



Directorate of Family & Morale, Welfare & Recreation (DFMWR)  
Committed to Service  
Enhancing Readiness  
Foundation of the Army Culture

# Intramural Sports

Sports, Fitness and Aquatics Department

## 2019 Battalion-Level 10v10 Softball MOI Commander's Cup (CC) League

Memorandum of Instruction (MOI)

SUBJECT: Fort Stewart Intramural Sports, 2019 Battalion-Level  
10v10 Softball Commander's Cup League

### 1. References

- a. AR 215-1 (24 September 2010) - Military Morale, Welfare and Recreation Programs and Non-Appropriated Fund Instrumentalities (NAFI)
- b. Fort Stewart & Hunter Army Airfield (FS/HAAF) Commander's Cup Instruction

### 2. Purpose

This Memorandum of Instruction (MOI) outlines the operational procedures and policies to conduct the Fort Stewart 10v10 Softball Commander's Cup League.

### 3. League Dates and Deadlines

- a. Registration Period: 3 June - 8 July 2019
- b. Team Captain's Meeting: 8 July 2019 @ 1330
- c. Season Dates: 16 July - 29 August 2019  
(Subject to change)
- d. Championship Tournament Dates: 27-29 August 2019  
(Subject to change)

### 4. General Information

Completed Participation Memos (Encl. 1) must be turned in NLT 1600 on 8 July 2019. There is no limit on roster size, but participation at each game will be limited to (15) players and all players must be listed on the official Participation Memo

submitted to the Sports Office. Schedules will be available via team email and the Fort Stewart MWR Adult Sports website.

#### 5. Eligibility

Open to Active Duty ONLY, 17 years of age and older. Players must be stationed/attached to FS/HAAF as their primary duty station. In order to be eligible, Battalions must complete a Memorandum of Intent to play and return it to the Sports Office NLT 1600 on 8 July 2019. The Memorandum of Intent must include complete participation information, command endorsement, and any date(s) the command is unable to participate.

Participants MUST play for the Battalion to which they are attached/detailed. If a player's Battalion does not have a team participating in the league, he or she may register as a Free Agent and be placed on a team at the discretion of the Intramural Sports Director.

- a. ALL participants MUST have a valid FS/HAAF Military/CAC ID card to be eligible to participate. Anyone without a valid ID will not be allowed to participate. Any team found using an ineligible player will be charged with a forfeit for all games in which the ineligible player(s) participated and face possible removal from the league.
- b. All players must be able to present their ID card at every game. Eligible players who cannot provide a valid ID card will not be allowed to participate. ID checks will be done at random, or upon request throughout the regular season and before every game throughout the playoffs.
- c. An individual may only play for ONE team. Participants found playing for multiple teams will be subject to removal from the league.

#### 6. Team Captain's Responsibilities

Team Captains and/or Assistant Captains are responsible for their team and spectators' behaviors at all times. He or she shall ensure that all team members are knowledgeable of all league rules and regulations prior to participation. He or she shall ensure that all team members conduct themselves in a sportsmanlike manner at all times. He or she shall keep all team members informed of all league-related information and schedules.

Alcohol shall not be consumed prior to or during a game. The officials can eject a player/coach from a game who, in their judgment, has consumed alcohol prior to or during a game. There is no alcohol, smoking (or vaping), or chewing tobacco allowed in the dugouts or on the field.

#### 7. Sportsmanship

Unsportsmanlike behavior will not be tolerated. Any team member who is ejected from a game for ANY reason will be suspended from the team's next (2) scheduled games, including playoffs. A mandatory meeting with the Intramural Sports Director shall be held and the punishment may be reduced to (1) game, if approved by the Director. If the offending team member fails to meet with the Intramural Sports Director, the mandatory (2) game suspension shall be assessed. In the event of a physical altercation of any kind, security/police will be notified and all involved individuals shall be reported to the Garrison Commander to face further consequences. If a suspended player attempts to play prior to their reinstatement, the team shall be charged a forfeit for each game. Any team member ejected from a game for any reason must leave the playing facility immediately (unless further information is required by DFMWR or installation police officers). Failure to vacate the premises (including the parking lot) immediately shall result in possible removal from the league and banishment from all future Intramural Sports leagues and activities, as well as possible authority notification.

#### 8. Forfeits

Any team forfeiting twice during the season will be removed from the league. A forfeit is charged when a team cannot field at least 8 players after the 10-minute grace period. Grace period applies only to the 1<sup>st</sup> game time slot. A no-call/no-show is equal to a forfeit. Individuals who have played on a team dropped from league play are not eligible to play for another team for the remainder of the season, unless approved by the Intramural Sports Director.

#### 9. Cancellations

Games may be cancelled if a team notifies the Sports Office NLT 1200 on the day of the scheduled game and receives a confirmed response. The game will not be rescheduled. Only 4 cancellations per team per season are allowed. Cancellations may only be made for OFFICIAL command/military requirements.

## 10. Championship Tournament

The top-8 teams completing league play (without excessive sportsmanship/ejection/forfeit violations) will be eligible to compete in the Championship Tournament (subject to change). The Intramural Sports Director reserves the right to remove any team from the league or Championship Tournament as necessary. Any team/player exhibiting poor sportsmanship, multiple player/coach ejections, forfeits, or other detrimental qualities established by the Intramural Sports Director shall be subject to removal from all league activities. During playoffs, we might not be able to make availability accommodations regarding preferred game times, due to the constraints of the tournament bracket schedule.

- a. Seeding Criteria (in Order)
  - i. Winning Percentage (Win %)
  - ii. Overall Number of Wins
  - iii. Head-to-Head Record
  - iv. Total Runs Scored

## 11. Awards

The first and second place teams shall receive a team trophy for display at their command.

The Intramural Sports Director reserves the right to amend all league rules at any time, without consultation. In the event of a rule change, all officials and team captains shall be notified immediately.

For more information, please contact:  
Jacob Miller - Intramural Sports Director  
[jacob.l.miller6.naf@mail.mil](mailto:jacob.l.miller6.naf@mail.mil)  
(912) 610-3481 - Work cell

2019 Commander's Cup 10v10 Softball League Local Rules  
Amateur Softball Association (ASA) / USA Softball adult slow  
pitch rules shall govern play, unless otherwise noted herein.

1. Game days are Tuesday and Thursday. Game times are 1800, 1900 and 2000 (subject to change). Game time is forfeit time, except when the 10-minute grace period is in effect (only applicable during the first game time slot).
2. Games are played to (7) innings or 60 minutes, whichever occurs first. A new inning can start as long as time is left on the clock. If tied at the end of regulation, tie-breaker rule is in effect.
  - a. Visiting team will place the player who made the last out of the previous inning on 2<sup>nd</sup> base and play will continue.
  - b. Home team will do the same in their half of the inning and play will continue until a winner is determined.
3. Each team is responsible for the conduct of its players, coaches and spectators at all times.
4. Teams may have up to (15) players (excluding non-player coaches) at each game. Teams must have 8 players to start, but can finish with less than 8. \*\*If a team is left with less than 8 players as a result of a player ejection, that team shall be charged with a forfeit and the game shall end. Teams playing with 8 players will be charged an out each time the 9<sup>th</sup> batter's position comes up.
5. Team rosters and memos must be turned in to the Sports Office prior to participation. Alpha Rosters must include players' full names, ranks and Unit/Battalion affiliation. Players may be added to the official roster throughout the season, until the rosters freeze **1 week before the playoffs begin**. Added players must be confirmed via updated participation memo.
6. Equipment
  - a. All equipment must be within the standards set by ASA / USA Softball for adult slow pitch ASA competition.
    - i. <https://www.teamusa.org/USA-Softball/Certified-Equipment>
    - ii. .52/300 cor softballs will be used, provided by FMWR

- b. Proper athletic shoes must be worn. No boots, dress shoes, open-toed shoes, etc. Cleats must be rubber molded without a toe spike. No metal cleats.
- c. Other illegal equipment
  - i. Cast of any material
  - ii. Braces of hard material
  - iii. Protruding metal or other hard plates
  - iv. Any type of jewelry
  - v. Other items determined to be a safety hazard
- 7. Notification of intent to protest: Must be made immediately. Protests cannot be made on judgment calls. Protesting team must notify the official and see to it that the protest is logged in the official scorebook and on the Game Verification Form. Written notification of protest must be submitted to the Sports Office at Newman Fitness Center (bldg. 439) prior to 1200 on the day following the occurrence. No protest will be allowed if it is not noted on the Game Verification Form and in the official scorebook. It is the responsibility of the coach to make sure the protest is documented correctly.
- 8. The official's rulings will be final, with the exception of misapplication of the rules or the use of an ineligible player. In the case of an ineligible player, please notify Jacob Miller - Intramural Sports Director immediately for a decision. In these cases, the official will note that the game is played under protest from the point of dispute.
- 9. The top-8 teams from the regular season will be entered into the Championship Tournament (subject to change). Seeding will be based on winning percentage and head-to-head record. Teams with excessive forfeits, cancellations or player ejections will not be eligible to participate in the Championship Tournament.
- 10. Fighting: See "Sportsmanship" section above. Suspension applies to all individuals involved in a fight, as well as anyone running onto the field to get involved.
- 11. Teams receiving forfeit wins are entitled to the field until 15-minutes prior to the next game.

## Game Play Rules

Gameplay is governed by ASA / USA Softball

### The Game

#### 1. Teams

- a. Games are played 10v10.
  - i. 4 outfielders, 4 infielders, 1 pitcher, 1 catcher
  - ii. The minimum to play is 8
    1. If a team only has 8, the 9<sup>th</sup> batter's slot will be an out
- b. All players must be added to the official scorebook prior to the game. Players can arrive late and check-in, but must be listed in the official scorebook.
- c. Teams can bat up to 11 players.
  - i. If a team bats 11, they must bat 11 for the entire game. If they are left with less than 11 players before the end of the game, the vacant spots will be charged as outs for the remainder of the game.
- d. Home/Away teams will be listed on the league schedule.
- e. Home team must provide a scorekeeper.
  - i. Scorekeepers must be knowledgeable and able to perform their duties accurately and honestly.
  - ii. If the Home team cannot provide a scorekeeper and the Away team can, the Away team becomes the Home team.
- f. Mercy Rule
  - i. Game will end if a team leads by:
    1. 20 runs after three innings, 15 runs after four innings, or 10 runs after five innings.
- g. Substitutions
  - i. Substitutions are unlimited.
    1. Exception is EP. EP can only sub in-out-in one time. If they are subbed out a second time, they will not be eligible to return to the lineup.
  - ii. Players can rotate and re-enter the game defensively, but they must occupy the same position in the batting order.
    1. The original starting player and their substitute cannot be in the game at the same time.
  - iii. Substitutions must be approved by the umpire and updated in the official scorebook prior to making the switch.

- iv. If substitutions become an issue, there will be a limit imposed at the discretion of the Sports Director.

## 2. Batting

- a. Only bats listed on the ASA/USA Softball approved list will be allowed.
  - i. All bats must have the approval stamp and be confirmed by the umpire prior to use.
  - ii. **Teams found using illegal equipment will be charged a forfeit for each game the equipment was used.**
    - 1. **Multiple infractions by a team will result in removal from the league.**
  - iii. **Players found using illegal equipment will be suspended for their team's next (2) games (at the discretion of the Intramural Sports Director).**
    - 1. **Multiple infractions by a player will result in removal from the league.**
- b. Batters will start with a 1-1 count.
- c. Batters will be given 1 courtesy foul with 2 strikes.
  - i. Hits off of the pitching screen count as foul balls.
  - ii. On 2<sup>nd</sup> foul with 2 strikes, batter will be out.
- d. Bunting and chopping down on the ball are not allowed.
- e. There will be no homerun limit to start the season.
  - i. **If losing balls to homeruns becomes an issue, I will implement a homerun limit during the season. Teams will be notified immediately of any rule changes.**
- f. Batters must drop the bat immediately after hitting.
  - i. Thrown bats will result in the batter being called out.

## 3. Pitching

- a. Pitchers must either wear a mask or use the pitching screen provided by FMWR.
  - i. If the screen is used, it must maintain contact with the pitching rubber at all times and not be placed in such a way that unnecessarily obstructs the playing area (at the discretion of the umpire).
  - ii. Pitchers must use the screen as protection immediately after releasing the ball.
- b. All pitches will be underhanded with an arc.
- c. Pitch arc must be between 6-10 feet.

- d. If a pitch is illegal, the umpire will call "illegal pitch" and the pitch will be called a ball.
  - i. If the batter swings at and/or makes contact with an illegal pitch, the ball is live and is played as normal.

#### 4. Running

- a. No lead-offs or stealing allowed.
- b. Runners must make every effort not to interfere with a defensive play and get out of the way or slide on a play at the bag or home plate.
  - i. Umpire can call runner interference at his or her discretion and the runner will be called out.
- c. Infield Fly rule will be in effect.
  - i. Runners on 1<sup>st</sup> & 2<sup>nd</sup> base (or bases loaded) with less than two outs
    - 1. If ball is popped up in the infield in fair territory, batter is automatically out and runners remain at their bases.
    - 2. Does not apply to line drives.
  - ii. Runners may attempt to advance only if the ball is caught by the defender.
- d. Courtesy runners will be allowed.
  - i. Must be the batter who committed the last out.
  - ii. Based on genuine need and not strategic advantage.
  - iii. If this rule is abused, courtesy runners will only be allowed for individuals identified as "non-runners" in the pregame meeting.

(Enclosure 1)

[USE COMMAND/UNIT LETTERHEAD]

(OFFICE SYMBOL)

[Date]

MEMORANDUM FOR: Fort Stewart DFMWR Intramural Sports Director

SUBJECT: Command approval for participation in Battalion-Level 2019 Commander's Cup 10v10 Softball league.

1. [Unit/Company, Battalion] is hereby approved to participate in 2019 Commander's Cup 10v10 Softball league.

2. The Team Captain and Assistant Captain are:

a. Team Captain contact information (rank, full name, phone, email)

b. Assistant Captain contact information (rank, full name, phone, email)

3. Team Roster

a. List ALL players who will participate on the team (Rank, Full Name, Unit, and Battalion Affiliation). Each individual player must be verified as a part of the team's Battalion and present a valid CAC card at each game. Battalion rosters must be verified and approved by the Battalion Commander. Team mergers must be approved by Intramural Sports Director prior to finalizing team registration. Teams cannot recruit players from outside their Battalion.

EXAMPLE: SGT JOHN DOE C Co. 703 BSB

4. The undersigned verifies that each Soldier listed on this or her roster is assigned to [Unit/Company, Battalion].

JOHN DOE  
Commanding  
C Co. 703 BSB