



QUEER VOLLEYBALL LEAGUE

| REGULATIONS OF PLAY |

REGULATIONS OF PLAY OF THE QVL |

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01_PRINCIPLES

1.1 STRUCTURE OF THE LEAGUE

- 1.1.1 The QVL [Queer Volleyball League] is an indoor volleyball league.
- 1.1.2 The league is divided into different divisions:
 - _ ALL GENDER (net height: 2.43m / sets up to 25 - 25 - 25)
 - _ FLINTA* (2.24m / sets up to 25 - 25 - 25)
 - _ SENIORS (2.35m / sets up to 25 - 25 - 15 / minimum age: 40 years)
- 1.1.3 Within these divisions, the QVL is divided into levels (A / B / C / D / etc.) and into groups.
- 1.1.4 The size of the groups and the geographical division within the individual classes are determined at the DV [Delegates' Assembly].
- 1.1.5 The eligibility to play is to be considered separately for the ALL GENDER, FLINTA* & SENIORS.
Participation in all divisions is possible through a separate registration. The membership fee is payable per division. A one-time cross-divisions assistance is possible without an additional membership fee.

1.2 GAME SEASON

- 1.2.1 The season of each league begins with the 1st matchday and ends with the last matchday of the respective league across levels.
The game season must be finished at least 6 weeks before the next regular DV.

1.3 AWARD CEREMONIES

- 1.3.1 Award ceremonies will take place after the end of the last day of play in the sports hall. The members of a team that takes 1st place in a group at the end of a season receive a medal. The medals will be procured by the board in good time and sent to the GruCos [group coordinators].

1.4 PROMOTION AND RELEGATION REGULATIONS

- 1.4.1 The first-place finishers in a group are promoted to the next higher level, with A being the highest level.
- 1.4.2 The teams that finish last in your group will be relegated to the next lower level.
- 1.4.3 If more teams are promoted from the bottom than there are "last-placed teams", more teams will be relegated. The Board of Game Operations will draw a level proposal based on the results and present it at the DV.
- 1.4.4 The promotion and relegation regulations can be changed in exceptional cases if gaps in higher divisions must be closed due to the absence of teams or the establishment of new groups or relays, or if there is a reasoned application by a team on which the DV decides.

1.5 REPLACEMENT OF TEAMS

1.5.1 Outside of the defined promotion and relegation rules and deviating classification (see 3.1.3), a team can only move up to or remain in a higher league with the latter's consent. The following order must be observed:

- _1_ second-to-last team of the higher level that would normally have to be relegated
- _2_ second-placed team of the lower level
- _3_ last-placed higher-level team that would normally have to be relegated

1.5.2 Within a group, the order is determined by comparing the results of the teams in the final table. In this case of different group sizes, comparability may be achieved by excluding the results of the last team in the table.

02 RULES

2.1 RULES OF THE GAME

2.1.1 The game will be played according to the official DVV rules.

2.1.2 Exceptions are:

- _ Due to the high number of games during a match day and the associated time limitation, only two winning sets will be played. A set is won by 2 points. There is no point limit. The deciding set (3rd set) is played to 25 points. If a team has reached 13 points in the third set, there is a change of sides without a break.
- _ Another exception is the reduction of the team size to 5 players (see 6.).

2.1.3 If the DVV rules are changed during an ongoing season of the QUEER VOLLEYBALL LEAGUE, the previous regulations will continue to apply until the end of the season.

2.2 GAME MODE

2.2.1 Within each group, each team plays twice against all other teams, which means that the season is divided into a first and second round.

2.2.2 Round-robin matches can take place on the same day.

2.3 SCHEDULES

2.3.1 Match schedules will be drawn up by the Match Operations Board before the first matchday and made available to the GruCos and team managers.

2.4 MATCH REPORT SHEETS | JERSEY NUMBERS

- 2.4.1 There is a modified match report sheet based on the official DVV sheet. This applies to all QVL matches and must be completed in accordance with the rules.
- 2.4.2 All players must wear a clearly recognizable number on their jerseys. Further requirements for playing clothing are regulated in the DVV manual. The legwear may be designed differently.
- 2.4.3 The players will be entered in the match report sheet with their jersey numbers and dates of birth by the respective team officials.
- 2.4.4 The referees check all entries before the start of a match.
- 2.4.5 After a matchday, the match report sheets are checked for completeness by the GruCo and sent to the board.

2.5 REFEREES

- 2.5.1 In addition to participating in the matches, the teams must also provide referees.
- 2.5.2 A refereeing team consists of:
 - _ 1st and 2nd referee
 - _ 2 line referee
 - _ Scorekeeper & Assistant
- 2.5.3 The respective arbitral tribunal is responsible for ensuring that the matches are kicked off in time to keep to the schedule within the time frame of a matchday. The duration of game interruptions of all kinds is regulated by the DVV rules.
- 2.5.4 In groups of 5 teams, the non-playing team provides the referee on both fields at the same time.
 - _ If there are not enough people for all roles, linesmen and assistants may be dispensed with.

2.6 SCORING IN THE TABLES

- 2.6.1 The DVV rules apply to determine the ranking of all groups and levels, unless these rules deviate from them.
- 2.6.2 To determine the ranking of all groups:
the winning team receives 3 points for a 2:0 victory and 2 points for a 2:1 victory.
The losing team receives 1 point for a 1:2 loss and 0 points for a 0:2 loss.
- 2.6.3 If, after applying these rules, there is a tie for two or more teams relevant to promotion or relegation for a final table, the placement will be decided by lot.

2.7 OBJECTIONS TO GAME RATINGS

- 2.7.1 The board decides on objections to match evaluations in accordance with the regulations. The objection must be made in writing to the board.

03_ TEAM

3.1 REGISTRATION DEADLINES FOR TEAMS | GROUP DIVISION

- 3.1.1 All teams must register for the following season by October 31 to ensure proper planning.
- 3.1.2 Teams are grouped according to their performance of the previous season. New teams start at the lowest level.
- 3.1.3 The Assembly of Delegates may decide on a different classification at the request of a team. New teams that apply for a higher classification must be represented at the delegates' meeting by a spokesperson and justify their application. If the application for a higher grouping is rejected, they must declare whether they will still compete in the coming season. If the vote is negative, the right to vote at the Assembly of Delegates expires with immediate effect.
- 3.1.4 Based on the registrations, the board will prepare a preliminary overview of all participating teams of the new season about 14 days before the delegates' meeting, which will be sent to all team leaders.
- 3.1.5 The final decision on the group division will be made at the delegates' meeting. Until this date, late registrations of teams are possible without sanctions.
- 3.1.6 Any late registration after the delegates' meeting will be reviewed by the board. If a division is possible without major effort and there is no veto by a team from the affected group, the team registered later is considered eligible to play. A higher grouping of new teams is excluded in the event of late registrations. The fee for these teams is regulated by Financial Regulations.

3.2 REGISTRATION DEADLINES FOR PLAYERS

- 3.2.1 The registration of at least 6 players for the coming season must be received by the board by December 31 of the previous year of the season.
- 3.2.2 On the date of the match, all players must be able to identify themselves with a document in which their date of birth is noted.
- 3.2.3 Other players can be registered via the late registration form during the respective matchdays of the season.
- 3.2.4 If a team uses a person who has not been in the field of football by the end of the matchday, registration is still listed in the late registration, this team will be sanctioned for all matches played with this person. (see 3.7.)

3.3 TEAM SIZE

- 3.3.1 A team may consist of a maximum of 15 players.
- 3.3.2 Each team may have a maximum of 5 players per season to assist or help out. (see 3.4.)
These are not counted towards the maximum team size.
- 3.3.3 All matches in which players are on the match report sheet that result in the aforementioned maxima being exceeded will be sanctioned. (see 3.7.)

3.4 TEMPORARY ARRANGEMENTS FOR PLAYERS

- 3.4.1 Each registered player is allowed to assist in another team on a maximum of one match day. The assignment must be reported to the board via the substitution form by the end of the match day.
- 3.4.2 The following are sanctioned:
 - _ Any unreported participation
 - _ participation in a lower Level
 - _ Every further operation.

3.5 TEAM TRANSFERS OF PLAYERS

- 3.5.1 Team changes are possible if the season of the respective league has not yet started. The Board of Directors must be notified of the change by e-mail.

3.6 DEREGISTRATION OF PLAYERS

- 3.6.1 Deregistration is possible if an assignment has not taken place. A bet has taken place as soon as the name of the player is noted on the match report sheet. A cancellation must be communicated to the board by e-mail. The membership fee will be credited to the team.

3.7 PENALTIES FOR INCORRECT USE OF PLAYERS

- 3.7.1 Sanctions are imposed via the table. The team to be sanctioned will be charged points per affected game, as if this team had lost the game with 0:2 sets and 0:50 ball points. For the opposing team, the results remain unchanged.

04_ MATCHDAY

4.1 DATES AND VENUES

4.1.1 Match dates and venues will be determined and distributed during the DV.

4.2 CONFIRMATION OF MATCH DATES

4.2.1 Up to 6 weeks before the start of the season of the respective league, the match dates must be confirmed by the organizers of the match days, the team managers, the GruCos and the board.

4.2.2 If dates cannot be confirmed, the date on which confirmation is possible must be proactively named until the start of the season in a league.

4.3 INVITATION

4.3.1 The invitation to the match day should be sent to all responsible people in the group up to 6 weeks before the date. The location of the hall, the time of the opening of the hall and the start of the game must be communicated.

4.4 MATCH POSTPONEMENTS

4.4.1 In exceptional cases, matches may be postponed, but please note:

- Both team managers must agree
- Information about the venue and time of the match to GruCo & the board
- with the agreement of all those responsible, further matches can also be postponed so that the number of matches per matchday remains evenly distributed

4.5 CANCELLATION OF A MATCHDAY

4.5.1 If match days are cancelled by the organizing team, please note:

- if the organizing team is not at fault, there is no sanction (e.g. in the event of a demonstrable mis booking by the municipality, etc.).
- in the event of one's own fault, sanctions are due in accordance with the Financial Regulations
- cancelled match days must be made up for by the end of the season, the postponement is regulated below

4.6 POSTPONEMENT OF A MATCHDAY

4.6.1 In exceptional cases (e.g. decisions by municipalities, etc.), match days can also be postponed, but please note:

- $\frac{3}{4}$ of the team leaders must agree
- the result is binding for all teams in this group
- Information about the place and time of the match day to the GruCo & the board

05_ INCOMPLETENESS OF A TEAM

5.1 FAILURE DURING A MATCH

5.1.1 If a player is injured during a match, the team must continue playing with five players if no other players are entered for this team in the match report sheet. From the time of the outage, **point 5.2.2 applies**.

5.2 INCOMPLETE TEAM BEFORE A MATCH

5.2.1 A team with 5 players is considered incomplete.

5.2.2 In exceptional cases, teams may compete with 5 players on a single matchday of the season. It is important to note:

- _ at the beginning of the game, the team must indicate the position of the missing player.
- _ this "Ghost" player (G) rotates normally during the game, as if this player were present.
- _ if this team is in the service rotation, the point goes directly to the opposing team.
- _ Five players are not allowed to compete on subsequent match days and are considered a no-show

5.2.3 A team with less than 5 players is considered unfit to play and is therefore automatically not able to play (see **point 6**).

06_ INCOMPLETENESS OF A TEAM

6.1 PLAYABILITY

6.1.1 The non-appearance of a team is considered to be:

- _ Less than 5 players show up for the match
- _ 30 minutes or more after the announced start time for the match

6.1.2 The game in question of the unfit team is scored with 0:2 sets & 0:50 ball points. The team in question also receives another minus point. The respective opposing team is credited with 3 points, 2:0 sets and 50:0 ball points.

6.2 NON-ARRIVAL OF A TEAM

6.2.1 If a team does not travel on at least one matchday, this team is to be placed last in the final table (relegation place) and all games of this team are to be excluded for the calculation of the final table.

6.2.2 In exceptional cases, the team leaders of the affected group, the GruCos and the board can mutually agree on a solution to avert the aforementioned regulation.

6.2.3 For the team that does not travel, sanctions will be due in accordance with the financial regulations.

6.3 MATCH SCHEDULE CHANGES DUE TO NON-APPEARANCE OF TEAMS

6.3.1 If a team declares the non-arrival before the match day, the following must be observed:

- _ The team immediately informs the board of match operations and all other responsible people of its group
- _ of the GruCo and the remaining team leaders of the group agree on an adjustment of the match schedule

07_Q CUP

The Q-Cup, as a supplement to the league, is based on the aforementioned points 1 to 6 of the regulations.

The date must be between February 1 and the end of the QVL match season. Date, venue and GruCo will be determined at the DV.

7.1 ELIGIBILITY

7.1.1 All teams that finish first in their group at the end of the season qualify to participate in the Q-Cup.

7.1.2 The current title holder of the previous Q-Cup qualifies as another team.

7.2 MOVING UP TEAMS

7.2.1 If the team from 1st place cannot participate in the Q-Cup or is already qualified as the winner of the previous year, a second-placed team may move up. The following order must be observed:

- _1_ second-placed team in the same group
- _2_ second-placed team from another group in the same level
- _3_ second-placed team from another level

7.3 PLAYER PARTICIPATION

7.3.1 All players:

- _ must be a member of the QVL in the season that takes place in the calendar year in which the Q-Cup takes place
- _ may assist once in the Q-Cup in addition to the league phase (same level or higher)

7.4 TOURNAMENT MODE

7.4.1 The mode should:

- can be flexibly adapted to the number of participating teams
- consist of a group stage and a subsequent knockout round
- Allow all teams to play as many games as possible

Two sets are played per game. The participating teams can agree to play only one set in the group stage.

At the award ceremony, the winning team does not receive medals, but a challenge cup, which is passed on to the next winning team every year and returned to the board at the DV

7.5. NON-APPEARANCE OF A TEAM

7.5.1 For teams that do not travel, sanctions are due in accordance with the Financial Regulations.

The Q-Cup, as a supplement to the league, is based on the aforementioned points 1 to 6 of the regulations.

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