

**1. General**

- a. The season will consist of round robin play, followed by a base championship. This program is designed to encourage participation by eligible personnel and promote a healthy activity in a relaxed atmosphere that emphasizes esprit de corps among units.

**2. Organization**

- a. The program will be organized into two leagues, when the total number of teams exceeds 14 teams. American league – large squadrons (200 or more personnel) and National league – small squadron (199 personnel or less). For example, the American league will play their games on Tuesday & Thursday while the National league will play their games on Monday & Wednesday.
- b. Separate standings will be kept for both the American and National leagues. Teams will be competing against those in their respective league for league champion and playoff berths. The top four (4) teams in each league will advance to the playoffs.
- c. The program will be organized into one league of round robin play when the number of teams are 14 or less.

**3. Eligibility**

- a. Authorized personnel include active duty military, reservists, dependents, DOD civilians, and NAF employees assigned to Travis AFB squadrons. Also recruiters from all branches assigned within a 50 mile radius. Personnel from other bases will not be allowed to participate in this program.
- b. TDY personnel/reservists assigned to Travis AFB for more than 90 days and through the duration of the season are eligible but must provide a copy of their orders to play.
- c. Any military member PCS'ing during the season will not be allowed to play thereafter.
- d. Civilian participants may not exceed 6 players or 30% of the team roster for intramural leagues.
- e. All members participating in any Intramural sport must always have in their possession a valid military ID, or similar ID indicating their employment with Travis and that particular unit. Program director will check individuals for proper identification (to verify eligibility) at random or as needed.
- f. Individuals who transfer squadrons during the season may choose to play with either squadron; unless two-thirds of the season has elapsed, then they must stay with the original unit. Decision must be made on the day of the transfer with a letter submitted to the Sports Department.
- g. Personnel must play for their respective squadron if their unit fields a team; and they may not switch teams at anytime during the season. Exception: paragraph 3f
- h. Penalty for using ineligible players is loss of every game that the ineligible player participated in.

**4. Postponements**

- a. The Fitness Center Director will decide on all requests for game postponements. Postponements will only be granted in the case of a base wide ORI or base wide exercise. Postponements will not be granted for routine down days or individual unit parties. Extraordinary circumstances requests must be signed by the Unit Commander, and must state the nature of the emergency, percentage of personnel involved, conflict dates and time, etc. A postponement request letter must be submitted not later than 1200 hrs the day before the scheduled game to be postponed. It is imperative that a team pull from all available substitute sources to include dependents, civilian squadron members, etc. before a postponement will be permitted. If a postponement is granted the game will be made up the following Friday or added to the end of schedule.

- b. Consideration will be given in the event of emergencies which preclude prior notification, however, it will be the responsibility of the coach or manager to take the necessary steps to insure that the Sports Department is notified in sufficient time to reschedule the game and to advise their opponents of the cancellation or postponement. Phone requests for postponement due to a military commitment must be followed up with a proper written request to the Sports Department. If any unit fails to comply with these guidelines, the game will be forfeited.
- c. Inclement Weather (outdoor programs only) All postponements due to poor weather conditions prior to game time will be made by the Sports Department. Inclement weather cancellations will be made at 1500 hrs. If no weather call is made by this time, game will be called at game time by the official/ program director. If the game has already started, the decision to continue play will be left up to the game officials.

## **5. Forfeits**

- a. If a team forfeits two (2) games in succession or a total of three (3) games during the course of the season, they will be removed from the league. Also refer to rule 10 c.

## **6. Protests**

- a. Protests will be limited to rules and interpretation situations and eligibility only. If a misinterpretation of a rule arises during a game, a protest must be registered with the official in charge of the game. Such protests must be made at the time of the infraction by the team coach. The official must then notify both teams that the game is being played under protest and so state that fact in writing in the official scorebook. A written protest must be then submitted by the protesting team to the Sports Department by 1200 hrs the next duty day.
- b. A protest regarding eligibility may be made at anytime by the team coach, but not later than one (1) day after the completion of the scheduled game in question.
- c. Teams may not make "handshake" deals to play a game that should normally be a forfeit. Teams caught doing this will both receive losses against their record.
- d. The Sports Department will review all protests; and if deemed necessary, the judiciary committee, consisting of three (3) members of the Sports Advisory Council, will review and take necessary action. When an active judiciary committee is not in effect the Fitness Center Director has the responsibility and authority to make the final decision.

## **7. Conduct/ Suspension**

- a. Unsportsmanlike conduct is contrary to the basic principle of Air Force sports and will not be tolerated. Players who are fighting, using profanity, or under the influence of alcohol will not be allowed to play. Anyone ejected from a game for unsportsmanlike conduct will be suspended from the next two scheduled games or will be suspended for the rest of the season, depending on the severity of the action. Their First Sergeant will also be notified regarding the incident.
- b. Coaches are responsible for their teams' conduct 30 minutes prior to, during, and 30 minutes after the completion of the game.
- c. Any player or coach who strikes, attempts to strike, throws any object, or intentionally puts his/her hands on an official or another player/coach/spectator will be suspended from further play in the base sports program for one year.
- d. Any player or coach who is ejected from a contest for unsportsmanlike conduct must leave the playing area within one minute or the game will result in a forfeit.

- e. Any player or coach who is ejected twice (2) during the season for unsportsmanlike conduct will not be allowed to participate in that sport for the remainder of the season. If necessary, the actions will be brought before the Sports Advisory Committee for further action.
- f. Any player or coach found to be under the influence of alcohol/drugs by the game officials will not be allowed to participate. If the individual refuses to leave, the game will be declared a forfeit.

## **8. Standings**

- a. League standings will be determined by total win accumulation for the round robin. Ties for playoff berths will be decided on head-to-head competition. Example: Team "A" beats team "B" during regular season; Team "A" would gain the playoff position.

## **9. Awards**

- a. Team awards will be presented to the league champions. Base champions and runners-up will receive 15 individual awards. Each unit must decide who will receive the awards.

## **10. Rules**

- a. The rules that govern play are from current NCAA Basketball rules and these Travis by-laws:
- b. Game time is forfeit time. Games will start at the designated time or in case of games running late, all following games will start ten (10) minutes after the conclusion of preceding game.
- c. Teams must have five (5) players to start or the game will be forfeited. All forfeits will stand and will be officially recorded, even if teams agree to inter-mingle or recruit bystanders as players in order to play a forfeited game "just for fun."
- d. Games will consist of two 16-minute halves, the last two minutes of each half being stop time. Each team will have two 45-second timeouts per half. The timeouts cannot be carried over to the next half. If the score is tied, the game will go into overtime. Each period of overtime will consist of 5 minutes; continuing until a winner has been determined. Each team gets one 45-second time-out per overtime period.
- e. Each team in the league will submit a roster of their players to the program director prior to the deadline of entry. The team captain/coach and alternate will be identified to the program director prior to the deadline for team entry. Any roster changes will also be identified to the program director. It is up to the team captain/coach to keep the roster current. A minimum of 9 players constitutes an official roster. Team rosters are limited to 23 players, with no more than 6 of them being civilians. Once a roster is filled, units cannot substitute players on the list unless a member departs the unit. A squadron submitting two (2) or more teams must identify which team is competing for the commander's trophy points. Teams competing for commander's trophy points will be identified as the "A" team. Note: If the "B" team wins overall championship, that team will only be awarded trophies.
- f. A unit having more than one team may not move/shift players from one team to the other. Once a player is added to the roster, he/she must remain on that team for the entire season. A member may play for another squadron only if a PCA or PCS occurs during the season. An individual must play two (2) regular season games to be eligible to participate in the playoffs.
- g. Small squadrons (199 Personnel and below) may combine players only if neither unit has the capability to form their own team. If two squadrons wish to combine players to form one team, they must decide which squadron will receive the trophy points. Only two squadrons may combine at any time. Both squadron commanders must agree to combine the two teams and must sign individual letters. The letters must state that neither squadron has the required amount

of players to field an individual team, and which squadron will forfeit and receive trophy points. Large squadrons (200 personnel and above) are not eligible to combine players with either large or small units. Check with the program director if you need additional information on size of units.

**11. Players Pool**

- a. Individuals wishing to participate and do not have a unit team in the league may obtain a release letter from their commander for entry into the players pool. The letter must state the number of individuals entering the players pool, their rank, first and last name, and the releasing squadron's willingness to forfeit any commander's trophy points for this event.
- b. Teams in the league who wish to add players to their roster may request a draw from the player's pool by submitting a request letter from their commander. The letter must include the number of individuals needed and current number of players on the existing roster. Teams that request players from the pool cannot "draft" specific players from the pool. Players will be released in order by the pool administrator. Teams with less than eight players on their roster will be given priority in the draw. Assignment of players from the pool will be conducted every Friday at 1300 in the Fitness Center.
- c. If in the event that players in the pool are not picked up by a team and there are nine or more players in the pool, they will have the option to form a non-commander's point team.

**12. Attire**

- a. Appropriate athletic attire will be worn. No boots or other street shoes will be worn. All purpose athletic shoes, or gym shoes are acceptable. Shoes must be hand carried into the facility. Slacks, jeans, or pants with belt loops will not be worn due to safety factor. The military uniform will not be worn. No jewelry will be allowed except wedding bands and stud earrings (female).
- b. Numbered jerseys will be available for check out prior to the game.

**13. Blood Rule:**

- a. If a player cuts his/herself during a game they must stop the bleeding before continuing to play. If blood gets on any part of the player's uniform, he/she must change that part of the uniform before continuing to play.

**14. General Provisions**

- a. The athletic department reserves the right to modify any and all rules and these by-laws for the best interest of all concerned. This includes enforcement of all all's, rules, and local by-laws. A protest need not be submitted by opposing team.

**15. Playoffs**

- a. If there are two leagues, the top 4 teams of each division will advance to the playoffs. Teams will play a seeded ladder tournament within their division. For example:

**DIVISION PLAYOFFS**

<u>National League</u>	<u>American League</u>
Team #3 plays #4	Team #3 plays #4
Winner plays Team #2	Winner plays Team #2
Winner plays Team #1	Winner plays Team #1

- b. The winner of each division will then advance to the final championship game.

- c. If there is only one division, the top 6 teams will advance. The winner of the ladder tournament will be the Intramural champions.

**16. Commander's Trophy Points**

Commander's Trophy points do not apply for Recreational Leagues.

**17. ID Card Checks**

Effective 25 Jan 2005, mandatory ID checks will be conducted five minutes prior to the start of each game by the opposing team's coach. All players are required to produce their valid ID card or will not be permitted to play. All players must be eligibility requirements as stated in paragraph 3.