

DOUBLE JUMP: Another Leap Towards Greatness

Volleyball Tournament

Introduction

Get swept off your feet and soar through the skies at DOUBLE JUMP: Another Leap Towards Greatness! Feel the power of every jump as players duke it out on opposite sides of the net, rallying the ball until the victor comes out on top. Witness their split-second decisions that can make or break a set, the power in the spikes that push their very limits, and the excitement and desperation at every match point. If you see yourself destined for greatness, then put on your sneakers and ready yourself to see the view from the top.

Specific Guidelines

1. Each year level shall only be allowed to send one (1) to two (2) team/s entries per event.
2. Each participating group, c/o Point Person, shall submit the following requirements on or before September 28, 2024 through the Registration Form to be provided by the OIC:
 - a. Official Master list of the Participants including name, section, contact number, scanned HAU ID (front and back).
 - b. A Screenshot of the Schedule from the HAU Student Portal
3. Changes in the list of participants will only be entertained until October 4, 2024. A revised copy of the official master list of participants and the corresponding requirements for additional members should be submitted thereto.

Preliminary Games

1. The type of tournament to be used is Single Round Robin.
2. The highest standing will be qualified for the first slot in the Finals Games.
3. The 2nd highest standing will be qualified for the second slot in the Finals Games.
4. The 3rd highest standing will be qualified for the third slot in the Finals Games.
5. The 4th highest standing will be qualified for the fourth slot in the Finals Games.



Finals Games

1. Finals will be held on October 8, 2024.
2. There will be 1 team at each year level to compete.
3. The type of tournament to be used is Single Elimination.
4. Championship will be a best of three (3) matches.
5. The team's position and schedule of games shall be determined via seeding matches in preliminary games.
6. If the official player does not attend the said competition, no point/s will be awarded to his/her pillar.

General Rules

1. This Volleyball Competition shall be held in accordance with the rules of the International Volleyball Federation (FIVB) 2017-2022 Edition and as modified by and/or supplemented by the guidelines stated hereunder.
2. In case of any dispute on text, the English version of the FIVB Rules shall prevail.
3. Any unforeseen event not covered by the rules shall be dealt with as follows: Technical questions shall be resolved in accordance with the Technical Guidelines, Rules, and Regulations of Volleyball.

Game Proper

1. Team Composition
 - a. The team shall be composed of ten to fifteen (10-15) members.
 - b. Each team is required to have both men and women as players.
2. Coach
 - a. The team shall be headed by a coach (Faculty/Staff/Varsity Player/Student of the same year level).
 - b. Only the Coach (and the team) shall be allowed to stay within the team bench during official games.
 - c. The Coach/Team Captain is the ONLY person who is authorized to confer or ask for clarification regarding the guidelines and call of the referees or Technical Committee.

Playing Player's Regulation

1. All players of the team must be within the vicinity of the court before the end of the 2nd set of the game.
2. The beginning of the game shall be delayed for a MAXIMUM of ten (10) minutes if the players did not attend the allotted time before the start of the game. The TEAM or PLAYERS will be subject to DEFAULT or GAME FORFEITED.
3. Each team has five (5) minutes to warm up prior to its respective game.
4. The games shall start with a toss coin to determine the server and the receiver team.
5. Normal substitution procedures shall apply at all periods (except when certain rules do not apply). A player may enter in a game as a substitute as many times as possible within that period and considered as having played only in that period/set.
6. The ball is served into play.
7. A team can touch the ball three (3) times on its side of the net.
8. Teams can also try to block the opponent's spike as it crosses the net, which is not counted to the three (3) times touch opportunity.
9. Six players on court in a volleyball team, who each must rotate one position clockwise every time their team wins back service from the opposition.
10. Only the three players at the net positions can jump and spike or block near the net.
11. The backcourt players can only hit the ball over the net if they jump from behind the attack line, also known as the three-meter line, which separates the front and back parts of the court.
12. All games shall be played on two (2) out of three (3) sets following the Rally Point System.
 - a. A team that scores 25 points with a minimum lead of two (2) points wins a set. In case of a 24-24 tie, play is continued until a two-point lead changed (ex.; 26-24; 27-25; etc.); should there be 3rd or deciding set, the change sides of the court shall be at score 13 and the team which scores 25 points or with a minimum lead of two (2) points, wins a set.
 - b. In the Championship Match, games will be played in three (3) out of five (5) sets. Should there be a fifth (5th) or deciding set, teams change sides of the court at score eight (8) and a team that scores 15 points or with a minimum lead of two (2) points wins the set.

Serve

1. The server must serve from behind the end line until after contact.
2. The player has eight (8) seconds to serve the ball.
3. Ball may be served underhand or overhand.
4. Ball must be clearly visible to opponents before serving.
5. Served ball may graze the net and drop to the other side for points.
6. First game serve is determined by a volley, each subsequent game shall be served by the previous game loser.

Rotation

1. The team will rotate each time they win the serve.
2. Players shall rotate in a clockwise manner.
3. There shall be six (6) players on each side.

Game Proper

1. Maximum of three hits per side.
2. The player may not hit the ball twice in succession (A block is not considered a hit).
3. The ball may be played off the net during a volley and on serve.
4. A ball touching a boundary line is considered in line.
5. A legal hit is when the ball contacts the player's upper body, including the waist, which does not allow the ball to visibly come to a rest.
6. If two or more players contact the ball simultaneously, it is considered one play and the players involved may not participate in the next play.
7. A player must not block or attack a serve.
8. Switching positions will be allowed only between front-line players (After the serve only).

Basic Rule Violation

1. Stepping on or over the line on a serve.
2. Failure to serve the ball over the net successfully.
3. Hitting the ball illegally (Carrying, Palming, Throwing, etc.).

4. Touches the net with any part of the body while the ball is in play. If the ball is driven into the net with such force that it causes the net to contact an opposing player, NO FOUL will be called, and the ball shall continue to be in play.
5. Reaching over the net, except under these conditions:
 - a. When executing a follow-through.
 - b. When blocking a ball that is in the opponent's court but is being returned (the blocker must not contact the ball until after the opponent who is attempting to return the ball makes contact), except to block the third play.
6. Reaching under the net (if it interferes with the ball or opposing player)
7. Failure to serve in the correct order.
8. Blocks or spikes from a position that is clearly not behind the 10-foot line while in a back-row position.

Proper Decorum

1. No jersey, no shoes, no play.
2. No pants or jeans during the game.
3. Any misconduct and un-sportsmanship act shall be subjected to player ejection from the game or disqualification.
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Conduct of Competition

1. The Referee shall prohibit any discussion about his/her decision.
2. The teams shall be within the vicinity of the court ten (10) minutes ahead of their scheduled time of play. Five (5) minutes prior to the start of the match, the Referee will conduct the toss coin and game proceedings. The game shall start as scheduled.
3. Players, and coaches, including identified team supporters, pointing dirty fingers, use of profane language, or any derogatory remarks addressed to the officiating officials, shall be WARNED and repetition of the same offense warrants sanction. The team shall be sanctioned by loss of service or point against if the spectator is identified to be the team supported.

4. At the end of the match, team captains shall congratulate and shake hands with the Referees (a gesture of sportsmanship) and sign the score sheet to ratify the result of the match.

Participants' Conduct

1. Participants must know the "official volleyball rules" and abide by them.
2. Participants must accept the Referee's decision with sportsmanlike conduct, without disputing them.
3. Participants must refrain from action or attitude aimed at influencing the decision of the referees or covering up the faults committed by their team.
4. Participants must behave respectfully and courteously in the spirit of fair play not only towards the referee but also towards the officials, the opponent, teammates, and spectators.

Awards

- Champion
- 1st Runner-Up
- 2nd Runner-Up
- Mythical 6
- Most Valuable Player (MVP)

Note: All Volleyball players must wear their official uniform, if available, in receiving awards, during the awarding ceremony of the SOC Days 2024. Failure to appear during the awarding and closing ceremonies forfeits their award.

Note: Any problem encountered must be addressed to the corresponding Officers-in-Charge for the event before, within the course, or after the competition but before the awarding ceremony takes place. Otherwise, the concern will no longer be entertained.



Contact Persons

If there are queries or concerns, you may contact the following.

Eina Loux Ruiz

Councilor for Events Management

Email: elruiz.cscsoc@gmail.com

Messenger: m.me/louxna?mibextid=LQQJ4d

Clarence Matthew F. Yabut

Officer in Charge – Alpha Foxes

Email: 11matt.cf@gmail.com

Messenger: <https://m.me/SeeMattFY>