Governing Bodies

The current edition of the NIRSA Rules and Interpretations for 2019 will govern the league and tournament play except as modified in this document. Please note that MCCS Lejeune-New River Flag Football tournaments and leagues do not play by the NIRSA co-rec rules, although our programs welcome and permit teams with any mix of male/female players.

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.: military/DoD ID. Please see the Intramural Handbook page 4-6 for complete guidelines.

Season

Games will be held at the Goettge Memorial Field House Complex/ Main Football field behind AS4000 for the duration of the season.

Rosters

Allocations

Teams may carry as many players as desired on their Alpha Roster; 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/NRAS AS4000) by hand or emailed to the Sports Coordinator at: Antonio.warner@usmc-mccs.org or christopher.miller@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

Please refer to Supplement for ball and belt regulations

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 changes in lineups are due NLT than 1500 on the day of the scheduled game to the Sports Office.

Players

The game shall be played between 2 teams of 7 players each. Both teams must field 6 (six) at game time to begin play; teams must maintain 5 (five) players for the duration of the game. Teams failing to maintain the minimum number of players for the duration of the game will be charged a forfeit.

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), twenty (20) minute halves with a five (5) minute halftime intermission.

Flag Belts

Flag belts will not be tied at any time during the game. Players found to have a tied or knotted belt that prevents an opponent from easily pulling the belt free as designed will face the following penalties:

- player will be disqualified from the game and the team’s next scheduled game
- a 10-yard penalty will be assessed to the offending team
- team will lose a down, or, it will be an automatic first down for the opposing team if play was the fourth down

Kickoff

There is no kickoff in the league. Play will start at the 20-yard line.

Punting

No quick kicks are allowed.

Timeouts

Each team will be awarded two (2) full 60 second timeouts, and one (1) thirty second timeout per game.

Touchdowns

After scoring touchdown the player must remain in the end zone for the official to check their flag belt; if a player leaves the end zone before the belt check, the touchdown will be forfeited.

Overtime

For all regular season games, in the event of a tie at the end of regulation, the score will stand as is.
For all post season games, in the event of a tie at the end of regulation, NIRSA rules will be followed to determine a winner. Please refer to the complete NIRSA rules for details.

**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.

**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 ten (10) minutes of the second half, resulting in at least 75% of the game completed. In the event of weather related cancellations 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:

- The team with possession of the ball is behind in the score and that single drive could result in a tie or lead change

The game will resume in the position it was called off and played from that spot forward.

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.

**Mercy Rule**
If a team is nineteen (19) points or more ahead once the referee announces the two (2) minute warning for the second half, the game will be over.
If a team scores during the last two (2) minutes of the second half, and that creates a point differential of nineteen (19) points or more, the game will end at that point.

**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.

Players and spectators must remain between the 20 yard lines.

**Unsportsmanlike Penalties**
A player or non-player with two (2) unsportsmanlike penalties in a single game will result in an ejection from the game and possible game forfeiture if deemed appropriate.

A player or non-player with four (4) unsportsmanlike penalties in a season may be removed from the league.

**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 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 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.

**Forfeit Scores**
In the event of a no-show or forfeit before game time, the score will be recorded as 21-0. Behavioral forfeit scores will be determined based on the best interest of the team, standings, and league.

**Protests**
Protests of NIRSA 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>
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</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>Failure to comply after Warning</td>
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<td>Other Offenses deemed Level 1</td>
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<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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<td></td>
<td>Taunting/Baiting (<em>second offense</em>)</td>
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<td></td>
<td>Abuse/Damage to Property</td>
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<td></td>
<td>Failure to comply with</td>
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<td>Smoking/Tobacco/Alcohol Policy</td>
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<td></td>
<td>Other offenses deemed Level 2</td>
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<tr>
<td>LEVEL 3.1</td>
<td>Fighting/Violence</td>
<td>One (1) Year</td>
<td>Immediate removal from site; plus sanctions according to severity of offense.*</td>
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<td>&quot;No Tolerance&quot;</td>
<td>Verbal/Written Threats</td>
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<td></td>
<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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<td>Other offenses deemed Level 3.1</td>
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<tr>
<td>LEVEL 3.2</td>
<td>Assaulting a patron, official or staff member</td>
<td>Two (2) years</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>&quot;No Tolerance&quot;</td>
<td>Weapons Possession/Use</td>
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<td>Other offenses deemed Level 3.2</td>
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*This chart in 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 – 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 due to a unit exercise will be permitted only:
- if the game could influence the league standings;
- if time and existing scheduling permits; and
- in coordination with the opposing team and Sports Office.

If the game(s) in question has no impact on the league standings it may or may not be rescheduled; even when proper notification is used.

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 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
F: 910-449-4940

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