



DEPARTMENT OF THE ARMY
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IMLM-MWR

31 December 2025

MEMORANDUM FOR ALL JBLM SERVICE MEMBERS

SUBJECT: 2026 JBLM Fields of Friendly Strife Commander's Cup Basketball League

1. **Purpose:** To provide the operational procedures for the Fields of Friendly Strife Commanders Cup Basketball League.
2. **Objective of the Program:** To promote unit morale, Esprit de Corps, teamwork, physical fitness and to develop leadership and sportsmanship.
3. **Division Structure:** The 2026 JBLM Fields of Friendly Strife Commander's Cup Basketball League will consist of two Divisions: Battalion/Squadron League and Company/Flight league, unless we do not have enough teams for both divisions. Teams many only compete in one division.
4. **Eligibility and Participation:**
 - a. Active duty military personnel, Army, Air Force, Marine, Coast Guard, Navy and Reserve and National Guard service members that are assigned or attached to JBLM.
 - b. Team rosters will be unlimited. Teams may only have 12 players suited up for each game. **Unit Readiness Roster/HR Authorization Roster must be turned in with the LOI to the Intramural office by the suspense date 12 January 2026.**
 - c. Team rosters must be turned in at least 24 hours prior to first game, and any changes need to be submitted 24 hours before game time. Only those players on the Team Roster verified by the Intramural Sports office are eligible to play. Each team may have up to a maximum of two Free Agents.
 - d. All players must play in 1 regular season game to be eligible to play in the Commander's Cup Championship Tournament. No exception.
 - e. Players must play for their unit. In the event a unit does not have enough interested individuals to field a team, personnel from that unit may still participate by submitting a written request of release from the Commander or First Sergeant to the Intramural Coordinator to be entered into the player's pool (Free Agent). The Service members will be placed in a player's pool and assigned to teams at the discretion of the Intramural Sports Coordinator.
5. **Rules of Play:** Play will be conducted in accordance with the 2025/2026 NFHS Basketball Rules unless otherwise covered by these by-laws.

- a. **Balls will be provided by MWR-Sports and substitutions will not be allowed.**
- b. Length of game will be four-10 minute quarters with a running clock. **The last two minutes of each half will be regulation clock.** The only time the clock will stop during first eighteen 18 minutes of each half will be for injuries and time-outs.
- c. Half-time is five 5 minutes.
- d. Each team will be allowed two one-minute time outs each half. Unused timeouts from the first half do not carry over to the second half. Over-time periods are extensions of the second half- and any-time outs not used in the second half will be available for the overtime as well as an additional time out per over time period.
- e. Overtime will be three minutes in length. First minute is a running clock and the last two minutes will be played with a regulation clock. This will continue until a winner is determined.
- f. Mercy Rule will be 20 points ahead in the last 5 minutes of the 4th quarter. Once the mercy rule is declared, the official score will be noted by scorekeepers, however the teams will still be allotted the remaining time they were scheduled to use for unofficial scrimmage if they so choose. Mercy Rule is in effect for all regular season games and the Championship Tournament, except for the Championship game.

6. Forfeits:

- a. A forfeit will be declared if a team is not prepared to play at the scheduled time. A team can start the game with a minimum of 3 players. Game time is forfeit time. **Exception: There will be a 10-minute grace period for the 1800 game only.**
- b. Forfeiture of two games during league play will result in disqualification from the league. One no-call-no-show forfeit will result in immediate removal from the league. All remaining games will be considered a win for opposing teams and the disqualified team will be ineligible to play in the Commander's Cup Championship. Players are then not eligible to participate with any other teams.

7. Equipment:

- a. **Only** non-marking court shoes are acceptable.
- b. Leg/arm braces must be wrapped in tape - **NO METAL SHOWING.**
- c. No jewelry is allowed. **NO EXCEPTIONS.**
- d. Gym shorts with zippers/pockets are **NOT ALLOWED** to be worn during games.
- e. Game jerseys will have a plain Arabic numbers and must be the same style and color on both the front and back of the jersey and in contrasting color to the predominant color of the jersey. The requirement is at least a 4 inch high and no less than $\frac{3}{4}$ inch wide number on the

front of the jersey and centered vertically and horizontally on the visible part of the jersey. If jerseys are in question players will be required to wear reversible jerseys provided by MWR. Legal numbered jerseys are to be worn, and need to be tucked in.

8. Sportsmanship:

Swearing and abusive remarks directed towards opponents, officials, fans, or supervisors are behaviors which casts a negative atmosphere over intramural play and may lead to more serious problems. Officials may penalize such behavior with an ejection.

- a. The first unsportsmanlike conduct received by a player will result in an ejection from the game and a warning being filed. The second ejection will result again in an ejection from the game and that player must now meet with the Sports Coordinator for a possible suspension. The third ejection will result in an automatic removal from the league.
- b. Team members, captains, coaches, spectators, or the entire team may be asked to leave the playing area if displaying unsportsmanlike conduct or abusive language. Any contest may be forfeited by the official and/or supervisor of the activity when a team, a team participant, captain or coach exhibits unsportsmanlike conduct or disruptive behavior during the contest. Team captains or coaches may be warned prior to forfeiting the contests. However, it will be at the discretion of the official to forfeit that contest if deemed necessary to avoid a violent confrontation.

9. Coaches Responsibilities: During league play, the coach is responsible for ensuring that:

- a. All members of the team are familiar with the contents of these by-laws.
- b. The team is fully equipped and properly attired.
- c. The conduct of the team is in accordance with these by-laws and the rules of good sportsmanship.

11. Postponement of Games: Postponements will only be granted, *if necessary*, when unit duty commitments warrant. Notification must be submitted to the Intramural Office 24 hours prior to the scheduled game. A reschedule of the game is not guaranteed.

12. Protests: A protest concerning eligibility must be submitted to the Intramural Coordinator by 1300 hours the following duty day by email to: merle.m.mcclain.naf@army.mil. Protest will include specific player being protested, situation, email, phone and POC for response. You must let the on-site sports specialist know of an illegal player as soon as it is known then send to coordinator after the game. Protest of the game itself must be based on a misinterpretation or misapplication of a rule, protest of a judgment call is not allowed. Protest of the game is merely an attempt to clarify a rule.

13. Coaches Meeting: A coach's meeting will be held on 05 January 2026 at Soldiers Field House at 1200 and McChord Fitness Center at 1330. This coaches meeting is mandatory for all

coaches/unit representatives. Players are encouraged to attend. Registration deadline is 12 January 2026, with the season beginning on 26 January 2026.

14. Commanders Cup: The Commander's Cup Championship Tournament will be a 16-team single elimination tournament. The Championship Tournament will be 09-12 March 2026.

15. Point of Contact is Merle M. McLain, Greg Hopper, Debbie Pierce or Ayanna Adams at 520-942-6947/6953. 520-851-9404 or email at jblmintramurals@army.mil.

MERLE M. MCLAIN
INTRAMURAL SPORTS COORDINATOR