presented to the runner up bantam, junior tier one, senior tier one, junior tier two and senior tier two teams (maximum 20 per team).
- (c) Trophies are awarded to the Bantam, Junior and Senior Tier One, and Junior and Senior Tier Two ROPSSAA Championship teams.

Note - Should there be fewer than 6 participating schools or individuals in a sport gold medallions only will be distributed (ROPSSAA Constitution Article IX).

9. UNIFORMS

- (a)
 - (i) All team members must wear similar jerseys, each one bearing a different number. All team members should wear similar coloured shorts and style. Cut off shorts are not acceptable.
 - (ii) Numbers must be visible on the front and back. The size of the number on the front is approximately 4 inches and 6 inches for the numbers on the back.
- (b) Athletes may not change their clothing in the competition area. For all outdoor sports, athletes must arrive dressed to compete. Visiting teams requiring the use of washroom facilities must send a staff member into the school with the team member(s). For all indoor sports athletes must move to the designated locker room or change area to change their clothing.

10. SCORING

- (a) Visual score cards, posted on the scorer's table opposite the referees stand, must be used.
- (b) The home school must provide 2 trained lines people for each match and 2 scorekeepers.

11. EQUIPMENT

- (a) The host school will be responsible for having available all necessary equipment: game ball, whistles, time clocks, score sheets, and practice balls; if requested.
- (b) The host school will provide a proper volleyball referee stand with padding.

12. DEPORTMENT

- (a) Competitors and all coaches are expected to behave in a sportsmanlike manner as per Article XVI, Section II of the ROPSSAA Constitution.
- (b) The name of a player who has been yellow or red carded must appear on the game sheet.
- (c) A player ejection from a game results in the automatic suspension from the next league or playoff match.
- (d) At the time of the ejection the referee will:
 - (i) Call a time out.
 - (ii) Record the name(s) on the game sheet.
 - (iii) Inform both benches.
- (e) Any coach ejection from a game results in the automatic default of that match.

13. JURY OF APPEAL

- (a) A Jury of Appeal constructed at the pre-season coaches meeting will make rulings on sport specific questions concerning issues not covered in the playing regulations and not pertaining to eligibility or the misconduct of coaches or players.

14. MEDICAL PERSONNEL

- (a) The Convenor shall make adequate arrangements for medical coverage at the finals.

15. OFSAA REPRESENTATION

- (a) As per Ofsaa requirements, the top team(s) from the senior tier one championship will advance to Ofsaa AAAA competition, unless already declaring their intention for A, AA, or AAA.
- (b) As per Ofsaa requirements A, AA, and AAA schools will playdown to advance to Ofsaa.

TIER ONE – 16 TEAMS

4 Divisions – Top 4 teams in each division are in Tier 1.

<u>Divisional Seed</u>	<u>Divisional Finish</u>	<u>Team Seed for Playoffs</u>
1 st	1 st	1
2 nd	1 st	2
3 rd	1 st	3
4 th	1 st	4
3 rd	2 nd	5
4 th	2 nd	6
1 st	2 nd	7
2 nd	2 nd	8
3 rd	3 rd	9
4 th	3 rd	10
1 st	3 rd	11
2 nd	3 rd	12
1 st	4 th	13
2 nd	4 th	14
3 rd	4 th	15
4 th	4 th	16

5 Divisions – Top 3 teams in each division, plus 1 wild card (the 4th place team in the highest-seeded division) are in Tier 1.

<u>Divisional Seed</u>	<u>Divisional Finish</u>	<u>Team Seed for Playoffs</u>
1 st	1 st	1
2 nd	1 st	2
3 rd	1 st	3
4 th	1 st	4
5 th	1 st	5
1 st	2 nd	6
3 rd	2 nd	7
2 nd	2 nd	8
4 th	2 nd	9
5 th	2 nd	10
2 nd	3 rd	11
1 st	3 rd	12
3 rd	3 rd	13
4 th	3 rd	14
1 st	4 th	15
5 th	3 rd	16

6 Divisions – Top 2 teams in each division, plus 4 wild cards (the 3rd place team in the top 4-seeded divisions) are in Tier 1.

<u>Divisional Seed</u>	<u>Divisional Finish</u>	<u>Team Seed for Playoffs</u>
1 st	1 st	1
2 nd	1 st	2
3 rd	1 st	3
4 th	1 st	4
5 th	1 st	5
6 th	1 st	6
1 st	2 nd	7
2 nd	2 nd	8
3 rd	2 nd	9
4 th	2 nd	10
5 th	2 nd	11
6 th	2 nd	12
1 st	3 rd	13
2 nd	3 rd	14
3 rd	3 rd	15
4 th	3 rd	16

TIER TWO – VARIABLE NUMBER OF TEAMS

4 Divisions – This formula can handle 16 teams or 4, 8 or 12 with byes.

<u>Divisional Seed</u>	<u>Divisional Finish</u>	<u>Team Seed for Playoffs</u>
1 st	5 th	1
2 nd	5 th	2
3 rd	5 th	3
4 th	5 th	4
3 rd	6 th	5
4 th	6 th	6
1 st	6 th	7
2 nd	6 th	8
3 rd	7 th	9
4 th	7 th	10
1 st	7 th	11
2 nd	7 th	12
1 st	8 th	13
2 nd	8 th	14
3 rd	8 th	15
4 th	8 th	16

5 Divisions – 14 teams or less. The 4th place team in the highest-seeded division is in Tier 1, rank the remaining 4th-place teams first. No 7th place teams will qualify and there are 2 first-round byes.

<u>Divisional Seed</u>	<u>Divisional Finish</u>	<u>Team Seed for Playoffs</u>
2 nd	4 th	1
3 rd	4 th	2
4 th	4 th	3
5 th	4 th	4
1 st	5 th	5
2 nd	5 th	6
4 th	5 th	7
3 rd	5 th	8
5 th	5 th	9
1 st	6 th	10
3 rd	6 th	11
4 th	6 th	12
2 nd	6 th	13
5 th	6 th	14
na	na	na
na	na	na

6 Divisions – 14 teams or less. The 3rd place teams in the top 4-seeded divisions are in Tier 1, remaining 3rd-place teams are ranked before the rest. No 6th place teams qualify and there are 2 first-round byes.

<u>Divisional Seed</u>	<u>Divisional Finish</u>	<u>Team Seed for Playoffs</u>
5 th	3 rd	1
6 th	3 rd	2
1 st	4 th	3
2 nd	4 th	4
3 rd	4 th	5
4 th	4 th	6
5 th	4 th	7
6 th	4 th	8
1 st	5 th	9
2 nd	5 th	10
3 rd	5 th	11
4 th	5 th	12
5 th	5 th	13
6 th	5 th	14
na	na	na
na	na	na

OVA TIE BREAKING PROCEDURES

If two or more teams are tied the following criteria will be applied, in order:

- a) The team having the best ratio of won/lost matches, considering matches between the tied teams, will be ranked higher;
- b) The team having the best ratio of won/lost games considering matches played between the tied teams, will be ranked higher;
- c) The team having the best ratio of won/lost games, considering all matches of the round, will be ranked higher;
- d) The team having the best ratio of points for/against, considering games played between the tied teams, will be ranked higher;
- e) The team having the best ratio of points for/against, considering all games played during the round, will be ranked higher;

When you apply this rule to break a tie you should follow this sequence;

- 1) When two teams are tied, the tie-breaking criteria are applied one after the other until the tie has been broken.
- 2) When three or more teams are tied, the tie-breaker criteria are applied one after the other until all the tied teams have been ranked.

Note: This means that if there is a tie among teams X, Y, and Z and criteria 'b' is able to determine X as first, Y as second and Z as third, then no further criteria are to be used. The tie is broken.

However, if criteria "b" determines X as first and there is still a tie between Y and Z, then the ranking of the remaining teams will be determined by proceeding to criteria "c" and so on, if necessary. Do not start at (a) again. Continue through the sequence of criteria.