



Good Neighbour Volleyball Tournament
2026

Rules and Regulations

1. Time Limits

1.1. Minor Rounds

Division	Warm- up	Match Time	Total Court Time
Honours	10 Minutes	70 Minutes	80 Minutes
All other Divisions	10 Minutes	50 Minutes	60 Minutes

Note: Warm-up will commence at the game time stated in the draw.

2. Player Eligibility

- 2.1. Only players recorded on the scoresheet may play.
- 2.2. The scorer will strike out any names not participating by the beginning of set 2.
- 2.3. Team maximum: 14 players.
- 2.4. Teams may play with up to two liberos.
- 2.5. Teams comprising of 13 or 14 players must have two Liberos.

3. VA 12 Substitution Rule

- 3.1. Maximum of 12 substitutions per set.
- 3.2. A player may take the court up to three times per set, including starting on court.
- 3.3. Once a player has started in, or is substituted into, a particular rotational position, they may only be substituted back into that same position for the duration of the set.
- 3.4. The Libero(s) can be changed at the end of each set.

4. Match Timing & Intervals

- 4.1. Venue Supervisor will signal:
 - 4.1.1. Start of the match
 - 4.1.2. Last five minutes of the match
 - 4.1.3. Completion of the match
- 4.2. During the last five minutes of a timed match, no timeouts are permitted, but substitutions are allowed.
- 4.3. Interval between sets: maximum of one minute in all timed matches.

5. **Late Team Penalties**

- 5.1. Teams not ready at the end of warm up will lose the first set 0–25.
- 5.2. A team will then be given five minutes from the end of the warm-up period or as stipulated by the first referee, to be ready to play. Failure to do so will result in the team losing the second set 0-25.
- 5.3. If after a further five minutes (ten minutes after the end of the warm-up), the team is still unable to play; the team will lose the match 0-3 (0-25, 0-25, 0-25).

6. **Minor Rounds**

- 6.1. All divisions, including Honours, play Best of 5 – Timed matches in minor rounds.
- 6.2. Completed sets count toward set count for final team positions.
- 6.3. All points scored (including incomplete sets) count toward points for final team positions.
- 6.4. Team winning the most sets is the winner. winning the most sets is the winner.
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- 6.5. An unfinished set is deemed complete if one team reaches 13 points with a minimum two-point lead (for sets played to 25). For a 15-point set, one team needs to reach 8 points and lead by at least 2 points for that set to be counted as complete.
- 6.6. If a match is tied at 1-1 or 2-2 (set score) when time runs out, the winning team is decided by total points countback (including points won in the incomplete set). If the total points are the same, a golden point is played to determine the winner.

7. **Minor Round Ranking Criteria**

- 7.1. Through the minor rounds, rankings will be determined by;
 - 7.1.1. Competition points
 - 7.1.2. Set percentage (Sets for ÷ Sets for & against)
 - 7.1.3. Point Percentage (Points for ÷ Points for & against)
 - 7.1.4. If teams are tied, the winning team from the minor round match (if they played against each other in minor rounds)
 - 7.1.5. If still tied after 7.1.4, or if tied after 7.1.3 and the teams involved did not play against each other in minor rounds, a total points countback (including points won in incomplete sets) will be used to determine ranking.
 - 7.1.6. If still tied after 7.1.5, a coin toss will be conducted to determine final ranking. The team that wins the coin toss will be given the higher ranking

8. Semi- Finals and Finals Matches-

8.1. Open and Youth Divisions

- 8.1.1. Semi Final Matches: Best of 5- Timed (Refer to Point 6- Minor Rounds)
- 8.1.2. Gold Medal Final: Best of 3- Untimed
- 8.1.3. Bronze Medal Final: Best of 3 – Untimed

Third Set Procedures

- A coin toss will be conducted prior to the third set to determine service and court side.
- Teams will not switch sides when either team reaches eight (8) points.
- In a timed best of 5 matches - The third and subsequent sets must be played if time permits.

8.2. Honours Divisions

- 8.2.1. Semi Final Matches: Best of 3 – Untimed
- 8.2.2. Gold Medal Final: Best of 5 – Untimed (FIVB rules), may be reduced to Best of 3 at Tournament Director's discretion
- 8.2.3. Bronze Medal Final: Best of 3 – Untimed

9. Duty Teams

- 9.1. Must be present and ready at scheduled match start time
- 9.2. Late or absent duty teams: Duty Forfeit, -4 competition points, \$150 fine
- 9.3. Finals absence: \$150 fine, may only re-enter Good Neighbour next year at Tournament Director's discretion
- 9.4. Duty team composition:
 - 9.4.1. Divisions 3, 4, Youth, Mixed: 1st referee, 2nd referee, scorer.
 - 9.4.2. Honours & Open Divisions 1 & 2: 1st referee, 2nd referee, scorer, 2 line judges.
- 9.5. Responsibilities:
 - 9.5.1. Sign in once at the venue, collect equipment, and return court equipment to Venue Supervisor
 - 9.5.2. Scoresheet must be fully completed, verified, and signed by both captains
- 9.6. Health requirement: All teams must provide their own whistles

10. Players

10.1. Uniform Requirements

- 10.1.1. Playing tops: comply with FIVB rules
- 10.1.2. Honours to Division 2: same design, clearly visible numbers
- 10.1.3. Division 3 / 4 / Youth / Mixed: predominantly same colour, clearly visible numbers
- 10.1.4. Playing bottoms: same colour for all members (mix of lengths allowed)
- 10.1.5. Socks: not part of uniform

10.2. Eligibility and Participation

- 10.2.1. One team per division only (unless approved by Tournament Director)
- 10.2.2. Must have participated in at least one round match to be eligible for finals
- 10.2.3. Men not permitted in women's divisions and vice versa, unless approved by Tournament Director

10.3. Conduct and Behaviour

- 10.3.1. Alcohol consumption prohibited in playing venue
- 10.3.2. Players deemed under influence by Venue Supervisor cannot play

10.4. Injury and Medical Substitution

- 10.4.1. Open bleeding wounds: player must be substituted (does not count toward 12 substitutions)
- 10.4.2. Second referee decides return to play
- 10.4.3. No substitute: three-minute medical stoppage allowed
- 10.4.4. Player unable to continue: team deemed incomplete and loses the game (not a forfeit)
- 10.4.5. A team declared incomplete for either a set or an entire match shall forfeit the respective set or match. The opposing team shall be awarded the points necessary to win the set, or the points and sets necessary to win the match. The incomplete team shall retain any points and sets already earned.

This provision is adopted in accordance with FIVB Official Volleyball Rules, Rule 6.4.3

- 10.4.6. Rule 10.4.5 is exempted for Recreational Divisions as per Rule 11.4

11. Recreational Divisions (Mixed Division 1 & 2)

- 11.1. Uniform not required, preferred; same colour shirts recommended
- 11.2. Unlimited substitutions
- 11.3. Minimum of two players of each sex on court at all times.
- 11.4. Exceptional circumstances: teams may play with no fewer than five players (minimum two of either sex), at Venue Supervisor's discretion

12. Competition Points

Result	Points
Win	4
Loss	0
Match Forfeit	-4

13. Protest Management

- 13.1. Overseen by Chief Referee; Venue Supervisor liaises with Chief Referee
- 13.2. Tournament Director intervenes only in exceptional circumstances
- 13.3. Protests must be resolved at the time of the match, no protests after conclusion
- 13.4. Behavioural issues: decisions by Chief Referee based on Venue Supervisor assessment

14. Interpretation of Double Contact Rule

The current interpretation of double contact rule is as follows, which will be adopted at this event:

Double contacts during a team's second hit (setting action) are permitted, provided the ball remains on the same side of the court, with faults only called for two clear consecutive touches. Note that this interpretation applies only to the second team contact and does not apply to the first or third contact.

Contact Information

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