



DEPARTMENT OF THE AIR FORCE  
HEADQUARTERS AIR MOBILITY COMMAND  
JOINT BASE MCGUIRE-DIX-LAKEHURST

## 2025 Intramural Soccer By-Laws

16 July 2025

### MEMORANDUM FOR INTRAMURAL SOCCER COACHES

FROM: 87 FSS/FSVS

SUBJECT: Intramural Soccer By-Laws

1. **Purpose:** The purpose of the Intramural Soccer League is to encourage participation, enhance sportsmanship, promote good physical conditioning, and improve esprit de corps.
2. **Eligibility:**
  - 2.1. Open to all Military, DOD personnel, Dependents 18 years of age or older, assigned or attached to Joint Base MDL. All individuals, military and DoD civilians, and contractors must participate with their unit of assignment.
  - 2.2. Individuals TDY for 30 days or more must participate with the assigned unit for the duration of that TDY. Individuals must present a valid Military ID and a copy of his/her orders to the Intramural Sports Director.
  - 2.3. Individuals assigned to a unit that does not field a team in the league will be placed in the players' pool.
  - 2.4. Members of a team that forfeit out of the league will be permitted to join the Player's Pool if, and only if, their team has NOT played more than 50% of the season's games.
  - 2.5. Individuals who are placed on a team from the players' pool are to remain on that team for the duration of the season. If that team forfeits out during the season, having played 50 % of the games, the member will not be placed back into the players' pool, nor can any other team gain this member. *The season is over for this member.*
  - 2.6. Individuals assigned to a unit that has a team in the league and plays for any other team is defined as an illegal player.
  - 2.7. Teams found to have illegal players on their roster will forfeit all games that the player participated in.
  - 2.8. **It is the responsibility of the coaches to ensure the eligibility of all players. All players should be prepared for roster/ID checks at any game.**
3. **Team Rosters:** Rosters must be submitted to the Intramural Sports Director prior to the first scheduled game. Team rosters must be typed, and must include everyone's full name, rank, organization, and duty section. **Failure to submit a team roster will be a loss for each game until it is submitted.** Squadron Alpha Rosters may be submitted.
  - 3.1. Teams may consist of as many players as desired by the squadron/unit, only coaches or assistant coaches can make changes to the roster.

- 3.2. Roster changes must be submitted to the Intramural Sports Director, in writing, no later than **1300 hrs the day of the game. Roster changes can be made anytime during the regular season. No additions will be made after the regular season.**
4. **Postponements:** To ensure the league is conducted appropriately, postponements will be kept to an absolute minimum. Postponements will be made for inclement weather, military necessity, base alerts, and mobility exercises.
- 4.1. Requests for postponements must be due to official military commitments that limit more than 50% of the team roster from participating in scheduled games.
- 4.2. All requests for postponements will include the nature of the emergency, percentage of personnel involved, conflicting dates and time, etc and be endorsed by the Commander/1<sup>st</sup> Sergeant. *Note:* Leaves, recreational tours, permissive TDY's and unit social events are not legitimate reasons for postponement. The written notification **MUST** be in the JBMDL Fitness Director's email NLT 1300 the day of the game. Any requests that do not meet the requirements stated will result in a forfeit unless there are extenuating circumstances as deemed by the JBMDL Fitness Director.
- 4.3. The Intramural Sports Director may postpone scheduled for weather related conditions prior to 1600 on the day of the game. After 1600, the head official will make the decision to postpone/cancel at the field. If you are **NOT** notified of a cancellation, you are to report as scheduled.
- 4.4. Failure to comply with any of the policies will result in a forfeit.
5. **Conduct and Sportsmanship:**
- 5.1. Sportsmanship can be defined as abiding by the rules of the game, decision of officials, and accepting victory or defeat graciously.
- 5.2. Unsportsmanlike conduct by a player or coach will not be tolerated.
- 5.2.1. First Offense: Will result in the automatic disqualification from his/her teams next 2 scheduled matches.
- 5.2.2. Second Offense: Will result in the disqualification of that player for the duration of the season.
- 5.3 The Referee or any member of the Fitness Center staff may declare a contest forfeited for reason of gross unsportsmanlike conduct. The Referee or Fitness Center Staff member will provide a written report of the incident to the Intramural Sports Director NLT Noon the next duty day.
- 5.4 Ejections:
- 9.1.If a player or coach is ejected, that person will be out of sight and out of sound immediately. If the order of ejection is not obeyed, the referee shall declare the match a forfeit.
- 9.2.The player or coach ejected is suspended for two additional matches, and will serve suspension immediately.
6. **Forfeits:**
- 6.1. If a team does not have at least 6 defensive players present at the scheduled start time of the game, or (after by-law # 6.2 goes into effect). The match will be declared a forfeit, and the opposing team will be awarded a 1-0 win.
- 6.2. There will be 10-minute grace period for the 17:30 game time starts, before the game will be declared a forfeit. The grace period if used by any team will come off the match time clock. **Teams should make every opportunity to be ready to play by the scheduled match time, in**

**order to play a completed match.** The reason for grace period is give all teams the opportunity to play.

- 6.3. If a team forfeits two consecutive contests, or three in a season, they will automatically be disqualified from further competition for the remainder of the season.

**7. Protests:**

- 7.1. Any team wishing to make a protest must verbally protest and ensure the protest is annotated into the score book during the game or at the conclusion. If it is not, the protest is **VOID**.
- 7.2. A letter delivered to the Intramural Sports Director by Noon the next duty day must be submitted to follow up all protests.
- 7.3. All written protests must include:
- 7.3.1. The date, time, and teams.
  - 7.3.2. The names of the officials for that game.
  - 7.3.3. Disputed eligibility of a player(s), for which protest is being made, and the name of the player believed to be ineligible.
  - 7.3.4. The decision and outcome surrounding the making of the specific incident.
  - 7.3.5. All other essential information pertaining to the protested matter.

**8. General Rules of Play:**

- 9.3. Games will be played with 11 players.
- 9.4. Games will not begin or continue with less than six players. Teams with less than six players will forfeit.
- 9.5. Any players who receive a red card will be required to sit out the rest of the match and shall receive an addition two match suspension.

**9. Rules of Play:**

- 9.1. League play will be in accordance with Football International Federation Association (FIFA) rules subject to local exception as stated in these by-laws.
- 9.2. Playing time shall be two halves consisting of 25 minutes each, with an intermission of five minutes between halves.
- 9.3. Uniforms will consist of shoes, jersey, shin guards, socks that will cover the shin guards and pants/shorts. Jersey colors must be alike for all team members, to the satisfaction of the referee. If there is a conflict in jersey color between the participating teams, the visiting team will change jersey. Soccer shoes are the responsibility of each player. Players will not be in stocking feet or bare feet.
- 9.4. All yellow and red cards will reset going into playoffs.

**10. Ties in League Standings:**

- 10.1. In the event of a tie at the end of the season, standings determination will be based first on league W/L record then on head-to-head match ups. If the tied teams split the head-to-head games, standings determination will be based on a point system.
- 10.2. The system is a follows:
  - Win = 3 points
  - Tie = 2 points
  - Loss = 1 points
  - Forfeit = 0 points

**11. Post Season Tournament:**

- 11.1. There will be a tournament at the end of the regular season.
- 11.2. The top 2/3 of teams will make the post season tournament. The Intramural Sports Director reserves the right to determine the number of teams if 2/3 is not appropriate.
- 11.3. The rules for the tournament will remain the same as the regular season.
- 11.4. Tiebreakers will be head-to-head, and then points differential if necessary (for tournament placement).
- 11.5. Ties at the end of a post season game will be breakdown as follows:
  - a. Ten-minute overtime, first goal wins.
  - b. Five alternating penalty kicks for each team.
  - c. Alternating penalty kicks until only one-team scores the goal.

**12. Awards:**

- 12.1. One team award will be awarded to the JB MDL Champions.

**13. Safety:** Each participant should ensure that proper warm-up is conducted prior to participating in any contest. Coaches should ensure safety is the top priority for the team members and proper equipment and techniques are used to ensure player safety.

**14. Open Clause:** The Intramural Sports Director shall review and modify these By-laws as necessary to ensure the integrity of this program. Anything not covered in these bylaws or FIFA rules will be at the discretion of the Intramural Sports Director and the Fitness Center Director or their designated representative.

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