

GENERALIZED RULES

◆ ELIGIBILITY:

All Active Duty military personnel assigned to Quantico.

Active Duty military personnel family members and DoD (APF and NAF) civilians working on Marine Corps Base, Quantico.

All civilian participants (to include military family members) must be at least 18 years of age and sign a "Release and Hold Harmless Agreement" prior to playing the first game of the season. Failure to sign this agreement will result in immediate expulsion from that sport.

Civilian participation will not be at the exclusion of any Marine. Civilians may play on teams with proportionately larger number of Active Duty military personnel. Civilian teams may compete for awards and trophies, but 100% civilian teams or military teams with 25% or more civilian members are not allowed to compete for Commanders Cup points. Military teams will occupy the vacated position and points adjusted accordingly.

◆ TEAM COMPOSITION/COMMANDERS CUP POINTS

Military personnel will participate with the Unit they are assigned. If the Unit only sponsors one team, all military members of that Unit are considered team players. If the Unit does not have a team, military personnel are eligible to participate on civilian teams but not in contention for Commanders Cup or with another military Unit's team after the Commander of both the losing and gaining Unit grants permission in writing.

Units are authorized to enter more than one team into a sport but must identify at the beginning of the season which team is in contention for Commanders Cup points. Teams that enter more than one team must also submit rosters for each team. Players are not allowed to play on both teams. If a Unit enters more than one team, civilian participants may only play on the team that is not in contention for Commanders Cup. Players may not transfer from one team to another after the regular season begins unless one team drops out prior to the start of the second half. A player may then play for the remaining team prior to the start of the second half.

Military personnel transferring from one Unit to another may play with either the gaining or losing Unit's team. He/she may not play for both.

If a Unit drops out of play during the first half of the season, members of that Unit are eligible to compete with another Unit after approval is granted by the Unit Commanders of both teams and the Intramural Director and does not directly impact any player on the gaining team.

If a Unit drops out of play during the second half of the season, all players will be ineligible to play on any team.

Unless mission directed, any team that drops out of any sport season will forfeit Commanders Cup participation points.

Teams will forfeit all games in which ineligible players are used. Ineligible player protests can be made at any time during the season in which the violation occurred and all forfeitures retroactive to the start of the season.

If a team drops out of league play and has not played every scheduled team at least once, the win/loss record of all remaining teams will be adjusted to reflect non-games.

◆ **POSTPONEMENTS**

Military commitments, which affect 50% of the unit's capability to field a team, are the established criteria for postponements. The Unit First Sergeant or Commander must verify these commitments.

The Athletic section will reschedule all postponements, declare forfeitures and notify coaches.

Unsafe playing condition postponements. The Intramural Director will notify all teams by 1400 if games for that evening are postponed due to unsafe playable conditions. If conditions deteriorate after 1400, the official will postpone games at game time.

Teams are not authorized to postpone and reschedule games. If two teams reschedule a game without the approval of the Intramural Director, both teams will receive a forfeiture for that game.

◆ **FORFEITS**

Game time is forfeitable time unless stated otherwise in the specific sports by-laws.

The manager of the team who has won by forfeiture may allow the late team to play if there is still enough time to play the game, the officials are present and it is annotated and signed in the official scorebook by both coaches and officials that all agreed to play as an official game.

If both teams fail to show, or have enough players at game time, both teams will forfeit the game.

Two forfeits during the sports season will be cause to drop the team from further play in that sport season.

If both teams arrive late, and both teams agree in writing on the official score sheet to play the game within the shortened time period, and the officials are still present, the game may be played and recorded as an official game.

♦ **UNSPORTSMANLIKE CONDUCT**

Unsportsmanlike conduct, derogatory language or gestures by any player, coach or manager will result in immediate expulsion from the game/match and suspension from participating in the next scheduled game/match.

The penalty for fighting, instigating or retaliating is suspension for the next two scheduled games/matches. Two-fight suspension will eliminate that individual from participating in the remainder of that sport season.

Flagrant unsportsmanlike conduct (i.e., endangering an official, spectator, player, etc) or causing physical damage to personal, private or government property prior to, during or after a game, will eliminate the individual(s) from participating in all sports programs for one year. The Unit Commander concerned will receive a written notice from the Athletic Director explaining the circumstances. PMO will be notified to record and investigate the incident.

Any player suspended for fighting will not be selected to any higher level of competition.

♦ **ALCOHOL USE**

IAW MCBO 1700.4A, Alcoholic beverages at Intramural/All-Marine/Armed Forces etc. Athletic events. No alcoholic beverages may be consumed at Intramural athletic events. Under no circumstances may privately purchased malt beverages be taken to, or consumed at, athletic events. Possession and/or use of alcoholic beverages in cans or bottles at such athletic events are prohibited. SNCOs and officers attending these events are expected to ensure that this rule is adhered to.

Teams are responsible for controlling their players, coaches and fans. Teams violating the alcohol policy will forfeit both the game in which they are participating and the next scheduled game.

◆ PROTESTS

Discussion of protest procedures will be discussed in the sports organizational meeting. Player eligibility and misinterpretation of playing rules affecting the outcome of a contest are the only allowable protests. JUDGMENT CALLS CANNOT BE PROTESTED.

Coaches must record all relevant facts of the game (i.e., time left, score, position of players, etc.) in the official scorebook at the time of the protest. After the game, the protesting coach/manager must submit a formal written protest and submit to the Intramural Director no later than 1200 the next working day. THE PROTEST WILL NOT BE CONSIDERED IF IT DOES NOT MEET THE ABOVE CRITERIA.

If a protest is valid and has a direct bearing on league standings or play-off positions, the game will be replayed from the point of the protest. Players involved in the protest must be present to play.

Protests during championship games/matches will be handled and adjudicated immediately at the time of the incident by either the Intramural or Athletic Director present at the game/match. Decisions are final.