

OFFICIAL RULEBOOK

# HALO YBALL LEAGUE

**RULES, DRAFT & COMPETITION**

## **\$0 TO PLAY**

**EVERY PLAYER PLAYS FREE — NO REGISTRATION FEE, EVER.**

Players enter by expression of interest — a Letter of Intent to join the draft. Every roster spot is earned on draft night, never bought. This is a founding rule of the league (Section 2.2).

---

Edition 1.0 · Effective **SEASON DATES – TO CONFIRM** · Edmonton, Alberta

EDMONTON'S FIRST FAMILY-OWNED YOUTH VOLLEYBALL LEAGUE

# CONTENTS



HALO runs on a clear, shared set of rules. On-court play follows Volleyball Canada. Everything that makes HALO its own league — free-to-play entry, the draft, the mid-season market, the family-owned franchise model, and the standards that keep young athletes safe — lives here.

## PART I — THE LEAGUE

<b>1</b>	League Structure & Governance	<b>4</b>
<b>2</b>	Player Eligibility, Free-to-Play & Registration	<b>5</b>

## PART II — THE DRAFT & ROSTERS

<b>3</b>	The Draft	<b>7</b>
<b>4</b>	Rosters & Player Movement	<b>9</b>

## PART III — COMPETITION

<b>5</b>	Competition Format & Schedule	<b>12</b>
<b>6</b>	Standings & Seeding	<b>13</b>
<b>7</b>	Playoffs & Championship Day	<b>14</b>

## PART IV — GOVERNANCE, CONDUCT & SAFETY

<b>8</b>	Franchise & Owner Rules	<b>16</b>
<b>9</b>	Coaching & Team Operations	<b>17</b>
<b>10</b>	Code of Conduct	<b>18</b>
<b>11</b>	Safety & Wellbeing	<b>19</b>
<b>12</b>	Data & Image Consent	<b>20</b>
<b>13</b>	Discipline & Dispute Resolution	<b>21</b>
<b>14</b>	Awards & Recognition	<b>22</b>
<b>A</b>	Appendix — Quick Reference	<b>23</b>



# THE LEAGUE



How HALO is built and who plays in it — the family-owned franchise model, the free-to-play promise, and the standards a player meets to take the floor.

# LEAGUE STRUCTURE & GOVERNANCE

HALO is a single league of eight owner-operated teams, run from one central office.

## 1.1 THE FAMILY-OWNED MODEL

HALO is Edmonton's first family-owned youth volleyball league. The league fields eight teams. Each team is owned and operated by a local family who carries a real stake in the season — its roster, its identity, and its share of the league's success.

Ownership is a franchise, granted by the league and held on the terms set out in Section 8. The model is built to keep families invested and the competition even.

## 1.2 THE LEAGUE OFFICE

The league office administers HALO. It owns the schedule, the draft, the mid-season market, competition standards, discipline, and all central spending. Owners run their teams; the office runs the league. Where this rulebook gives the office discretion, that discretion is exercised in the interest of the league as a whole.

## 1.3 CENTRALIZED PROCUREMENT

All major team spending — uniforms, equipment, and shared services — is purchased centrally by the league, not by individual owners. Owners do not hold discretionary team budgets. This is the mechanism behind the owner spending cap in Section 8: the cap holds because there is no separate pool of money for an owner to spend around it.

## 1.4 SEASON AT A GLANCE

ELEMENT	STANDARD
<b>Teams</b>	8, family-owned and operated
<b>Roster size</b>	13 players per team (104 league-wide)
<b>Format</b>	Co-ed, U17
<b>Cost to play</b>	<b>\$0 — no registration fee, ever.</b> Entry by expression of interest; every roster spot earned in the draft (Section 2.2)
<b>Regular season</b>	Single round-robin — each team plays every other team once, across seven game nights
<b>Season length</b>	Seven weeks of play, then Championship Day <b>DATES — TO CONFIRM</b>
<b>Signature events</b>	The Draft · The mid-season Player Market · Championship Day

# PLAYER ELIGIBILITY, FREE-TO-PLAY & REGISTRATION

Who is eligible to play, the league's free-to-play promise, and what every family agrees to when they enter the draft.

## 2.1 AGE & CATEGORY

HALO is a co-ed, Under-17 league. A player is eligible if they are under the age of 17 as of the season's cut-off date. The cut-off date is fixed by the league office each season and published at registration.

**BIRTH-YEAR CUT-OFF – TO CONFIRM**

## 2.2 FREE TO PLAY

### **\$0 — NO FEE, EVER**

Participation in HALO is free. The league charges no registration fee, no membership fee, and no cost of any kind to enter the draft or to play the season. A roster spot cannot be bought — it is earned through the draft (Section 3), and only there.

No owner, coach, official, or any other person may solicit, offer, or accept payment or any other consideration in exchange for a player's draft entry, selection, or roster place. A breach is an infraction under Section 13. This provision may not be waived by any party, including a player's own family.

## 2.3 REGISTRATION — THE EXPRESSION OF INTEREST

Every player enters the league by submitting an expression of interest — a Letter of Intent to enter the draft — through the league before draft night. Submitting it is free, and it does not guarantee selection; it places the player on the draft board in front of all eight owners.

Registration is complete only when the league has, for each player: confirmation of age and eligibility; the player's signed Letter of Intent; a parent or guardian's signature; emergency and medical contact information; and the consents described in Section 12. A player who is not fully registered is not eligible to be drafted.

Register at **HALO VOLLEYBALL.CA – TO CONFIRM**.

## 2.4 THE REGISTRATION POOL

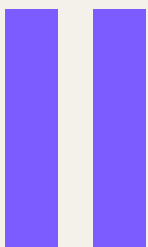
All eligible, registered players enter a single league-wide pool. Players are not recruited to specific teams before the draft. Team assignment happens on draft night and nowhere else, with the one exception in Section 3.4.

## 2.5 GENDER BALANCE

HALO is genuinely co-ed, and the rules protect that on the floor. Two requirements work together:

- **On the court:** a minimum of two female athletes are on the court for each team at all times (see Section 5.4).
- **On the roster:** to make the on-court rule playable across a full match, every 13-player roster must include at least five female athletes. This minimum is enforced at the draft (Section 3.6).

Why the roster floor exists. A team can only keep two female athletes on the court through subs and rotations, and absorb an injury, if it drafted enough to begin with. The on-court rule and the roster rule are the same rule, written twice.



# THE DRAFT & ROSTERS

The night the league is built — and the one mid-season window that lets it reshape itself. Entry is free, by expression of interest. No player is ever bought or sold.

# THE DRAFT

The emotional centre of the league. Every team is built in one night, in front of the families who came to watch.

## 3.1 THE EVENT

The season opens with a live draft. All eight owners build their rosters from the registration pool in a single event, in public. Every player in the pool entered free, by expression of interest (Section 2.3) — the draft is the only way onto a roster. The draft is a competition rule and a community moment at once, and it is run as both.

**DRAFT DATE & VENUE – TO CONFIRM**

## 3.2 DRAFT ORDER

For the inaugural season, the draft order is set by a live random lottery on draft night, with no team knowing its position in advance. In later seasons, the order is set in reverse order of the previous season's final standings — the team that finished last chooses first.

## 3.3 FORMAT

The draft runs as a snake. The order reverses each round: if a team picks first in Round 1, it picks last in Round 2, first in Round 3, and so on. The draft runs thirteen rounds, until all eight rosters hold thirteen players. Each team is on a fixed clock per pick, set and published by the league office before the event.

## 3.4 PROTECTING AN OWNER'S OWN CHILD

No parent should have to watch their own child drafted by a rival team. An owner may keep their own child on their team — but it costs draft capital, so the balance of the league is never bought.

### THE KEEPER RULE

1. An owner may protect one child by spending their first-round pick. The child is treated as that team's Round 1 selection.
2. An owner may protect a second child by also spending their second-round pick.
3. A keeper must be declared in writing to the league office before the draft begins. It cannot be declared once the draft is underway.
4. Kept players still count against the roster and gender-balance rules like any other selection.

### **3.5 DRAFT-DAY TRADES**

Owners may trade draft picks with one another during the draft, subject to league-office approval. Picks may be traded; money may not change hands, and players already selected may not be traded. All trades are announced publicly as they are made.

### **3.6 GENDER-BALANCE ENFORCEMENT**

The league office manages the draft so that every team finishes with at least five female athletes (Section 2.5). If a team's remaining selections are the only way to meet the floor, the office will require that team to draft toward the minimum before the final rounds close. No team may complete the draft below the floor.

# ROSTERS & PLAYER MOVEMENT

Rosters are fixed at thirteen. Once a season, the league opens a single window to move — on the players' terms, never for a fee.

## 4.1 ROSTER SIZE

Every team carries thirteen players and at least five female athletes, from the close of the draft through Championship Day. Rosters begin and end the Player Market at thirteen.

## 4.2 THE PLAYER MARKET

Halfway through the season, HALO opens one window for player movement — the Player Market. It exists to keep every team alive to the final week, to give a player on a stacked roster a path to more court time, and to hand the league a second signature event. It is not a trade block. Nothing moves unless a player and their family choose it.

### THE PLAYER MARKET — HOW IT WORKS

1. **Voluntary opt-in.** After Week 4, any player may opt into the Market with the written consent of a parent or guardian. Only players who opt in are eligible to move.
2. **Two out, two in.** No team may lose more than two players or gain more than two across the window. Every roster ends at thirteen.
3. **Worst chooses first.** Claims run in reverse order of the current standings — the team sitting last selects ahead of the leader — and repeat in that order until no eligible claims remain.
4. **No money. Ever.** A claim moves a player between teams. No fee, transfer payment, or bid is ever paid, to the league or to another owner.
5. **No one is stranded.** A player who opts in but is not claimed simply stays with their team — no penalty, no stigma. Any roster left short after the window is filled by the league from the registration waitlist.

A team may not exceed thirteen players at any point in the window; it gains room to claim only as its own players are claimed away. Because the standings decide priority and the pool is voluntary, players seeking more court time move toward the teams that want them, and the table balances itself.

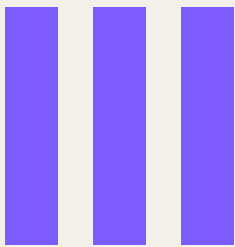
## 4.3 PLAYER MARKET DAY

The Market is run as a live event that mirrors the draft — a mid-season tentpole for families, and a moment the league's presenting partner may name.

PLAYER MARKET DAY DATE & VENUE — TO CONFIRM

## **4.4 INJURIES & REPLACEMENTS**

If a player leaves the league mid-season through injury or withdrawal, the team may apply to the league office to fill the seat from the registration waitlist so the roster returns to thirteen. Replacements outside the Player Market are administered by the office and do not count against the two-in limit.




# COMPETITION



How the season is played, how it is scored, and how it ends — on one show court, on Championship Day.

# COMPETITION FORMAT & SCHEDULE

Play follows Volleyball Canada. A short list of HALO standards sits on top of it.



## 5.1 GOVERNING RULES OF PLAY

All on-court play — rotation, scoring mechanics, faults, officiating — follows the current Volleyball Canada indoor rules. Where this rulebook is silent on a matter of play, Volleyball Canada governs. The rules below are HALO standards that sit on top of that framework.

## 5.2 THE REGULAR SEASON

HALO plays a single round-robin: each team plays every other team once, across seven game nights — four games per night on a single court, with no byes. One round-robin, one meeting between each pair of teams, one clean table at the end.

## 5.3 MATCH FORMAT

Each match is best-of-three sets. The first two sets are played to 25 points (win by two, hard cap at 27). A deciding third set is played to 15 points (win by two, hard cap at 17). Rally scoring throughout.

## 5.4 THE CO-ED RULE

### TWO ON THE FLOOR

A minimum of two female athletes are on the court for each team at all times, of the six players in play. Substitutions and rotations may never take a team below two. Coaches manage their lineups around this rule; a team unable to field it defaults the set.

## 5.5 SCHEDULING & FORFEITS

The league office publishes the full schedule before the season. A team that cannot field a legal lineup at match time forfeits the match as a 0–2 loss. The office may reschedule matches only for reasons it deems exceptional, and its decision is final.

# STANDINGS & SEEDING

Every team makes the playoffs — so the regular season is a race for position, not survival.

## 6.1 LEAGUE POINTS

RESULT	LEAGUE POINTS
Win 2–0	3 points
Win 2–1	2 points
Loss 1–2	1 point
Loss 0–2	0 points

## 6.2 TIE-BREAKERS

Teams level on league points are separated, in order, by: (1) head-to-head result; (2) sets won-lost ratio; (3) points won-lost ratio; (4) a coin toss administered by the league office.

## 6.3 WHAT SEEDING EARNS

No team is eliminated in the regular season, so finishing position is the prize. A higher seed earns three advantages:

- Bracket position on Championship Day — the top seed meets the bottom seed (Section 7).
- Show-court and time-slot priority on Championship Day.
- Standing going into the next season's draft order (Section 3.2).

Note on the Player Market. Priority in the mid-season Player Market runs the other way — worst to first, by the standings at the time of the Market (Section 4.2). Winning earns a better playoff position; struggling earns first call in the Market. Both halves of the table stay alive.

# PLAYOFFS & CHAMPIONSHIP DAY

One day. All eight teams. A single-elimination bracket decided on the show court.

## 7.1 ALL EIGHT QUALIFY

Every team reaches the playoffs. The regular season sets the seeding; Championship Day settles the title.

## 7.2 THE BRACKET

Teams are seeded one through eight by their final regular-season standing. The bracket is single elimination:

ROUND	MATCH-UPS
Quarterfinals	1 v 8 · 4 v 5 · 3 v 6 · 2 v 7
Semifinals	Winners of QF1 v QF2 · QF3 v QF4
Final	Semifinal winners, on the show court

## 7.3 PLAYOFF MATCH FORMAT

Quarterfinals and semifinals follow the regular-season best-of-three format (Section 5.3). The Final is played best-of-five: four sets to 25 and a deciding fifth set to 15, win by two throughout. The co-ed rule (Section 5.4) applies in every playoff match.

## 7.4 THE SHOW COURT

The Final, and where scheduling allows the semifinals, are played on the show court — the centerpiece of Championship Day. Show-court naming and Championship Day itself may be held by the league's presenting partner (Section 14, Section 8.5).

**CHAMPIONSHIP DAY DATE & VENUE — TO CONFIRM**

# IV

## **GOVERNANCE, CONDUCT & SAFETY**

---

The franchise economics, the standards everyone is held to, and the commitments that keep young athletes safe.

# FRANCHISE & OWNER RULES

The economics that keep the league even and the community first.

## 8.1 THE OWNER SPENDING CAP

### \$8,000 hard cap

Each owner's spend on their team is capped at \$8,000 per season. The cap is hard — there is no over-cap allowance. It holds structurally: because all major spending runs through central league procurement (Section 1.3), owners never hold the discretionary money that a cap would otherwise have to police.

## 8.2 LEAGUE RESERVE

The league retains a reserve of \$5,000 before any surplus is distributed to owners. The reserve protects the league's ability to operate season to season.

## 8.3 SURPLUS DISTRIBUTION

After the reserve is held, any league surplus is distributed equally among the eight owners. Equal shares, regardless of where a team finished — ownership returns are not a function of the standings.

## 8.4 TEAM SPONSORSHIP & THE CAP OFFSET

- (a) **Right to sell.** An owner may sell sponsorship for their own team, subject to every provision of this Section 8.4. A team sponsorship that does not comply with this section is void and unenforceable against the league.
- (b) **Category protection.** No team sponsorship may be signed in the category of the league's Presenting Partner or of any signed Founding Partner (Section 8.5). The league office maintains and circulates the current list of protected categories; owners must confirm against it before concluding any agreement.
- (c) **League approval.** Every team sponsorship must be submitted to the league office and approved in writing before signing. The league reviews for category conflict, appropriateness for a youth league, and compliance with this rulebook, within the response period published in the seasonal league calendar.
- (d) **Prohibited categories.** Team sponsorship from alcohol, cannabis, gambling, vaping, or energy-drink brands is prohibited at any value. The league office may designate further prohibited categories where required to protect a youth-sport environment.
- (e) **The offset.** All approved team-sponsorship revenue is received into league books and credited against the sponsoring owner's spending cap under Section 8.1. Team sponsorship reduces an owner's out-of-pocket funding of the cap; it does not, in any circumstance, increase the amount a team may spend.
- (f) **Overflow to the league.** Team-sponsorship revenue exceeding an owner's cap offset in a season forms part of the league surplus and is distributed under Section 8.3. No portion of overflow revenue accrues to the individual owner.
- (g) **Brand placement.** Team sponsors are recognized at team level only — team banner, warmups, and team channels. League signature assets, including the co-branded player card, are reserved to league partners under Section 8.5. All placements involving player names or images remain subject to the consents in Section 12.

## 8.5 LEAGUE SPONSORSHIP

Sponsorship of the league itself — presenting partnership, the draft, the Player Market, Championship Day, the show court, and the season MVP — is sold by the league office, not by owners. League sponsorship revenue belongs to the league. Sponsorship is what keeps HALO free to play: no partnership term may introduce a fee for players or families (Section 2.2).

## 8.6 HOLDING & TRANSFERRING A FRANCHISE

A franchise is granted by the league and may not be sold, transferred, or shared without the written approval of the league office. An owner who breaches this rulebook may have their franchise sanctioned under Section 13.

# COACHING & TEAM OPERATIONS

Every team is led by a screened, accountable coaching staff.



## 9.1 COACHING STAFF

Each team has a head coach approved by the league office. Any adult in a coaching or team-official role must clear the screening requirements in Section 11.3 before they have contact with players.

## 9.2 THE RULE OF TWO

HALO follows the Rule of Two: a coach is never alone and out of sight with a single athlete. There are always two screened adults present, or the interaction happens within sight of others. This applies at practices, matches, and every league event.

## 9.3 EQUIPMENT & UNIFORMS


Uniforms and team equipment are procured centrally by the league (Section 1.3) and issued to teams. Owners do not purchase uniforms or equipment independently. Players are never charged for issued uniforms or league equipment — free to play means free to play in full kit (Section 2.2).

## 9.4 PRACTICE & FACILITIES

Practice schedules and facility access are coordinated by the league office. Coaches are responsible for their team's conduct and safety at every session.

# CODE OF CONDUCT

One standard, for everyone who is part of HALO.



## 10.1 THE STANDARD

Everyone in HALO— players, parents and guardians, owners, coaches, officials, and spectators — treats others with respect, plays and competes fairly, and protects the safety and dignity of every young athlete. HALO is a family-first league, and conduct is held to that.

## 10.2 PLAYERS

Players compete hard and fair, respect officials and opponents, and represent their team and family well. Cheating, abuse, and deliberately dangerous play are not tolerated.

## 10.3 PARENTS, OWNERS & SPECTATORS


Adults model the behaviour expected of the athletes. Abuse of officials, opponents, players, or volunteers — from the stands or the bench — is a conduct breach under Section 13. Owners are accountable for the conduct of their team's supporters.

## 10.4 COACHES & OFFICIALS

Coaches and officials uphold the Safe Sport standards in Section 11, coach and officiate with integrity, and put athlete wellbeing ahead of any result.

# SAFETY & WELLBEING

Non-negotiable. These standards protect young athletes and come before any competitive consideration.



## 11.1 SAFE SPORT COMMITMENT

HALO is committed to a safe, inclusive, and abuse-free environment for every athlete. The league aligns with recognized Safe Sport principles and does not tolerate maltreatment, harassment, or abuse in any form.

## 11.2 THE RULE OF TWO

The Rule of Two (Section 9.2) is a safety standard, not only a coaching one, and applies to every adult–athlete interaction across the league.

## 11.3 SCREENING

Every coach, team official, and league volunteer with access to players must complete vulnerable-sector screening, including a criminal record check, before that access begins. The league office holds and verifies these records.

## 11.4 CONCUSSION PROTOCOL

HALO follows a concussion protocol aligned with current Alberta guidelines. Any athlete suspected of a concussion is removed from play immediately and may not return until cleared under the protocol's return-to-play steps. When in doubt, the athlete sits out.

## 11.5 EMERGENCY ACTION PLAN

Every HALO venue operates under an Emergency Action Plan covering injury response, emergency contacts, and access for emergency services. Coaches and officials must know the plan for their venue.

**Legal review required.** This section states the league's safety commitments in plain language. The formal Safe Sport, screening, concussion, and liability policies — reviewed by qualified legal counsel and current with Alberta law — govern in the event of any conflict, and must be finalized before the league operates.

# DATA & IMAGE CONSENT

The league's promises to sponsors are only real if consent is captured properly. This is where that is locked.

## 12.1 CONSENT AT REGISTRATION

At registration, each family is asked to provide clear, opt-in consent covering two things: inclusion of the family's contact details in the league's family database, and use of the player's name and image on the co-branded player card and in league and sponsor materials. Consent is requested separately for each, in plain language. Consent is never a condition of play: declining either consent does not affect a player's free entry to the draft (Section 2.2).

## 12.2 THE FAMILY DATABASE

The consented family database is a first-party record held by the league. It is used for league communication and, where a family has consented, for approved sponsor communication. It is never sold.

## 12.3 PLAYER IMAGE USE

A player's name and image appear on league and sponsor materials — including the co-branded player card — only where the family has given image consent. A family may decline image consent and still have their child play; the league provides an alternative that carries no player image.


## 12.4 WITHDRAWING CONSENT

A family may withdraw either consent at any time, in writing to the league office. The league acts on a withdrawal promptly and removes the family from future communications or materials as requested.

**Legal review required.** Handling minors' personal information carries obligations under Alberta's Personal Information Protection Act and, where applicable, PIPEDA. This section describes the league's approach in plain language; the formal privacy policy and consent forms must be reviewed by qualified legal counsel before registration opens.

# DISCIPLINE & DISPUTE RESOLUTION

Clear infractions, proportionate sanctions, and a single route of appeal.



## 13.1 INFRACTIONS

Breaches of this rulebook include, among others: conduct breaches (Section 10); fielding an ineligible or illegal lineup; attempting to circumvent the spending cap or procurement rules; charging or attempting to charge any fee for draft entry, selection, or a roster place (Section 2.2); and any attempt to pay or receive a fee for a player's movement.

## 13.2 SANCTIONS

Depending on severity, the league office may issue: a warning; a match suspension for a player, coach, or owner; a forfeit; a fine against an owner; or, for serious or repeated breaches, sanction of the franchise up to and including its removal.

## 13.3 REPORTING

Anyone may report a suspected breach — including any safety or Safe Sport concern — to the league office. Safety and Safe Sport concerns are handled with priority and confidentiality, and are escalated to the appropriate authorities where required.

## 13.4 APPEALS

A party subject to a sanction may appeal in writing to the league office within the time stated in the decision. The office reviews the appeal and issues a final ruling. League-office decisions on appeal are final.

# AWARDS & RECOGNITION

How the league honours its champions and its people.

## 14.1 LEAGUE CHAMPION

The winner of the Championship Day Final is the HALO League Champion for the season. The runner-up is recognized as Finalist.

## 14.2 SEASON MVP

The league recognizes a Season Most Valuable Player. The MVP award may be presented by the league's presenting partner (Section 8.5), and is decided by a process set and published by the league office.

## 14.3 SPORTSMANSHIP

HALO recognizes a season Sportsmanship Award, honouring the player, team, or family who best represents the standard in Section 10. In a family-first league, this award carries real weight.

## 14.4 BUILDER OF THE YEAR

Awarded each season to the owner whose contribution beyond their own cap offset — under Section 8.4(f) — did the most for the league as a whole. Builder of the Year is an honour and carries no monetary award, payment, or cap relief of any kind: recognition must never undo the parity it celebrates.

# QUICK REFERENCE

The numbers and dates that run the season, in one place.

## LEAGUE

ITEM	RULE
Teams	8, family-owned
Roster	13 players · minimum 5 female athletes
Category	Co-ed, Under-17
Cost to play	<b>\$0 — no registration fee, ever</b> (Section 2.2)
On court	6 players · minimum 2 female at all times

## DRAFT

ITEM	RULE
Entry	Free — by expression of interest (Letter of Intent), Section 2.3
Format	13-round snake
Order (Year 1)	Live random lottery
Order (after)	Reverse of previous standings
Keep own child	1st-round pick · 2nd child = 2nd-round pick

## PLAYER MARKET

ITEM	RULE
Opens	After Week 4, voluntary opt-in
Limit	Two out, two in, per team
Priority	Worst-to-first by current standings
Fee	None — no money ever changes hands

## COMPETITION

ITEM	RULE
Regular season	Single round-robin · 7 game nights · 4 games per night

<b>Match</b>	Best-of-three (25 / 25 / 15)
<b>League points</b>	3 / 2 / 1 / 0 (see Section 6.1)
<b>Playoffs</b>	All 8 teams · single elimination · Final best-of-five

### TO BE CONFIRMED

The following are set by the league office before publication:

SEASON DATES

U17 BIRTH-YEAR CUT-OFF

CHAMPIONSHIP DAY DATE & VENUE

DRAFT DATE & VENUE

PLAYER MARKET DAY DATE

REGISTRATION URL

HALO Volleyball League · Official Rulebook · Edition 1.0. Free to play for every athlete — no registration fee, ever. On-court play follows Volleyball Canada. Safety, screening, concussion, and privacy provisions require review by qualified legal counsel before the league operates.