

SOUTHERN CALIFORNIA JURISDICTION

ORDER OF DEMOLAY

ATHLETICS MANUAL



DON PETERSON  
EXECUTIVE OFFICER

SOUTHERN CALIFORNIA JURISDICTION ATHLETICS MANUAL

TABLE OF CONTENTS

**I. RESPONSIBILITIES OF THE JURISDICTION ATHLETIC COORDINATOR..... 3**

**II. RESPONSIBILITIES OF THE LEAGUE/CHAPTER ATHLETIC DIRECTOR ..... 3**

**III. SOUTHERN CALIFORNIA JURISDICTION UNIFORM RULES..... 3**

**1. General..... 3**

**2. Eligibility List and Fees ..... 4**

**3. Eligibility Regulations ..... 4**

**4. Advisors and Advisor Responsibilities ..... 5**

**5. Spectators..... 5**

**6. Code of Conduct..... 6**

**7. Officials ..... 6**

**8. Forfeiture ..... 6**

**9. SCJ Regulations ..... 7**

**10. Disputes..... 7**

**IV. CURRENT JURISDICTION CONTESTS AND SCJ RULES ..... 8**

**1.0 Flag Football..... 8**

**2.0 Basketball..... 8**

**3.0 Over-The-Line..... 9**

**4.0 Dodgeball ..... 10**

**5.0 Volleyball ..... 10**

**6.0 Broomball ..... 11**

**V. TOURNAMENT FORMATS ..... 12**

**VI. DETERMINATION OF WINNERS AND TIEBREAKS..... 13**

**VII CONTESTS NOT CURRENTLY BEING PLAYED ..... 14**

**1.0 Softball ..... 14**

**2.0 Soccer ..... 14**

**I. RESPONSIBILITIES OF THE JURISDICTION ATHLETIC COORDINATOR**

1. He is responsible to the Executive Officer of the Southern California Jurisdiction or his designated representative.
2. He is responsible for administration of the Jurisdiction athletic program.
3. He is responsible for obtaining facilities and officials for events on the Jurisdiction level of competition.
4. He has the authority and responsibility to rule on protests and settle disputes within the athletic program, subject to review by the Executive Officer.
5. He has the authority to remove any person from a game or declare a game ended if un-sportsmanlike conduct is displayed and uncontrolled.
6. He is the official SCJ representative at each athletic event on the Jurisdiction level of competition.
7. He will respond to requests from the League Athletic Directors for athletic manuals or assistance.

**II. RESPONSIBILITIES OF THE LEAGUE/CHAPTER ATHLETIC DIRECTOR**

1. He is directly responsible to the League Administrator/Chairman of the Advisory Council.
2. He is responsible for the administration of the athletic program in his League/Chapter.
3. He is responsible for obtaining facilities and officials for League/Chapter athletic events.
4. He or his representative shall be in attendance at each League/Chapter athletic event.
5. He shall send a copy of his League/Chapter athletic schedule to the Jurisdiction office and Jurisdiction Athletic Coordinator.
6. He is the liaison between his Chapter and the League Athletic Director and shall work with him to ensure a smooth running program.

**III. SOUTHERN CALIFORNIA JURISDICTION UNIFORM RULES.**

**1. General**

- 1.1. The Athletic coordinator will inform each Chapter prior to the start of each sport, the fees, location and deadline for eligibility lists for Jurisdiction competition.
- 1.2. A copy of the official League schedule is to be sent to the SCJ Athletic Coordinator in care of the Jurisdiction Office.
- 1.3. It is recommended that each League follow the rules listed by the Jurisdiction. However, it is left to the discretion of each League to modify them for League play.

NOTE: The rules stated by the Jurisdiction will be in effect at all Jurisdiction level athletics.

## 2. Eligibility List and Fees

- 2.1. Every Chapter interested in participating in a given sport must prepare an "Eligibility List" for that sport, listing only those members who are completely eligible. The list must be signed by the Chapter Dad, Chairman of the Advisory Council or his designated representative.
- 2.2. The Eligibility List must be in the hands of the Jurisdiction Athletic Coordinator or in the Jurisdiction office ON OR BEFORE the deadline established by the Jurisdiction. Lists may be mailed, faxed, e-mailed, or hand delivered.
- 2.3. It is strongly recommended that fees be paid at the time of eligibility list submission. Fees may be paid at the event prior to the start of the team's first game. "No shows" or withdrawals from competition on or after the day prior to competition are still responsible for fees. Failure to pay past due fees will result in temporary disqualification of participation for future athletic events until such fees are paid.
- 2.4. The Eligibility List: Each Chapter will have to fill out a form provided by the Jurisdiction Athletic Coordinator, and available on the SCJ website.

## 3. Eligibility Regulations

- 3.1. To participate in Jurisdiction athletics, each participant must have received both Degrees and returned the proficiencies for both degrees in open chapter or to an Advisor provided that the DeMolay understands that the proficiency must then be returned at the *very next* regularly scheduled chapter meeting. The proficiency must be returned in open chapter and passed by the membership. Failure to do so will result in forfeiture of all games in which the non-proficient member played and, if necessary, subsequent awards being withdrawn and reassigned to the appropriate parties. Leagues determine eligibility requirements for league athletic events.
- 3.2. Members reaching twenty-one (21) years of age cease to be eligible on their birthday and do not finish any sport being contested at that time. Exceptions to this rule are Jurisdiction Officers, League Presidents and Chapter Master Councilors who turn 21 during their term and are completing their service in those offices.
- 3.3. Married DeMolays are eligible as long as they maintain eligibility and comply with all other requirements.
- 3.4. A member who transfers his membership to another Chapter will be eligible to compete immediately upon his election. Note: His transfer of membership must follow the procedures set down in the Policy Manual for the Jurisdiction of Southern California.
- 3.5. Dual Members may only compete in one chapter which they are listed on the chapter roster. They must be listed on the roster at the time of the event.

## SOUTHERN CALIFORNIA JURISDICTION ATHLETICS MANUAL

- 3.6. Members who play either high school or intercollegiate sports may compete in DeMolay activities. It may be a violation of high school and intercollegiate rules to participate on another organized team outside of school. The member is responsible for any sanctions or penalties afforded either to their school or to themselves by their participation on a DeMolay team.
- 3.7. Any and all athletic contests, in which an ineligible player has participated, either intentionally or unintentionally, will be forfeited.

### **4. Advisors and Advisor Responsibilities**

- 4.1. An Advisor shall be a "registered" Advisor, listed as a full member of the Chapter's Advisory Council. The Chapter's current Advisory Council Registration roster will offer proof.
- 4.2. At least one registered Advisor from each participating Chapter must be present full time at all DeMolay athletic events. (It is recommended that a least two registered Advisors are present for medical reasons.)
- 4.3. The Advisor is responsible for the conduct and actions of the Chapter's team, members, and their spectator guests. They should encourage, by their own conduct, good sportsmanship at all times.
- 4.4. The Advisor present should have obtained and have in his possession at the event, a fully completed medical release form filled out and signed by each participant's parent or legal guardian. Members over the age of 18 are only required to complete the medical release form.
- 4.5. Medical release forms must be presented at check-in for each team, prior to the start of the first contest in which the chapter is involved. Absence of a properly completed medical release disqualifies the member from participation in the event.
- 4.6. Each chapter shall provide a scorekeeper in addition to the official scorekeeper. All scorekeeping disputes will be reviewed and resolved by the Athletic Coordinator and the official scorekeeper.

### **5. Spectators**

- 5.1. All spectators must be seated in designated areas. These areas must be located so that they do not interfere with play.
- 5.2. Spectators must observe the same rules of conduct for players. The Advisors are responsible for the compliance of their groups.
- 5.3. Spectators and/or other non-authorized persons are not allowed on the playing area at any time.

## **6. Code of Conduct**

- 6.1. No player will use unnecessary rough tactics.
- 6.2. No player or spectator will publicly decry in a derogatory manner with spectators, any play, decision or his opinion of the other players for the duration of the event.
- 6.3. No player or spectator will make objectionable demonstrations at any official's decision (such as throwing equipment or other demonstrative acts).
- 6.4. No player or spectator will use profane, obscene or vulgar language or gestures in any manner at any time.
- 6.5. No player or spectator will heap verbal or physical abuse upon anyone.
- 6.6. No player or spectator will refuse to abide by the officials decision(s).
- 6.7. No player or spectator will engage in quarreling or fighting, or in actions intended to provoke such conduct.
- 6.8. Violation of the above stated code of conduct may result in a conference with the appropriate authorities, team/individual penalties assessed up to and including forfeit of the game and/or the tournament and may result in future disqualification of the player(s), advisor, spectator, or chapter per the final decision of the Executive Officer.

## **7. Officials**

- 7.1. Game officials have complete control of any athletic event and are to answer to no one except the respective League Athletic Director, SCJ Athletic Coordinator or their official representative.
- 7.2. Game officials have the authority to declare a forfeit in extreme cases of violations of these rules.

## **8. Forfeiture**

- 8.1. For athletic events, 10 minutes following game time will be considered forfeit time. It is recommended that all participants arrive at least one half hour before the game time for check-in.
- 8.2. Chapter(s) forfeiting an SCJ contest or having one forfeited to them, will not receive any reimbursement of fees.

## 9. SCJ Regulations

- 9.1. Senior DeMolays, Chevaliers, Advisors, etc., can be used as officials, at the direction of the Athletic Coordinator.
- 9.2. Appropriate Awards will be provided to the 1st and 2nd place teams. Depending on the number of teams, 3rd place or consolation trophies may also be awarded.
- 9.3. Rules governing DeMolay play:
  - A. Softball - S.C.M.A.F. (Southern California Municipal Athletic Federation)
  - B. Basketball - C.I.F. (California Interscholastic Federation) with SCJ Modifications
  - C. Soccer- F.I.F.A. w/ AYSO and SCJ modifications
  - D. Football- National Federation of State Athletic Associations with SCJ Modifications
  - E. Volleyball- USA Outdoor Volleyball with SCJ Modifications
  - F. Over the Line- SCJ Rules
  - G. Dodgeball- NADA rulebook with SCJ modifications
  - H. Broomball- SCJ Rules
- 9.4. Good DeMolay conduct and decorum is required of all present, including players, families and spectators. Cautioning the careless early may eliminate a more serious problem from developing.

## 10. Disputes

- 10.1. In case a dispute or protest arises during the Jurisdiction sporting event, the Athletic Coordinator, or his representative, will make the final on site decision subject to review by the Executive Officer.
- 10.2. Disputes and official protests will be brought to the attention of the Athletic Coordinator by the chapter Athletic Advisor or their representative only. (i.e. one person)
- 10.3. Official protests must be specific and made verbally to the Athletic Coordinator during the contest in which the protested matter occurred or within 5 minutes of its completion. Official protests then must be submitted in writing to the Jurisdiction Athletic Coordinator, in proper form, within 24 hours of the completion of the event with a copy being provided to the Executive Officer. Written protest must materially match the original verbal protest. Such written protests must be hand delivered, faxed, or e-mailed to the jurisdiction office or Athletic Coordinator by 5 p.m.

#### IV. CURRENT JURISDICTION CONTESTS AND SCJ RULES

##### 1.0 Flag Football

- 1.1 Mouth guards are required and *will not* be provided by the Jurisdiction. All teams are responsible for their own equipment. Players without mouth guards will not be permitted to play.
- 1.2 Shorts or pants with no pockets or pockets taped shut are required.
- 1.3 No metal cleats are permitted.
- 1.4 At *first* game time, a team must consist of at six eligible players. There is no upper limit to the number of team members. Games are played eight vs. eight but in the event that a Team only has six or seven players game will be played with the lower number. (I.E.: six vs. six or seven vs. seven.)
- 1.5 A team may not compete with less than six players.
- 1.6 A chapter may have more than one team if they are capable of fielding two complete teams with no team sharing players with the other at any time.
- 1.7 Teams should wear like colored shirts or jerseys for ease of identification.
- 1.8 Continuous rough play after official warnings is cause for removal from the contest and may result in complete disqualification of the player for the remainder of the contest if, in the opinion of the officials and Athletic Coordinator, such behavior is intentional and unwarranted.
- 1.9 Each team must provide at least one individual to help with the first down chains on the sidelines.
- 1.10 All other primary rules are governed by (National Federation of State Athletic Associations) Any variations to those rules, other than those stated above, will be provided prior to SCJ flag football and sent to all League Administrator and League Athletic Directors. It will then be their responsibility to disseminate such information to the chapters.

##### 2.0 Basketball

- 2.1 The official scorekeeper and timer will be provided by the Jurisdiction. Team scorekeepers shall be present and assist, but the word and ruling of the Official scorekeeper, Jurisdiction Athletic Coordinator, and/or referee are final.
- 2.2 A chapter may have more than one team if they are capable of fielding two complete teams with no team sharing players with the other at any time.
- 2.3 Teams should wear like colored shirts or jerseys for ease of identification.

## SOUTHERN CALIFORNIA JURISDICTION ATHLETICS MANUAL

2.4 CIF basketball rules will generally be used to govern basketball contests. Any variations to those rules will be provided prior to SCJ basketball and sent to all League Administrators and League Athletic Directors. It will then be their responsibility to disseminate such information to the chapters.

### 3.0 Over-The-Line

3.1 At *first* game time, a team must consist of at least three (3) and no more than five (5) eligible players.

3.2 Every player on the team must bat and a batting order must be provided to the official scorekeeper prior to the start of play for each game. Changes to the batting order are not permitted once a lineup has been submitted.

3.3 Batting out of order will result in an out being called on the out of order batter. Batting is defined as having received a pitch regardless of whether or not contact is made.

3.4 Pitching is done by the team batting. Pitchers must pitch from the pitching area and wear a glove while pitching.

3.5 Three (3) pitches constitute an at bat. If the batter has not hit safely or been called out on a play, then the batter is out after the third pitch.

3.6 A chapter may have more than one team if they are capable of fielding two complete teams with no team sharing players with the other at any time.

3.7 There is no changing players once the first pitch of the first game has been made.

3.8 If injury or departure should occur during play the lost batter is called out at their next at bat and then is no longer counted or included in the lineup. No substitutions for absent or injured batters will be allowed. If a participating team falls below the 3-player minimum, the team forfeits all current and future contests.

3.9 Mercy rule applies as follows:

Team is ahead by more than 12 runs at the end of four innings; game is over.

3.10 “SCJ Over The Line Rules and Guidelines” governs all other primary rules. Any variations to those rules, other than those stated above, will be provided prior to SCJ Over- The-Line and sent to all League Administrators and League Athletic Directors. It will then be their responsibility to disseminate such information to the chapters.

#### **4.0 Dodgeball**

- 4.1 Teams will consist of no fewer than five players at the beginning of the first game. There is no maximum number of players allowed on one team.
- 4.2 A team will consist of five players on the playing field at the beginning of the contest.
- 4.3 A chapter may have more than one team if they are capable of fielding two complete teams with no team sharing players with the other at any time.
- 4.4 Once the first contest has begun, there can be no changes to the team roster.
- 4.5 A contest consists of a best 2 out of 3 result between two teams. (Subject to change before the beginning of the first contest with prior notification provided to all teams.)
- 4.6 Although a team may consist of more than five players, the 5 players who will be participating in a particular contest must be designated at the beginning of the contest about to be played and a roster, including substitutes, handed to the official scorekeeper.
- 4.7 Substitutions are allowed during play. However, once a substitution has been made, the player being substituted out must step completely away from the bench and stay out of competition until the completion of the current contest, regardless of the number of games remaining in said contest.
- 4.8 Intentionally aiming for the head is not allowed. It is reasonable to assume that incidental and accidental occurrences are possible. However, if in the opinion of the officials, such an act was intentional, the rule will be applied. Enforcement of this rule may result in dismissal from the current game, contest, or tournament subject to the officials' and Athletic Coordinator's ruling.
- 4.9 All other primary rules are governed by the "N.A.D.A rule book with SCJ modifications" Any variations to those rules, other than those stated above, will be provided prior to SCJ Dodgeball and sent to all League Administrators and League Athletic Directors. It will then be their responsibility to disseminate such information to the chapters.

#### **5.0 Volleyball**

- 5.1 Teams will consist of at least five players at the beginning of the first game. There is no maximum number of players allowed on one team. Players can be both proficient DeMolays and current chapter Sweethearts and Princesses.
- 5.2 A team may include girls on their team. Said girls must be a current or past sweetheart or princess of the chapter. No more than two (2) girls may be on the field at any one time. There is no limit to the number of girls listed on the team

## SOUTHERN CALIFORNIA JURISDICTION ATHLETICS MANUAL

- 5.3 Substitutions will be allowed during the service rotation for the team substituting. The player leaving play MUST be the last player to serve from the team, and the player coming into play will take their place in the serve rotation.
- 5.4 In the event of injury or departure during play. A team may play with four players
- 5.5 A team may not compete with less than four players. If a team falls below four, they are to forfeit the remainder of the tournament.
- 5.6 Games are played to eleven and are to be won by two, with no cap. (cap may be established based on deadline with the location of tournament)
- 5.7 USA Outdoor Volleyball rules will generally be used to govern volleyball contests. Any variations to those rules will be provided prior to SCJ volleyball and sent to all League Administrators and League Athletic Directors. It will then be their responsibility to disseminate such information to the chapters.

### **6.0 Broomball**

- 6.1 Games will be played League vs. League
- 6.2 Team will consist of a minimum of sixteen players (fifteen and one player in goal) at the start of the first game. There is no maximum number of players on one team. A league may only have one team for this event.
- 6.3 Players for this event may be active DeMolays (whom do not have to be proficient), any current or past sweethearts and princesses (whom have not attained the age of twenty-one) and prospective members.
- 6.4 In the event of injury or departure a team may play with as low as thirteen players, but may not fall below thirteen. If a team does fall below thirteen they must forfeit the game and remainder of the tournament.
- 6.5 A minimum of five proficient DeMolays must be on the ice at all times
- 6.6 Time limits for the games are to be determined once the rink reservations are made.
- 6.7 Intentional tripping, checking and roughing penalties will be assessed based on the referee's judgment. These penalties will be two minutes, and over excess penalties will result in the player being removed from the game and in major cases the tournament.

## **V. TOURNAMENT FORMATS**

When the tournament consists of:

### **3-5 teams**

A single round robin bracket will be established with the team having the best record being the tournament champion. Tiebreaks will be applied as necessary for first and second place.

### **6-8 Teams**

Two brackets consisting of three or four teams will be established. Bracket Champions will then play a single game to determine first and second place.

Note: In the case of a seven-team tournament, one bracket of three teams and one bracket of four teams will be established. The top two teams (as determined by record and tiebreak rules) in the three-team bracket will play an additional game against each other. Overall record and if necessary tiebreakers will then be used to determine the bracket champion.

### **9-11 Teams**

Three brackets of three or four teams will be established. Bracket champions will then play in a final round robin bracket. The winner of this bracket as determined by record and then tiebreak rules will be the tournament champion and second place.

Note: In the case of a ten or eleven team tournament, similar guidelines outlined in the “6-8 Teams Notes” would be applied to determine bracket champions.

### **12-16 Teams**

Four brackets (A-D) of three or four teams will be established. The bracket champions will play in a single elimination format. Bracket A will play Bracket B and Bracket C will play Bracket D with the winners of each contest playing for the tournament championship and second place.

## VI. DETERMINATION OF WINNERS AND TIEBREAKS

Winners are determined by record within their bracket or in the case of single elimination contests, head-to-head.

### Tiebreaks

- 1) Head to head record between tied teams
- 2) Total Point Differential (ex.- point differential in victories - point differential in losses = Total Point Differential)
  - a. Basketball- Maximum applied points = 15
  - b. Soccer- Maximum applied points = 6
  - c. Football- Maximum applied points = 21
  - d. Over-the-line- Maximum applied points = 12
- 3) Total Points Scored
  - a. Basketball- Maximum applied points = 20 above opponents final score
  - b. Soccer- Maximum applied points = 8 above opponents final score
  - c. Football- Maximum applied points = 28 above opponents final score
  - d. Over-the-line- Maximum applied points = 15 above opponents final score
- 4) Coin Flip

## VII CONTESTS NOT CURRENTLY BEING PLAYED

### 1.0 Softball

- 1.1 All rules will be used with no variations except as noted below. Each team should secure for their use, a copy of the updated S.C.M.A.F rules. These books may be obtained from a local park that has Leagues or tournament play.
- 1.2 The designated home team for each game will provide the OFFICIAL scorekeeper. It is suggested that the scorekeepers from each team sit together. In some cases, an OFFICIAL scorekeeper may be provided.
- 1.3 Game balls will be provided on the SCJ level. Each team is to supply a suitable back up ball.
- 1.4 The wearing of short pants will be not be allowed by any player.
- 1.5 No Metal cleats

### 2.0 Soccer

- 2.1 Shin guards are strongly recommended but not required.
- 2.2 At *first* game time, a team *must* consist of at least seven eligible players. There is no upper limit to the number of team members.
- 2.3 A team may include girls on their team. Said girls must be a current or past sweetheart or princess of the chapter. No more than two (2) girls may be on the field at any one time. There is no limit to the number of girls listed on the team.
- 2.4 Substitution of players during play is allowed and is unlimited. Players leaving or entering the field of play, as a substitute, *may not be engaged or become immediately engaged in play* at the time of substitution. Player leaving the field must be completely off the field, at the designated “bench area” before the substitute can enter the field of play. *Violation and enforcement of this rule is subject to the discretion of the officials and may not be disputed or protested.*
- 2.5 If injury or departure should occur during play and a team falls below the seven (7) player starting game minimum, they may play with six (6) players but no less than six.
- 2.6 A chapter may have more than one team if they are capable of fielding two complete teams with no team sharing players with the other at any time.
- 2.7 Teams should wear like colored shirts or jerseys for ease of identification.
- 2.8 The “F.I.F.A. rulebook with AYSO and SCJ Additions” governs all other primary rules. Any variations to those rules, other than those stated above, will be provided prior to SCJ soccer and sent to all League Administrators and League Athletic Directors. It will then be their responsibility to disseminate such information to the chapters.