

# Belmar Sports

## LEAGUE RULES

**1. Gender Rules:** Coed leagues are set-up for 3 men/2 women on the court at all times. If male players are missing, a team may opt to field more than 2 women. If female players are missing, it is up to the discretion of the opposing team whether more than 3 men will be allowed during the regular season. Once agreed upon by the opposing captain to allow extra male player(s), the decision is binding through the remainder of the game. However, upon the late arrival of a 2nd or 3rd female player, that team **MUST** remove any extra male players and substitute in the newly arrived female players. Belmar Sports outlined gender ratio must be followed during the playoffs.

**2. Clock:** All Belmar Sports games are played with two twenty minute periods with a three minute half time. The game clock runs continuously except for the final two minutes of the game with any whistled play.

*Special Note:* The clock will keep running if a team is ahead by 15 or more points.

The game is stopped once a team reaches a 40 point lead over their opponent. Play may continue for fun until the time has expired but the game will be officially considered over with a 40 point lead.

**3. Overtime:** To keep all match times starting on time, there is generally no overtime for regular season matches. Games may end in a tie. Playoffs will have an overtime of 3 minute periods immediately following regular play. Overtime periods shall continue until there is a winner.

**4. Timeouts:** Each team has one 1-minute time-out per half. Time-outs do *NOT* carry over into the 2nd half. If a time-out has been called during the first thirty-eight (38) minutes of the game prior to free-throws being shot, the clock shall resume upon the start of "live" play.

**5. Uniforms:** Players **must** wear same colored permanent numbered shirts. Numbers must be clearly visible (at least 8" on

back and at least 4" on the front ) from across the court to scorekeeper table. Do **NOT** tape on numbers as they will not be permitted. You may number shirts with permanent marker but numbers **MUST** be at least the sizes indicated above.

Players not in uniform by Week 2 will NOT be allowed to play. They will be given a technical foul and another technical foul if they come back onto court of play still out of uniform. This includes any substitute players.

Note that it is the player`s or team`s decision to be out of uniform. Belmar Sports referees and scorekeepers will still have a game played but that game shall be played for fun with the team in proper uniform being awarded a 40-0 forfeit victory.

- 6. Minimum Age:** All Belmar Sports participants must be at least 19 years old. Valid picture id may be requested. Failure to provide a valid picture ID shall void participation until such time as proof of ID can be provided.
- 7. Alcohol & Other Mind Altering Substances:** Belmar Sports will take reasonable action to provide a drug free, safe environment; league participants and their invited guests and fans are expected to be in suitable mental and physical condition to participate in league activities and to behave appropriately.

The sale, purchase, transfer, use or possession of illegal drugs at any Belmar Sports facility will result in expulsion from the league. An appropriate law enforcement authority may be notified where applicable, as determined by league officials.

It is strictly forbidden to bring alcoholic beverages, medical marijuana, drugs or illegal substances onto/into any Belmar Sports league site or premises. Regardless of local guidelines, Belmar Sports does not allow open containers, medical marijuana or controlled substances in any of their facilities - including the parking lot. If present, you will be asked to remove your stash. Note that this restriction also applies to fans and guests of league participants. Failure to comply with this rule will result in an automatic expulsion from the league

in addition to being asked to immediately leave the premises. If a player or fan refuses to leave, the matter may be reported to appropriate law enforcement

If a player, in the sole judgment and discretion of a Belmar Sports referee or scorekeeper, arrives or is playing impaired, they will be removed from the game and receive a warning. A second offense shall result in league expulsion.

## **8. Guidelines for Infection and Other Blood Borne**

**Pathogens:** Belmar Sports will treat all human blood and other human body fluids as if they are infectious for blood borne pathogens. If a player suffers a laceration or a wound where the discharge of blood or other human body fluids occurs, the officials shall suspend the game at the earliest appropriate time. Upon suspension of play, the captain shall be informed that he/she has the option to, immediately, substitute for the player or call a timeout. If a substitute replaces the player, the opposing team shall be allowed to substitute one player. The injured player may return to the game when they have the appropriate bandage or other protective coverings in place. If the player returns to the game, the officials shall make certain that any lesion, wound or dermatitis is covered with a dressing that will prevent contamination to and/or from other sources. A wrist or sweat band is not considered a suitable bandage.

If the injured player is awarded a free throw attempt(s) as a result of a personal foul that resulted in the injury, play shall be suspended as soon as the final attempt is successful or unsuccessful. If the injured player is not able to attempt the free throws, the substitute player shall shoot for the injured player.

If the player is involved in a jump ball, play shall be suspended as soon as possession is gained by either team. Caution shall be used when suspending play, so as not to halt a fast break situation. If the injured player is involved in the jump ball and cannot participate in the tip, the substitute shall take the injured player's place.

Mandatory timeouts shall not be granted during a suspension of play unless the offensive team calls a timeout. If the suspension of play is for a defensive player, a mandatory

timeout shall not be granted if the defensive team calls a timeout. In that case, only the bleeding player may be replaced and, if so, the opposing team is permitted one substitute. If treatment is not completed within the allotted time, the captain may call another timeout or substitute for the injured player. Substitutes are permitted consistent with existing rules on substitution. If a team has no timeouts remaining when play is suspended, the officials will allow time at their discretion for appropriate treatment. If the treatment is not completed, the injured player must be removed immediately. ONLY the injured player may be removed from the game under these circumstances. The offensive team will receive a full eight seconds to advance the ball into the front court.

9. **Good Sportsmanship:** *Please observe standards of good sportsmanship during your time with us.*

**We understand that competition can generate strong emotions; however your emotions and actions must not negatively affect the enjoyment, comfort or safety of any of our other participants!**

Foul language is not acceptable. Learn new words!

Taunting opponents is not acceptable. Tantrums (throwing objects and/or yelling) are not acceptable. Opposing team may call a time out and address the referee for consideration if it is felt that bad sportsmanship is being displayed by one or more on the opposing team.

At the discretion of the Belmar Sports ref, any displays of bad sportsmanship will result in the following penalties:

For individuals: 1 = verbal warning

2 = technical foul (final warning)

3 = technical foul (expulsion)

A two shot free throw will automatically be awarded when a technical foul is given. At the referee's discretion, individual receiving 2nd technical foul may be required to leave the

facility. If that player is required to leave, play will only commence upon departure. Should player not leave facility that player's team will lose all points or the full game following point of infraction. Team penalties may also be imposed at this time.

**10. Children and Other Invited Guests:** Belmar Sports does not provide supervision for children. Any unsupervised children may result in the league participant being removed from the game until appropriate supervision may be arranged for such children.

League participants are responsible for any children (regardless of age) and other invited guests who they bring or invite to a Belmar Sports activity. In the event, at the sole discretion of league officials or referees, a child or invited guest is acting unruly or disturbing game play, the league participant may be suspended from the game until such time as such guest leaves or resumes orderly conduct. A second infraction during the same game will result in the league participant being permanently suspended from such game.

If Belmar Church offers activities that coincide with league play which are age-appropriate for participant's children, the children are welcome to attend such Belmar Church activities during league play. However, if the church activity begins or ends at a different time than the league activity, the league participant is responsible for arranging suitable adult supervision before or after the church activity as otherwise set out in these rules.

**ANY REMOVAL, SUSPENSION OR EXPULSION OF A PLAYER FROM LEAGUE ACTIVITIES DUE TO AN INFRACTION OF LEAGUE RULES WILL NOT ENTITLE THE PLAYER TO A REFUND, INCLUDING A PARTIAL REFUND.**

**BELMAR SPORTS RESERVES THE RIGHT AT ITS SOLE DISCRETION TO MODIFY LEAGUE RULES AT ANY TIME, INCLUDING DURING A SEASON. ALL LEAGUE PARTICIPANTS SHALL BE RESPONSIBLE FOR COMPLYING WITH ALL MODIFIED RULES FOR THE REMAINDER OF THE**

**SEASON.**