

Rosters

We have an open roster policy. No roster need be turned in. All players must be at least 18 years of age or approved by Logger's Park. There is no maximum number of players per team.

Cancellations

Any team who wishes to cancel will receive a 100% refund if cancellation is made at least two weeks prior to session start date. After two weeks prior to start, 100% refund will be issued only upon the filling of your team's vacant spot. If your spot cannot be filled you will forfeit your entire entry fee. Cancellations for weather are only for lightning or hail and will be called just prior to game time. If possible a temporary delay will be called until the bad weather passes. Due to the difficulties in accommodating every team's schedule, games cancelled due to inclement weather will be made up at a later date.

Rain out policy

Check Facebook for updates or lastly call Logger's Park at 262-628-4444 after 4pm on days where weather is a factor. Players are to call their managers or check Facebook. If a game is not called off by 4pm the owners will decide at the field at game time. Again – Facebook will be updated as weather changes – the pub can't handle all the players checking in by phone.

Communication - Facebook

Friend us on Facebook to keep current with news and updates!

Rights and Responsibilities

Participants must behave respectfully and courteously in the spirit of fair play towards teammates, opponents and spectators. They must refrain from actions aimed at delaying the game or taking unfair advantage.

Playing without a referee is considered 'call your own' faults. Players should not call the faults of the opponents. All disputed calls that cannot be resolved will be replayed. Please remember – we have competitive divisions so this is not backyard play, we also have no professional players – please be courteous and call your own.

Players must be 18 or older. **NO ONE UNDER AGE 21 ALLOWED TO DRINK ALCOHOLIC BEVERAGES** – if an under 21 member of your team is caught drinking alcohol at Logger's Park, your team will be kicked out of the league immediately (no refund will be issued).

Playing Area

It is the players' responsibility to assure that all lines are in their proper location prior to the start of each play. Lines moved during play do not cause the volley to stop. If it cannot be determined whether a ball lands in bounds or out of bounds, it is a replay.

Teams

Co-ed teams should have equal amounts of male and females or more females than males to constitute a team. You may play in any league with more females. All divisions have no minimum player requirement. When playing doubles or triples in any league, only the serving rotation must be kept.

Equipment

Shoes may be worn but they cannot have any type of nonflexible cleats or spikes. No equipment/casts can be worn that may injure players (PLEASE NOTE this also includes burning cigarettes).

Starting a match

Team captains or representatives play rock paper for choosing side or serve for the first game (if side is chosen, the other team decides to serve or defer the serve). Serve will always begin on same side of the net. Switch sides for the second game and again for the third game – half way thru game three change sides again (to avoid lights and/or wind issues if necessary).

Lighting

Lighting in late night games may be a hindrance. It would be worse without any lighting.

Scoring

Matches consist of three games. Rally points to 25 with a cap at 27. Every serve will result in a point for the serving team or side out and a point for the receiving team. At the end of each match both team representatives must verify and sign score sheet.

Preparation of the match

A forfeit will be declared every five minutes beginning at match start time or after court is ready for play.

Rotation of players

Players will rotate into the back-middle position in sixes. In doubles, triples and fours – you enter into any position and pick up in the serving rotation.

States of Play

The ball is in play from the service contact until the ball is out of play. If any part of the ball touches the court boundary line it is considered in. The ball is out of play from the moment the ball lands or a fault is committed.

The ball is out when its first contact with the ground is completely outside the playing court and it does not cause boundary lines to move or it completely crosses the net outside the posts or under the net after the attacking teams' third contact or it touches an object out of play.

A player may go outside the court while the ball is in play. A ball becomes dead, and cannot be played if it goes onto an adjoining court. Going over the centerline extended from the bottom of the net is legal provided it does not interfere with the opponent's play.

Playing the ball

A team receiving the serve may set the ball as the first contact. Each team is entitled to a maximum of three contacts to return the ball to the opponents. A player may not contact the ball two times consecutively except during or after blocking. If two players hit the ball simultaneously – either player may make the next contact.

In co-ed, a female must hit the ball at least once unless it is returned back on the first hit.

Blocking does not constitute a team contact, and a player may make the team's first contact of the ball after the block.

A player is not permitted to take support from a teammate or any object in order to reach a ball.

A player may contact the ball with any part of the body. The ball must be contacted cleanly and not held (including lifted, pushed, caught or thrown). The ball cannot roll or come to rest on any part of a player's body. Spiking of the ball is allowed but not on the return of a serve.

Ball at the net

A ball directed to the opponent's court must go over the net with the crossing space limited by the side posts and their imaginary extensions upward. A ball driven into the net may be recovered within the limits of the three team's contacts.

Player at the net

While blocking a player may touch the ball beyond the net provided they do not interfere with the opponent's play before or during the attack hit. A player is permitted to pass his hand(s) beyond the net after an attack hit provided that the contact was made within his team's playing space. Within the limits of the three team contacts a player may contact the ball that has crossed the net below the net (or outside the posts) in an attempt to recover the ball that has not been contacted by the opponents. Players may partially or completely cross the centerline under the net or outside the poles before, during or after a legal play of the ball provided that it does not interfere with the opponent's play. Incidental contact with an opponent is ignored unless such contact interferes with opponent's opportunity to play the ball. Opposing players are not required to avoid the ball or the player; they cannot intentionally interfere with any legal attempts to play the ball on their court. If a player crosses the centerline and interferes with an opponent during the continuation of play it is a fault. It is also a fault for a player or players clothing to touch any part of the net.

In co-ed only two men are permitted in the front row. Three male blockers are never permitted. Back row players may not participate in a block, rotating back row players to front row is not permitted.

Service

Overhand, underhand and jump serves are allowed. Let serves are allowed. A let serve is defined as a serve that hits the net and then lands in play on the receiving side. Blocking or attacking the serve is not permitted. If the serving team wins the volley or replay is directed, the player who served the previous volley shall serve again. It is the responsibility of the server to assure that both teams are ready for service. A player on the receiving team may stop play when not ready for service as long as no attempt to play the ball is made. The rally is then cancelled and replayed. Misuse of this privilege is considered unsportsmanlike conduct.

The server is allowed one fault (release the ball for service but does not complete the service motion). Second miss results in a side out.

The server's teammates must not prevent the opponents, through screening, from seeing the server or the path of the ball. On an opponent's request, a player must move sideways, bend over or bend down.

Time outs

Each team is allowed one time out per game.

Delay of game

A delay of game is called to any team prolonging time outs after having been instructed to resume the game or any team repeating an improper request in the same game. Any team called for delay of game the opponent receives a point.