

FAIRCHILD AFB
INTRAMURAL BASKETBALL
BY-LAWS

The Fairchild AFB Intramural Basketball League will be governed by the current NCAA rules and the FAFB Intramural Sports Constitution, AFI 34-266, and these by-laws.

1. General

a. The season will consist of single/double round robin play, depending on the number of teams participating. The regular season will be followed by a base championship which will be a single elimination tournament. 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. Eligibility

Reference FAFB Sports Constitution and AFI 34-266

a. Authorized personnel include active duty military, reservists, dependents, DOD civilians, and NAF employees assigned to Fairchild AFB squadrons. Active duty members have priority. Personnel from other bases will not be allowed to participate in this program.

b. TDY personnel/reservists assigned to Fairchild 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 should not exceed 6 players or 30% of the team roster for intramural leagues.

e. All members participating in any Intramural sport must always have a valid military ID, or similar ID indicating their employment with Fairchild AFB and their particular unit in their possession. The Sports Director will check for proper identification (to verify eligibility).

f. Individuals who transfer squadrons during the season may choose to play and stay with either squadron; unless two-thirds of the season has elapsed, then they must stay with the original unit. Decision must be made 48 hours from transfer or, before next scheduled game with a letter submitted to the Sports Department.

g. Personnel must play for their respective squadron if their unit fields a team. They may not switch teams at anytime during the season. Exception: paragraph 6f.

h. Penalty for using ineligible players is loss of every game that the ineligible player participated in.

3. Team Rosters:

a. All squadrons are required to submit a team roster(s) the first night of play. Any individual not on a team roster before game time will be considered an ineligible player.

4. Forfeits

a. Game time is forfeit time!

b. If a team forfeits two (2) games during the course of the season, to include playoffs, they will be removed from the league. They will also forfeit all commander trophy points for that sport.

5. Protests

a. Protests will be limited to rule misinterpretation 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 Director by 1200 hrs the next duty day. The Fitness Center Director will provide final decision.

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 Fitness Center Director will review all protests and deem necessary actions.

6. Postponements

a. The Fitness Center Director will decide on all requests for game postponements. Postponements will be granted in the case of a base wide inspections or base wide exercise, alerts or mission requirements involving presence for duty status for the entire roster. Postponements will not be granted for routine down days or individual unit parties. Extraordinary circumstance 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 business day before the scheduled game to be postponed.

b. It is imperative that teams pull from all available substitute sources to include dependents, civilian squadron members, etc. before a considering postponing a game. If a postponement is granted, the game will be made up the following Friday or added to the end of schedule.

c. Consideration will be given in the event of emergencies which preclude prior notification. It is the coach or manager's responsibility to inform the Sports Director in sufficient time to reschedule the game. Phone requests must be followed up with a proper written request to the Sports Director. No notification may result in a forfeit.

d. Inclement Weather (outdoor programs only): Sports Official will provide notification NLT 1500 hrs. Cancelled games due to weather will be re-scheduled Fridays or end of season.

7. Conduct/ Suspension

a. There will be zero tolerance for rebuttals to the officials on any discretionary calls.

b. 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. A player may be suspended for the remainder of the season, depending on the severity of the action. Their First Sergeant will be notified regarding the incident.

c. Coaches are responsible for their teams' conduct upon entering the field/court of play and until out of sight or sound of the field/court.

d. 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 may be suspended for up to one year.

e. Any player or coach who is ejected from a contest for unsportsmanlike conduct must leave the sight and sound of the playing area within one minute or the game will result in a forfeit.

f. 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 this occurs during end of season, they will be suspended from the first two (2) games during any future seasons played.

g. 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. Game Rules

a. The rules that govern play are from current NCAA Basketball rules and the Fairchild AFB by-laws: <http://www.ncaapublications.com/productdownloads/BR13.pdf>

b. Game time is forfeit time. If previous game ends late, forfeit time is 10 minutes following the end of the previous game.

- c. Teams must have four (4) players to start or the game will be forfeited.
- d. Each team member must be 30 or turning 30 within the season/playoffs. All forfeits will stand.
- e. Games will consist of two 20-minute halves. A running clock will be used; during the last two minutes of the second half, the clock will stop for all whistles and time-outs. Each team will have two 45-second timeouts per half. Timeouts cannot be carried over to the next half. If the score is tied, the game will go into overtime. Each overtime period will be 5 minutes; continuing to but not exceeding 3 periods. Each team gets one 45-second time-out per overtime period. There will be a 2 minute break in between each overtime period.
- 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.

9. 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 player's 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 may request player's by submitting a request to the Sports Director. The request 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 upon request and will be final.
- c. If players are not picked up by a team and there are six or more players in the pool, they will have the option to form a non-commander's point team.

10. Attire

- a. Appropriate athletic attire will be worn. **NO RUNNING SHOES.** Athletic shoes will be worn; no slacks, jeans, or pants with belt loops and pockets will not be worn. The military uniform will not be worn. No jewelry will be allowed except plain wedding bands, which must be taped over. Mouth pieces should be worn for individuals' protection.
- b. Jerseys will be available for the game at the Fitness Center.

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. Fitness Center Director reserves the right to modify any and all rules and these by-laws for the best interest of all concerned.

13. Awards

a. A first place trophy will be awarded for the Base Championship only.

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Intramural Sports Director