

TEAM MANAGER / COACH INFORMATION

The information detailed below is not intended to be a substitute for the rules, but we hope will help to provide clarity over the running of the competitions. Please keep this page with you at all times, so that you can refer to it during the event.

MATCH FORMAT

For all matches except for Finals:

- Each match will be played as a single set, first to 25 with two clear points. If the score reaches 24-24, play continues until a team leads by 2 points. If the score reaches 27-27, then the next point will determine the winner of the match.
- Each team can call one time out per set.
- Substitutions are permitted, although any interchanges of players must take place with the knowledge and consent of the referee(s).
- Teams will earn three points in the group table for each match won. At the end of the group stages, positions shall be decided based on group points, with tie-breaks applying if required (see team guide).

At the end of the match, we would ask the **winning** team to bring the scoresheet to the tournament desk as soon as possible. The losing team will be asked to nominate someone from their team to stay on that court to score the next match.

Finals:

All finals will be played as a best of three sets, with normal National League rules applying.

COMPETITION FORMATS

There are four competitions being played over the Championships weekend. How those competitions are structured, and will be played, are below:

Men's Junior – 11 teams

Teams will play in a single 11-team group and play a match against four of the other teams in the group.

At the end of the group stage, i.e. when all teams have played four matches, the top two teams in the group progress to the Semi-Finals and will be joined by the winners of crossover play-off games between the next four teams – 3rd will play 6th and 4th will play 5th.

Men's Intermediate – 10 teams

Teams have been drawn into 2 round-robin groups of 5 teams.

At the end of the group stages, the two group winners progress to the Semi-Finals and will be joined by the winners of crossover play-off games between the teams finishing 2nd and 3rd in each group.

Women's Junior – 16 teams

Teams have been drawn into 4 round-robin groups of 4 teams.

At the end of the group stages, the four group winners will progress direct to the quarter-finals. The teams finishing 2nd and 3rd in each group will play a crossover play-off match, with the winners of those matches also progressing to the quarter-finals.

Women's Intermediate – 6 teams

Teams will play in a single 6-team group and play all the other teams in the group.

At the end of the group stage, the top team in the group progresses direct to the Final and will be joined by the winner of a play-off game between the teams finishing 2nd and 3rd.

TIMEKEEPING

Matches are not timed, but clearly the longer it takes to start the next match, the longer it takes to complete the competition – and with more than 50 matches scheduled each day, we have to keep matches moving. The match schedule on Tournify indicates a guide time, but there is nothing to stop a match from starting earlier if the previous match is finished and the teams have left the court, there is a referee available and both teams are on the court. Teams don't need a 5-10 warm up before every match, and it will be at the referee's discretion when the next match will begin.

Delays generally arise in one of three ways. The first is if matches run the full distance – which nobody can control – the second is when a team who is rostered to referee or score a match disappears, and the third is when teams aren't paying attention and aren't ready to play. Please help us to help you in being proactive in that regard – even if everything runs to time, it's going to be a long day for everyone, please don't make it longer than it needs to be !!!

Conversely, it is possible that matches on one court might start to run ahead of time. If this happens, it is possible that a delay may occur because the next match involves a team currently playing on another court, or a referee is elsewhere officiating another match. In this situation, we may pause matches on the “fast court” to allow others to catch up or reschedule a later match to this court.

REFEREEING & SCOREKEEPING

A panel of referees has been appointed for each day and, supplemented by referees nominated from competing teams, the intention is to provide 2 referees for every match. It's possible that for some games, there may only be one.

Teams will be expected to carry the burden of keeping score in matches. The scoresheets are easy to complete, and for most matches we will ask that the team who lost the preceding match stays to score the next one. Occasionally, teams go missing when it's “their turn” so, if that happens, we may come to you to ask if you can spare someone to score a match. That one person can be the difference between a match starting promptly or being delayed 5-10 minutes.

CONDUCT

The Championships are a recreational competition, with an emphasis on playing in the spirit of friendship and respect. In taking part in the competition, all players and coaches agree to abide by the VLY Code of Conduct, but it is appreciated that, in the heat of the moment, standards can slip. Teams are also responsible for the conduct of their spectators/supporters and, in the event of spectators becoming rowdy, the team who they are supporting will be asked to talk to those visitors to moderate their behaviour.

Volleyball Ireland adopts a zero-tolerance approach to abuse of or by players, referees, supporters and the venue and, as such, VI's tournament supervisor reserves the right to immediately disqualify any team(s) who fail to respect the competition and its values.

ANY QUESTIONS?

If you have any questions during the day, please come to the Tournament desk where we will do our best to answer your query.

LASTLY

Enjoy the day, and good luck !