

**1. General**

- a. 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 a double elimination tournament. Players will advance until losing a total of two (2) times. Players will be seeded on the bracket by a drawing. Players will compete against other squadron members if necessary to advance further through the bracket. The winner of the double elimination tournament will be the Intramural Racquetball Champion.

**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 are limited to 3 per unit for Intramural competition

**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. Requests for postponement due to a military commitment must be followed in writing to the fitness department, signed by their unit commander. If the unit fails to comply with the guidelines for postponement, the game will be forfeited.

**5. Forfeits**

- a. If a player forfeits two (2) games in succession without a single loss, or one (1) forfeit with one loss during the course of the tournament, they will be removed from the tournament bracket.
- b. Teams that forfeit out of the league will also forfeit any Commander trophy points earned for the sport. An additional 30 commander trophy points will be deducted from the squadrons overall score.

**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 the sport 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 scheduled game or will be suspended for the rest of the tournament, depending on the severity of the action. The First Sergeant will also be notified regarding the incident.
- b. 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 (1) year.

## **8. Awards**

- a. Individual awards will be presented to the league champion and the runner up.

## **9. Rules**

- a. The rules that govern play are from the AARA 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. The winner will be determined by the best 2 out of 3 games. Each game will be played to 15 points. If there is a tie after two games the third game will be played to eleven.
- d. Officials will not be present. Honor system rules apply.

## **10. Attire**

- a. Appropriate athletic attire will be worn. No boots, brogans, shower shoes, or other street shoes will be worn. Athletic shoes will be worn. 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.

## **11. 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.

## **12. General Provisions**

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

**13. Commander's Trophy Points**

Operating Instruction 34-2 will govern the awarding of Commander's Trophy Points.

**14. 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.