Governing Bodies

The current edition of the National Collegiate Athletic Association (NCAA) Basketball rules will govern the 2020 Intramural season except as modified in this document.

These bylaws are not all-encompassing of the MCCS Lejeune-New River Intramural Program regulations; all Intramural participants are responsible to read and understand the current edition of the Lejeune-New River Intramural Sports Handbook which contains full details information regarding coaches, team formation, eligibility requirements, Code of Conduct, sanctions, grievances, and other important information about the Intramural program.

Semper Fit Rights

Marine Corp Community Services, Semper Fit Division has the reserved authority to implement and interpret all rules, regulations, and sanctions stated in this policy manual as written.

Coaches

Team Head Coaches will be 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 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/ AS-4400 for the duration of the season. Please refer to the Intramural Handbook pages 9-10 for full details on scheduling.

Rosters

Allocations

Teams may carry as many players as desired on the Alpha Roster; however, only twelve (12) players can be listed on the roster and dressed per game.

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/ AS 4000 Schmitt Street) by hand or emailed to Sports Coordinator at: Christopher.miller@usmc-mccs.org or 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 tournament or league.

**Equipment**

Game ball will be provided by MCCS for use during game time. Each team will receive two practice balls before the start of each game.

**Uniforms**

Uniforms are available for issue from the Sports Office if the command/team requests use of uniforms; please refer to the Intramural Handbook, pages 8-9 for details. Teams must wear shirts or jerseys of matching color with a highly visible number on the front and back.

**Local Game Policies**

**Line Ups**

All lineups are due fifteen (15) minutes before game time to the official scorekeeper.

**Players**

Both teams must field five (5) players at the start of game time to begin play. Teams may finish play with four (4) players. 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.

**PreGame**

Dunking is prohibited during pregame warmup; (1) technical foul will be charged to the offending player; possession will go to the non-offending team.

**Duration**

Games will consist of two (2) - 18 minute halves with a five-minute halftime.

The first sixteen (16) minutes of each half will use a running clock. The running clock will stop on foul shots and time outs only. The last two minutes of each half will use a regulation clock. No shot clock will be utilized.

**Timeouts**

Each team will be awarded two (2) full 60 second timeouts, and two (2) thirty second timeouts per game. Unused timeouts will be carried over into Overtime periods. Each team will be awarded one (1) additional full timeout for each overtime period played.

**Overtime**

In the event of a tie at the end of regulation a five minute overtime period will be played. The first three minutes will utilize a running clock and the last two minutes will utilize a regulation clock. Overtimes will continue until a winner is determined.

**Mercy Rule**

Mercy Rule will be in effect for the duration of the 2020 season as follows: when a team is leading by 20 points or more at halftime or any time during the second half, the clock will remain running during play, foul shots, and timeouts. Mercy rule will remain in effect unless the difference in the score drops to or below a 10 point margin.
**Bench Rules**

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

**Technical Fouls**

Any player or coach who receives two (2) technical fouls during a game will be immediately removed and may be suspended from the league for the remainder of the season; all technical fouls result in the same penalty (two (2) free throws and possession of the ball).

**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 responsibility of the head coach to control their team and 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.

**Forfeit Sanction**

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.

**Forfeit Scores**

In the event of a no-show or forfeit before game time, the score will be recorded as 20-0. Behavioral forfeit scores will be determined as follows: If the losing team is the offending team and they are behind (for example) 50-37; this is the official score of record. If the winning team is the offending team and is ahead (for example) 50-37, the score of record is 50-0 in favor of the team that was behind.

**Protests**

Protests of NCAA 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, removal from league, 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 (first offense)</td>
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<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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<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 (second offense)</td>
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<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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<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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<tr>
<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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Championships

Post Season Tournaments and awards are conducted on an As-Available basis provided funding, time, space and scheduling is available. Post Season tournaments and awards are not guaranteed. Teams may not use a ‘reserve team/players’ for championship series games.

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

Shoes: All players must wear closed-toed shoes, non-marking sole shoes.

Uniforms: All players on a team will have matching uniforms with clear numbers on the front & 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.** Teams may NOT include any type of business, personal, commercial, corporate, occupational, or otherwise, information on their uniforms, equipment, beverage containers (water bottles, etc), etc. This includes but is not limited to: any type of advertising, marketing, publicizing, contact information, business names, logos, etc. Teams will be warned and asked once to cover any suspected or apparent materials of this nature. A second offense may cause a team to be removed from the league. 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.

### 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, DoD Tobacco Policy/e-cigs Dtd. 8 Apr 16. Head Coaches are held responsible for their team’s adherence to this order & policy.

### Pet Policy

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

### Military Commitments & Reschedules

**Reschedules**

Games will be considered for rescheduling only in the case that the conflict is a Unit function such as field exercises, briefings, etc. or weather related issues. Games will not be considered for rescheduling because of personal or inter-team issues such as leave. The Sports Office will notify the POC for each team of schedule changes; it is the responsibility of the POC to inform their respective team/athletes of schedule changes.

Games requiring rescheduling due to unit functions 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

New River
Bldg AS 4000, Schmidt Street
O: 910-449-5844

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