



**Official Volleyball Rules Governing the Annual
NORTH AMERICAN CHINESE
INVITATIONAL VOLLEYBALL TOURNAMENT**

Last Officially Board Approved: August 30, 2023
(NACVA: W. Lee)

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SECTION 1: MEN'S DIVISION (9-Man)

M1.0 ORGANIZATION

- M1.1 The official name of the tournament shall be “**North American Chinese Invitational Volleyball Tournament**” (abbreviated **NACIVT**) with the number of years of tournament existence placed in front of “**NACIVT**”.
- M1.2. This tournament will be hosted by the following cities: Los Angeles, Boston, Montreal, Toronto, Washington, San Francisco, and New York. Each city reserves the right to withdraw from hosting the tournament. However, as a courtesy to the other cities, the city with intentions of withdrawing from hosting a tournament must inform the other cities in writing or verbally one year in advance.
- M1.3. The “**North American Chinese Volleyball Association**” (**NACVA**) shall consist of nine members. *Members can be male or female.* It will comprise of representatives from the various hosting cities. The **NACVA** is responsible for the interpretation, the addition, and the modification of all rules and to provide a forum for protests. A majority vote of present members available at the tournament is required to render a decision. The **NACVA** is the highest authority of each tournament in deciding rules and its decision(s) will be final.

NOTE: Although all present NACVA members can be involved in all discussions, there might be occasions where NACVA members from the same city or area as the team(s) protesting, might have to exempt themselves from an official vote. This is a suggestion and is not mandatory.

(Notation: the NACVA was formed in 2014 to replace the NTC as the governing body of the NACIVT and became effective at the 71st NACIVT.)

- M1.4 **NACVA** is the sole authority to assign the **NACIVT** to its host city in the following manner. The **NACIVT** will be managed by the “**Tournament Committee**”, as designated by the Chinese Consolidated Benevolent Association of the city or other host organizations sponsoring the tournament. In addition to the management of the tournament, the **Committee** will be responsible to hear and to resolve any protests. In the event that a resolution by the **Committee** is unsatisfactory to the protesting team(s), the protest can be brought to the **NACVA** for review.

M2.0 PLAYERS & ELIGIBILITY

M2.1 Eligibility of Players

- A. To participate as a player in the NACIVT, players must be of Asian descent in whole or in part and have origins in one or more of the following approved/eligible countries: Myanmar (formerly Burma), Cambodia, China, Hong Kong, Indonesia, Japan, Korea, Laos, Malaysia, Mongolia, Nepal, Philippines, Singapore, Taiwan, Thailand, or Vietnam.

NOTE 1: Mongolia was added at the 57th NACIVT, effective 58th NACIVT.

NOTE 2: Approved on 8-1-2018 and effective as of the 74th NACIVT in Montreal, Nepal has been added to the list of Eligible countries.

- B. Contesting Eligibility – Prior to the start of a match or at any time during a match, a team's Captain or Coach may approach the Head Referee to contest the eligibility of an opposing player. The Head Referee will escalate to the Tournament Committee, who may require a player to show/demonstrate proof of compliance under the eligibility rule M2.1A. Burden of proof shall be the responsibility of the player. It is recommended that participants bring all applicable documentation to support his/her ethnicity claim. If, in the opinion of the Tournament Committee, a player cannot satisfactorily prove their eligibility, the player will not be permitted to play in the present and all future NACIVT tournaments until the player demonstrates proof of eligibility.

All participants previously accepted into the NACIVT by either the hosting Tournament Committee or the NACVA in regard to eligibility, will not be subject to re-examination.

- C. In the event that an eligibility contest cannot be satisfactorily resolved by the Tournament Committee, the contest will be submitted to the NACVA for further review. The decision of the NACVA will be final.
- D. Games completed by the team which has a player who is later identified to be ineligible, will stand. If a player who is declared ineligible continues competing in the tournament, the team on which the ineligible player participates will forfeit all future scheduled matches and any completed sets/matches from when the ineligibility of the player was confirmed. That team will also be subject to review by the NACVA regarding future participation in the NACIVT.

Note 1: Players who might have been grandfathered in the past must now play under the 1/3 Guidelines. The one exception was made for Ron Whitmill because he was the only grandfathered player active in the 2007 NACIVT.

Note 2: Ron Whitmill is no longer grandfathered and must play under the 1/3 guidelines.

M2.2 Team Content

- A. All teams must have at least 2/3 of its players (6 players) on the court at all times who are of “Chinese descent” in order to participate in any of the games of the Tournament. Of the 6 players, five must be 100% Chinese and the sixth player can be part Chinese but no less than 50% Chinese. The remaining 1/3 of the players (3 players) on the court must be of Asian descent in whole or in part (Asian as defined by the eligible Asian countries stated in Section M2.1A.)

NOTE 1: The above Content Rule change is effective with the 78th NACIVT in 2023. Change was approved by the NACVA Board in June 2023. The application of and the adherence to the Content Rule will be monitored and evaluated on an ongoing basis.

- B. At any time while a set/match is in progress, a team Captain or Coach may address the first referee for a “Content” check of the opponent’s players who are on the court. If a team is found to be “out of Content”, the first referee will require that team to immediately alter their playing lineup in order to comply with the Content rule.

NOTE: See Section M2.3 (Content Violation Penalties) regarding points scored by the offending team or points removed from the offending team when a Content violation is assessed.

- C. If a team is unable to field a lineup with at least 2/3 of its players who can meet the guidelines stated in Section M2.2A, the team shall be declared in default and forfeit the set and eventually the match when following the rules surrounding forfeitures. The results of any sets/matches already played prior to finding the Content discrepancy will stand.

NOTE: If a team is discovered to be totally unable to field 2/3 of its players on the court in order to meet the rules stated in Section M2.2A for the remainder of the tournament, that team will immediately forfeit all of its future sets/matches.

M2.3 Content Violation Penalties

- A. First Content Violation

The first Content violation committed within any set of a match will result in a warning. If discovery of the violation is before a ball is in play, the First Referee will direct the team to adjust its lineup on the court to meet the Content rules.

If the Content violation is discovered while the ball is in play but before the final whistle ending a play, the First or Second referee should stop play immediately. The team at fault must adjust its lineup and the point is replayed (for FIRST violation ONLY). As stated in M2.2B all points scored by the violating team prior to the discovery of the violation will remain. If a point is scored by the violating team and the illegal lineup is subsequently

discovered prior to the next whistle, the point is removed and replayed. The illegal lineup is adjusted and a WARNING is issued against the violating team, Points scored prior to the discovery of the illegal content will remain.

B. Second Content Violation

A second Content violation committed by a team within the tournament will result in a Side Out and a point awarded to the opponent. If the violating team scored a point during the discovery, that point is removed, All points scored by the violating team prior to discovery of the violation will remain.

C. Third Content Violation

A third Content violation committed by a team within the tournament results in the immediate forfeiture of the set/game being played. The game score is 11-0 for the opponent. If the forfeiture occurs before the final game of a match, the match continues to the next game. The scores of any games completed prior to the forfeiture will stand.

The violating team is automatically on probation for the remainder of the tournament. The team is subject to expulsion from the tournament for any further infractions against the NACIVT's Code of Conduct.

In addition the violating team forfeits its Security Deposit. If the team's Security Deposit has previously been forfeited, the Tournament Committee reserves the right to forfeit the Security Deposit against one of the other teams (mens or womens) which belong to the same organization as the violating team, The team is placed on probation for future NACIVT participation as determined by the NACVA Board.

D. Fourth Content Violation

Team is immediately expelled from any further competition in the tournament. The team's organization will be subject to review by the NACVA Board regarding its future participation in the NACIVT.

M2.4 Content penalties by a team are accumulative and carry over from set to set, match to match.

M2.5 A team which is expelled from the tournament must still complete its Work assignments according to the Play Schedule, Failure to do so by the team or its organization will impact their future participation in the NACIVT as determined by the NACVA Board

(Notation 1: Previous articles under M2.3 and M2.4 were originally approved effective with the 77th NACIVT in Providence, RI)

(Notation 2: M2.3 and M2.4 were modified and approved effective with the 78th NACIVT in Baltimore, MD by the NACVA.)

M3.0 OFFICIALS

- M3.1 The Tournament Committee shall be responsible for developing a schedule and designating teams to officiate each game. If a team fails to report to the court on time in which they are designated to work, this will result in the forfeiture of the team's next game (not match). The score of a forfeited game will be 11-0.
- M3.2 Officiating teams shall consist of a referee, an assistant referee, two scorers and two linesmen for all matches.
- M3.3 The referee has absolute authority during the game. He will make decisions regarding player(s) committing errors, fouls, scoring a point and completing a game. If the referee's decision lacks sufficient proof or evidence and therefore, requires further clarification, each team can declare a protest. The protest must be declared by the team's Captain or Coaches and forwarded to the Tournament Committee. If the Tournament Committee cannot resolve the protest, then the NACVA will provide the final resolution.
- M3.4 The team captains and coaches are responsible for the conduct and discipline of their team members. During the match and when the ball is out of play, only the team Captains or Coaches may speak to the referees. Participants must behave respectfully and courteously in the spirit of fair play, including referees, other officials, opposing teams, opposing team members and spectators.
- M3.5 The referees also have the authority to penalize unsportsmanlike conduct in the form of a warning to any regular player, substituted player, or coach. He also has the authority to award points to each team and/or dismiss such a player from the game. Unsportsmanlike conduct are actions as follows:
- A. To continue to argue about the referee's decision.
 - B. To insult and/or criticize the officials.
 - C. To insult and/or criticize any player of the opposite team.
- M3.6 The assistant referee shall inform the scorers about player substitutions.
- M3.7 The assistant referee shall be posted opposite to the referee. His primary responsibility is to aid the referee in observing net contacts and foot violations. He shall report all observations to the referee upon request or as the violations occur.

(Suggestion: The Referee should concentrate on the flight of the ball. The assistant should concentrate his attention on the net at all times. The assistant referee is allowed to call (whistle) any faults or errors as they occur, with the exception of piking, which can only be called by the first referee. However, the assistant referee can suggest.)

- M3.8 The scorers will record the score of the match. The scorers shall sit next to the assistant referee and opposite the referee. The scorers shall record numbers of all servers prior to the start of each game. The scorers shall also keep a record of the service rotation.
- M3.9 The linesmen shall stand (not sit) at the opposite corners of the court. They shall have a clear view of the sidelines and end lines. The linesmen shall have the responsibility of visibly signaling the referee of the following events:
- A. Server touches the baseline when the ball is contacted for service.
 - B. Server not having at least a part of one foot on the ground when the ball is contacted for service.
 - C. Where the volleyball contacts the ground.
 - D. The last player to contact the ball prior to the volleyball contacting the ground.
 - E. Ball is IN or OUT when landing near the lines.
 - F. The touches of OUT balls.
 - G. Ball touching the antennae.
 - H. Ball crossing the net outside of the crossing space and into the opponent's court.

Upon request, the linesmen shall report their observations to the referee. The referee has the power to overrule the linesmen. At the discretion of the referee, he can also declare a "replay" if members of the officiating team have a difference in judgment and the referee is unable to render a judgment on the play.

M4.0 COURT AND NET

- M4.1 The volleyball court shall be a rectangle having the dimensions, 66 feet in length and 33 feet in width. The court shall be level without any obstructions.
- M4.2 The volleyball court shall be marked with straight, highly visible two-inch lines. The lengthwise lines are designated as sidelines and the widthwise lines are designated as end lines and centerline. Any fixed structures (such as walls, buildings, etc.) shall be at least 5 feet outside these lines.
- M4.3 The net shall be set up in the middle of the court having equal distance from, and parallel to the end-lines. The top of the net shall be level. The height at the center of the net shall be 7 ft. 8½ in.
- M4.4 Antennas shall be installed on each end of the net in line with the sidelines. Antennas shall extend a minimum of 1½ ft. above the top of the net.
- M4.5 The referees will review any court restrictions that may impact the game and inform the Captains prior to the start of a match.

M5.0 TEAM ROSTER

M5.1 Each team shall consist of not more than **18 MALE** players; one or two of which may be designated as “Captain” and “Co-Captain”. The names of all players shall be submitted prior to the start of the Tournament. Only those players, whose names have been submitted, are allowed to participate throughout the tournament.

(Note 1: Rosters increased from 15 to 18. Ratified at 50th Captain’s meeting in Boston. Effective: 51st NACIVT.)

(Note 2: Roster increased from 18 to 21 effective @ the 77th NACIVT in Providence, RI.)

(Note 3: Roster adjusted from 21 to 18 effective @ the 78th NACIVT in Baltimore, MD. Approved by the NACVA Board on May 15, 2023)

M5.2 9 of the 18 players are regular players and the other 9 are substitutes.

M5.3 Each player shall wear a uniform and all servers must have a clear and legible number(s) on the front and/or back of the uniform.

M6.0 PLAY REGULATIONS

M6.1 The NACIVT 9-man Volleyball Rules supersede any other volleyball rules. However, in the case where certain rules are not defined within the NACIVT 9-man volleyball Rules, the most current “USA Volleyball Indoor Domestic Regulations” shall be used for consultation.

M6.2 At the start of the match, one of the two opposing team captains will call the toss of a coin. Winner of the coin toss shall have the choice of either service or court. Upon selection by the winner of the coin toss, the loser of the coin toss shall decide on the remaining option.

(i.e. - Winner of coin toss can select item a) or item b)

a) To serve or to receive

b) Choice of playing court side

Note 1: The winning team from the coin toss will have first warm-ups.

M6.3 A player shall serve after the referee’s signal (usually by whistle). ***The player has (7) seven seconds to start the serve after the referee’s whistle is blown. Failure to do so will result in a side-out and a point awarded to the opposing team.*** Play is started when one of the servers of the serving team has served the ball into the opponent’s side of the court. The serve must be conducted in the serving area located behind the end line and between the extensions of the sidelines. The serving player must have at least a part of one foot on the ground when the ball is contacted for service and the foot can be in motion, eg. dragging one’s toe. A player continues to serve until his team makes an error or commits a foul. Thereafter, the first player in the serving order of the opponent’s team will serve.

Note 1: If the server does not have a part of one foot touching the ground at the time the ball is contacted for service, this will constitute a foot fault. The serving team will lose the service and a point will be awarded to the opposing team.

Note 2: Effective with the 57th NACIVT, the referee's second whistle is no longer required for a player to attempt a re-serve during the (7) seven seconds. A tossed ball for service can be caught or allowed to drop to the floor / ground without penalty.

- M6.4 At the point when the ball is contacted for service, the server shall not have any portion of the body in contact with the end line. This violation will nullify the serve, the serving team will lose the service and a point will be awarded to the opposing team.
- M6.5 If a player serves before the referee's signal, the service effort shall be canceled and re-serve as directed.
- M6.6 Team captains may request verification of the service order of the opposing team or their own team. If the team is found to be serving out of order, a warning will be given. A replay will be declared, and no adjustments will be made to the score. The correct server shall continue to serve. Each team would be allowed this warning once per game. When a team commits the fault in their second occasion, the team committing the fault will lose the service and a point will be awarded to the opposing team.

(Notation: First violation is a warning.)

- M6.7 The team not serving first in the preceding game of a match shall serve first in the next game of the match.

(Notation: If a third game is scheduled, a coin toss will take place.)

- M6.8 When the ball is served or in play, the ball must cross over the net completely between the antennas. A ball that touches an antenna or does not completely cross the net will be considered "out". If a ball is served, makes contact with the top of the net and lands inbound on the opponent's side of the court, the server will have an additional opportunity to re-serve. If the second serve contacts the net again, the serving team will lose the serve and a point will be awarded to the opposing team. Finally, if a ball is served on first serve, makes contact with the top of the net but lands outside of the opponent's court boundaries, the serve will be considered "out" and a side out and a point will be awarded to the opposing team.

(Suggestion: If during the first attempt of a serve, the ball touches the net, crosses over, and the ball is caught by the opposing team before the ball has contacted the ground, the server will have an additional opportunity to re-serve.)

- M6.9 When the service changes, the receiving team becomes the serving team. *Any (3) three players on the court can be designated as servers at the beginning of a game.* The service shall be rotated among these three servers in sequence with none of the servers serving more than one out of three service changes. A server substitution will also take the player's position in the service rotation as long as he complies with the above "one out of three" service rule.
- M6.10 It is illegal for a player to attack *or block* a served ball while the ball is completely above the height of the net.
- M6.11 A ball that lands on the sidelines or end lines will be considered to be "in".
- M6.12 A player is not allowed to attack, penetrate, pike or block the ball on the opponent's side of the net regardless whether the player contacted the ball or not. A play may not be made on the ball unless it crosses the vertical plane of the net. Such action will be considered a violation and a point will be awarded to the opposing team. It is the responsibility of the referees to make the call and their decision will be final.

(Notation: Players are NOT permitted to penetrate the vertical plane above the net at any time while the ball is in play.)

- M6.13 A player may not touch the opponent's court with a hand(s), foot or feet at any time unless some part of the penetrating hand(s)/foot/feet remains either in contact with or directly above the centerline. It is the responsibility of the referees to make the call and their decision will be final. Loss of service (if applicable) and a point will be awarded to the opposing team if any player violates this rule. The referees have the authority to eject a player if he continues to violate this rule.
- M6.14 When the ball is still in play, a player cannot touch the net with any part of his body; however, the net would not be considered touched if the net naturally swung toward the player after the ball bounced off the net.
- M6.15 If any contact with the ball is made through the net by the defensive/blocking team as the ball is being played into the net by the offensive/attacking team, the 1st referee and 2nd referee (both up and down officials) will blow the play dead and a "Re-Serve" will be called and no point to be awarded on the play. Referees may consult their linesmen for play review to assess if contact was made.
- However, if any play made by the defensive/blocking team resulting in contact of the ball through the net as it is being played into the net that is deemed by the referees to have been intentionally made to cause interference in order to gain an advantage, is against the spirit of sportsmanship and may warrant the referees to call a net contact on the defensive/blocking team and the point shall be awarded to the offensive/attacking team.

(Rule Revision: Effective 72nd rendition of the NACIVT in Los Angeles 2016, Introduced during NACIVT Toronto 2012.)

M6.16 A maximum of (4) four touches are allowed before it crosses into the opponent's court provided that one of the touches comes in contact with the net. No player is allowed to touch the ball two consecutive times unless the ball has bounced off the net between the touches. *If a player touches the ball two consecutive times with a net touch in between, he is not allowed a third consecutive touch. Block(s) count as a touch.*

M6.17. The ball can be touched (or struck) in any direction. The ball can only be touched by the player's arm below the elbow. Touching or striking the ball by any other part of a player's body is a foul.

(Notation: Legal contact = arms, starting from the elbows to the fingertips.)

M6.18 Simultaneous contact of the ball by more than one player of the same team during blocking is considered a touch.

(Suggest that none of the blocking persons cannot touch the ball immediately after the initial block.)

M6.19 "Pancake" is a legal contact of the ball and shall be considered a hit.

M6.20 Teams shall exchange courts when one of the teams has scored eleven points first. The team shall continue to serve according to the team's service rotation.

M6.21 Three "Time-outs" per team per game. Each "time-out" will last for no more than one minute. "Time-outs" can only be authorized by the referee upon request by the Captain or Coaches and after the ball has been declared dead. It is the Captain's or Coach's responsibility to notify the referee. If the referee does not acknowledge or recognize the request for any reason and the rally proceeds, the rally will stand, and a point will be awarded to the winner of the rally.

NOTE: The Tournament Committee may change the number of time outs per game during Pool Play due to possible time constraints affecting the tournament.

M6.22 There is no limit on the number of substitutions.

M6.23 All player(s) can only be substituted after the ball has been declared "dead" by the referee. The Captain or Coach shall report number(s) of the substituted players(s), who are listed as Servers to the assistant referee who will then inform the scorekeepers. Non-serving players on the court maybe substituted without reporting to the Assistant Referee / Scorekeeper.

M6.24 No screening allowed. The players of the serving team must not screen the opponents from seeing the server or the path of the ball. Frontcourt players must be separated by approximately one arm's length distance from each other. Only frontcourt players are allowed to raise their arms above their shoulders. Backcourt players are not allowed to "pack" together. If requested, they must make an attempt to shift their position by either moving sideways or by bending down.

(Notation: Rule ratified 49th NACIVT, effective with the 49th NACIVT.)

- M6.25 At the moment the ball is contacted for service by the server, all court players must be completely within the boundaries of their respective sides (except the server - of course). This will avoid confusion as to who are court players and others, (substitute players). A warning will be given to the team on it's first violation of this rule. Each team will be allowed one warning per game. When a team commits this violation for a second time and subsequent violations within a set, a point will be awarded to the opposing team.
- M6.26 The ball is out when it contacts an object outside the playing court (fence, concrete steps, railings, etc.), contacts an overhead obstruction (tree branch, leaves, etc.), people, antennae, ropes, chains, posts, or the net itself outside of the antenna/side band. If the ball contacts an overhead object (tree leaf or branch, etc.) the ball may be in play if it does not impede the normal flight of the ball.

(Addendum for 53rd NACIVT)

M7.0 SCORING AND WINNING

- M7.1 A point is scored when the referee awards a point to that team. A point will be awarded to a team when the opposing team makes an error or commits a foul.
- M7.2 The team that first scores 21 points, with at least a two-point advantage, wins a game.
- M7.3 If the score reaches (20-20 Deuce), the game will be won by the team that gains a two-point advantage first. (22-20, 23-21, 24-22 and so on)

(Notation: Ratified 47th NACIVT - NO CAP on deuce games. ALL games must be won by at least a two-point advantage.)

- M7.4 The Tournament Competition Committee will determine the number of games per match for the preliminary and playoff rounds.
- M7.5 The method of matching the teams in the preliminary and play-off competitions shall be proposed by the Tournament Committee.

M8.0 FORFEITS

- M8.1 A team has forfeited a game or match if that team has refused or is unavailable to play after the referee's announcement to begin the game.
- M8.2 After the customary warm-up period (minimum 5 minutes per team) has lapsed, a team will forfeit a game if that team has less than nine (9) players present on the court within 5 minutes after the referee's announcement to begin the game. Following the forfeit of the first game, the referee shall allow 10 minutes to announce the beginning of the second game. Another 5 minutes

will be allowed before the referee can declare the absent team to be in forfeit of the second game. A forfeit is not considered if that team has presented reasonable excuses acceptable to the Tournament Committee prior to the start of the game.

NOTATION: The Tournament Committee reserves the right to modify the warm-up times due to time constraints.

M8.3 The score of a forfeited game will be 11-0.

M9.0 TIE-BREAKING RULES

M9.1 Tie breaking procedures for RANKING ONLY: (for 2 teams tied)

- A. Win-Loss record (%)
 - 1) Total Matches (if best 2 out of 3 is played), or
 - 2) Total Games
- B. Winner of head-to-head match
 - 1) If match is 2 out of 3 games, winner is determined.
 - 2) If match is 2 straight games, and split 1-1, THEN
- C. Head-to-head games point-spread (points gained minus points given).
- D. Win-loss record (%) of all games within the division. If still tied, THEN
- E. Total pool play games point-spread (points gained minus points given).
- F. Coin toss

M9.2 No team will be eliminated from qualifying for the Gold Championship playoff round on the basis of points. (Tie-breakers for 2 teams). However, points can be an alternative for teams which are vying to compete in either the Silver or Bronze playoff divisions. The Tournament Committee has the authority to implement different guidelines for teams entering the Silver or the Bronze Divisions.

- A. Tie-Breakers for 2 teams:
 - 1) Win-Loss record (%) of:
 - a. Total Matches, or
 - b. Total Games
 - 2) Winner of head-to-head match.
 - a. If match is best 2 out 3 games, winner is determined.
 - b. If match is 2 straight games and split 1-1, THEN
 - 3) One “sudden-death” game.

- B. If more than two teams are tied, then the tie-breakers are:
- 1) Win-Loss record (%) of COMMON matches
 - 2) Win-Loss record (%) of COMMON games
 - 3) Point differential (Points gained minus point given) of COMMON games
 - 4) Win-Loss record (%) of all games within division
 - 5) Point differential of all games within division

If at any time the tie-breaking rules results that two teams remain, then the tie-breaking rules for two teams are used.

(Notation: the above tie-breaking clause was removed, effective the 71st NACIVT.)

- C. If more than two teams are involved in the tie, they will use the tie breaking rules to rank them for a one-game elimination play-off. When there are three teams, the team ranked first will get a bye. And when there are four teams, the team ranked first will play the fourth team and the winner will play the winner of the second and third ranked teams.

M10.0 DISCONTINUATION OF THE GAME

M10.1 In the event of rain or darkness, the referee can authorize the discontinuation of the game. Upon continuation, the score shall be resumed as before as well as the service rotation of all players.

M10.2 In the event that the tournament is interrupted by rain or darkness, the Tournament Committee has the responsibility of developing a modified tournament schedule. Any modified schedule must be reviewed and approved by the captains of the teams participating in that round of the tournament.

M11.0 RULE AMENDMENT PROCEDURES

M11.1 All proposed rule amendments will be presented and approved by the NACVA. It is suggested that The NACVA shall notify all participating teams of any rule changes no later than August 1st when possible. However, the NACVA has the authority at any time to impose immediate rule changes affecting eligibility, fair play, and player/spectator safety.



SECTION 2: WOMEN'S DIVISION

W1.0 GOVERNING REGULATIONS

W1.1 The annual North American Chinese Invitational Volleyball Tournament, Women' s Division shall be governed by the USA Volleyball Indoor Domestic Competition Regulations as determined by the Host Tournament Committee with the following exception/highlights.

W2.0 ORGANIZATION

W2.1 The official name of the tournament shall be “**North American Chinese Invitational Volleyball Tournament**” (abbreviated **NACIVT**) with the number of years of tournament existence placed in front of “**NACIVT**”.

W2.2 This tournament will be hosted by the following cities: Los Angeles, Boston, Montreal, Toronto, Washington, San Francisco, and New York. Each city reserves the right to withdraw from hosting the tournament. However, as a courtesy to the other cities, the city with intentions of withdrawing from hosting a tournament must inform the other cities in writing or verbally one year in advance.

W2.3 The “**North American Chinese Volleyball Association**” (**NACVA**) shall consist of nine members. *Members can be male or female.* It will comprise of representatives from the various hosting cities. The **NACVA** is responsible for the interpretation, the addition, and the modification of all rules and to provide a forum for protests. A majority vote of present members available at the tournament is required to render a decision. The **NACVA** is the highest authority of each tournament in deciding rules and its decision(s) will be final.

NOTE: Although all present NACVA members can be involved in all discussions, there might be occasions where NACVA members from the same city or area as the team(s) protesting, might have to exempt themselves from an official vote. This is a suggestion and is not mandatory.

(Notation: the NACVA was formed in 2014 to replace the NTC as the governing body of the NACIVT and became effective at the 71st NACIVT.)

W2.4 **NACVA** is the sole authority to assign the **NACIVT** to its host city in the following manner. The **NACIVT** will be managed by the “**Tournament Committee**”, as designated by the Chinese Consolidated Benevolent Association of the city or other host organizations sponsoring the tournament. In addition to the management of the tournament, the **Committee** will be responsible to hear and to resolve any protests. In the event that a resolution by the **Committee** is unsatisfactory to the protesting team(s), the protest can be brought to the **NACVA** for review.

W3.0 PLAYERS & ELIGIBILITY

W3.1 Eligibility of Players

- A. To participate as a player in the NACIVT, players must be of Asian descent in whole or in part and have origins in one or more of the following approved/eligible countries: Myanmar (formerly Burma), Cambodia, China, Hong Kong, Indonesia, Japan, Korea, Laos, Malaysia, Mongolia, Nepal, Philippines, Singapore, Taiwan, Thailand, or Vietnam.

NOTE 1: Approved on 8-1-2018 and effective as of the 74th NACIVT in Montreal, Nepal has been added to the list of Eligible countries.

NOTE 2: Mongolia was added at the 57th NACIVT, effective 58th NACIVT.

- B. Contesting Eligibility – Prior to the start of a match or at any time during a match, a team’s Captain or Coach may approach the Head Referee to contest the eligibility of an opposing player. The Head Referee will escalate to the Tournament Committee, who may require a player to show/demonstrate proof of compliance under the eligibility rule W3.1A. Burden of proof shall be the responsibility of the player. It is recommended that participants bring all applicable documentation to support his/her ethnicity claim. If, in the opinion of the Tournament Committee, a player cannot satisfactorily prove their eligibility, the player will not be permitted to play in the present and all future NACIVT tournaments until the player demonstrates proof of eligibility.

All participants previously accepted into the NACIVT by either the hosting Tournament Committee or the NACVA in regard to eligibility, will not be subject to re-examination.

- C. In the event that an eligibility contest cannot be satisfactorily resolved by the Tournament Committee, the contest will be submitted to the NACVA for further review. The decision of the NACVA will be final.
- D. Games completed by the team which has a player who is later identified to be ineligible, will stand. If a player who is declared ineligible continues competing in the tournament, the team on which the ineligible player participates will forfeit all future scheduled matches and any completed sets/matches from when the ineligibility of the player was confirmed. That team will also be subject to review by the NACVA regarding future participation in the NACIVT.

Notation: Players who might have been grandfathered in the past must now play under the 1/3 Guidelines.

W3.2 Team Content

- A. All teams must have at least 2/3 of its players (4 players) on the court at all times who are of “Chinese descent” in order to participate in any of the games of the Tournament. Of the 4 players, three must be 100% Chinese and the fourth player can be part Chinese but not less than 50% Chinese. The remaining 1/3 of the players (2 players) must be of Asian descent in whole or in part (Asian as defined by the eligible Asian countries stated in Section W3.1A).

NOTE 1: The above Content Rule change is effective with the 78th NACIVT in 2023. Change was approved by the NACVA Board in June 2023. The application of and the adherence to the Content Rule will be monitored and evaluated on an ongoing basis.

- B. At any time while a set/match is in progress, a team Captain or Coach may address the first referee for a “Content” check of the opponent’s players who are on the court. If a team is found to be “out of Content”, the first referee will require that team to immediately alter their playing lineup in order to comply with the Content rule.

NOTE: See Section W3.3 (Content Violation Penalties) regarding points scored by the offending team or points removed from the offending team when a Content violation is assessed.

- C. If a team is unable to field a lineup with at least 2/3 of its players who can meet the guidelines stated in Section W3.2A, the team shall be declared in default and forfeit the set and eventually the match when following the rules surrounding forfeitures. The results of any sets/matches already played prior to finding the Content discrepancy will stand.

NOTE: If a team is discovered to be totally unable to field 2/3 of its players on the court in order to meet the rules stated in Section W3.2A for the remainder of the tournament, that team will immediately forfeit all of its future sets/matches.

W3.3 Content Violation Penalties

- A. First Content Violation

The first Content violation committed within any set of a match will result in a warning. If discovery of the violation is before a ball is in play, the First Referee will direct the team to adjust its lineup on the court to meet the Content rules.

If the Content violation is discovered while the ball is in play but before the final whistle ending a play, the First or Second referee should stop play immediately. The team at fault must adjust its lineup and the point is replayed (for FIRST violation ONLY). As stated in

W3.2B all points scored by the violating team prior to the discovery of the violation will remain. If a point is scored by the violating team and the illegal lineup is subsequently discovered prior to the next whistle, the point is removed and replayed. The illegal lineup is adjusted and a WARNING is issued against the violating team, Points scored prior to the discovery of the illegal content will remain.

B. Second Content Violation

A second Content violation committed by a team within the tournament will result in a Side Out and a point awarded to the opponent. If the violating team scored a point during the discovery, that point is removed, All points scored by the violating team prior to discovery of the violation will remain.

C. Third Content Violation

A third Content violation committed by a team within the tournament results in the immediate forfeiture of the set/game being played. The game score is 11-0 for the opponent. If the forfeiture occurs before the final game of a match, the match continues to the next game. The scores of any games completed prior to the forfeiture will stand.

The violating team is automatically on probation for the remainder of the tournament. The team is subject to expulsion from the tournament for any further infractions against the NACIVT's Code of Conduct.

In addition the violating team forfeits its Security Deposit. If the team's Security Deposit has previously been forfeited, the Tournament Committee reserves the right to forfeit the Security Deposit against one of the other teams (mens or womens) which belong to the same organization as the violating team, The team is placed on probation for future NACIVT participation as determined by the NACVA Board.

D. Fourth Content Violation

Team is immediately expelled from any further competition in the tournament. The team's organization will be subject to review by the NACVA Board regarding its future participation in the NACIVT.

W3.4 Content penalties by a team are accumulative and carry over from set to set, match to match.

W4.5 A team which is expelled from the tournament must still complete its Work assignments according to the Play Schedule, Failure to do so by the team or its organization will impact their future participation in the NACIVT as determined by the NACVA Board

(Notation: W3.3 and W3.4 were approved effective with the 77th NACIVT in Providence, RI by the NACVA.)

W4.0 SUBSTITUTIONS

W4.1 Each set/match will be played with unlimited substitutions. All other substitution rules under USAV and FIVB remain unchanged for the NACIVT unless modified by the Host Tournament Committee and/or the National Tournament Committee (NACVA) at their discretion.

(Notation: The Unlimited Substitution Rule replaced the limit of 12 Substitution Rule, ratified at the 72nd NACIVT, effective at the 73rd NACIVT in Ft. Lauderdale.)

W5.0 TEAM ROSTERS

W5.1 The official number of players allowed on a team roster will remain at 15 until further notice.

W6.0 SCORING AND WINNING

W6.1 If the score reaches deuce, eg. 24-24, the game will be won by the team that gains a two-point advantage first.

(Notation: Ratified 47th NACVIT - NO CAP on deuce games. All games must be won by at least a two-point advantage.)

W6.2 The Tournament Competition Committee will determine the number of games per match for the preliminary and playoff rounds.

W6.3 The method of matching the teams in the preliminary and play-off competitions shall be proposed by the Tournament Committee.

W7.0 FORFEITS

- W7.1 A team has forfeited a game or match if that team has refused or is unavailable to play after the referee's announcement to begin the game.
- W7.2 After the customary warm-up period (minimum 5 minutes per team) has lapsed, a team will forfeit a game if that team has less than (6) six players present on the court within 5 minutes after the referee's announcement to begin the game. Following the forfeit of the first game, the referee shall allow 10 minutes to announce the beginning of the second game. Another 5 minutes will be allowed before the referee can declare the absent team to be in forfeit of the second game. A forfeit is not considered if that team has presented reasonable excuses acceptable to the Tournament Committee prior to the start of the game.

**The Tournament Committee reserves the right to modify the warm-up times due to time constraints.*

- W7.3 The score of a forfeited game will be 11-0.

W8.0 TIE-BREAKING RULES

- W8.1 Tie breaking procedures for RANKING ONLY: (for 2 teams tied)
- A. Win-Loss record (%)
 - 1) Total Matches (if best 2 out of 3 is played), or
 - 2) Total Games
 - B. Winner of head-to-head match
 - 1) If match is 2 out of 3 games, winner is determined.
 - 2) If match is 2 straight games, and split 1-1, THEN
 - C. Head-to-head games point-spread (points gained minus points given).
 - D. Win-loss record (%) of all games within the division. If still tied, THEN
 - E. Total pool play games point-spread (points gained minus points given).
 - F. Coin toss

W8.2 No team will be eliminated from qualifying for the Gold Championship playoff round on the basis of points. (Tie-breakers for 2 teams). However, points can be an alternative for teams which are vying to compete in either the Silver or Bronze playoff divisions. The Tournament Committee has the authority to implement different guidelines for teams entering the Silver or the Bronze Divisions.

- A. Tie-Breakers for 2 teams:
- 1) Win-Loss record (%) of:
 - a. Total Matches, or
 - b. Total Games
 - 2) Winner of head-to-head match.
 - a. If match is best 2 out 3 games, winner is determined.
 - b. If match is 2 straight games and split 1-1, THEN
 - 3) One “sudden-death” game.
- B. If more than two teams are tied, then the tie-breakers are:
- 1) Win-Loss record (%) of COMMON matches
 - 2) Win-Loss record (%) of COMMON games
 - 3) Point differential (Points gained minus point given) of COMMON games
 - 4) Win-Loss record (%) of all games within division
 - 5) Point differential of all games within division.

~~*If at any time the tie breaking rules results that two teams remain, then the tie breaking rules for two teams are used.*~~

(Notation: the above tie breaking clause was removed, effective the 71st NACIVT.)

- C. If more than two teams are involved in the tie, they will use the tie breaking rules to rank them for a one-game elimination play-off. When there are three teams, the team rank first will get a bye. And when there are four teams, the team rank first will play the fourth team and the winner will play the winner of the second and third ranked team.

W9.0 DISCONTINUATION OF THE GAME

W9.1 In the event of rain or darkness, the referee can authorize the discontinuation of the game. Upon continuation, the score shall be resumed as before. And all players who were on the court at the time of discontinuation of the game will resume in the same rotation order.

W9.2 In the event that the tournament is interrupted by rain or darkness, the Tournament Committee has the responsibility of developing a modified tournament schedule. Any modified schedule must be reviewed and approved by the captains of the teams participating in that round of the tournament.

W10.0 RULE AMENDMENT PROCEDURES

W10.1 All proposed rule amendments will be presented and approved by the NACVA. It is suggested that The NACVA shall notify all participating teams of any rule changes no later than August 1st when possible. However, the NACVA has the authority at any time to impose immediate rule changes affecting eligibility, fair play, and player/spectator safety.

