

Volleyball Rules

Team Participants

- Teams will consist of 6 minimum* / 12 maximum Volleyball players per Game (co-ed team with 2 people of alternate gender on the court at all times)
- Unlimited substitutes between Games
- Teams must provide individuals to act as officials and to assist as linesmen when they are not engaged in play.
- 1 E-Sub allowed (Emergency non-employee Substitute)
- Participants must be employees of your company at the time of play (with exception of the E-Sub).

*At the discretion of the volleyball Coordinators, teams may be able to play with only five players if a player is injured during play and there is no suitable available substitute.

Format

- The tournament will be a "pool play" with the winning companies advancing to the final rounds for points and medals.
- A coin flip will be used to determine the receive/side to start each match.
- Scoring will be a rally point where each serve results in a point.
- Matches will be best of three games – the first two games are won by the first team to 21 points. No need to win by 2 points.
- If a match between two teams ends with each team winning one game a third game will be played with the winning team being the first team to 11 points. No need to win by 2 points. Any team in a pool with more match wins over all other teams in the pool will advance to the playoffs. If the pool has two advancing teams the team with the second most matches won advances in the second position. If there is no clear winner with matches then see the Tie Breaker section.
- All playoff games will be best of three with the first two games winning when the first team reaches 25 points and the third game winning when the first team reaches 15 points. No need to win by 2 points.
- Round robin games will be self-officiated.

Tournament Rules

- Each team is asked to be at their assigned location twenty minutes prior to their scheduled game time and ready to play. (Matches may start early).
- All ceilings and obstacles are out of play unless otherwise specified.
- Substitutions will not follow the Canadian Volleyball Association rules. Substitutions can ONLY be rotated into the game, by the serving team, into the service position before the serve.

- Ball warm-ups will NOT be allowed if another game is in progress on the adjacent court. Players should not step into the adjacent court at any time.
- The service must be underhand only and servers will have ONE 8-second attempt. Net serves are allowed.
- The height of the net will be 2.35 meters. No Libero players will be allowed.
- All other Canadian Volleyball Association rules will apply.
- No food or alcohol allowed in any gymnasium.
- Players must wear clean, indoor shoes.
- Due to Health & Safety concerns, we will not allow players to play with body or face paint on.
- **CAPTAINS!!!!!!** DO NOT leave the gymnasium until you have checked with the EVENT COORDINATOR and are POSITIVE that you know the DATE, TIME, AND PLACE of your next match

Officiating

- All round robin games will be SELF OFFICIATED.
- Each team should be prepared to supply 1 official per game. There will be 1 professional official supplied for each gym for questions and to help resolve issues.

Time Limit

- Each match will have a 45-minute time limit. Each team will receive two 30-second timeouts for each game. Five minutes after game time is game-forfeit time. Fifteen minutes after game time is match-forfeit time. A forfeit is a loss of score 25 to 0.

Tie Breaker

In the event that there is a tie after pool play:

- Step 1: If the tie is between two teams the team with the better record against the other team advances. If there are more than two teams in the tie go to step two.
- Step 2: The team with the fewest games lost advances. This means that if team "A"'s record was 2-1, 1-2 Team "B"'s record of 1-2, 2-0 and Team "C"'s record was 2-1, 0-2. team "B" would advance as they took fewer games to win. Team "B" only took 2 games to win their match as the other teams took 3.
- Step 3: If there is no clear winner then the teams remaining in the tie must use the formula below using only the teams involved in the tie.
- The formula used in tie breakers are (Total Points For) / (Total Points For and Against) with best average (percentage) advancing to the medal round. Only the games between the teams in the tie will be included in the calculations.

- Step 4: If there still is a tie the teams involved in the tie must play a mini game. The winner will be determined by a 'mini-game' to 11 points (capped at 11, win by 1 point) to be played at the earliest opportunity.

Corporate Challenge Points

Each team that participates will receive 10 PARTICIPATION points.

- Top teams in each division will get CHALLENGE points:
 - 1st place - 10 points (GOLD)
 - 2nd place - 8 points (SILVER)
 - 3rd place - 6 points (BRONZE)
 - 4th place - 4 points
 - 5th - 8th place - 1 point
- A maximum 10 Gold, Silver and Bronze medals will be awarded to the winning teams in each division

Team Cancellation/No Show Penalty

Cancellations must be emailed to the Corporate Challenge office. If a team must cancel their participation in a sport, the Penalties are as follows:

LAST MINUTE CANCELLATION: (Within 48 hours of your event start time)

Teams that provide written notification (by email) that they are canceling out of an event within 48 hours of the start of the event will be penalized 5 points. A company with participants who register at the event but are unable to register an eligible team will be considered a cancellation and the penalty will apply.

NO SHOWS: (No notification of cancellation)

A No Show will result in a 10-point deduction and disqualification from that sport for the following year. A NO SHOW is a team that has not provided any notification that their team is not participating in an event prior to start time of the event.

MISSING A MATCH: A company missing two (2) matches throughout the tournament will be considered a Cancellation or No Show and the penalty will apply. If you think your team will DEFINITELY miss ONE match, please call the Corporate Challenge office with at least 24 hours notice so that, out of courtesy, we can inform the challenging team. Missing a match may also happen if a player is injured and it is determined you are not eligible to continue playing (less than five players and/or discretion of the volleyball coordinator).