Governing Bodies

The current edition of the USA Softball rules for 2019 will govern the league and tournament play except as modified in this document.

This set of Bylaws is not all-encompassing for the rules and regulations that govern the MCCS Lejeune-New River Intramural Program. All Intramural participants are responsible to read and understand the current edition of the Lejeune-New River Intramural Sports Handbook which contains pertinent information regarding coaches, team formation, eligibility requirements, Code of Conduct/Ethics, sanctions, grievances, and other important information about the Intramural program.

Coaches

All teams will be coached by a Staff NCO or above; the head coach acts as a direct representative for their respective team for the duration of the season.

Please refer to the Intramural Handbook page 6 for the full description of Coaches’ responsibilities.

Eligibility

All players must be active duty. All participants must be able to provide proof of eligibility if requested, i.e.: AD military ID.

Please see the Intramural Handbook page 4-6 for complete guidelines.

Season

Games will be held at the Goettge Memorial Field House Complex and Air Station Softball Fields for the duration of the season.

Rosters

Allocations
Teams may carry as many players as desired; however, only fifteen (15) players can be dressed per contest.

Coaches are required to update and submit to the appropriate Sports Coordinator rosters noting any changes prior to their next scheduled game. Failure to submit required rosters may result in forfeiture of games. Rosters may be submitted to the Sports Coordinator’s Office (Goettge Memorial Field House Bldg. 751 or AS-4000 on Schmidt St.) by hand or emailed to the Sports Coordinator at: warneral@usmc-mccs.org or millercm@usmc-mccs.org.

Team Formation, Regulations and Requirements
Please refer to the Intramural Handbook pages 4-6 for full details on Regulations and Requirements of registering teams. All teams must meet the published guidelines to register for the league.
Equipment

Balls
Game balls will be provided by MCCS for use during game time. All game balls will .52 cor 300 Comp.

All game balls will be returned to the sports coordinator when games are complete; teams are not permitted to keep balls.

Bats
Game bats will be provided by MCCS; these are the only authorized bats, personal bats may not be used.

Uniforms
Uniforms are available for issue from the Sports Office if the command/team requests use of uniforms. Teams must wear shirts or jerseys of matching color with a highly visible number on the back. Sponsorships of any kind, obvious, implied, or silent, are prohibited; please refer to the Intramural Handbook pages 5-6 for complete details on the availability and guidelines of uniforms.

Game Policies

Line Ups
All lineups are due five (5) minutes before game time to the official book located with the Scorekeeper.

Players
Both teams must field nine (9) players at game time to begin play; teams must maintain nine (9) players for the duration of the game and may not compete with less than nine (9) players. The tenth (10) spot in the lineup will be considered an automatic out if only nine (9) players are in the lineup.

Illegal Players
Any team found to have an illegal player will automatically forfeit any game where that player was on the books or can be proven they participated in the game illegally.

Duration
Games will be seven (7) innings or one (1) hour time limit; whichever is first. There will be no new inning starting after the 55 minute mark.

The listed Home Team will always have the last at-bat, unless they are winning after the top of the inning.

The “Home” team will reside on the third base line for all games.

Overtime
In the event of a tie at the end of regulation time or seven (7) completed innings, extra innings will be played until a winner is determined. The Home team always has the last bat.

Legal Games and Make Ups
A game will be considered a legal game, and the score will stand as is, if the game has gone at least four (4) innings or 35 minutes. In the event of weather related cancelations during game time, the remainder of the game will not be made-up and the score will stand as is if the game has met the legal game minimum. Exceptions:
--if the game is tied when called;
--or has not met the legal game minimum;
--or if the home team is behind in runs and has not had or finished their at-bat for the inning,

The game will resume in the position it was called off and played from that spot forward. If the home team is ahead at the time the game is called, the score will stand as is.
Games cancelled prior to game time due to weather related issues will only be made up as time and season scheduling allows. Cancelled games are not guaranteed to be rescheduled.

**Dugout Rules**
The only individuals authorized to be in their perspective dugout are Coaches, players and scorekeepers/statisticians. All others must be sitting in the bleachers outside of the official playing areas.

**Children, regardless of age or restrain in a child seat, ‘play pen’, or otherwise, are NOT allowed in the dugouts for any reason- no exceptions. Children MUST be supervised by a responsible party at all times while on the premises; parents are not considered to be supervising children while/if participating during game time.

**Pitching**
Pitchers may pitch as much as five (5) feet behind the pitchers plate and wear a mask if they choose for safety precautions. All other ASA rules apply.

**Courtesy Runners/Pinch Runners**
Courtesy runners are allowed for purposes of injury or mobility restrictions and must be declared to the officials and opposing team prior to the start of the game. The batter must legally advance to first base on their own before a courtesy runner may be called in. The courtesy runner called in must be the last out on the books.

Courtesy runners do not count as official substitutions and the original batter will return to their fielding position. Courtesy runners are not allowed for reasons outside of injury or mobility restrictions that cause a player the inability to advance themselves around the bases (ie: a courtesy runner cannot be called in just because they are a faster runner than the batter).

Pinch runners may be called in in cases of injury en route to first base where the batter cannot advance around the bases nor return to their fielding position. These cases will be cause for official substitutions.

**Batting**
Each player will start with a 1-1 count.

**Mercy Rule**
The mercy rule will be: 20 runs after 3 innings; 15 runs after 4 innings; or 10 runs after 5 innings. The Home team will always have the last at-bat, unless they are ahead at the half inning. If the home team scores the limiting run during their at-bat, the game will be called with that run and the score will stand as is.

**Homerun Rule**
- Three (3) successive (over the fence) homeruns are permitted per team; any homerun hit after the three will be an automatic OUT, EXCEPT:
  - Once each team has hit 3 homeruns, legal homeruns may be hit in accordance with the ASA 1-up Rule.
    - **EXAMPLE:** Home team hits 3 HR. Once the Visitors hit their 3rd HR, they may also hit 1 MORE home run to go ‘1-up’, making the home run count 4-3.
    - *In a 1-up Rule, either team may be one additional home run up from the opponent’s number of home runs
  - The home team cannot go one up in the bottom of the 7th inning. They may only tie the number of Home runs. This rule applies only to the 7th inning.
    - **EXAMPLE:** The home team is down 9-10 in the bottom of the 5th with 4 minutes left in the game. Home runs are tied 4-4. The home team can hit a home run to go one up because if they tied the game it would not be over.
  - If the ball proceeds over the fence as the result of a fielding error/mistake (ie: ball bounces off fielder’s glove and over fence, etc.), that run will not be counted as part of the Home Run rule limit
- The batter who has just hit a homerun must touch at least first base. However, any other player(s) on base at the time of the homerun must complete their rounds to all bases.
- The hitting team is responsible for retrieving the balls, whether homerun or foul.
## Forfeits

### Grace Period

Game time is forfeit time. Teams failing to have the proper number of players at game time will be charged a forfeit. Forfeited games will not be rescheduled or made-up.

### Forfeit for Behavior

It is the direct responsibility of the head coach to control their team; failure to control their actions, speech, and attitudes may result in the head official’s right to terminate the game and charge the offending team with a forfeit.

### Sanctions for Forfeits

Any team charged a forfeit during the duration of the scheduled league, for a no-show or behavioral forfeit, will not be eligible for the post season Championship tournament, regardless of the team’s league standing or record. Two forfeitures during a season may result in the removal of the team from the league.

### Scores for Forfeits

Forfeited games will be recorded as a 15-0 score.

## Protests

Protests of USA Softball rules will not be recognized.

## Grievance

Written grievances may be submitted by the head coach to the Sports Office within 24 hours for circumstances not generally covered in the rules or matters that do not include an officials’ ruling.

Acceptable grounds for grievances include, but are not limited to: illegal player concerns, performance of the officiating crew, ejections, technical/yellow card fouls, etc. Submissions must be specific in nature and not generalizations such as “they stunk” or “poor calls”.

## Code of Conduct

The Code of Conduct/Ethics applies to all parties relative to all athletic programs, facilities, and personal interactions and communications; this may be applied in addition to penalties assessed to ejected players, coaches, and spectators.

<table>
<thead>
<tr>
<th>OFFENSE</th>
<th>ACTION(S)</th>
<th>LENGTH OF SANCTION(S)</th>
<th>SANCTION(S)</th>
</tr>
</thead>
<tbody>
<tr>
<td>LEVEL 1</td>
<td>Excessive Profanity</td>
<td>One (1) week</td>
<td>Immediate removal from site; plus one week ban from all Intramural programs, activities, and facilities.</td>
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<td></td>
<td>Taunting/ Baiting <em>(first offense)</em></td>
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<td></td>
<td>Argumentative/Unruly Behavior</td>
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<td></td>
<td>Failure to comply after Warning</td>
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<td></td>
<td>Other Offenses deemed Level 1</td>
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<td></td>
</tr>
<tr>
<td>LEVEL 2</td>
<td>Verbal Abuse</td>
<td>Two (2) weeks</td>
<td>Immediate removal from site; plus two week ban from all Intramural programs, activities, and facilities.</td>
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<tr>
<td></td>
<td>Inciting unruly behavior</td>
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<tr>
<td></td>
<td>Taunting/ Baiting <em>(second offense)</em></td>
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<tr>
<td></td>
<td>Abuse/Damage to Property</td>
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<td></td>
<td>Failure to comply with Smoking/Tobacco/Alcohol Policy</td>
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<tr>
<td></td>
<td>Other offenses deemed Level 2</td>
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**Table:**

| LEVEL 3.1 | Fighting/ Violence  
Verbal/Written Threats  
Belligerence  
Racial Slurs or degrading comments  
Possession/Use of illegal drugs  
Other offenses deemed Level 3.1 | One (1) Year | Immediate removal from site; plus sanctions according to severity of offense.* |
|-----------|---------------------------------|-------------|--------------------------------------------------------------------------------|
| LEVEL 3.2 | Assaulting a patron, official or staff member  
Weapons Possession/Use  
Other offenses deemed Level 3.2 | Two (2) years | Immediate removal from site; plus 2 year ban from all division programs, activities and facilities (possible criminal offense per state statute)* |

*This chart is not all-encompassing of the MCCS Lejeune-New River Code of Conduct. Please refer to the Intramural Handbook, pages 12-14 for complete details on the Code of Conduct/Ethics, sanctions and appeal rights. All participants are responsible to know the Code of Conduct in its entirety.

**Championships**

Championship Tournaments and awards are conducted on an As-Available basis provided funding, time, space and scheduling is available. Championship tournaments and awards are not guaranteed. Teams may not use a ‘reserve team/players’ for championship series games; all players must meet the one-third rule, please refer to the Intramural Handbook page 4-5 for full details.

In the event of a tie leading into the Championships series, the Sports Office reserves the right to break the tie in a manner deemed appropriate and fair under the circumstances. The governing body (ie: NCAA, NIRSA, etc), rules for such occurrences may not always be the means utilized to break the tie.

**Dress Code**

**Player equipment**

**Shoes:** All players must wear closed-toed shoes; rubber molded cleats are allowed; metal or screw in spikes are not allowed.

**Uniforms:** All players on a team will have matching uniforms with clear numbers on the back. In the event that teams have conflicting (same/similar) colors, the home team will change jerseys.

All participants are expected to abide by the base dress code set forth in MCIEAST-MCB CAMLEJO 1020.8 Dtd 06 NOV 2018. Sports require additional measures for safety and equality:

- Sweat bands are allowed.
- No shorts with pockets.
- Jerseys must remain tucked in.
- Elastic headbands are authorized. No rigid plastic headbands or headbands with ‘ornamental objects’ are allowed.
- No jewelry.
- Sponsorships of any kind, obvious, implied, or silent, are prohibited. The Sports Office reserves the right to assess teams for compliance with sponsorship guidelines and assure adherence. Compliance and enforcement requirements of this nature may not be appealed. Please refer to the Intramural Handbook page 5-6 for full details.
Alcohol, Drugs & Tobacco Policy

The use of any form of tobacco, (including e-cigarettes) drugs, or alcohol during MCCS Sports activities is prohibited. This policy applies to all participants, coaches, officials, spectators, and all others involved in the program. There is a zero tolerance policy for alcohol and drugs present at any intramural event in accordance with MCIEAST-MCB CAMLEJO 1700.6. SECDEF Policy Memo 16-001 Dtd 8 Apr 16. Head Coaches are held responsible for their team’s adherence to this order.

Pet Policy

In accordance with MCIEAST-MCB CAMLEJO 10570.2 domestic animals are not permitted at MCCS organized activities. Service dogs permitted in accordance with applicable laws.

Military Commitments & Reschedules

Games will be considered for rescheduling only in the case that the conflict is a Unit Function such as field exercises, briefings, etc. Games will not be considered for rescheduling because of personal or inter-team issues such as leave.

Rescheduling requests need to be addressed with the Sports Office as soon as a conflict is recognized. Notifications of scheduling conflicts are to be addressed in writing before the scheduled game and failure to notify the Sports Office in advance may result in forfeiture of the missed game.

Rescheduling requests will be considered if the subject game could influence the league standings. If the subject game will not influence league standings, the game may or may not be rescheduled based on the availability of scheduling, space, staffing, and in cooperation with the opposing team.

The Sports Office reserves the right to alter, change, or adjust the format or schedule of a league, tournament, or other scheduled activity in cases where it is deemed necessary or essential to the continuation or completion of the program for any reason.

Sports Office Contacts

Camp Lejeune
Goettge Memorial Field House
Bldg. 751 McHugh Blvd.
O: 910-451-2061
F: 910-451-5982

New River
Bldg. AS-4000
Schmidt Street
O: 910-449-5844
F: 910-449-4940

Documents and Forms:
www.mccslejeune-newriver.com/sports