

# **WINNIPEG MEN'S** **VOLLEYBALL LEAGUE**

**BY-LAWS - Revision No. 17 – August 25, 2022**

## **Section I**

### **A) The League**

1. If it is deemed by the League Executive to be in the best interest of the League to accept new teams or increase or decrease the number of teams participating in the League, the Executive may do so and have the decision ratified at the next meeting of the League Directors.
2. A Director may appoint a substitute in his place by contacting the President or the Secretary prior to a meeting. Decisions rendered are binding to all teams, whether or not a delegate was present to vote at the time, and providing the majority of members are represented.

## **Section II**

### **A) Dues**

1. Each member team shall complete a League entry form and pay the \$500 Registration (Deposit) Fee by cheque, Etransfer, money order or Visa/Mastercard to the League Treasurer at the Organizational Meeting. The remaining balance of the Annual Fee will be paid by cheque, Etransfer or money order to the League Treasurer by September 30<sup>th</sup>.

On-line registration to be completed before the date of the first regular season match.

2. Any team which withdraws from the League in writing ten (10) days after the Organizational Meeting of the current season will have its Registration Fee refunded. Any team withdrawing after this date will automatically default its Registration Fee.

3. The League will not accept post-dated cheques as payment of fees or other assessment. Any team that writes a NSF cheque to the League will be automatically suspended. The suspension will remain in effect until all debts are paid to the League and the cheque clears through the League's financial institution.
4. Teams that have paid dues ~~paid~~, as per No. 1 above, shall have the right to vote on League Matters.
5. A late payment fee will be charged and deducted from a team's performance bond in accordance with the following fee schedule;
  - Any portion of fees not paid by October 1<sup>st</sup> - \$ 25
  - Any portion of fees not paid by November 1<sup>st</sup> – add \$50 to above
  - Any portion of fees not paid by December 1<sup>st</sup> – add \$75 to above

### **Section III**

#### **A) Team Composition**

1. Each member team must assemble it's team using Volleyball Manitoba's on-line registration system (National Registration System – NRS provided by Volleyball Canada) by selecting players registered with Volleyball Manitoba prior to the first League match. A team must have at least eight (8) players.
2. Each team may make additions to its playing/team roster throughout the season subject to Article 10 of this Section. A player can be added to a team roster by registering with Volleyball Manitoba and by being added to the Volleyball Manitoba on-line roster prior to playing in any match.
3. It is the responsibility of the team representative to inform the League Secretary in writing of any changes made to the Volleyball Manitoba's on-line team roster system. Any player who has not been added to the on-line roster system will be considered as not registered with that team for the current season and will not be allowed to participate in the League.
4. The use of one or more ineligible players will result in automatic default of that match by the offending team.
5. Players will be allowed one transfer during the season, the transfer must be made prior to the deadline for final team rosters.
6. Transfer forms (an email) are to be completed and forwarded to the League Executive for approval/processing.
7. A player may be registered with only one team during the current year or season.

8. A registered player may participate with an alternate team in the same Tier or higher Tier for a maximum of two matches per round. Should he compete for a third time with the alternate team in the same Tier or the higher Tier, the alternate team or the higher tier team will default that match and any subsequent matches that the players participate in that round. Should the player participate for three games then he shall be ineligible for play on his original team and may transfer to the higher Tier team.
  - (a) The team using the alternate player must inform the league, prior to the match, of the alternate player's participation.
  - (b) The alternate player's name, team and tier must be noted on the match scoresheet.
9. The Executive is duly empowered through the Constitution to implement changes and tier formations which are in the best interests of the League. Ratification by Directors will be at the next meeting of the Board.
10. To qualify for playoffs, a player must participate in league matches for a minimum of four matches throughout the season. Referees and opposing teams should verify that all players on the roster have indeed been present for the game (at the end of the game).
11. Each member must be registered with Volleyball Manitoba.
12. ~~General: A team can play a whole game with a minimum of 5 players, but they will only be eligible for a MAXIMUM of 2 points total for sets won for that game. Removed in 2012-13 except condition c.~~
  - ~~a. Arriving Late: In the event that the player arrives late, then he has to wait until the current set being played is finished before entering play. His team will only be able to take a MAXIMUM of 2 sets won in which the player was absent. Note: his name will have to be written on the roster before the game starts, as per VC rules, otherwise, he will not be eligible to play.~~
  - ~~b. Leaving the Game: In the event that a team goes from playing with 6 players to 5 players, that team will only be eligible for a MAXIMUM of 2 points total for sets won, unless in the case of an obvious injury. (see item d).~~
  - c. Injury: in the event that a player gets physically injured AFTER the game has started and it is visually obvious, then his team can play at 5 vs 6 and collect all the points for sets won. (Eg. broken or sprained ankle, finger, knee). If both teams end up with only 5 players following injuries the game is played up to 3 sets (best 2 of 3) any team can collect all of the points for sets won. If a replacement player shows up on either side and before the third set, then the game will be played in it's entirety. If a replacement player arrives during the 3rd set, then he won't be allowed to play since

the game will be done after the 3rd set.

- d. ~~Rules of play with 5 players (ghost rule): The team will be allowed to have three players in the front row and two in the back row. The serving team will lose its serve when the "ghost" player will come into serving rotation and therefore the other team will serve again, but with a different server.~~
- e. ~~Number of times applicable: This rule can only be applied to each team three times in the season.~~
- f. ~~Trial Period: This rule is for a one year trial period. Removed in 2012-13 season.~~

**Examples:**

~~1- Team A only has 5 players and team B has 6 at the beginning of the game, Team 'A' and Team 'B' both play the game as scheduled, but team A will only be allowed 2 wins even if they win more than 2 sets.~~

~~2- Team A only has 5 players at the beginning of the game, but 6th player shows up after the beginning of 2nd set, the new player has to wait for the 2nd set to end and can play from the 3rd set on. Team 'A' will be allowed to collect all their wins up to that point. If he arrived any later, they would only be allowed a maximum of 2 wins up to that point. Game goes on normally after he's in play again.~~

~~3- Team A has 5 players in the beginning of the game and team B with 6 players wins 3 sets. The 6th player for Team A shows up before the start of the 4th set. Game goes on normally and Team A will be allowed to win and have the point for the 4th set~~

## **Section IV**

### **A) Playing Regulations**

1. Effective November 1st of the regular season play, each member team must have matching tops with numbers front and back (in the centre) as outlined in the VC (Volleyball Canada) Rule book. Teams must have shorts of the same basic colour. Any team unable to field a team in proper uniforms after the deadline will be fined as per Section VI. The assigned official shall have the responsibility to enforce this rule. A team captain shall write on the back of the scoresheet if this is not observed.
2. Teams must be warmed up and ready to begin play at the scheduled starting time. It is the responsibility of both teams to make sure that the net is set up as a first priority. If a team is not ready to begin play at the scheduled time, the first game is defaulted. If the team is not ready after a further 15 minutes delay, the second game is defaulted. If the team is not ready after a 30 minute delay, the match is defaulted with a score of 4 Wins to 0 Losses.
3. The league will provide:

- (a) a scoresheet and officials will provide their own flip cards, the referee will record the score and place the scoresheet in the league provided scoresheet container. If no referee is present the winning team is responsible to ensure that the scoresheet is placed in the league provided scoresheet container for pickup by facility convenors,
- (b) a game volleyball,
- (c) a protocol for taking down the nets, the winning team is always responsible to take down the nets and ensure that the equipment is returned to its proper storage location. During Tier Play-Offs, the higher placed team shall put up the volleyball equipment.

N.B. The Executive may direct other actions for the completed scoresheets.

4. Teams that have only five (5) players at the time of scheduled matches, will be allowed to play five (5) against six (6) for a maximum of three (3) sets. The score will be recorded with the non-offending team declared match winners. This allows teams to have competitive play with an official under match conditions. The offending team will be assessed penalties under Section VIII 2c and 2d if the game is not played, no fine will be applied if the game is played (reinstated and modified in 2012-13).
5. All regular season and playoff matches shall be completed as per **VC** regulations assuming that the match has started on time and unless a specific notice has been issued for a particular facility.
6. Match time limits may be published every season for the various venues. The referee shall decide time by his/her watch. When Venues have unlimited time permits, the match shall be completed according to VC Rules.
7. Matches must be played on the date (day) as scheduled. Teams must participate in all scheduled matches and be governed by League By-Laws. Teams that can not participate for a scheduled match must advise first the other team and second the league convenor. A defaulting team, who have fulfilled the conditions outlined in Section VII (2) (g) and/or (h) can make all the necessary arrangements to try to reschedule the match prior to the end of round robin play. If the match is satisfactorily rescheduled, the actual result shall count in the standings. The league will not normally arrange rescheduled matches.
8. Teams having no assigned referee present for a scheduled match shall appoint a referee from the spectators or a team player. Teams may referee alternate games if so desired. Teams will be credited a share of \$ 40 towards their performance bond depending upon how the match is refereed. The match will not be rescheduled.
9. For facilities with match time limits, time outs will not be allowed in the last five (5) minutes and substitutions will not be allowed in the last two (2)

minutes.

10. All League matches shall be four (4) Sets. Providing Teams are tied two (2) Sets each, a fifth (5) Set shall be played, within the scheduled time. The Fifth (5) Set shall be played with a two (2) point advantage.
11. Teams may have 12 substitutions per game. There is no limit on the number of times any one player may be substituted except that the total number of substitutions per game can not exceed 12. For example, two players may be substituted for each other 6 times and no other players may be substituted.
12. When competition is scheduled or is occurring on an adjacent court(s) it is the fault of the player(s) to enter the adjacent court to play the ball or after playing ball. The free zone including the service area on the adjacent court is a playable area.

~~13. New item 13. introduced on August 24, 2021 for the foreseeable future. The league will adhere to all public health orders, facilities rules and regulations and Volleyball Manitoba's Return to Play requirements. Also, to help ensure increased safety of all involved and to minimize disruptions to the league, all teams will be formed by players who are fully vaccinated against the Covid-19 virus — no exceptions. Only individuals on the roster are allowed to attend games. Proof of full vaccination must be provided to the league president in advance of any game. The team captains will assemble digital copies of their players vaccination qr codes. The league president will scan the qr codes using the Manitoba Immunizer App. The scan will reveal the name and the status of the vaccination with a check mark and a green screen indicating that the player is fully vaccinated and can participate in league play. The league president will send a confirmation email to each team captain indicating the approved roster.~~

~~Vaccine booster shots may be considered later depending upon future public health official advice.~~

~~If a breakthrough case of Covid-19 impacts a team's ability to participate on a given week (i.e., many team members are considered close contacts and must self-isolate), this will unfortunately have to be considered a default by the affected team. This is the same policy that is currently in place if a team is unable to play on a given week for any reason (Section IV, Subsection A No. 7). Teams will have the opportunity to make all necessary arrangements to try to reschedule their match prior to the end of round robin play. If the match is satisfactorily rescheduled, the actual result shall count in the standings. The league will not normally arrange rescheduled matches. There will be no refund as gym time and officials will have been booked and paid for in advance.~~

~~If league play must be stopped because of Public Health Orders affecting the~~

~~general population, the league will cease all operations and determine next steps at that time.~~ **Removed at the 2022-23 OGM until further notice.**

## Section V

### A) League Format

1. Each Tier will consist of 8 teams ideally. The League Executive reserves the right to increase or decrease the number of teams in each Tier if such a change is in the best interest of the League.
  
2. Team Movement
  - (a) Start of season new teams will be graded by the Executive and placed in appropriate Tier.
  
  - (a) Team movement for the start of each annual season of play shall be determined as follows:
    - (i) add playoff rankings (as determined by section (ii) herein) to the team's last round points (as determined by number of sets won in the last round only, per section (h) herein);
  
    - (ii) playoff rankings shall be awarded points as follows:
      - 1<sup>st</sup> place: 8.0 points
      - 2<sup>nd</sup> place: 7.0 points
      - 3<sup>rd</sup> place: 6.0 points
      - 4<sup>th</sup> place: 5.0 points
      - 5<sup>th</sup> place: 4.0 points
      - 6<sup>th</sup> place: 3.0 points
      - 7<sup>th</sup> place: 2.0 points
      - 8<sup>th</sup> place: 1.0 points
      - default playoff match: 0.0 points;
  
    - (iii) In the event that the formula set out above in paragraphs (i) and (ii) produces a tie, the team with the higher playoff ranking shall win the tie for the purposes of determining team movement between tiers.
  
    - (iv) the above is subject to the addition of new teams or the loss of existing teams and the executive shall use its best discretion in determining tier structure at the start of each annual season of play.

- (c) Where a previous member team has added significant calibre players the Executive may place that team in a higher Tier.
- (d) Following completion of the each **round of play, the top two teams** in each Tier will automatically move to the next higher Tier. The **bottom two teams** of each Tier will move down a Tier.
- (e) ~~Following completion of the first schedule of play, the second team in each Tier shall have the right to challenge the second last place team of the Tier higher to them for the right to play in the higher Tier. When the lower Tier wins the challenge, it shall assume last place in the higher Tier and will receive 1/2 point and the losing higher Tier team will assume first place in the Tier below receive 4 points to start the second half.~~ **Removed on a trial basis in 2010-2011 until further notice.**
- (f) ~~Following the completion of **each round** of play, the above system (d & e) will also apply in team movement.~~
- (g) All teams will be involved in playoffs, except for unique circumstances which will trigger an appropriate fee rebate.
- (h) Points awarded for League matches.

Set Win -----1 Point  
 Set Loss -----0 Points  
 Default -----0 Points

Match winning team will earn an extra 0.5 points if the team wins 3-2 or 3-1. Team will receive 3.5 points (from 2009-2010 organization meeting, -removed in 2012-2013 and re-instated in 2013-2014)

- Example Team A scores 3 - 2 victory over Team B
- Team A will receive 3.5 points, Team B will receive 2 points.
- Games in which a team wins all four games will still result in 4 points, no half point for the sweep.

- (i) ~~Points awarded for start of **each round** will be;~~ removed in 2012-2013)

First place team	4	points
Second place team	3 1/2	points
Third place team	3	points
Fourth place team	2 1/2	points
Fifth place team	2	points
Sixth place team	1 1/2	points
Seventh place team	1	point



Eighth place team ——— 1/2 ——— point

- (j) ~~Challenge matches will be arranged by the executive and shall take place following the end of the first schedule of play. Challenge matches at the end of the season will not be scheduled until the following season and then only if the league executive determines if it is necessary.~~ **Removed in 2010-2011 on a trial basis until further notice.**
- (k) Points for each round and playoffs will be adjusted to suit the number of teams in each tier to ensure that only half point or whole point increments are used.
- (l) In situations where a game is not played for various reasons out of the control of the teams, and there is no time to facilitate the game, the points for the match will be split 2 – 2 for the purposes of completing the results for the round to provide as neutral of an effect on team movement as is reasonable.

## **Section VI**

### **A) Protests**

1. Teams must comply with the **VC** protest rules and regulations as set down in the **VC** Rule book.
2. All protests shall be acted on by the League Executive or Protest Committee and appropriate action taken.

## **Section VII**

### **A) Performance Bond**

1. The League has deemed that a performance bond of one hundred dollars (\$100.00) be paid to and held by the Winnipeg Men's Volleyball League and returned once the League activities are finalized or a team disbands.
2. Forfeit of the Performance Bond is as follows:
  - (a) Team representative missing a duly called meeting \$20
  - (b) Team not having sufficient players at scheduled League match - first offence \$40
  - (c) Team not having sufficient players at scheduled League match - second offence \$40

- (d) Team forfeiting two match bonds will be suspended from the League for the remainder of the season and forfeit all fees and bond.
- (e) Team not having a representative at a League activity that was called for by the Executive. \$20
- (f) Gym facilities damaged by a member team. Total Costs
- (g) Teams who phone the scheduler to default a match with less than 48 but more than 24 hours notice will be fined. \$20
- (h) Teams who phone the scheduler to default a match with more than 48 hours notice will not be fined.
- (i) Teams who are not in proper uniform as required in Section IV – A – 1 do not automatically default the match but will be fined according to the following fee schedule
  - First offence \$20
  - Second offence \$40
  - Third offence Default

## **Section VIII**

### **A) The Executive**

1. The Executive shall be duly elected annually by the Directors and shall consist of a President, Vice President, Treasurer and Secretary, and the outgoing President.
2. The Executive may appoint an Executive Director who shall run the affairs of the League as directed by the Executive.

### **B) Executive Responsibilities**

#### **1. President**

- (a) Be the official spokesman of the League.
- (b) Chair all meetings of the League.
- (c) Be responsible for the coordination, organization and delegation of duties to the Executive and Board.
- (d) Be responsible to the General Membership of the League for actions of the Board.

#### **2. Vice President**

- (a) Assume responsibilities when the President is unable to attend

- meetings or is absent.
- (b) Be familiar with all phases/operations of the League.

3. Treasurer

- (a) Be responsible for maintaining an up to date record of all finances of the League.
- (b) Submit a report on the League finances when called for by the President or the Board.
- (c) Control the collection and distribution of funds of the League.
- (d) Aid in other activities of the League.
- (e) Finalized Budget after the Annual General Meeting.

4. Secretary

- (a) Be responsible for maintaining up to date minutes of all Board meetings.
- (b) Be responsible for the distribution of minutes to all concerned.
- (c) Be responsible to maintain up to date mailing lists of all member teams.
- (d) Aid in other activities of the League.

5. Past President

- (a) Act as an advisor in the operation of the League.

C) Team Responsibilities

1. Directors

- (a) Act as liaison between the Executive/Board and team members.
- (b) Aid in other activities of the League.

D) Tier Representatives

1. Convenor

- (a) Coordinate Gym and Tier schedule for teams within his Tier.
- (b) Insure that Annual Dues and team assessments are collected within Tier with Assistance from the Treasurer.
- (c) Maintain an up to date Tier result Record/Board at each playing facility.
- (d) Ensure all teams within his Tier have registered players.
- (e) Be responsible for a Tier Report to the Annual General Meeting.
- (f) Aid in other activities of the League.