
Intramural / Over 30 Basketball Bylaws

2009 Hurlburt Field Sports and Fitness



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Purpose Statement

To provide secondary laws, so those athletes have the opportunity to participate in a fair league subordinate to the sections of:

Eligibility

Rules

Sportsmanship

Schedules

Protest

Playoffs

Base Championship Games

Awards

Team Membership

1. Active duty military, DOD Civilians, NAF Employees, and TDY personnel must play for the squadron they are assigned to. Dependents must play for the squadron their sponsor is assigned to. **Retirees will be allowed to play for the squadron they retired from.** Individuals from other bases are only allowed to participate if their base does not provide the same program anytime during the year.
2. Members must be 18 years of age and completely out of high school and possess a dependent ID card. Over 30 players must be at least 30 years of age to play. Rosters are due from all units before their first regular season game.
3. Married spouses both eligible to participate but are in different squadrons: They may either play for their assigned units separately, or for their spouses' unit jointly. This decision must be made prior to the start of the sport season, and is not reversible during that season.
4. Anyone going PCA, changing units on Hurlburt, during a sport season, may either continue the season with their original unit, or they may join their newly assigned unit. This must be done by the next game after the PCA occurred.

Combining Squadrons

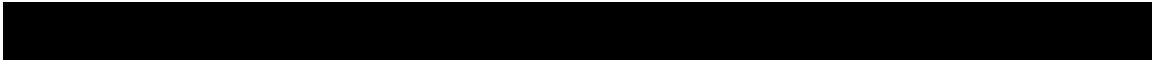
1. If a squadron fails to meet the minimal team players required, they have an option to combine (1) with another squadron's team within the squadron's group command, (2) then of choice, (3) or be appointed to one with the approval of the Sports Director.
2. The deadline for combining is the same day the basketball letter of intent (LOI) is due.

Player Pool

1. If a squadron does not combine, and has not entered a team into the league, members of that squadron may enter the Player's Pool. If a team drops out of the league individuals

may still enter the player's pool if that team has played less than half of their scheduled games. **Squadrons that combine may not take a player from the player's pool.**

2. The Squadron's Sports Council Representative must submit a letter of request to the Sports Director in order to be placed on the Player's Pool Sign Up Sheet to have an eligible member assigned to the team from the Player's Pool. Teams that qualify for the playoffs may not pick up players from the player's pool for the playoffs (See Team Membership #3). Player Pool Players must play at least two games during the regular season to be eligible to play in the playoffs.
3. Squadron teams and members will be assigned in the order of the Sign Up Sheets, on a first come - first serve basis; small squadrons, and teams lowest in the standings will receive first consideration.

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1. Current NCAA rules, Hurlburt Field Bylaws, and the Intramural Constitution will govern league play.
 2. At Game time, **Teams will be allowed to start the game with (4) players, there will be no grace period. A fifth (5th) player must be produced before the start of the second half (end of halftime). If the team still does not have 5 players after halftime, then the game will be a forfeit.** If at game time a team has not had the opportunity to warm up, then a (5) minute warm up period must be allowed before their game starts for safety reasons. Also, halftime will be (5) minutes. Teams **MUST** record their NAMES and NUMBERS clearly in the book as soon as possible to not delay the start of the game. A second book will be available to assist this requirement.
 3. Games missed will be forfeits, unless mission related event involving more than 50% of the team (see Postponements). The squadron affected must notify the Sports Director NLT 48 hours prior to the scheduled game/match to allow notification of opposing team and officials. A letter must arrive at the Aderholt Fitness Center no later than 1200 of the next business day thru your commander. Failure to meet this requirement will be a forfeit, no exceptions. Teams are asked to call in cancellations early to allow response time to notify other teams and officials. Mission cancellations does **not** guarantee game will be made up. Games will be made up from the mission list as needed for teams reaching the playoffs.
 4. Each game will have a 60-minute time limit for completion. Each game will run (2) 20-minute halves, running clock. During the last (1) minute of the first half, there will be stop clock, (no 15 pt. rule in 1st half). There will be a (3) minute stop clock in the second half unless a team is leading by 15 points or more. At this moment, the clock will not stop. In the event of a tie, the overtime will be (4) minutes. There will be a stop clock during the last (1) minute of overtime play no matter the score.
 5. Squadrons must submit a Letter of Intent(LOI) signed by their unit commander to submit a team(s). Players can only play on (1) team and must follow participation guidelines for

Hurlburt Field. Varsity Player Rule: A squadron can have as many Varsity players from their own squadron as needed. However, Varsity players who do not have a squadron team to play for, must submit their names to the players pool. Units entering more than one team must submit a roster for each of those teams to the Sports Director before their first regular season game to prevent their players from becoming ineligible. Each team's roster can have an unlimited amount of players. However, only (15) players will be allowed in the game book and bench area at any time. (1) Coach will also be allowed.

6. Each player will only have a total of (5) fouls to give before fouling out. Team fouls will be (7) for 1 and 1, and (10) for 2 shots.
7. Each team will have (3) full time out and (1) 30-second time out per game. One additional time out will be given for overtime play. Time outs from regulation play will be carried over into overtime. Coaches can call time outs.
8. The first technical foul will be counted as a personal foul. The second technical foul will be an automatic ejection from that game being played and the next 2 scheduled games. If a player is given a technical foul after the conclusion of the game, that player will not be allowed to play for the next (2) scheduled games. Fighting will be an automatic ejection from the league. There will be NO exceptions to these rules. Judgment calls cannot be reversed by the Sports Director, unless rule infraction occurred.
9. Home and Away teams will be reflected on schedule. Teams must sit on their designated side. Teams will warm up on the opposite end from their bench.
10. Team practices will be limited to (1) practice request per week, unless league practice requests are low. Team Coaches must submit a written/e-mailed request to the fitness center no earlier than (1) week before the request day, and no later than 24 hours. Practices will only be allowed for (1) hour, scheduled on the hour. Practice sites will be determined by the fitness staff according to availability at that time. A second practice request for the week can be submitted on Wed. of that week, if practice requests are low.
11. No jewelry will be allowed, except for a smooth wedding band that cannot be removed. Any jewelry allowed must be taped. **An automatic technical foul will be given to any member that violates this rule.**
12. **Non marking shoes will be worn.** Proper gym attire must be worn. **Any kind of Basketball shorts are allowed, but shorts without pockets are highly recommended.** No belt loops allowed.

Coaches and Players

1. Coaches are responsible for controlling a team. Coaches are expected to arrive at least fifteen minutes early to the game. With

2. Coaches will assist with officials in the event of warnings and ejections of a player / member of a team who refuses to leave the area. Players and coaches will also maintain a policy of zero tolerance profanity towards officials, scorekeepers, players, or any incident pertaining to the game. Anyone found under the influence of alcohol will not play in that game and will be ejected from the league. Failure to remove anyone breaking this policy will result in a forfeiture of the contest, and a possible disqualification from league play. (There Are No Exceptions).

Ejection's

If a coach, player or any member of a team is ejected, the scorekeeper will record the infraction in the scorebooks. The Sports Director will record the infraction, and carry out the following:

1st Ejection from a Game - The Sports Director will enforce a (2) game suspension for that coach or player involved. The (2) game suspension will be the next two games the ejected player's team plays. This rule applies to regular season and playoff games.

2nd Ejection from a Game- The Sports Director, in coordination with the Fitness Director, will give the coach a 3-game suspension notice for the player(s) ejected. An official memorandum from the First Sergeant indicating acknowledgment of the player's actions and counsel must be received before returning to league play.

3rd Ejection - The Sports Director will give the coach a league disqualification letter for the player(s) ejected, with a courtesy copy sent to First Sergeants and Squadron Commanders.

Exception: Fighting is an automatic ejection from the league. There will be no exceptions or appeals to this rule.



Notification

1. The Sports Director will let coaches know when something (schedules for example) is available for pick-up at coaches meetings or telephonically. The Intramural Director will use attendance sheets at meetings as a notification list, and a phone contact list indicating, the date, time, coach's name, and contact status (Contacted, Not Contacted, Left Message With)
2. The coach and assistant coach are responsible for picking up and signing for the Pre-Season Schedule, Regular Season Schedule, Post Season Schedule and Revised Schedules.
3. The coach and assistant coach are responsible for issuing copies to members of their team.

Postponements

1. A team can only postpone a regular season game due to a mission-related event.

2. A letter submitted at least *48 hours prior* to the scheduled game must be signed by a Squadron Commander, or First Sergeant stating that due to a duty related commitment, the squadron cannot field a team. The squadron must notify the Sports Director NLT 48 hours prior to the scheduled game/match to allow notification of the opposing team and officials. A letter/e-mail must arrive at the Aderholt fitness center no later than 1200 hours of the next business day signed by the unit commander. If mission related event is last minute, then a letter must be sent no later than 1200 the following day. Failure to meet these requirements will result in a forfeit, no exceptions.
3. Games will not be rescheduled for unit functions or any unregulated scheduled conflicts. (I.e. Commander's Call, Change of Command, parties, etc.)

Forfeits

If a team must forfeit 2 total games due to non-mission related events, and a team does not respond with a reasonable explanation for the forfeits within 24 hours of each forfeit, then that team will be released from the league. All games that team played will be removed from the standings unless they have only one game left, then they will be given a loss for that last game.



Grounds

1. Rules and bylaws infractions are the only grounds for protest.

Filing a Protest

1. Protest must be filed at the time of the infraction with the head official before the next play. However, an ineligible player protest may be filed at any time by anyone; teams found using ineligible players will be charged a forfeit for each game the ineligible player(s) participated in.
2. A written protest (Concerning rules or player eligibility) including the date, time, and circumstances involved in the protest must be submitted the next duty day after the game by no later than 12:00 PM to the Sports Director.

Review of Protest

1. The following procedures will take place.
 - The Sports Director will investigate the issue
 - Sports Director will inform the Fitness Director of Protest and Findings
 - Sports Director will recommend a decision to the Athletic Director.
 - Fitness Center Director will make a ruling or if needed, call upon an emergency Sports Council meeting for a ruling

Playoff Eligibility/Competition

Top 50% of each Div/will make the Base Championship Playoffs.
A double elimination tournament will determine the Base Champion.

Ties at the End of Regular Season Play

1. Teams that are tied at the end of the regular season will be determined by their head to head games *and then* by statistics kept by computer(Offensive scoring and defensive points allowed) during regular season play.
2. The coaches are responsible for notifying Squadron Commanders, and First Sergeants of the time and date of the championship game. Squadron Commanders and First Sergeant's presence is required for the Awards Ceremony. If one/both of them are not available a replacement is required.



The Ceremony

1. The Base Commander, their representative, or respective squadron commander will present the Base Trophy to the coaches and members of the Base Champions team, and Base Runner Ups. First and Second place teams will receive 1 team trophy and fifteen individual awards (T-shirts).
2. In the absence of the Wing Commander, the Fitness Center Director will present the awards.
3. There will not be a Divisional Playoffs and/or Awards for Divisions. Division play decides positioning for Base Championship playoffs.

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