

6 ON 6 SOCCER FORMAT

1 Type of Competition

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

Each team must consist of 1 unit. There will be no combining of multiple units to make a team. In addition, at no time will eligible units for a camp/station be larger than a battalion or squadron, regardless of unit size.

2. Rules

The Federation Internationale de Football Association (FIFA) will apply as modified by these bylaws or by the tournament director.

3. Team Size

The team size will be limited to 12 players, plus a coach. A coach who participates as a player will count against the 12-player limit.

4. Player Eligibility

- a. A person is eligible to play for either their unit/organization's primary team or any of the unit/organization's secondary teams.
- b. A player can play for only one team during any scheduled sport. Once a player appears on an official roster of a team and the team starts an official game, the player is considered to be a legal player of that team whether the player actually participates. The deciding factor is the game started and the intent was there.
- c. Once a player has been rostered on an eligible unit's secondary team, no player on the secondary team may fill a vacancy created on the primary team during either CC or CG Cup competition.
- d. Once a player is rostered for either a primary or secondary team and that team has participated in the start of an official game, no player may switch teams for the purpose of filling a vacancy.

5. Awards

- a. One team award for the first and second place teams of the CC Cup and Combined CG Cup competition.
- b. One individual award for each member of the first and second place teams, to include the coach of the Combined CG Cup competition. Awards will not exceed 13 per team.

6. *Officials*

During all games, there will be two officials.

7. *Bylaws*

- a. A match will be played by two teams, each consisting of not more than 6 players and not less than 4 players, one of whom will be the goalkeeper.
- b. Field size will be 75 yards in length and 45 yards in width. Field size may be adjusted by the installation Athletic/Fitness Directors to meet any facility limitations at their installation.
- c. There is no offside.
- d. Each game will consist of two 20 - minute halves, utilizing a "running" clock.
- e. Halftime will be a 5 minutes.
- f. Tie games will be determined by a Shoot- Out using penalty kicks per FIFA guidelines, and
- g. Substitutions will be unlimited in number and will be made, with the consent of the referee, at the following times:
 - (1) Prior to a throw- in in the substituting team's favor.
 - (2) Prior to a goal kick by the substituting team.
 - (3) After a goal by either team.
 - (4) After an injury by either team when the referee stops play. Substitutions will only be allowed for the injured player(s).
 - (5) At the beginning of the second half.
 - (6) Piggybacking on an opponent's substitution opportunity will be allowed at the discretion of the referee.
 - (7) Marine Corps Community Services will only supply jerseys to the teams. All other team equipment will be the responsibility of the coaches and team members.
- h. All players, including the goalkeeper, will be required to wear shin guards covered by socks during the entirety of all matches.
- i. Shorts with pockets will not authorized.

j. The following shoes are not authorized:

(1) Shoes with metal cleats.

(2) Football or softball cleats.

CC/ CG 11vs11 SOCCER FORMAT

1. Type of Competition

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

Each team must consist of 1 unit. There will be no combining of multiple units to make a team. In addition, at no time will eligible units for a camp/station be larger than a battalion or squadron, regardless of unit size.

2. Rules

The Federation International of Football Association (FIFA) will apply as modified by these bylaws or the tournament director.

3. Team Size

The team size will be limited to 18 players, plus a coach. A coach who participates as a player will count against the 18-player limit.

4. Player Eligibility

- a. A person is eligible to play for either their unit/organization's primary team or any of the unit/organization's secondary teams.
- b. A player can play for only one team during any scheduled sport. Once a player appears on an official roster of a team and the team starts an official game, the player is considered to be a legal player of that team whether the player actually participates. The deciding factor is the game started and the intent was there.
- c. Once a player has been rostered on an eligible unit's secondary team, no player on the secondary team may fill a vacancy created on the primary team during either CC or CG Cup competition.
- d. Once a player is rostered for either a primary or secondary team and that team has participated in the start of an official game, no player may switch teams for the purpose of filling a vacancy.

5. Awards

- a. One team award for the first and second place teams of the CC Cup and Combined CG Cup competition.
- b. One individual award for each member of the first and second place teams, to include the coach of the Combined CG Cup competition. Awards will not exceed 13 per team.

6. Officials

During all games, there will be three officials.

7. Bylaws

- a. A match will be played by two teams, each consisting of not more than 11 players and not less than 9 players, one of whom will be the goalkeeper.
- b. Field size will be 120 yards in length and 50 yards in width. Field size may be adjusted by the installation Athletic/Fitness Directors to meet any facility limitations at their installation.
- c. Each game will consist of two 30 - minute halves, utilizing a "running" clock.
- d. Halftime will be a 10 minutes.
- e. Tie games will be determined by a Shoot- Out using penalty kicks per FIFA guidelines, and will be limited to those players on the field at the conclusion of regulation play.
- f. Substitutions will be unlimited in number and will be made, with the consent of the referee, at the following times:
 - (1) Prior to a throw- in in the substituting team's favor.
 - (2) Prior to a goal kick by the substituting team.
 - (3) After a goal by either team.
 - (4) After an injury by either team when the referee stops play. Substitutions will only be allowed for the injured player(s).
 - (5) At the beginning of the second half.
 - (6) Piggybacking on an opponent's substitution opportunity will be allowed at the discretion of the referee will only supply jerseys.
- a. Marine Corps Community Services will only supply jerseys to the teams. All other team equipment will be the responsibility of the coaches and team members.
- b. All players, including the goalkeeper, will be required to wear shin guards covered by socks during the entirety of all matches.
- c. Shorts with pockets will not authorized.
- d. The following shoes are not authorized:
 - (1) Shoes with metal cleats.
 - (2) Football or softball cleats.

8. Important Notice

Cleats are not authorized in the gym and you will be required to change your shoes prior to entering the gym.

BASKETBALL FORMAT

1. Type of Competition

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

Each team must consist of 1 unit. There will be no combining of multiple units to make a team. In addition, at no time will eligible units for a camp/station be larger than a battalion or squadron, regardless of unit size.

2. Rules

The National Collegiate Athletic Association (NCAA) rules will apply as modified by these bylaws or the tournament director.

3. Team Size

The team size will be limited to ten players, plus a coach. A coach who participates as a player will count against the ten-player limit.

4. Player Eligibility

- a. A person is eligible to play for either their unit/organization's primary team or any of the unit/organization's secondary teams.
- b. A player can play for only one team during any scheduled sport. Once a player appears on an official roster of a team and the team starts an official game, the player is considered to be a legal player of that team whether the player actually participates. The deciding factor is the game started and the intent was there.
- c. Once a player has been rostered on an eligible unit's secondary team, no player on the secondary team may fill a vacancy created on the primary team during either CC or CG Cup competition.
- d. Once a player is rostered for either a primary or secondary team and that team has participated in the start of an official game, no player may switch teams for the purpose of filling a vacancy.

5. Awards

- a. One team award for the first and second place team of the CC Cup and Combined CG Cup competitions.
- b. One individual award for each member of the first and second place team, to include the coach of the Combined CG Cup competitions. Awards will not exceed 11 per team.

6. Officials

During all games, there will be two floor officials, one scorekeeper, and one timekeeper.

7. *Bylaws*

- a. All CC Cup and Combined CG Cup games will consist of two 20-minute halves with a running clock with the last two minutes of the second half being regulation clock. Half time intermissions will be five minutes and extra periods will be three minutes with the last minute being regulation clock.
- b. Marine Corps Community Services will only supply numbered jerseys to the teams. All other team equipment will be the responsibility of the coaches and team members.
- c. Shorts with pockets are not authorized.

BOWLING FORMAT

1. Type of Competition

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

Each team must consist of 1 unit. There will be no combining of multiple units to make a team. In addition, at no time will eligible units for a camp/station be larger than a battalion or squadron, regardless of unit size.

2. Rules

The USBC (United States Bowling Commerce) rules will apply as modified by these bylaws or the tournament director.

3. Team Size

The team size will be limited to six players, four of which will be "open" division (any age) and two will be "senior" division (32 or older). One player will be designated as the team captain.

4. Player Eligibility

- a. A person is eligible to play for either their unit/organization's primary team or any of the unit/organization's secondary teams.
- b. A player can play for only one team during any scheduled sport. Once a player appears on an official roster of a team and the team starts an official game, the player is considered to be a legal player of that team whether the player actually participates. The deciding factor is the game started and the intent was there.
- c. Once a player has been rostered on an eligible unit's secondary team, no player on the secondary team may fill a vacancy created on the primary team during either CC or CG Cup competition.
- d. Once a player is rostered for either a primary or secondary team and that team has participated in the start of an official game, no player may switch teams for the purpose of filling a vacancy.

5. Divisions

This competition is primarily a team event; however, there are divisions within the event that offer opportunities for individual recognition. These divisions include an "open" division, a "senior" division, and a "women's" division. As shown above, teams are required to carry a specific number of individuals in each of the "open" and "senior" divisions; however, teams are not required to carry any specific number of women on their teams for the "women's" division. The "women's" division has been added as a side benefit just for those women that happen to be participating in these events for their units.

6. *Awards*

The maximum authorized awards are as follows:

- a. One team award for the first and second place team of the CC Cup and Combined CG Cup competition.
- b. One award for each member of the first and second place team of the Combined CG Cup competition. Awards will not exceed six awards per team.
- c. One award for the individual Combined CG Cup champion(s) and runner-up(s) in the "open," "senior," and "women's" divisions.

7. *Officials*

There will be no officials. Disputes which cannot be resolved by the active contestants will be resolved by the Marine Corps Community Services (MCCS) designated representative.

8. *Bylaws*

Competition in both the CC Cup and Combined CG Cup tournaments will begin with a three-game roll off. Following the three-game roll off, a separate ladder tournament for each of the divisions and for the teams will be held to determine the final tournament standings. Only the top four teams and the top four individuals in the "open," "senior," and "women's" divisions will qualify from the roll offs to participate in the ladder tournaments.

Teams will be assigned to a pair of lanes by the tournament director before the start of the tournament. If the teams are required to be broken up because of time restraints it is recommended that "open", "senior" and "women" division bowlers only be assigned two lanes and only bowl against individuals from the same divisions. If team members bowl at different times, the senior " division and "women's" division three-game roll offs will be conducted prior to the "open" division roll offs. All players will move over a set of lanes after each game.

- a. A player is restricted to playing in only one division.

Roll off standing will be determined as follows:

In team competition, a team's final score will be determined by totaling the scores from all games bowled by all members of a particular team. The four teams with the best scores from this process will qualify for the ladder tournament. All ties involved in seeding for the ladder tournament will be broken by taking the scores from the three-game roll offs as follows:

- (1) Highest two-game team total.
- (2) Highest one-game team total.
- (3) Coin flip.

In the individual division competitions, the four individuals with the best three-game totals will qualify for the individual ladder tournament in the "open," "senior," and "women's" divisions. All ties involved in seeding for the ladder tournaments will be broken by taking the scores from the three-game roll offs as follows:

- (1) Highest two game total
- (2) Highest one game total
- (3) Coin flip

The ladder tournaments will begin with the fourth seeded team/individual bowling the third seeded team/individual. The winner from this match then bowls the second seeded team/individual. This process continues until the first place team/individual is determined (i.e., fourth bowls third, winner bowls second, winner bowls first, and the winner is the champion).

In the team ladder competition, all six team members will bowl for their team and all scores will count toward the final team score. The winner of each ladder match will be the team with the best total team score.

During a ladder tournament, should a match end in a tie, an additional frame will be bowled by the teams and individuals involved. This frame will be bowled on the lanes where the competitors bowled the final frame of the last game and it will be scored like a tenth frame. If the tie remains unbroken, the teams or individuals involved will alternate lanes for each additional complete frame needed to break the tie.

The individual ladder tournaments will be conducted before the team ladder tournament.

All scores will be scratch (no handicap).

Failure of a team member to show up and bowl their scheduled games will result in the following action:

(1) Players who fail to show up and bowl in at least their initial games will forfeit out of the tournament. The teams with players who fail to show up and bowl in at least their initial games will also forfeit out of the tournament. The individual team members of a team forfeiting out of a tournament will also be unable to continue to play in the tournament for the individual awards.

(2) Players unable to bowl or continue to bowl in a game, after completing their initial three game roll off, will forfeit out of the tournament, regardless of reason. No substitutions will be allowed; however, the player's team may continue bowling short that player(s). All team members will still be eligible to compete for the individual awards.

MCCS will pay for all rental shoes and lineage.

CC/CG FLAG FOOTBALL (EIGHT-MAN, MODIFIED) FORMAT

1. Type of Competition

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

Each team must consist of 1 unit. There will be no combining of multiple units to make a team. In addition, at no time will eligible units for a camp/station be larger than a battalion or squadron, regardless of unit size.

2. Team Size

The team size will be limited to 20 players, plus a coach. A coach who participates as a player shall count against the 20- player limit.

3. Player Eligibility

A person is eligible to play for either their unit/organization's primary team or any of the unit/organization's secondary teams.

- a. A player can play for only one team during any scheduled sport.
- b. Once a player appears on an official roster of a team and the team starts an official game, the player is considered to be a legal player of that team whether the player actually participates. The deciding factor is the game started and the intent was there.
- c. Once a player has been rostered on an eligible unit's secondary team, no player on the secondary team may fill a vacancy created on the primary team during either CC or CG Cup competition.
- d. Once a player is rostered for either a primary or secondary team and that team has participated in the start of an official game, no player may switch teams for the purpose of filling a vacancy.

4. Awards

- a. One team award for the first and second place teams of the CC Cup and Combined CG Cup competition.
- b. One individual award for each member of the first and second place teams, to include the coach of the Combined CG Cup competition. Awards will not exceed 21 per team.

5. Tournament Rules

- a. **General Rules:** The rules of this tournament shall be governed by the 2023-2024 NIRSA Flag & Touch Football Rules Book (21st edition), except as specifically modified herein. The Tournament Director has the final authority on rule interpretation and any unforeseen circumstances.
- b. **Game Time/Forfeit Time:** Game time is forfeit time unless otherwise determined by the Tournament Director due to unforeseen circumstances. Teams must be at the field 30 minutes prior to the scheduled start time of their games.
- c. **Game Length/Clock:** Games will consist of two (20) minute halves. Running clock except for the last two minutes of each half. In the last two minutes, the clock will stop for incomplete passes, out-of-bounds plays, and time-outs. Teams will be allowed two time-outs per half.
- d. Timeouts will not be carried over from one half to another. Timeouts will stop the continuous running clock for 1 minute and time will resume on the referee's call. Halftime will be five minutes.
- e. **Field Dimensions:** The field will be 80 yards in length with 10-yard end zones (total 100 yards) and 40 yards in width. The field of play will have four 20-yard zones of play. Zone lines will be marked at 20 yards from each goal line the center zone line will be 40 yards from each goal line. Team areas will be clearly marked and between the 20-yard lines. Teams will have 4 downs to make it to the next zone or score a touchdown.
- f. **Players on the Field:** Eight players per team will be on the field at a time, with four players on the line of scrimmage.
- g. **Scoring:** Touchdowns are worth six points. Extra Points will be either 1, 2, or 3 points. Extra point options: 1 point from the 3 yard line; 2 points from the 10 yard line, or 3 points from the 20 yard line. No field goals or extra-point kicks are allowed.
- h. **Kickoffs:** Kickoffs will occur from the kicking team's 20-yard line. The receiving team will line up on or behind the receiving team's 40-yard line.
- i. **Overtime:** Overtime will be conducted according to the procedures outlined in the 2023-2024 NIRSA Flag & Touch Football Rules Book (21st edition).
 - 1. A coin toss at the start of the first overtime will determine the options in the overtime period. The home team captain will call the toss. If additional overtime periods are played, field captains will alternate choices.
 - 2. The ball will be placed on the 10-yard line at the start of the overtime period and after each score.
 - 3. Offensive team will run four consecutive plays to score, the goalline will always be the line to gain.
 - 4. If a pass is intercepted, or the defense gains possession, the ball is dead and the offences series is over.

5. Fouls and penalty administration does not change. Each team is given only 1 time out for the entire overtime period.
- j. **Stances:** Players may use two, three, or four-point stances are permitted.
- k. **Blocking:** An offensive screen block may occur anywhere on the field and shall take place without contact. The screen blocker is recommended to have their hands and arms at their sides or behind their back when screen blocking. Any use of the hands, arms, elbows, legs, or body to initiate contact that displaces an opponent during a screen block is illegal. A blocker may use their hand(s) or arm(s) to break a fall or retain their balance.
Penalty: Personal Foul, Illegal Contact, 10 yards.
- l. **CHUCKING A RECEIVER :** (Jamming on the Line) One (1) chuck off line is permitted from the line of scrimmage to 5 yards. No contact allowed above shoulders or below waist. An open hand, straight arm block, within the framework of the body, is ideal to avoid unnecessary rough play. No grabbing of the jersey is allowed. You may not flip an elbow once you have been beat. Penalty 10 yards automatic 1st down.
- m. j. **Punts:** Punts must be announced/declared to the officials in advance.
- n. k. **Pulled/Loose Flags:** A player is down at the spot where their flag is pulled free, if a runner loses their flag unintentional (not pulled by opponent) then the runner must be tagged by one hand touch between the shoulders and the waist.
- o. l. **Jumping/Diving:** Jumping is legal in NIRSA but for safety no diving to advance the ball. Spin moves, karaoke, dips, jukes, and side steps are all legal moves for a runner. If a player leaves the ground with both feet in the air with the attempt to jump over another player will be deemed as illegal. The play will stop where the ball is and the offending team will be given a 10 yard personal foul penalty.
- p. m. **Uniforms/Equipment:** Shoes with metal cleats are prohibited and players will not be allowed to enter the field of play. **Shorts with pockets are not authorized.** Pockets that have been completely stitched or sewn shut will be at the discretion of the officials. Shirts must be tucked in at all times.
- q. n. **Coaches Responsibilities:** Coaches are responsible for disseminating tournament information, ensuring the conduct of their team, players, and spectators, obtaining game times from the Tournament Director, and ensuring the team area is clean after each game.
 - . **Forfeits:** Teams failing to appear for their first game will be forfeited from the remainder of the tournament unless prior notification is given to the Tournament Director.

6. Officials

1. During all tournament games, there will be four officials.
2. Time and score will be kept on the field by the officials.
3. Each team will provide one person to the game officials during different halves of the game for the management of the down marker.

7. Rosters

Team rosters are due 30 minutes prior to the first game. Use of illegal players results in forfeiture of games in which the illegal player participated and potential removal from the tournament.

8. Protests

Protests will only be accepted for illegal players and must be submitted to the Tournament Director.

9. Alcohol, Smoking, Pets

Alcohol, smoking (including e-cigarettes), and pets are prohibited on the field, in team areas, and in spectator areas. **THERE WILL BE NO GLASS CONTAINERS OF ANY TYPE PERMITTED.**

10. Ejections

Ejected players or coaches must leave the playing and spectator areas. Ejections result in suspension from the remainder of the current game and the next scheduled game, subject to further review by the Tournament Director.

11. Tournament Director

The Tournament Director or their designated M CCS representative has final authority on all tournament matters.

SOFTBALL FORMAT

1. *Type of Competition*

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

Each team must consist of 1 unit. There will be no combining of multiple units to make a team. In addition, at no time will eligible units for a camp/station be larger than a battalion or squadron, regardless of unit size.

2. *Rules*

The Amateur Softball Association (ASA) rules will apply as modified by these bylaws or the tournament director.

3. *Team Size*

The team size will be limited to 15 players, plus a coach. A coach who participates as a player will count against the 15-player limit.

4. *Player Eligibility*

- a. A person is eligible to play for either their unit/organization's primary team or any of the unit/organization's secondary teams.
- b. A player can play for only one team during any scheduled sport. Once a player appears on an official roster of a team and the team starts an official game, the player is considered to be a legal player of that team whether the player actually participates. The deciding factor is the game started and the intent was there.
- c. Once a player has been rostered on an eligible unit's secondary team, no player on the secondary team may fill a vacancy created on the primary team during either CC or CG Cup competition.
- d. Once a player is rostered for either a primary or secondary team and that team has participated in the start of an official game, no player may switch teams for the purpose of filling a vacancy.

5. *Awards*

- a. One team award for the first and second place teams of the CC Cup and Combined CG Cup competition.
- b. One individual award for each member of the first and second place teams, to include the

coach of the Combined CG Cup competition. Awards will not exceed 16 per team.

6. *Officials*

There will be one home plate umpire, one field umpire, and one scorekeeper for all games.

7. *Bylaws*

- a. During all games, except the championship game, there will be a 20 after 3, 15 after 4, and 10 after 5 run rule and/or a 1-hour time limit, whichever occurs. At least three innings must be played, for a 20 run rule to be in effect, unless the home team is ahead by 20 runs in the third inning. At least four innings must be played for the 15 run rule to be in effect, unless the home team is ahead by 15 runs in the fourth inning. At least five innings must be played for the 10 run rule to be in effect, unless the home team is ahead by 10 runs in the fifth inning.
- b. During all championship games, there will be 75-min time limit with no run rule.
- c. Championship games are defined as follows:
 - (1) Championship game
 - (2) "If" game
- d. There will be no home run limit during any game, unless modified by the tournament director. (i.e., short field)
- e. NO ALCOHOL OF ANY KIND IS ALLOWED IN THE TEAM AREA OR ON THE
- f. FIELD OF PLAY. COACHES ARE RESPONSIBLE FOR THE TEAM AREAS AND WILL BE EJECTED ALONG WITH INDIVIDUAL POSSESSING THE ALCOHOL.
- g. ANY PLAYER APPEARING TO BE UNDER THE INFLUENCE OF ALCOHOL WILL BE REMOVED FROM THE TOURNAMENT. THERE WILL BE NO GLASS CONTAINERS OF ANY TYPE PERMITTED.
- h. There shall be no pets of any kind allowed on any athletics field or within spectator seating.

Enclosure (3)

GOLF FORMAT

1. *Type of Competition*

Each installation will conduct an event for the eligible units at their installation for the Camp Commander's Cup (CC Cup) competition. Teams participating in these events will be formed in accordance with the current version of the reference and the rules listed below. The top eight teams overall in each respective CC Cup competition will also receive the right to advance to play in the Combined CG Cup competitions.

Each team must consist of 1 unit. There will be no combining of multiple units to make a team. In addition, at no time will eligible units for a camp/station be larger than a battalion or squadron, regardless of unit size.

2. *Rules*

The United States Golf Association (USGA) rules will apply as modified by these bylaws or the tournament director.

3. *Team Size*

The team will consist of six players as follows:

- a. Four in the "open" division (any age).
- b. Two in the "senior" division (32 or older).

4. *Player Eligibility*

- a. A person is eligible to play for either their unit/organization's primary team or any of the unit/organization's secondary teams.
- b. A player can play for only one team during any scheduled sport. Once a player appears on an official roster of a team and the team starts an official game, the player is considered to be a legal player of that team whether the player actually participates. The deciding factor is the game started and the intent was there.
- c. Once a player has been rostered on an eligible unit's secondary team, no player on the secondary team may fill a vacancy created on the primary team during either CC or CG Cup competition.
- d. Once a player is rostered for either a primary or secondary team and that team has participated in the start of an official game, no player may switch teams for the purpose of filling a vacancy.

5. *Divisions*

This competition is primarily a team event; however, there are divisions within the event that offer opportunities for individual recognition. These divisions include an "open" division, a "senior" division, and a "women's" division. As shown above teams are required to carry a specific number of individuals in each of the "open" and "senior" divisions; however, teams are not required to carry any specific number of women on their team in the "women's" division. The "women's" division has been added as a side benefit just for those women that happen to be participating in these events for their units.

6.Awards

The maximum authorized awards are as follows:

- a. One team award for the first and second place teams of the CC Cup and Combined CG Cup competitions.
- b. One award for each member of the first and second place teams of the Combined CG Cup competitions. Awards will not exceed six per team.
- c. One award for the individual Combined CG Cup champion(s) and runner- up(s) in the "open," "senior," and "women's" divisions.

7.Officials

There will be no officials. Disputes which cannot be settled by the active contestants will be resolved by the Marine Corps Community Services (MCCS) designated representative.

8.Bylaws

- a. The CC Cup tournament will consist of 18 holes. The Combined CG Cup tournament will consist of 36 holes conducted over a two-day period.
- b. All scores will be scratch.
- c. The MCCS athletic staff will assign foursomes ensuring that no more than two members of the foursome are from the same unit.
- d. The tournament team champions in both the CC Cup and Combined CG Cup will be determined by totaling the team member's individual final scores. The team with the lowest overall team total at the conclusion of each tournament will be declared the tournament champions.
- e. The tournament's divisional winners in both the CC Cup and Combined CG Cup will be those individuals with the lowest overall total score at the conclusion of each tournament.
- f. Ties for individuals and teams will be broken by a one hole "sudden death playoff ." Teams involved in a tie will designate two players who will represent their team in the tiebreaker. The team with the lowest combined total in the tiebreaker is the winner. If there is a tie at the completion of the first hole, the sudden death playoff will continue to succeeding holes until there is a winner.
- g. A player is restricted to playing in only one division.
- h. Failure of a team member to show up and play their matches/games will result in the following action:
 - (1) Players who fail to show up and play in at least the initial 18 holes will result in the entire team forfeiting out of the tournament. Individual team members also will not be able to continue to play in the tournament for the individual awards if any are available for that particular sport .
 - (2) Players unable to play or continue to play in a match after completing their initial round of play will forfeit that match, regardless of reason. No

substitutions will be allowed and the player's team will forfeit out of the tournament; however, the remaining team members may continue to play for the individual awards if they so desire.

- i. MCCS will **ONLY** pay for greens fees and standard rental clubs.
- j. For the purpose of this competition, practice before or between rounds by a player will be authorized as result of the shortage of available golf courses in the immediate area.