

33rd ANNUAL SIKH GAMES OF NEW JERSEY-2023

(Host: Gurdwara Singh Sabha Carteret, NJ – with coordination of Sikh Games of New Jersey organization)

RULES AND REGULATIONS

1. Sikh games will be held on **Saturday, August 5th and Sunday, August 6th at Old Bridge High School 4209 Route 516 Matawan, NJ 07747.**

Track and Fields will be held on Saturday, August 5th at **Lombardi Field: 3439 County Rd 516, Old Bridge, NJ 08857.**

2. The Sikh games are only for Sikh community. Only Sikh boys and girls will be allowed to play in the Sikh Games (one of the parents must be a Sikh). President of the Gurdwara Sahib can authorize participants from sangat those who have faith in Guru Granth Sahib Ji, but do not have Sikh parents.
3. Sikh Games of New Jersey is an invitational sports event / tournament. Only invited Sikh Gurdwara Sahibs teams can participate in it.
4. Participants must take the Sikh Games of NJ oath to play (No exceptions). Sikh Games Oath is
**“I am a Sikh and I have faith in GURU GRANTH SAHIB JI. In the true spirit of sportsmanship, I will play and abide by the rules of Sikh Games of New Jersey. I promise, I will not hurt anyone intentionally.
VAHEGURU JI KA KHALSA||
VAHEGURU JI KI FATEH ||”**
5. All participants must submit signed AFFIDAVIT to play in Sikh Games of NJ.
6. To play in the Sikh Games of NJ; all participants 18 years old and above or Parents / Guardians of minors (less than 18 years) must read and sign The Amateur Athletic Waiver and release of liability form. Players/Parents/Guardians are responsible to submit these forms to their Gurdwara Coordinator.
7. Only registered players with Sikh Games of New Jersey ID issued to participant can play in the Sikh Games of NJ (no last-minute registration allowed). The players can participate from only one Gurdwara Sahib.

8. IDs of players on Team Rosters can be checked only at the START OF THE GAME. (No photocopies or pictures on phones). Both Coordinators should take picture of opposing team members after ID check to avoid late disputes.
9. A player can play only in one age category (his/her age group). However, juniors are allowed to play one age category above their age group.
10. A player can play in maximum of two game categories (no exceptions) in his/her age group plus one game above his/her age group.
11. Girls can play in the boys' team up to age U14 (Group 2) age group in Soccer and Basketball. In volleyball, girls can play in the boys' team in all age groups. Boys are not allowed to play in the girl's team.
12. Team coordinator can raise objection before the start of the game. No objection will be entertained after the game started.
13. The age categories details of Games and Sports are listed on the track and team forms.
14. All the teams should submit Team Rosters. Each team should have 1 to 2 coordinators. Only players on Team Rosters will be allowed to play.
15. Track events will be held from 8:00AM to 12:00PM ET. on first day of the games. If necessary, track can be held on both days.
16. Any Team caught using ID made with false means of verification will be automatically disqualified.
17. Any late coming Team member (name should be on Team Roster – no exceptions) must show ID to opposing Team Coordinator / Captain before joining the game.
18. Only coordinator of the participating team can raise the objection. Any objection from players, parents etc. will not be entertained.
19. Any Team without a coordinator present on the sideline will not be allowed to play.
20. Only players are allowed on the field during the game. Coaches and Coordinators must remain on the sideline bench during the game.
21. Parents and viewers are not allowed on the sideline bench (with players) and on the field during the game.
22. Any violation of going on the field during the game (other than players) will result in

automatic disqualification.

23. All players must have numbers on the shirts. Teams will be responsible to get the numbers on the shirts. In the basketball game the personal fouls will be counted, and a player will foul out after 4 fouls. Clock will stop during foul shooting. All other times, clock will continue. Each team will be awarded 2 timeouts (per half) for the game.
24. If Soccer game after regulation time ends in a tie. Penalty kicks (Minimum 5 penalties) will take place to decide the winner. In case of tie after 5 penalties, Penalties will continue till winner is decided by penalty kicks sudden death rule. Semifinals and Finals games in soccer can be given 15 minutes overtime before Penalties rule
25. Track Heats will be drawn based on the random draw. No one is allowed to change their heat sequence. In the event the participant is not there, that person will not be allowed to participate in any other heats for that event.
26. All the rules and times for the games will be strictly enforced. First Call for each game will be given 30 minutes before the match start, second call 15 minutes before the start of event and Final Call 5 minutes before the start of the event. 10 minutes grace time to report will be given as a last resort. Any Team not reporting to the assigned field after warnings and grace time will be disqualified. There will be NO EXCEPTIONS to this rule as we are under strict time management and must respect each other's time.
27. Entry Fees are:

TEAM	SGNJ member Gurdwaras (\$5, 000 membership fee)	Non-member Gurdwaras (No membership fees)
U10	\$75.00	\$175.00
U14	\$75.00	\$250.00
U18	\$75.00	\$350.00
18 & over	\$75.00	\$400.00
Track per participant	No fee	\$20 flat

28. Entry Fees checks from the Sikh Gurdwara's will be accepted (No Cash will be accepted). All checks must be submitted by **Saturday July 22, 2023** along with the forms. Checks should be made payable to **Sikh Games of NJ**.
29. Referee(s) decision will be final in any dispute. If the dispute is not resolved by the

referee(s), then the Sikh Games of NJ authorized persons will act necessary to resolve the dispute.

30. Sikh Games of NJ and Singh Sabha Carteret Gurdwara Sahib is not responsible for any Accident / Injuries to any person either as a participant or a spectator.
31. All Team entry forms must be submitted by July 22, 2023 before 11 am. Sikh Games working committee **will meet @ 2PM ET on July 22, 2023 for ties at Singh Sabha Carteret Gurdwara Sahib.**
32. No entries will be accepted after 11:00AM ET on Saturday July 22, 2023 (NO EXCEPTIONS). **Old Bridge High Schools is a Drug Free Zone. Anyone intoxicated and carrying liquor, beer, or any other type of drug on person or vehicle is strictly prohibited in the school zone and grounds. Police surveillance and random checks can lead to arrests.**
33. Any player or spectator found intoxicated and creating disturbance in the tournament can be arrested by the police. The Sikh Games of NJ and Singh Sabha Carteret Gurdwara Sahib will not be responsible for such arrest.
34. Show matches will not be counted for the overall trophy.
35. Minimum two teams from different Gurdwara Sahib must play the game. If a team does not show up, then it will be disqualified.
36. Minimum three members resolution must be present to take the decision.
37. A Gurdwara has small population can combine with other Gurdwara to make the team, but players must register their IDs under the Gurdwara they are playing.
38. Maximum three teams are allowed in an event from the participating Gurdwaras.
39. The players 18 and above representing New Jersey Gurdwaras must provide state ID proof to participate in the Sikh Games.
40. All participants should meet their respective age limit as of December 31, 2022.
