

AL WILAYAH 2022

TOURNAMENT PACK & RULES

GENERAL INFORMATION

1. TOURNAMENT ORGANISING COMMITTEE

Mohamed Jabir Merali (Tournament Coordinator)

Tauseef Kanji

Qayam Kassamali

Murtaza Virani

Shane Merali

Mujtaba Virani (Head Court Marshall)

Abbas Virani (Tournament Referee)

2. LIVE STREAMING & RECORDING

Stanmore Jafferys will be providing a 'Live Stream' across all three courts, with some significant ground-breaking innovations being introduced this time around.

Due to GDPR & Privacy laws, we will NOT be allowing any other Live Streams from the courts for the duration of the tournament.

If players/teams wish to record games, this will only be permitted if approval is granted by a member of the Tournament Organising Committee.

The above rule is to be strictly adhered to.

3. IMPORTANT RULES RELATING TO APPROPRIATE ATTIRE AND SEGREGATION

Whilst this tournament is an "Open Tournament" and we look forward to welcoming participants, spectators, officials and families from all cultures and faiths to participate fully, as an organizing body we must foremost ensure that we abide by the rules and regulations of the sports facilities that are being made available to us and most importantly of our faith.

Therefore, as practicing Muslims, the Tournament Organising Committee is required to ensure that all participants, spectators, officials and members of families wear respectable attire in and around the sports premises at all times. In particular, it is a requirement that all female spectators cover their heads and dress modestly at all times.

Club marshals will enforce these rules strictly and so, to avoid any confrontation or unpleasant exchanges, spectators are requested to comply with these rules.

Furthermore, designated and fully segregated areas will be cordoned off to accommodate the ladies from within your contingent.

To the fullest extent possible all mingling, socializing and networking between male and females (other than of course family and relatives) will not be encouraged.

We therefore ask teams to ensure that the bounds and segregation that we will be implementing be respected and adhered to.

We thank you in advance for your kind cooperation in this regard.

4. GENERAL RULES AND REGULATIONS

This volleyball tournament is designed to bring together the best volleyball teams from around the world to meet, greet and compete in a mega "Traditional 3 Touch" tournament. It is also intended to enhance the spirit of unity among participants. Therefore, participants shall ensure that the sports are played in a competitive but fair manner, in adherence to the rules and regulations stipulated and in a manner that fosters brotherhood and respect across communities.

Participants shall remember that they are first and foremost ambassadors of their respective teams, therefore considering this, you are all urged to act in a manner that befits and adheres to all the tenets and principles of sportsmanship that allows for a successful event.

Indiscipline or inappropriate conduct, abuse either verbally or physically, whether on the field or off the field, shall not be tolerated in any way throughout the duration of the games. The Tournament Organizing Committee reserves the right to suspend or disqualify any participant/team/spectator/official, guilty of such behaviour, from the tournament.



All communication with the officials/referees must be carried out by the respective captains only, and the decision of the official/referee is final. Each team shall appoint a ground captain who shall be the only spokesperson during the entire tournament. The ground captain cannot be changed during the tournament, unless due to injury and not being able to play. Such change must be approved by the Tournament Organising Committee.

Participants will ensure that they keep the playing premises clean and free of any litter. Under no circumstances should garbage be left in any area.

Smoking, including E-cigarettes, is strictly prohibited in and around the sports premises. The school venue has an extremely strict no smoking policy and operates CCTV cameras to ensure these rules are not breached. You may only smoke off the school premises. The Tournament Organising Committee will take no responsibility for any liability associated with breach of such laws and players are requested to comply with the rules accordingly. In the designated smoking areas, please must not throw cigarette ends except in ashtrays provided.

Furthermore, the consumption of alcohol or the abuse of any illegal substances is strictly prohibited in and around the grounds at any time during the entire duration of the tournament.

Breakfast, lunch and dinner shall be provided to all participants, further information in relation to which will be available upon your arrival.

A breach of any rule may result in action being taken at the discretion of the Tournament Organising Committee and such decision will remain final. Participants are requested to familiarize themselves with the various by-laws and timings as well as the format and timings of the games.

The Tournament Organizing Committee shall NOT be held responsible for any loss, injury or damage to property and/or persons during Al Wilayah 2022 – whether at the playing venues or at the hotel. All teams and spectators who participate in any way in the tournament will participate at their own risk.

These rules and regulations are subject to change at any time. Any changes shall be communicated to the respective captains in good time. In case of any confusion or misunderstanding, the Tournament Organizing Committee shall have the final authority to decide on the rules.

All teams and participants are welcome to reach out to the Tournament Organizing Committee through the established communication channels.

5. POINTS SYSTEM

A. ROUND 1

- a. 1 game to 16 (20 mins per game).
- b. Winner 1 point, Loser 0 points.
- c. After all games in Round 1, Teams will be ranked from One to Six in their designated group based on the following ranking system:
 - i. Number of Games Won
 - ii. Higher Score difference. (Points Won Minus Points Conceded)
 - iii. Higher number of points won
 - iv. Should all of the above have teams with the same statistics, the head to head result between the two teams in the group stage will determine the placings in the group
- d. Top 4 Teams from each Round 1 group will proceed to the Premiership Round and the bottom 2 Teams in each Round 1 group will proceed into the Championship Round.

B. ROUND 2

PREMIERSHIP DIVISION

- a. 1 Game to 21 (25 mins per game)
- b. Winner 1 Point, Loser 0 Points
- c. After all games in the Premiership Round, Teams will be ranked from One to Twelve based on the following ranking system:
 - i. Number of Games Won
 - ii. Higher Score difference. (Points Won Minus Points Conceded)
 - iii. Higher number of points won



- iv. Should all of the above have teams with the same statistics, the head to head result between the two teams in the group stage will determine the placings in the group
- d. Top 2 Teams after Round Robin proceed to Semi Finals
- e. 3rd Place to 9th Place, go into the Playoff Rounds

CHAMPIONSHIP DIVISION

- a. Round Robin- Play each team twice as standalone games in Best of One, Game 21 (25mins per game)
- b. Winner 1 point, Loser 0 Points
- c. After all games in the Championship Round, Teams will be ranked from One to Six based on the following ranking system:
 - i. Number of Games Won
 - ii. Higher Score difference. (Points Won Minus Points Conceded)
 - iii. Higher number of points won
 - iv. Least number of points conceded
 - v. Should all of the above have teams with the same statistics, the head to head result between the two teams in the group stage will determine the placings in the group
- d. Top 2 Through to Semi Finals
- e. 3rd Place to 6th Place, go into the Playoff Rounds

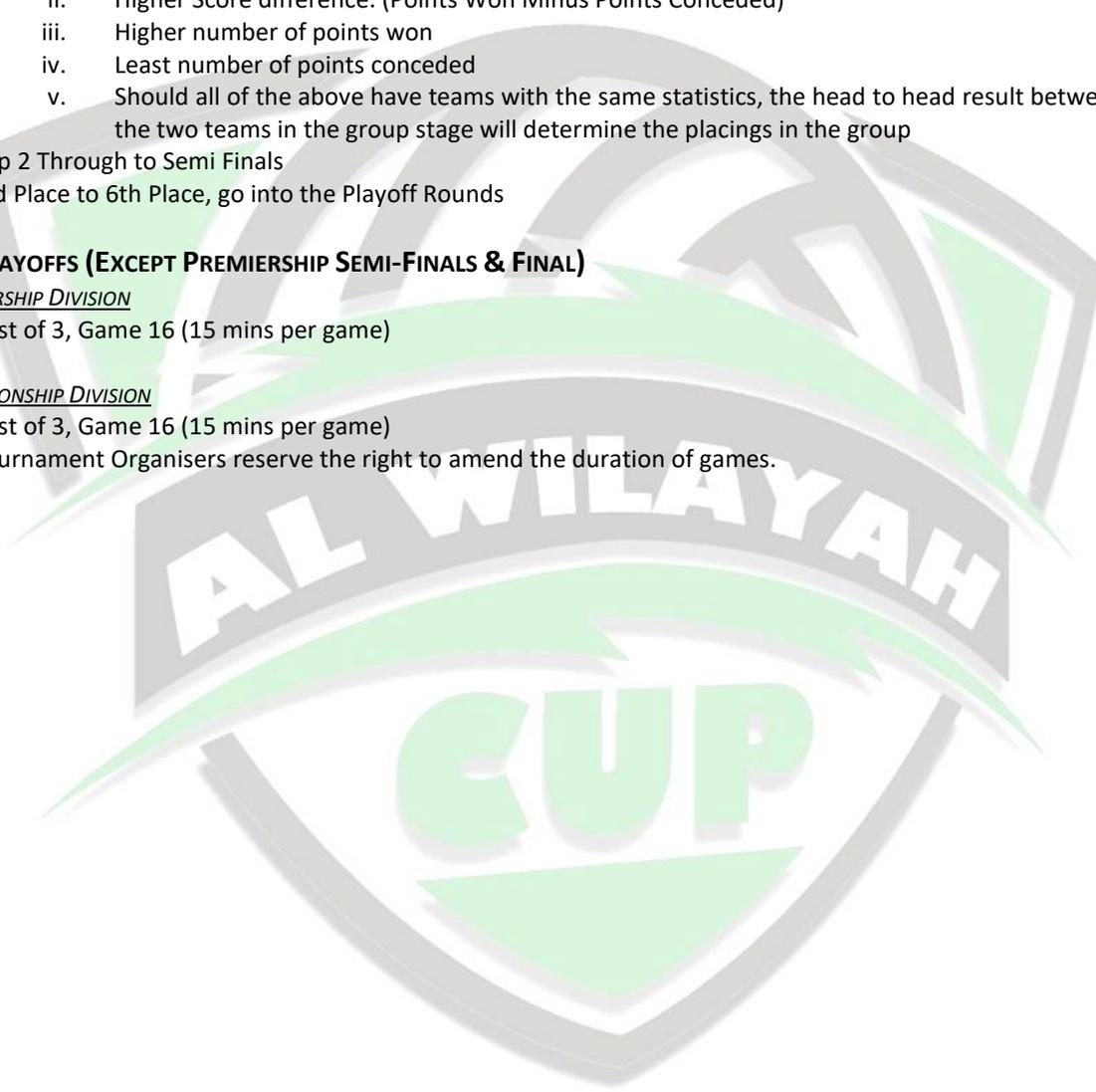
C. PLAYOFFS (EXCEPT PREMIERSHIP SEMI-FINALS & FINAL)

PREMIERSHIP DIVISION

- a. Best of 3, Game 16 (15 mins per game)

CHAMPIONSHIP DIVISION

- a. Best of 3, Game 16 (15 mins per game)
- b. Tournament Organisers reserve the right to amend the duration of games.





TOURNAMENT RULES

1. REFEREE & DISCIPLINE

As a reminder, given that we are all sportsmen and proud representatives of our respective teams, we must ensure that we exhibit the best values and behaviour at all times. The objective of this tournament is to create brotherhood and a friendly competition across all communities. We should aim to behave with respect and compassion foremost.

- a. While the referee's decision is to be respected as FINAL in respect of the running of the games, the Tournament Organizing Committee have overall jurisdiction and the ability to intervene with the running of the games should they consider it appropriate and necessary. This will include in the event that the referee has conducted the games in an incorrect manner or in a manner that is causing dispute.
- b. Following on from the above, the actions of the referee will be policed by the Tournament Organizing Committee, who will have the final decision and discretion on all matters pertaining to the tournament.
- c. Games can only be stopped with the referee's approval for any disputes. If a game does not resume at the referee's whistle, the serving team would lose their serve or point depending on who is holding up the match.
- d. Approaching the referee or any official outside of a timeout will not be acceptable during a game, and the referee will continue the game notwithstanding any such approach.
- e. Outside of a point, players are not permitted to cross their feet, hand or any other part of their body across the middle line AT ANY TIME DURING THE GAME. Should a ball not be in play and a player crosses the middle line or steps out of the match perimeter of the court to confront a member of the public/spectator or player from the opposition team, the point will automatically be awarded to the opposition team. In the event of such a circumstance, the referee will be empowered to take whatever action he deems necessary to reprimand the player, including, if considered appropriate disqualifying that player from the game. Should the player argue with the referee or refuse to leave the game, that game will be abandoned, and the full amount of points will be awarded to the opposition team.
- f. Abusive language will NOT be tolerated under any circumstance. A player who swears will be cautioned appropriately by the referee.
- g. As repeatedly mentioned (for emphasis), all communications with the referee must be carried out by the respective captains only. In case any player needs any clarification from the referee, players are advised to inform their captain to speak to the referee so any issues can be dealt with using the proper protocol.
- h. In case of time wasting the referees may penalize by awarding the opponent a point or service (as the case may be) and such decision shall be binding.
- i. Referee's decision is final, and ALL players must respect the decision of the referee and linesmen.
- j. Please ensure that your team has a copy of the game schedule and these rules handy at all times as you will be required to referee according to the referee schedule and make sure your designated referee game starts on time.

2. PLAYING VENUE

- a. The games will be played at Aldenham School. Games will be played on a typical indoor surface. Non-marking soles are mandatory and hence players should carry appropriate footwear.
- b. The indoor court and net dimensions are approximately as follows:
Court width: 35 Feet
Court length: 35 Feet (this is the length of one side of the court)
Net height: Approx. 8 Feet



3. TEAMS

- a. All teams will be required to pay their registration fees prior to the 1st game for that team to be considered a registered team.
- b. Only players registered from the start of the tournament will be allowed to participate in the tournament.
- c. Each team will be allowed to have up to 12 registered players. A minimum of 4 players per team shall be required to start a game and there shall be no more than a maximum of 10 players per team on the ground at any one time.
- d. Each team may allocate two players as a netter in each game.
- e. No player shall play or register for more than one volleyball team. Once a player has registered for a particular team, that player may not play for another team, irrespective of whether that player has played any games or not.
- f. It is the team Captain's responsibility to ensure that players are on the court at the scheduled time and/or when called for their games.
- g. The Captain winning the coin toss has the right to elect whether to serve or choose the side of the court for the 1st game of the match (one choice only). In case a particular match has more than one game, after each game in that particular match, the teams will cross over the net and play on the other side of the court. To be clear, the next game of the match will commence with the other team serving.
- h. Based on the referee and linesman schedule that will be circulated by the Tournament Organizing Committee, it is each team Captain's responsibility to ensure that each team provides the following officials for each match for which they have been allocated as referee:
 - o Referee
 - o Scoring official
 - o A minimum of 2 linesmen
- i. Failure by any team Captain to provide the officials listed above within sufficient time of the start of any match for which they have been allocated the responsibility to referee, will result in one point being deducted from their points tally in the relevant round.

4. LATE PENALTIES

Late Penalties will be implemented in this tournament – as have been implemented in the past. Please take note of the following rules, as these WILL be implemented strictly by the Tournament Organising Committee.

- a. At the scheduled start of a game, should any one of the teams not be ready or present to start the game:
 - i. The referee's timer will commence.
 - ii. There will be a 5-minute grace period. If any team arrives between the scheduled start time and the end of the 5-minute grace period, there will be no penalties and the game will start when both teams are ready on the court and the full allotted game time will be granted.
 - iii. If one of the teams arrives after the end of the 5-minute grace period but before 10 minutes from the scheduled start time (the "Cut-off Time") and the other team has arrived before the end of the 5-minute grace period, then the team arriving late will be penalised, as follows:
 - a. GAME TIME: the clock will start when both teams are ready on the court, game length will be reduced by 5 minutes.
 - b. GAME STARTING SCORE: the late team will start "Love – Eight" (0-8) down.
 - iv. If both teams arrive after the end of the 5-minute grace period but before the Cut-off Time, then:
 - a. GAME TIME: the clock will start when both teams are ready on the court, game length will be reduced by 5 minutes.
 - b. GAME STARTING SCORE: the game will commence "Love All" (0-0).



- v. If one team arrives within the 5-minute grace period and the other team arrives after the Cut-off Time, then:
 - a. GAME TIME: walk-over no game will be played.
 - b. GAME STARTING SCORE: the late team will be considered “Love – Sixteen” (0-16) or “Love – Twenty-one” (0-21) down.
 - vi. If one team arrives after the 5-minute grace period and the other team arrives after the Cut-off Time, then:
 - a. GAME TIME: walk-over no game will be played.
 - b. GAME STARTING SCORE: the late team will be considered “Eight – Sixteen” (8-16) or “Eight – Twenty-one” (8-21) down.
 - vii. If both teams arrive after the Cut-off Time, then:
 - a. GAME TIME: walk-over no game will be played.
 - b. GAME STARTING SCORE: will be considered “Love All” (0-0).
 - viii. For a match that has more than a single game, this will only apply for those games where one team or both teams are absent at the beginning of the relevant game.
- b. Late players will not be allowed to join a game any time after the game has been deemed commenced by the referee.
 - c. It is the referee’s duty to make sure these rules are complied with and the referee’s decision will be final.
 - d. A referee’s rota will be created, it is the duty of the Captain of each team to ensure that his team is present for all referee allocated games in the referee rota.
 - e. As stated above (repeated for emphasis), failure by any team Captain to provide the officials listed above within sufficient time of the start of any match for which they have been allocated the responsibility to referee, will result in one point being deducted from their points tally in the relevant round.

5. BALL PRESSURE

- a. At the start of any game, the ball pressure will be around 11 Psi.
- b. The referee will make the judgement call on the pressure of the ball to avoid any disagreement on the exact Psi of the ball. Once the game has started, teams will not be permitted to request for the pressure of the ball to be checked, unless in very extreme circumstances rendering the ball unplayable.

6. SERVICE

- a. Service is strictly underarm only.
- b. Service must be served from the designated box marked on each side of the court. The serviceman must have at least one foot completely inside the service box and the other foot may either be inside the service box or outside the court prior to and during the striking of the ball for the service.
- c. The serviceman can only enter the court after the ball has crossed the net, directly from his service.
- d. Service touching the net is considered a foul and following such a foul, the other team will be given the service.
- e. Service landing on the line is considered “in”.
- f. The serviceman must wait for the referee’s whistle before serving. Serve must take place within 5 seconds after the referee’s whistle. In the event that either: (i) the serviceman serves prior to the referee’s whistle being blown; or (ii) after 5 seconds of the referee’s whistle being blown, the other team will be given the service
- g. Return of service that touches the net is considered in play.
- h. Screening the server by any players on that team is permitted.
- i. Any player in the team can serve and go back to his position and does not have to return to the service position if they lose the service point.



7. SCORING

- a. Teams may only win a point when they hold the serve.
- b. “Twelve – Love” (12-0) marks the end of a game regardless if it’s a game of 16 or 21. In this regard, “Eleven – Love” (11-0) shall be considered as Game Point.
- c. In a game of 16 points, when a team reaches 15 points, this will be “GAME POINT”.
- d. In a game of 21 points, when a team reaches 20 points, this will be “GAME POINT”.
- e. In the event that two teams have equal points at the end of the allotted time for that game, the winner of that game will be the team who is holding serve advantage, **after** the last point ends.
- f. In the event of 15 – 15 / 20 – 20 score or “game all”, the game score will go to 12 -12 / 17 -17 or “twelve all” / “seventeen all”. If the game goes to 15 – 15 / 20 – 20 or “game all” again then the game score will go to 13 – 13 / 18 – 18 or “thirteen all” / “eighteen all”. If the game goes to 15 – 15 / 20 – 20 or “game all” again then the game score will go to 14 – 14 / 19 – 19 or “fourteen all” / “nineteen all”. If the game goes to 15 – 15 / 20 -20 or “game all” again then the above process will repeat itself from 12 -12 / 17 – 17 or “twelve all” / “seventeen all”.
- g. In the event that the allotted time for a game runs out during a point (i.e. while the ball is in play), the referee must allow the point to reach its conclusion. Only after the point has concluded can the referee blow his whistle to signal the end of the game.
- h. In any match that goes to a 3rd game, the teams will switch courts halfway through the allocated time for that 3rd game. If a point is ongoing at the point that is halfway through the allocated time for that 3rd game, then the teams will switch once that point is over, as instructed to do so by the match referee.

8. DIGGING

- a. Digging/Lifting with the single hand using the back of the hand (not the palm) as well as with both hands clasped and using just the area of the hand up to the inside elbow is permitted.
- b. For the avoidance of doubt, Digging/Lifting with the single hand or both hands whether the hands are open or closed using the palm of the hand(s) resulting in a parry or smack of the ball is not permitted.
- c. Subject to the foregoing rule, from the net and during play:
 - i. Two-hand digging is permitted.
 - ii. One-hand digging is permitted so long as the palm is facing down; and
 - iii. Of course, any ball touching a player twice (often referred to as a “double”) whether creating separate impact or rolling over a players arms (i.e. what sometimes happens to a NETTY) is not permitted.
- d. Subject to the first rule in this section, digging (either one or two handed) on Service is permitted.

9. BLOCKING

Open-Handed blocking is not permitted at the net.

10. SUBSTITUTION

- a. No substitutions are permitted any time after the referee has deemed the game to have commenced.
- b. All team players must be on the court at the time after the referee has deemed the game to have commenced.



11. HITTING

- a. In an over-arm shot, both hands must be closed at the time of contact of the ball – unless when spiking on the First Ball.
- b. Hitting the ball with open palms either sidearm or underarm on any First Ball, Second Ball or Third Ball is not permitted.
- c. Other than a spike on the First Ball, an open palm hit is only permitted if it is done over-arm and it is on the Second or Third Ball and it is to reach or salvage a ball and is done in a non-aggressive manner.
- d. No Bump/Set/Spike is permitted i.e. playing the game as per the International Format of the game.
- e. The *Three Touch rules*:
 - i. If a ball comes over the net (either cleanly or hitting the “putti”) any player can hit the net, any other player can set and any other player can return. Ball does not have to be set after it hits the net and can be played straight over.
 - ii. At no time can the ball be hit into the net twice (by any player) on the same side of the net. For example, any player hits the net, then a netty or other player hits the net again and the third ball is played over – this is a foul.
 - iii. If a ball comes over the net (either cleanly or hitting the “putti”) a netty can boost without the prior need for the ball to hit the net. This boosted ball will be considered a Third Ball and must go over the net directly or via “putti”. For the avoidance of any doubt, the netty can boost from a serve or during the rally and there are no restrictions on where the netty can boost from in his side of the court.
- f. For *the* avoidance of doubt, no player (whether a NETTY or an outfield player) may hit the First Ball, the Second Ball or the Third Ball consecutively, such that they hit the ball to themselves.
- g. A netty can ONLY lift a second ball from the net or boost a ball (be it clean or via putty) with an underarm action.

12. NEW SHOOTING RULE AT THE NET

Following the successful implementation of this rule in Canadian and US volleyball tournaments, this new rule is being implemented in the UK at Al Wilayah 2022.

- a. There will be a five-foot area from the net on each side of the court to the relevant side-lines, which will be marked in the same colour line as the perimeter of the wider court.
- b. No spiking (with closed hands) within or on the 5 foot line on the second ball or third ball. A player that goes into the spiking motion (with closed hands) from within or on the line on the second ball or third ball, the play will be called as a violation. For the avoidance of doubt, a player may play the ball in a manner within or on the five foot zone so long as the shot is not an aggressive spike (with two hands closed), and this may include a "drop shot" or "placing shot".

13. TIME OUT'S / INJURY

The following rules for Timeouts and Injuries apply to all rounds other than the Semi-Finals and the Finals. For the Semi-Finals and the Finals, a Mini Captains' Meeting shall be held to determine the relevant rules.

- a. Referees will be required to adopt a running clock approach to timing. The clock will only be stopped during points in the final minute of any knock-out matches.
- b. Each team will have one timeout per game. Timeouts not used in a game are forfeited and not carried over to any other game or match.
- c. Each timeout is for a maximum of one minute. The referee's first whistle will indicate the end of a timeout and the referee's second whistle will indicate that the relevant Team may serve.
- d. Teams can request a timeout regardless of which team is serving.
- e. Timeouts cannot be called once the referee has blown his whistle for service.
- f. Timeouts can only be called on dead ball.



- g. In order to avoid tactics of using timeouts to keep a lead towards the end of a game, a timeout cannot be taken in the final 2 minutes of any given game.
- h. The clock will be stopped during timeouts.
- i. Stopping the game due to an injury will be limited to 1 minute and should the player not be ready to resume play, he must leave the game and the rest of the team will continue playing without him. Such stoppage of the game due to injury shall not be considered a timeout.
- j. A player who leaves the court due to an injury and does not return to the court immediately after the 1-minute injury stoppage may not re-enter the same game.
- k. Even in the event of an injury, a player who arrived after the scheduled start time of the game will not be eligible to play in that game.

14. FOULS

- a. No punching of the ball with a closed fist is allowed at anytime from anywhere in the court.
- b. If the ball touches the poles during any point, it is considered out.
- c. If a player touches the net whilst the ball is in play, it is considered as a foul.
- d. A third ball hitting any object, such as, among other things, the net pole, the referee's chair, the net surrounding the court or the bleachers – shall be considered out.
- e. If the ball touches any part of the player's body apart from the part from the end of his fingers to his elbows, it is considered as foul.
- f. Players are not allowed to plant on the ground any body part across the middle line. In compliance with this rule, a body part of any player may cross the net in the air as part of execution of a particular play (including, for the avoidance doubt, the NETTY lifting the ball out of the net).
- g. Any part of the ball dropping on the line during service or a regular play is valid.
- h. For a ball to be considered out, the ball must land without any player touching it. If the ball is going out, players should not catch the ball before it bounces out however far it is from the court. If a player catches the ball outside the court before it bounces or if the ball touches a player, the point will be given to the other team.
- i. If a spectator touches the ball before it bounces, the decision of whether that ball is in or out shall be at the discretion of the linesman and the referee.
- j. If the linesman fails to determine, by obstruction or otherwise, whether the ball is in or out, then referee will make the final decision whether to replay the point or grant the point to either team.
- k. A ball must cross over the net area between the posts to the opposite side to be considered in.
- l. Netty cannot lift a ball with the underside of the palm, whether this results in a parry or a slap of the ball.

ANY RULES NOT MENTIONED HERE WOULD BE DECIDED AT THE DISCRETION OF THE TOURNAMENT ORGANISING COMMITTEE.