Governing Bodies

The 2019 Intramural Soccer will be governed by the current edition of the USSF (U.S. Soccer Federation) rules and bylaws set forth 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 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 (unless the team is comprised of all civilians); 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.: DoD ID.

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

Season

Games will be held at the Goettge Memorial Field House Field Complex, Camp Lejeune and New River Air Station for the duration of the season.

Rosters

Allocations

Teams may carry as many players as desired however, only eighteen (18) may dress 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) by hand or emailed to the Sports Coordinator at: Antonio.warner@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

Game ball will be provided by home team for use during game time.
Uniforms
Uniforms are available for issue from the Sports Office if the command/team requests use of uniforms. Availability may be limited for certain styles. Teams must wear shirts or jerseys of matching color with a highly visible number on the front and 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 changes in lineups are due NLT than 1500 on the day of the scheduled game to the Sports Office.

Players
Both teams must field a minimum of seven (7) players at the start of game time to begin play. Teams may finish play with no less than seven (7) players.

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 played in two (2), thirty (30) minute halves with a five (5) minute halftime.

The Championship final game will be composed of two (2), forty-five (45) minute halves with a ten (10) minute halftime intermission

Standings
Each team will be awarded three (3) points for a win, one (1) point for a tie, and zero (0) points for a loss.

Overtime
For regular season games, in the event of a tie at the end of regulation, the score will stand as is.

For the post season, in the event of a tie, there will be two additional five (5) minute halves with a penalty shootout if deemed necessary to determine a winner.

Mercy Rule
Mercy Rule will not be in effect for the duration of the 2019 season.

Bench Rules
Players must remain seated on the bench at all times when not on the field. Coaches, players and statisticians are the only persons permitted to sit on the bench.

Two Minute Penalties, Yellow Cards (Caution)
A player receiving a yellow card will serve a two (2) minute penalty.

Time on a two (2) minute penalty must be served in its entirety and will carry over to next half if needed. It is the sole responsibility of the player to watch the official keeping time for notice when to return to play.

Any player or coach receiving two (2) yellow cards (caution) in the course of the Intramural season may be removed from the league for unsportsmanlike conduct. Please refer to the Intramural Handbook, pages 11-13 for full details on the Code of Conduct/Ethics and Ejections. Yellow Cards (Caution) and resulting league removal are grounds for a Grievance submission.

Any player receiving one red card during the season will be removed from the league.
**Legal Games and Make Ups**

A game will be considered a legal game, and the score will stand as is, if the game has completed at least fifteen (15) minutes of the second half, resulting in at least 75% of the game completed. 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 called at half-time, the second half will be played in its entirety to determine an outcome

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.

**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. All matches charged a forfeit will be recorded as a 3-0 win.

**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 officials 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 punitive 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.

**Protests**

Protests concerning USSF rules will not be recognized.

**Grievance**

Written grievances may be submitted to the Sports Office within 24 hours of match completion 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, 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 Taunting/ Baiting <em>(first offense)</em> Argumentative/Unruly Behavior Failure to comply after Warning Other Offenses deemed Level 1</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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</tbody>
</table>
**LEVEL 2**

<table>
<thead>
<tr>
<th>Offenses</th>
<th>Sanctions</th>
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</thead>
<tbody>
<tr>
<td>Verbal Abuse</td>
<td>Immediate removal from site; plus two week ban from all Intramural programs, activities, and facilities</td>
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<tr>
<td>Inciting unruly behavior</td>
<td></td>
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<tr>
<td>Taunting/ Baiting <em>(second offense)</em></td>
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<tr>
<td>Abuse/ Damage to Property</td>
<td></td>
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<tr>
<td>Failure to comply with Smoking/Tobacco/Alcohol Policy</td>
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<tr>
<td>Other offenses deemed Level 2</td>
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<tr>
<td><strong>LEVEL 3.1</strong> “No Tolerance”</td>
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<tr>
<td>Fighting/ Violence</td>
<td>Immediate removal from site; plus sanctions according to severity of offense.*</td>
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<tr>
<td>Verbal/Written Threats</td>
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<tr>
<td>Belligerence</td>
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<td>Racial Slurs or degrading comments</td>
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<td>Possession/Use of illegal drugs</td>
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<tr>
<td>Other offenses deemed Level 3.1</td>
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<tr>
<td><strong>LEVEL 3.2</strong> “No Tolerance”</td>
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<td><strong>Continues on next page</strong></td>
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<tr>
<td>Assaulting a patron, official or staff member</td>
<td>Immediate removal from site; plus 2 year ban from all division programs, activities and facilities (possible criminal offense per state statute)*</td>
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<tr>
<td>Weapons Possession/Use</td>
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<tr>
<td>Other offenses deemed Level 3.2</td>
<td></td>
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*This chart is not all-encompassing of the MCCS Lejeune-New River Code of Conduct/Ethics. Please refer to the Intramural Handbook, pages 11-13 for complete details on the Code of Conduct/Ethics, sanctions and appeal rights. All participants are responsible to know the Code of Conduct/Ethics 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:** participants must wear closed toed athletic shoes; rubber molded cleats may be worn, no metal or spike cleats are allowed

**Uniforms:** all field players shall have matching uniforms. In the event that teams have conflicting (same/similar) colors, the home team will change jerseys.

**Shin guards:** are mandatory and in the opinion of the referee, must be provide a reasonable degree of protection. Altered shin guards will not be permitted.

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.

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 Programming Office Contact

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

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