



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

Intramural Sports

Sports, Fitness and Aquatics Department



2020 Battalion-Level 5v5 Basketball MOI Commander's Cup (CC) League

Memorandum of Instruction (MOI)

SUBJECT: Fort Stewart Intramural Sports, 2020 Battalion-Level 5v5 Basketball 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 for the conduct of the Fort Stewart 5v5 Basketball Commander's Cup League.

3. League Dates and Deadlines

- a. Registration Period: 16 Dec - 8 January 2020
- b. Team Captain's Meeting: 8 January 2020
- c. Regular Season Dates: 13 January - 27 February 2020
(Subject to change)
- d. Championship Tournament Dates: 24-27 February 2020
(Subject to change)

4. General Information

Completed Participation Memos (Encl. 1) must be turned in NLT 1600 on 8 Jan 2020. 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, the Stewart Hunter Sports and Fitness Facebook group, 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 Jan 2020. The Memorandum of Intent must include complete participant 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. **THERE IS A STRICT LIMIT OF (2) NON-BATTALION PLAYERS ALLOWED.** Non-Battalion additions must be submitted and approved by the Sports Director prior to them playing. Teams with more than (2) non-Battalion players on their roster will not be allowed to participate in Commander's Cup play.

- a. ALL participants MUST have a valid Fort Stewart Military/CAC ID card to be eligible to participate. Failure to present a valid ID will result in removal from the league. Any team found using an ineligible player will be charged with a forfeit for all games in which the ineligible player(s) participated.
- b. All players must be able to present their ID card at every game. Any 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.

7. Sportsmanship

Unsportsmanlike behavior will not be tolerated. Any team member who is ejected from a game for any reason (arguing with an official, fighting, improper conduct, foul language, etc.) 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. 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 (2) games during the season will be automatically dropped from the league. A forfeit is charged when a team cannot field at least 5 players after the 10-minute grace period. 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, based on number of team registrations). 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 will 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 Points Scored

11. Awards

The first and second place teams shall receive a team trophy for display at their command. If individual awards are provided, they shall not exceed (15) awards per team.

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
(912) 610-3481 - Work cell

2020 Commander's Cup 5v5 Basketball Local Rules

National Federation of High Schools (NFHS) rules shall govern play, unless otherwise noted herein.

1. Game days are Monday, Wednesday and Thursday. Game times are 1800, 1900 and 2000. Game time is forfeit time, except when the 10-minute grace period is in effect (only applicable during the first game slot).
2. Games are played with two 14-minute halves comprised of a 10-minute running clock and the last 4 minutes of each half are regulation clock. Overtime shall be 4 minutes.
3. Teams will be issued 2 timeouts per half. Timeouts DO NOT transfer. One timeout during overtime.
4. Each team is responsible for the conduct of its players, coaches and spectators at all times.
5. Teams may have up to (15) players (including all players and coaches) at each game. Teams must have 5 players to start, but can finish with less than 5. **If a team is left with less than 5 players as a result of a player ejection, that team shall be charged with a forfeit and the game shall end.
6. ALL players must be listed in the official scorebook prior to the start of the game (including players who have not arrived yet). Players will be allowed to check-in to the game as they arrive. If a player checks into the game without being listed in the book, their team shall be charged with a technical foul and the opposing team shall be awarded (1) free throw.
7. Team rosters and memos must be turned in to the Sports Office prior to participation. Alpha Rosters must include players' full names, ranks and Battalion affiliation. Players may be added to the official roster throughout the season, until the rosters freeze **1 week before the playoffs begin.**
8. Notification of intent to protest: Must be made immediately before the next play. Protests cannot be made on judgment calls. Protesting team must notify the official and see to it that the protest is logged into the scorebook. Written notification of protest must be in the Sports Office at Newman Fitness Center (bldg. 439) prior to 1200 on the day following the occurrence. No protest will be allowed if nothing is in

the scorebook. It is the responsibility of the coach to make sure the protest is documented correctly.

9. Any protested rulings or decisions will be settled on the court at the time of the occurrence and must be noted on the official Game Verification Form immediately. The official's decisions 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. **PROTESTS MUST BE SUBMITTED TO THE INTRAMURAL OFFICE, IN WRITING, PRIOR TO 1200 ON THE DAY FOLLOWING THE OCCURRENCE.**
10. 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.
11. Coaches will be required to count the jerseys before and after their game. Teams not returning the correct number will be required to replace the missing jerseys before returning to play.
12. Fighting: See "Sportsmanship" section above. Suspension applies to all individuals involved in a fight, as well as anyone running onto the court to get involved.
13. Teams receiving forfeit wins are entitled to the court until 15-minutes prior to the next game.
14. Mercy Rule: If a team trails by 30+ points at any point during the game, the clock will run continuously, to include the last 4-minutes of regulation. If the team moves back below the 30 point threshold, the clock shall return to normal rules.
15. Dunking: Dunking is allowed during live play only. Players dunking during warm-ups, time-outs and halftime will be charged with a technical foul. Players hanging on the rim for any reason other than to prevent potential injury to themselves or other players will also be charged with a technical foul. This is an official's judgment call.

Common Violations to Note:

1. **Traveling:** Moving a foot or feet in any direction in excess of the prescribed limits while holding the ball.
2. **Illegal Dribble (Double Dribble):** A player cannot dribble a second time after his/her first dribble has been picked up.
3. **Three (3) Seconds:** An offensive player cannot remain in the lane area for three (3) seconds. This rule applies to any foot in the lane or on the lines marking the boundary of the lane.
4. **Ten (10) Seconds:** A team cannot maintain control of the ball in their backcourt for ten (10) seconds.
5. **Backcourt Violation:** While in team control, the ball is not allowed to go from the frontcourt back to the backcourt.
6. **Closely Guarded:** A player cannot, while closely defended actively within six (6) feet, hold or dribble the ball for five (5) seconds. The count will reset if the distance between defender and dribbler exceeds 6 feet.
7. **Basket Interference:** Players may not:
 1. Touch the ball or basket (including the net) when the ball is on or within either basket
 2. Touch the ball when it is touching the cylinder having the ring as its lower base
 3. Touch the ball outside the cylinder while reaching through the basket from below
8. **Goaltending:** Players may not touch the ball during a field goal try or tap while it is in downward flight entirely above the basket ring level and has the possibility of entering the basket in flight or touch the ball outside the cylinder as an opponent during a free throw attempt.
9. **Excessive Swinging of Arms/Elbows:** Players may not excessively swing arms or elbows even without contacting an opponent (Player Control Foul).

VIOLATION	PENALTY
Traveling	Ball awarded to opponent for throw-in
Illegal (Double) Dribble	Ball awarded to opponent for throw-in
Three Seconds in the Lane (Offense only)	Ball awarded to opponent for throw-in
Ten Seconds in the Backcourt	Ball awarded to opponent for throw-in
Backcourt Line Violation	Ball awarded to opponent for throw-in
Five Seconds Closely Guarded	Ball awarded to opponent for throw-in
Basket Interference	<ul style="list-style-type: none"> - If committed by the defense: 1, 2 or 3 points are awarded, based on the value of the shot taken by the offense - If committed by the offense: 0 points awarded and the ball is awarded to the opponent for throw-in
Goaltending	<ul style="list-style-type: none"> - If committed by the defense: 1, 2 or 3 points are awarded, based on the value of the shot taken by the offense - If goaltending occurs by the defense during a free throw, the offense is awarded 1 point and the defense is charged with a technical foul - If committed by the offense: 0 points are awarded and the ball is awarded to the opponent for throw-in
Excessive Swinging of Arms/Elbows (Player Control Foul)	Ball is awarded to the opponent for throw-in
Carrying	Ball awarded to opponent for throw-in

FOUL	PENALTY
<p>Common Fouls</p> <p>Blocking</p> <p>Holding</p> <p>Illegal Use of Hands</p> <p>Pushing</p> <p>Hand Check</p> <p>Shot Contact Foul</p>	<p>- If foul occurs in the act of shooting and the shot is not made, 2 or 3 free throws will be awarded to the shooter, based on the value of the attempted shot</p> <p>- If the shot is made, 1 free throw shall be awarded to the shooter, based on the value of the attempted shot</p> <p>- If the foul does not occur during a shot, penalties will be:</p> <p style="padding-left: 40px;">A: Team Fouls 1-6: Ball awarded to opponent for throw-in</p> <p style="padding-left: 40px;">B: Team Fouls 7-9: 1-and-1 free throws will be awarded to the player whom was fouled</p> <p style="padding-left: 40px;">C: Team Fouls 10+: 2 free throws awarded to the player whom was fouled</p>
<p>Player Control Foul</p>	<p>Ball awarded to opponent for throw-in at point-of-interruption (POI)</p>
<p>Intentional Foul</p>	<p>2 free throws awarded to fouled player and offense is awarded possession of the ball for throw-in (POI)</p>
<p>Technical Foul</p>	<p>2 free throws awarded. Offense may choose any player to attempt free throws. Offense is awarded possession of the ball for throw-in (half court).</p>
<p>Flagrant Foul</p>	<p>2 free throws awarded to fouled player and offense is awarded possession of the ball for throw-in (POI). Any player committing a flagrant foul shall be disqualified for the remainder of the game.</p>