



Athletics Rulebook
Conclave 2019
revised January 18, 2019

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General Rules

1. In order to participate in any sports events, members that were initiated prior to January 1, must compete in two ritual events. If a member does not meet ritual requirements, they forfeit all individual sports. If an unqualified member participates in team sports, the team will forfeit.
2. Rules may be added or changed by the athletic director at any time to ensure safety and completion of games.
3. Divisional categories are as follows:
 - a. Junior Division: 15 years of age and below.
 - b. Senior Division: 16 years of age and above.
 - c. Open Division: 12-20
4. In the event of a tie, Officials will declare the winner and may consider member participation in athletics, ritual, personal conduct, and attitude in their decision.
5. An Official will be assigned to each game to keep score and maintain team rosters. All name badges of members playing in a game must be presented to the Official to record members' names on their respective rosters.
6. Players may not change teams within a particular sport once a tournament has begun.
7. Official time will be set to the watch of the Director of Athletics.
8. Chapters that have multiple entries will be required to keep the same rosters for all sports on a particular day. Rosters for Saturday (basketball, volleyball, and dodgeball) must match; rosters for Sunday (flag football) must match.
9. Individual and Team Sportsmanship Awards will be awarded at the discretion of the Officials and Jurisdictional Officers.
10. Coach of the Year will be awarded at the discretion of the Officials and Jurisdictional Officers.
11. The Overall Sports Champion will be awarded to the Chapter who earns the most points as per the Overall Sports Champion Scoring. Individual and Team contests will be counted.
12. If a squire reaches the age of 12 he must compete as a demolay in sports and not as a squire.
- 13.

Venues

YMCA • Firley Center
525 Ellis Blvd.
Jefferson City, MO 65101

Lewis & Clark Middle School
325 Lewis and Clark Dr.
Jefferson City, MO 65101

Spectators Billiards
232 E. High St.
Jefferson City, MO 65109

Capital Bowl
2017 Christy Dr
Jefferson City, MO 65101

Basketball [Team]

- Maximum of two (2) teams per Chapter.
- Minimum of 4 players; maximum of 5.
- Games consist of two (2) :08 minute halves with a :03 minute halftime.
- Continuously running clock.
- Only trailing team is allowed one timeout (45 seconds) per half. Clock will continue to run during this timeout.
- If any bye games are required, preference will be given to the winners of the previous Conclave.

Billiards [Individual]

- Single elimination.
- Open division; top three individuals will be awarded places.
- If a member is not present within :10 minutes of start time, player forfeits.
- :10 minute time limit per game.
- Scratch on the break, game continues – shooter forfeits turn.
- No ball in hand.
- If you scratch while making a shot, the sunken ball(s) come out.
- If a player taps the cue ball on a shot, player does not lose their turn.
- If a player makes their shot and then sinks the opponent's ball, the player continues their turn.
- If a player sinks the opponent's ball and then makes their shot, player loses their turn.
- You must call the pocket for an 8 ball shot.
- Scratch on the 8 ball, game over – shooter loses.
- When the game is finished, winning player needs to report to Official present.

Bowling [Team & Individual Division]

- Team events require 4 players per team. Top 4 bowlers will form players for 1st team chapter; next 4 will form 2nd team chapter, etc.
- Score sheets must include Chapter name and players' first and last names; present to Official.
- Incomplete score sheets will be disqualified.
- Missouri DeMolay will pay for shoe rental and one game. Players are welcome to continue to play at their own cost.
- Each Chapter must have an Advisor monitor how many games members play after their free single game. Chapters will be held responsible for any costs after that.
- There are now Senior and Junior division teams for bowling.

Dodgeball [Team]

- Maximum of two (2) teams per Chapter.
- No more than 5 players on the court at one time.
- If any bye games are required, preference will be given to the winners of the previous Conclave.
- Teams can be made up of a maximum of 5 players with up to 5 substitutions.
- The same players (maximum of 10) must play all matches in the tournament.
- Substitutions must be made prior to the start of the game; no substitutions can be made during a game, except in the event of injury.
- Teams will designate retrievers for balls that go out of bounds. Retrievers cannot be active players. Retrievers may be players who are deemed out. Retrievers may not enter the court at any time. Retrievers are only allowed to field balls from their side of the court.
- A match will be considered won from the best two out of three games OR by the most members on a side at the end of :07 minutes.
- Upon Official's signal, both teams rush to center court and attempt to retrieve as many balls as possible. A team may rush with as many or as few of their players. There is no limit to how many balls an individual player may retrieve.
- Crossing over the centerline at the beginning of a game will result in an out.
- Players may not slide or dive to get a ball from the center line.
- After retrieval of a ball at the start of a game, player must go completely behind the attack line before the ball is live.
- There are no time outs.
- A player shall be deemed out when: (i) a live-thrown ball hits any part of the player's body or clothing; (ii) a player is hit by a live-thrown ball rebounding off another player or (iii) an offensive player throws a ball and the ball is caught by defending team.
- Ball is considered dead when the ball hits any part of the player's body or clothing.
- Players can defend themselves by blocking the ball in flight with another ball but must retain control over the ball they are blocking with. A player dropping or losing possession of the blocking ball is deemed out.
- Official will determine if a player or team is stalling and will give a warning. Upon refusal to actively play, Official may call a player out.
- If a defensive player catches a live-thrown ball, then a teammate comes back into play for the defensive team.
- Persistent headshots may cause Official to call the throwing player out.

Flag Football [Team]

- Maximum of one (1) team per Chapter.
- Minimum of 6 players; maximum of 8.
- Games consist of two (2) :10 minute halves with a :02 minute halftime.

- Continuously running clock.
- Only trailing team is allowed one timeout (45 seconds) per half. Clock will continue to run during this timeout.
- Player substitutions may occur after a score or during an injury or timeout.
- Each touchdown is worth 7 points; no option for extra points.
- On 4th down, teams can attempt to gain a 1st down (if available), score (7 points). If unsuccessful, the ball is turned over on downs and the opposing team takes over from the initial spot.
- If team opts to not attempt a 4th down conversion, opposing team takes over from their own 20' cone.
- Each team is allowed a maximum of two (2) sets of downs per possession.
- A first down is gained by crossing midfield.
- A player is "down" once their flag has been removed by an opposing player - or by losing a flag, thereby being marked "down" at the spot of the flag.
- When a player scores, his flags will be checked by an Official for ease of removal.
- If a player catches the ball without a flag, it will be considered an incomplete pass.
- Blockers must block with their arms behind their backs.
- All pass rushers must have arms behind their back up in to the point they are pulling for the flag.
- All players on the field are eligible receivers.
- If a defensive player pulls the flag of a receiver before he catches the ball the ball remains live.
- If a defensive team decides to rush, they must inform the Official to allow the Official to complete the 5 Second Countdown.
- If the game ends in a tie, each team will have 4 downs to make it into the end zone from midfield.
- If both teams make it into the end zone, the team that does it in less downs will be declared the winner.
- Official may start counting down from 10 if a team is taking too long to get set and snap the ball.

Free Throw [Individual Division]

- Player shoots 10 shots from the free throw line.
- If a player steps over the line before shot is thrown, shot is disqualified.
- In the event of a tie, the player with the most consecutive shots made wins. If a tie still results, determination of winner will be at the discretion of the Officials.

Three Point [Individual Division]

- Player shoots 10 shots from anywhere behind the 3-point line.
- If player steps over the line before shot is thrown, shot is disqualified.
- In the event of a tie, the player with the most consecutive shots made wins. If a tie still results, determination of winner will be at the discretion of the Officials.

Track Events [Team & Individual Division]

- Individual track events include 50, 100, 200, 400, 800 and 1 mile.
- Team track events include 4x100 relay; 4 runners are required to participate.
- Runners must be present within :10 minutes of start time in order to participate.
- Long Jump – jumper gets three attempts; the best jump counts. If jumper crosses the line before they jump, jump is disqualified.

Tug of War [Team]

- Maximum of two (2) teams per Chapter, per division.
- Teams are comprised of 5 players (minimum); 6 players (maximum).
- Teams must have equal number of participants before game begins.
- Team must be present within 5 minutes of start time in order to participate; all team members must be present.
- Game begins on Official's whistle.
- Gloves may not be used.
- If any bye games are required, preference will be given to the winners of the previous Conclave.
- If a Chapter only has enough participants to field one team, the division placement will be that of the oldest participant on the team.

Volleyball [Team]

- Maximum of two (2) teams per Chapter.
- Minimum of 4 players; maximum of 6.
- Best of 3 games to 15 points; must win by at least 2 points.
- Time limit is :25 minutes per round of 3 games.
- Only trailing team is allowed one timeout (45 seconds) per game. Clock will continue to run during this timeout.
- Rally point scoring will be used.
- If any bye games are required, preference will be given to the winners of the previous Conclave.
- Player substitutions may occur after a point is complete or in the event of an injury.

Ultimate Frisbee [Team]

- Maximum of one (1) team per Chapter.

- Outdoor team requirements: minimum of 6 players; maximum of 7.
- Indoor team requirements: minimum of 4 players; maximum of 5.
- Games consist of two (2) :10 minute halves with a :02 minute halftime.
- Continuously running clock.
- Only trailing team is allowed one timeout (45 seconds) per half. Clock will continue to run during this timeout.
- Player substitutions may occur after a score or during an injury or timeout.
- Each point begins with both teams lining up on their respective end zone line. The defense throws the disc to the offense.
- Each time the offense completes a pass into the defense's end zone, the offense scores a point. A player must be in the end zone prior to the reception to score.
- The disc may be advanced in any direction by completing a pass to a teammate. Players may take up to three steps with the disc. The person with the disc has ten seconds to throw the disc.
- When a pass is not completed (e.g. out of bounds, drop, block), the defense immediately takes possession of the disc from where the disc was thrown. In the event of an interception, the defense takes possession at the point of interception and play immediately resumes.
- No physical contact is allowed between players; picks and screens are also prohibited. A foul occurs when contact is made.
- In the event of a foul; the opposing team takes possession at the spot of the foul.

Overall Sports Champion Scoring

Chapters will be awarded points towards their overall score based on the following:

- Team Competitions
 - 1st Place: 9 Points
 - 2nd Place: 7 Points
 - 3rd Place: 5 Points
- Individual Competitions
 - 1st Place: 3 Points
 - 2nd Place: 2 Points
 - 3rd Place: 1 Point