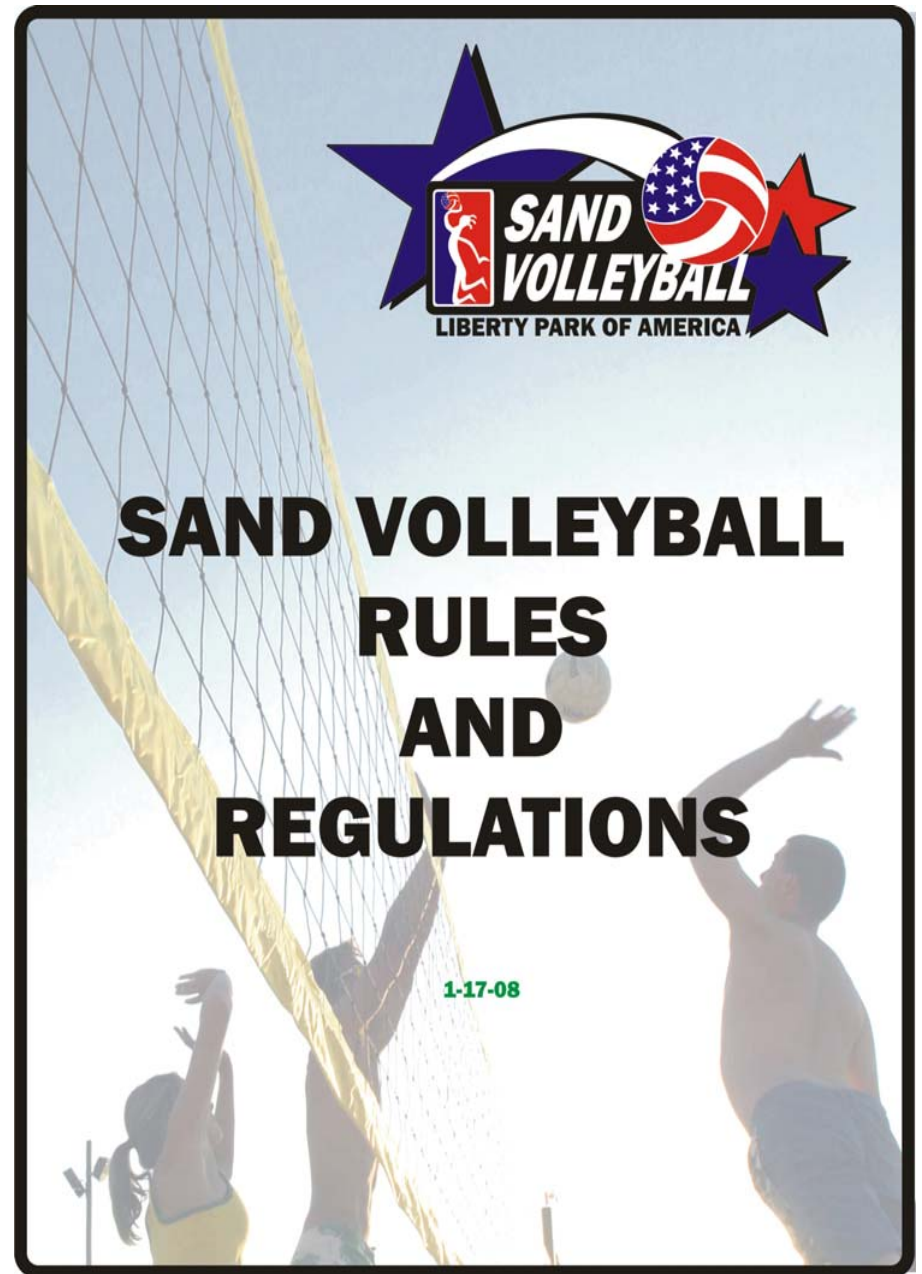


Visit us on the web at
www.libertyparkofamerica.com
for Schedules and Standings.

Liberty Park of America
33600 Mound Road, North of 14 Mile
Sterling Heights, MI 48310
586-978-9070 – Office
586-978-8064 – Fax
586-978-8311 – Field Conditions



A. GENERAL PARK RULES

1. **NO ALCOHOLIC** drinks, glass bottles, and/or food are allowed to be brought into Liberty Park Of America. No Alcoholic beverages may be consumed in the parking lot. Alcohol may be consumed at the designated areas around both concession stands and pavilion. If a player is intoxicated or under the influence of drugs during a game, any Liberty Park Staff Management has the right to eject that player.
2. **NO COOLERS** or **BARBEQUE GRILLS** or overnight camping allowed in the parking lot or within the park.
3. **NO PETS**, bicycles, roller skates, roller blades or skateboards are allowed in Liberty Park.
4. **NO FIREARMS** allowed to be brought into Liberty Park.
5. **FIGHTING WILL NOT** be tolerated and may be penalized with an ejection from Liberty Park for a period of at least one month minimum to one year maximum based on the incident. Players that verbally instigate a fight or provoke unsportsmanlike conduct may also be ejected from Liberty Park for a period to be determined based on the incident. Solely Liberty Park Management will decide these penalties. If a player has been ejected based on the guidelines set forth above, the ejection will also affect any other leagues and/or tournaments that player may be scheduled to play in during the period of his/her ejection.
6. **EJECTION (TEAM)**: Teams may be ejected from the league for any conduct that is deemed unsafe, dangerous, or unsportsmanlike. Teams ejected will not be eligible for refund of any fees paid. If a suspended player is caught playing in a game Liberty Park Management has the right to forfeit the game and give the win to the opposing team. This rule applies to conduct anywhere on Liberty Park premises.
7. **ABUSIVE LANGUAGE**: All team members are expected to refrain from the use of abusive or profane language. Keeping in mind that there may be participants or spectators that find such language offensive. Players ejected or written up for this type of offense will be suspended for the next match.
8. **YOU MUST BE 18 YEARS** or older to be eligible to play.
9. **RAINOUTS**: Liberty Park of America Management is responsible for the cancellation or postponement of games in the case of rain. Please call field conditions at 586-978-8311.
10. Park at your own risk. Liberty Park is not responsible for damage to any vehicle on the premises.
11. Liberty Park of America, its officers, management, employees, advertisers, referees, are not responsible for injuries suffered by players and/or spectators while at Liberty Park.

9. **DURATION OF SERVICE**: A player continues to serve until his team commits a fault.

10. **POSITION OF TEAMMATES AT SERVICE**: The teammate's of the server must be within the court in a motionless position at time of the serve. He may not obstruct the view, intentionally or unintentionally.

P. CO-ED

1. **TEAM CONTACTS** - If a team contacts the ball more than one time, one of the contacts must be a female player. Closed hand fist dinking is allowed.

2. **Players**- Coed teams must consist of the same amount (or more) of women then men.

Q. PLAYOFFS

1. **DATES AND SPECIFIC FORMAT**: To be determined. A notice will be posted on the Activity Board outside our offices and on the web site when that determination has been made.

2. **PLAYOFF ELIGIBILITY**: All rostered players must have played in one match during regular season play to be eligibility to play in the Playoffs.

R. RULES OF THE GAME

It is the responsibility of each player to know and abide by all the Sand Volleyball Rules.

S. LIBERTY PARK MANAGEMENT AS LEAGUE DIRECTOR

Liberty Park Management as League Director has final say on all the decisions, for the betterment of the sport.

may not compromise in any way the ability of the opponent to make a subsequent play.

C. A player does not have to intentionally avoid the ball and/or opponent, which has come on to his side of the court from under the net. Any such player may not, though, intentionally contact the ball or opponent if the opposing player has a possible play on the ball or intentionally interferes in any way in that player's attempt.

12. **CONTACT OVER THE NET:** During an attack, a player may be in contact with the ball on the opponent's side of the net if the attack was initiated while the ball was partially:

- A. On his side of the net.
- B. Above the net.

13. **CONDUCT OF TEAM MEMBERS PHYSICAL CONTACT:** Any player using physical contact against another player, official or spectator will result in a suspension for the remainder of the year, and could be held liable by the injured party.

O. THE SERVE:

1. **DEFINITION:** The serve is the act of putting the ball into play by a player who hits the ball with his hands (open or closed) or arms.

2. **POSITION AT SERVE:** The ball may be served from any point behind the end lines and between the outside edges of the sidelines. The server may not step on, under, touch the end line in any way, or touch the playing surface until the ball is in contact. He may not perceptively, move the end line forward during the service, thereby reducing the size of the court. However, he may break the imaginary plane above the end and/or sideline and contact the ball while his body is in the air, provided the last contact with the ground was within the area of serve.

3. **CONTACT OF THE BALL AT SERVICE:** The ball shall be cleanly hit after the toss for service. (Exception: If after tossing the ball for service, the server decides not to complete his service, a reserve will be directed. We will not allow this interruption in play more than one time during any service attempt.)

4. **ATTACKING SERVE:** No serve can be blocked and/or attacked.

5. **RECEIVING SERVE:** A serve can be set or bumped.

6. **SERVICE ORDER:** Teammates are to alternate the serve each time their team cares a side-out.

7. **SERVING OUT OF ORDER:** Each team is responsible for assuring the opposing team complies with the proper service order. If the service order is violated, the team in violation will lose the serve and all points earned by that server.

8. **NEW SERVICE ORDER:** If a player has served out of order, the opposing team will remain in their original order of service, but the offending team will reverse their original order of service to insure that no player will serve three consecutive times.

B. REGISTRATION PROCESS:

A deposit is required to reserve your spot. This deposit is non-refundable unless Liberty Park cancels your league for any reason. If Liberty Park cancels your league, your deposit will be refunded by check. The balance of your team fee must be paid before your first game. If your balance is not paid in full by your start date we reserve the right to replace your team with no refund of your deposit.

C. PAYMENT, LATE FEE, REFUND & BOUNCED CHECK POLICIES:

1. By registering my team to play at Liberty Park of America, I understand and agree that I am responsible for the payment to Liberty Park for our sports team. I agree to the payment schedule required by Liberty Park and all Liberty Park payments, late fee, refund and bounced check fee policies.

2. Your deposit amount of \$200 is non-refundable under any circumstances. No Fees Paid are Refundable after the season starts. If you drop out of your league before the season starts, we must be notified no later than 1 week before the league starts, in order for you to receive a refund of any fees paid over the \$200 non-refundable deposit.

3. If a team drops during the season and has not made all their required payments, that team will still be responsible for paying all money as agreed at time of registration. If a manager pays the teams fees and, subsequent to that payment, finds a sponsor to pay any portion of that fee, that portion paid by the Sponsor to Liberty Park will be refunded to the manager.

4. Payment schedule on your registration form will be strictly enforced along with the refund, late fee and bounced check fee policy. Fees may be paid in cash, check, Visa or MasterCard. No 3rd party checks accepted (excluding corporate sponsorship checks). All checks are subject to the \$35 bounced check fee and the \$35 late fee, if applicable.

5. Managers agree to pay a \$35 late fee if final balance is not paid by the end of the first day of your league. If a team makes their final balance payment by check by the due date and that check subsequently bounces after the final balance due date, the manager will owe not only the \$35 bounced check fee, but also the \$35 late fee.

6. **REFUNDS:** All entry fees are based on your guaranteed number of games, not your scheduled number of games. No refunds are issued if you only play your guaranteed number of games.

7. In the event that a season must be reduced to the guaranteed number of games, no playoff game will take place for first place. First place will be determined by head to head competition.

D. MANAGER AND COACHES RESPONSIBILITIES

1. A manager is responsible for the conduct of his team's players and coaches before, during, and after a game while at LIBERTY PARK. Teams are also responsible for the conduct of their fans before, during, and after a game while at LIBERTY PARK. Failure to do so may result in game forfeiture and possible league forfeiture. Liberty Park Management will make this determination.

2. Each individual team is required to keep a record of the team line-up, score, and actual start time. Please be sure to check with the opposing team after each half inning. If a problem arises, take care of it with a Liberty Park Manager before the game resumes.
3. Managers are responsible for the eligibility of their players and for the validity of their Team Roster.
4. If during the course of the game a call arises concerning a play, only the manager or coach may discuss the call with a Liberty Park Manager in a reasonable manner! All others are subject to an automatic ejection for a time period determined by Liberty Park Management.
5. You can now check your team schedules and standings and much more on our web site at www.libertyparkofamerica.com.

E. GAME SCHEDULING

Game schedules are posted on www.libertyparkofamerica.com No changes will be made to the schedules once they are posted on the web.

F. ROSTERS

1. **ROSTERS MUST BE SIGNED BY THE FIRST GAME** if not the player is ineligible. Playing of an ineligible or non-rostered player is cause to forfeit. Any forgery also forfeits that match.
2. **ROSTER:** Rosters must be filed out before the scheduled starting time of the team's First League Match. Name, address and phone number must be printed legibly. Team manager must carry team's copy of the roster to all games. All players must have state issued ID to prove their identities. In case of protest of illegal players, players must produce identification or team will forfeit.
3. **ROSTER INSPECTION:** Manager can request to inspect roster if a specific player is considered illegal. This must be done prior to the scheduled starting time ONLY. If player is a non-rostered player, then HE/SHE must refuse to let that player participate. No penalty is imposed.
4. **LEAGUE OFFICIAL ROSTER INSPECTION:** Inspection may be done at random during a game to inspect for non-rostered players. Finding non-rostered players will forfeit games.
5. **RINGER RULE:** Every player used in the Play Offs must have played at least 3 matches prior. If 3 matches have not been played, player is considered illegal and game is forfeited.
6. **ADDING PLAYERS:** The deadline for adding players to a team roster is the third played match. No person will be permitted to sign a roster after this time. Exceptions may be made due to illness or hardship, subject to the director's decision. No additions or deletions can be made to the roster after the 3rd match unless an injury has occurred and a *doctor's excuse* (official note) can be provided to remove and replace a player.
7. **NON-ROSTERED:** If a player not on a roster plays in a game, team forfeits that match.
8. **PLAYER PROTEST:** Only the opposing team of the game may file a player protest. A

constitutes the team's first contact only.

- B. A blocker who has made the 1st team contact while blocking can then make the 2nd team contact.
- C. A blocked ball may be directed by the blocker, but may not come to rest or be carried by the blocker.
- D. Initial simultaneous ball contact by the attacker and blocker is permissible.
- E. Any sustained simultaneous ball contact by opposing players over the net is permissible.
- F. If a ball contacts the top of the net and a blocker and the ball return to the attacker's court, this team shall have three more allowable contacts of the ball.
- G. When a ball is blocked back into the attacking player, the attacker is not subsequently considered a blocker & he may contact the ball only once.

4. POSSIBLE BLOCK:

- A. A blocker may block the ball that has penetrated the vertical plane of the net.
- B. A blocker may block a ball on the opponent's side of the court when:
 - I. The attacking team has made its third (3) contact.
 - II. Any time that attacking team intentionally directs the ball into the opponent's court.
 - III. Any time the attacking team has made an unsuccessful attempt to attack the ball (i.e. a swing and a miss).

5. **ASSISTANCE TO CONTACT BALL:** A player is not permitted assistance from his teammates, any object or equipment in his effort to play the ball. Verbal assistance is not permitted.

6. **BALL CROSSING NET:** The ball must pass totally within the supports or their indefinite vertical extensions.

7. **NET SERVE:** A ball may touch the net and go over and is in play.

8. BALL IN OR CONTACTING THE NET:

- A. A ball that is driven into the net may be played again within the limits of the team's three (3) hits.
- B. A ball that contacts and passes over the net, or ropes and cables within the supports that hold up the net, is legal and in play. (i.e. service)

9. PLAYER CONTACT OF NET AND SUPPORTS:

- A. A player, through his own impetus, may not contact the net with any part of his body or clothing.
- B. It is not a fault when the force of an opponent's contact of the ball hitting the net causes a player to contact the net.
- C. It is not a fault when a player's hat falls off his head and inadvertently contacts the net.
- D. It is not a fault when a player has incidental contact with the supports or support cables.

10. **BALL UNDER THE NET:** A player may cross under the vertical plane of the net to play the ball: As long as it does not interfere with the play of your opponent.

11. INTERFERENCE:

- A. No player may interfere or threaten to interfere with an opponent's play.
- B. In crossing under the net, a player may make inadvertent contact with an opponent but

2. **PLAYING THE BALL MAXIMUM TEAM CONTACTS:** The ball may be contacted no more than three (3) times by a team in an effort to return the ball over the net to the opponent's court. The only exception to this rule is if contact is made off a block.
3. **SUCCESSIVE CONTACTS:** A player may not contact the ball twice successively with the exception of "driven balls", and contact while blocking.
4. **SIMULTANEOUS CONTACT:**
 - A. When teammates contact the ball simultaneously, this is considered one team contact and either team player may make the next team contact.
 - B. After simultaneous contact of the ball by opponents, the team on whose side the ball falls is entitled to hit the ball three (3) times.
5. **PLAYABLE AREA CONTACT:**
 - A. The ball may be played anywhere on or off the court, but a team may not pass the ball over the net or supports more than once during a team possession.
 - B. It is permissible to cross the indefinite extension of the centerline outside the playing area to play the ball as long as it does not interfere with players.
6. **BALL CONTACT:**
 - A. The ball may contact any part of the body.
 - B. The ball may contact multiple parts of the body provided such contact simultaneous.
 - C. A ball must be hit cleanly and not held, lifted, pushed, carried, or thrown.
 - D. A "hard driven" ball from an attack or from a blocked ball rebounding back into the attacker's court may be contacted multiple times in succession by a player if these contacts occur during one attempt to play the ball. This counts as one team contact. A "hard driven" ball may never be carried or allowed to come to rest.

M. SETTING

1. The ball must be contacted simultaneously by both hands and not allowed to come to rest.
2. A ball need not travel in the same direction as the setter is facing; however, the setter can not hold or carry the ball to change the direction of the set.
3. When the ball is intentionally "set" into the opponent's court, the player's shoulders must be "squared up" or perpendicular to the line of flight.
4. Two man teams: Closed hand fist dinking is allowed. No setting over the net.

N. BLOCKER

1. **DEFINITION:** The block is the attempt by a player or players to interrupt the ball before, as or just after it crosses the net.
2. **POSITION OF BLOCKER:** The player is determined to be blocking when player is positioned within an arm's distance of the net with his hand or hands above his shoulders.
3. **BLOCKING / CONTACT WITH THE BALL:**
 - A. A blocker or blockers may contact the ball multiple times in one attempt. This

player protest must be made prior to the completion of the match.

9. **COMPOSITION:** There are two players per team w/ 2 allowable substitutes on the player roster. There are four players per team w/ 4 allowable substitutes on the player roster, Etc.
10. **SUBSTITUTION:** Substitutions may be made once a game has begun. If one player cannot continue play for any reason and no subs are available, the team may forfeit, or it is the decision of the opposing team to agree to continue playing.

G. INJURIES

1. **IF A PLAYER IS INJURED** during the course of a game and he cannot continue to play and his team does not have anyone to replace the injured player, it is the decision of the opposing team to agree to continue playing.
2. **IT IS THE RESPONSIBILITY** of all managers to file an injury report on all players and/or spectators injured during the course of their match on the back of the score sheet. Any injured player bleeding will be removed from the game until cuts are cleaned and properly bandaged.
3. **ROSTER CHANGES** No additions or deletions can be made to the roster after the 3rd match unless an injury has occurred and a doctor's excuse (official note) can be provided to remove and replace a player.

H. AWARDS

First place teams will receive 6 to 10 individual awards. Also, Gift Certificates for the Dugout Bar and Grill will be given to the first, second and third place league finishers.

I. GAME FORFEITS

1. The third forfeit by a team in any one season will result in that team being dropped from the league for that season, making them ineligible for league playoffs (if held). Teams ejected from league play after their third forfeit, or teams voluntarily dropping from the league, will not be eligible for refunds of any fees paid. Liberty Park reserves the right to remove our guarantee of games played if that guarantee cannot be honored due to forfeits by other teams.
2. **FORFEIT TIME:** The Monday through Friday 6:10pm scheduled games have a forfeit game time of 10 minutes past the scheduled game time. All games must start when you have the minimum players needed. All Monday through Friday 7:10pm and later games have a forfeit time of the scheduled game time. If a team does not appear for play at the scheduled time, the opposing team will be awarded a 3 point win and the match is forfeited. If a team NO SHOWS for all 3 Games (0) points will be awarded

3. MINIMUM PLAYERS REQUIRED TO START A GAME:

6x6 teams must consist of 4 players to start a game.

4x4 teams must consist of 3 players to start a game.

2x2 teams must consist of 2 players to start a game.

J. THE GAME

1. **SMOKING:** It is forbidden to smoke while on the courts. No chewing tobacco, seeds or gum on courts.
2. **TEAM UNIFORMS:** Optional, uniforms are encouraged. Shoes and shirts must be worn inside of all Liberty Park buildings.
3. **SCORE SHEETS:** The home team manager will pick up score sheets for each game at the Main Office and return at end of game. The home team is responsible for keeping score. Visiting team should verify score sheets. First and last names must be printed legibly on the official score sheet. Inaccurate information may weigh heavily against the offending team in the event of a protest.
4. **GAME FEE:** All games that are self officiated do not pay referee fees. Games that do have a referee will have to pay a (to be determined) fee to the referee before the match.
5. **THE GAME:**
 - A. A game is composed of a series of rallies with rally scoring, each of which is initiated by a serve.
 - B. A team may not allow the ball to touch the playing surface within it's playing court, may contact the ball no more than three (3) times and must then send the ball over the net and into contact with either an opponent or his court.
 - C. All matches are three games. A game is won when a team scores 21points. The first team to 21 wins. You do not have to win by 2. If a game is played to a score of 13 points and is called due to rain, the game will stand as completed.
 - D. Matches are limited to one (1) hour, If 3 games have not been completed by the one-hour mark, the home team manager will announce 5 minutes to finish, highest points win. We must have a winner.
 - E. Ball in play/out of play: When the ball is considered in play or alive when it is contacted for service. The ball is out of play or dead the moment a fault is committed.
6. **PRE GAME:** Teams are given a minimum of 3 minutes of simultaneous warm-up time previous to a game. It is recommended that teams arrive early to warm up on grass previous to 3 minute warm up. The appropriate number and sex of players must be present for play or a forfeit will occur. If fewer players are present at the scheduled game time, it is the decision of the opposing team to agree to play the match.
7. **CHANGES OF COURT:** Teams will change sides after each game.
8. **TIME INTERVALS:** There will be a one (1) minute break between games.
9. **TIME-OUTS:**
 - A. Each team may take a maximum of one (1) regular time-outs of one (1) minute duration each, and two (2) sand-time-outs of 20 seconds duration each during a game.
 - B. Any player may request a time-out when the ball is out of play.
10. **DELAYS TO THE GAME:** Any act that unnecessarily delays the game shall result in a warning from the opposing manager. If the act is repeated deliberately, a team may file a

protest. A player may not cross intentionally onto the other team's court for any purposes other than to play a ball under a net. There will be no arbitrary inspection of the line for a "ball mark" by a player.

11. ABNORMAL INTERRUPTION OF PLAY:

- A. Stop play when a foreign object enters the court, including a ball from another court.
- B. If a player is injured during a rally, play continues until the ball is dead. Ascertain the nature of the injury, maximum time-out for injury is at the sole discretion of the volleyball director, but such interruption in play will not be allowed to become repetitive for the same injury.
- C. The director will temporarily suspend play when, in his opinion, inclement weather warrants. This decision to cancel is the director's. If a game is played to a score of 13 points and is called due to rain, the game will stand.

12. EJECTED PLAYER: Any team member who is ordered off the court of play by a referee must retire to a position "out of sight & out of sound & off the property", without undue argument or delay. Failure or refusal to comply will subject the team to forfeiture of the match. This is an automatic suspension for the next match.

13. POINTS: Each team will receive three (3) points for a win and one (1) point for a loss, in the standings. If a team forfeits, zero (0) points will be awarded to the forfeiting team. **Standings** will be posted weekly on our web site www.libertyparkofamerica.com

K. FAULTS

1. **DEFINITION OF FAULT:** A fault is any action that violates the rules.
2. **RESULTS OF A FAULT-RALLY SCORING:** A fault committed by the serving team will result in a point. A fault committed by the receiving team will result in a point.
3. **DOUBLE FAULTS:** A double fault occurs when players from opposing teams commit faults simultaneously.
4. **SUCCESSIVE FAULTS:** If two or more faults are committed successively, only the first is counted, as all subsequent play is dead.
5. **SERVING FAULTS (after contact):**
 - A. The ball hits net and does not go over the net.
 - B. The ball passes under the net.
 - C. The ball passes over or outside the supports.
 - D. The ball touches a teammate or any other object before entering the opposing team's playing court.
 - E. The ball lands out of bounds.

L. CONTACT

1. CONTACTED BALL: Any contact of the ball, whether intentional or unintentional, is considered a team contact.