



BD Community Cup 2020- Rules & Regulations

GENERAL

This document presents the twenty overs (T20) Tournament Rules and Special Regulations conducted Bangladesh Cricket Association of Michigan, USA.

Format

Tournament shall consist of five teams consisting 13 players each. Each teams shall play four round robin T20 games. After the round robin games, teams will be ranked 1-5, team that is ranked 1-4 will be moved to the Semifinals, while ranked 5 team will be eliminated from the tournament. Teams shall be ranked based on total points and NRR. In an event teams are equally ranked, head-to-head result will be the tiebreaker. In semifinal, Ranked 1 team will take on ranked 4 and ranked 2 team will take on ranked 3.

Roster

Teams are to be assembled through draft process. To be eligible for draft, players must pay a non-refundable registration fee of \$25 prior to the draft, no exceptions. Registration fee includes the cost of operating the tournament. **No player transfer or trade will be allowed after the draft. If there is any emergency such as a player or his family member tested COVID positive,** we will replace him with similar or lower category players. Committee will make the decision for selecting player and no dispute will be allowed.

- Each team may consist of 12 declared players, out of which any 11 can bat, any 11 can field at a given point of time and any 12 can bowl.
- 12th player coming into field can bowl immediately.
- The 12th player shall be allow to bat any time without waiting to serve the time spent outside the field of play.
- A player arriving late will be allowed to participate in the match as long as that player is at the ground and **"ready to play" before completion of the sixth over.**

Umpires

Tournament committee will assign neutral umpires for all of the games

Game Duration and Timings

All matches will consist of one inning per side. Each League games innings will consist of 18 overs and play offs and Final games innings consist of 20 overs. A bowler will be allowed to bowl no more than 1/5th of the total allotted overs. **In league games 3 bowlers can bowl maximum 4 overs.** The captains and the umpires are to follow the timings below and ensure the game is complete within the given times.

Matches	Toss	Start of 1st Innings	End of 1st Innings	Innings Break	Start of 2nd Innings	End of 2nd Innings
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Morning	8:15am	8:30am	10:00am	10:00-10:10am	10:10am	11:40am
Afternoon	11:45pm	12:00pm	1:30pm	1:30-1:40pm	1:40pm	3:10pm
Evening	3:15pm	3:30pm	5:00pm	5:00pm-5:10pm	5:10pm	6:40pm

Games **MUST START on time**, for every **5 minutes delayed**, cut **one over** from the team that caused the delay. If both teams are at fault, cut overs from both teams' innings. Team's failure to complete 20 overs or the 1st inning within allotted time will result in five run penalty per over for the guilty team.

If one team is 'ready to play' and the second team is not 'ready to play' after 30 minutes from the scheduled time:

- The match will be awarded to team that is 'ready to play'. The official umpire will make the final decision regarding 'ready to play' and game awarding.
- If both teams are not 'ready to play' after 30 minutes of the scheduled time for the match, match will count as a loss for both teams, and no points for either of the teams.

Game Delay

In case of the reduced over games (delayed start or rain affected D/L method) the umpire shall recalculate the total number of overs per team based the overrate of 4.5 minutes with a 10 minutes innings interval.

- If one of the captains does not agree with the umpire, the game will be awarded to the opponent team.
- If both teams disagree, the umpire may call the game abandoned and both team will split points.

The umpire may take away the drinks break to facilitate completion of the match on time. In the case of a shortened game where each team innings lasted at least 5 overs, the game result will be determined by the DL method.

- If either team innings is less than 5 overs, the game will be abandoned and each team awarded 1 point.

If a slow overrate violation occurs,

- The opposing team will be awarded 5 run penalty per over

READY TO PLAY

A team is 'ready to play' if they have seven (7) players present inside the field of play, properly dressed and are accountable for the Umpire. Players must wear tournament's respective team jerseys in order to participate in the game. Players without the appropriate team jersey are not be allowed to participate.

Ground Cleaning

It is teams' responsibility to clean up their dugout after each game. Committee will check both dugouts after each game to make sure teams are keeping the dugout area clean. The captain of the team will receive a \$25 fine if a team does not clean up after themselves. Payment must be made before his next game; otherwise, he will not be allowed to participate.

Player Add/Drop



In an event a player become unavailable after being drafted (excluding medical emergency with proof of document), he will be penalized a \$100 fine. Failure pay the fine will result in ban for 1 year from all BCAMI tournaments. Payment must be made within the timeline allotted by BCAMI. Once another player replaces a player, he will no longer be able to participate in remaining tournament for any other team regardless of circumstances.

Players Code of Conduct

Bangladesh Cricket Association of Michigan is trying to create a platform where our local talented cricketers can showcase their skills in front of our community. In order for cricket to grow, we need support of our people from our community and local businesses. Therefore, we need to create an environment where we demonstrate we are well organized, respectful and welcoming. We want to create a place where people of our community are eager to come watch our talented players compete. BCAMI is eager to create an avenue for our local businesses to get involved and invest in cricket in our community. With that being said, BCAMI will be exercising ZERO tolerance policy for anyone who violates player code of conduct. BCAMI will not tolerate any behavior that shows disrespectfulness to any individual, inappropriate comment/gesture to anyone on or off the field, threats to assault or physical assault. If any player found guilty of any of the above misconduct, there will be penalty assessed to that player and may face ban from participating in future BCAMI's tournaments.

Below are in-game penalty for violating player code of conduct

Level 1 offence

If the Level 1 offence is the first offence, at any level, by that team, the umpire shall:

- Issue a first and final warning, which will apply, to all members of the team for the remainder of the match.
- Warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the **award of five penalty runs to the opposing team.**

Any of the following actions by a player shall constitute a Level 1 offence:

1. Showing dissent at an umpire's decision by word or action
2. Using language that, in the circumstances, is obscene, offensive or insulting
3. Making an obscene gesture
4. Advancing towards an umpire in an aggressive manner when appealing
5. Any other misconduct, the nature of which is, in the opinion of the umpires, Equivalent to a level 1 offence.
6. Public criticism of, or inappropriate comment on a match related incident or match official.

Level 2 offence

If a level 2 offence occurs, the umpire shall:

- Inform the offending captain that level 2 offence has occurred.
- **Award ten penalty runs to the opposing team.**



- Report the name of the offending player to BCAMI league committee. After completion of internal investigation, **offending player will serve 1 game suspension starting next match.**

Any of the following actions by a player shall constitute a Level 2 offence:

1. Threatening to assault an umpire.
2. Making inappropriate and deliberate physical contact with another player.
3. Throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner.
4. Intimidation of an umpire or Referee whether by language or conduct.
5. Threatening to assault a player or any other person in the playing field or in the ground.
6. Using language or gestures that offends insults, humiliates, intimidates, threatens, disparages or vilifies another person based on that person's race, religion, gender, color, descent or national or ethnic origin.

Level 3 offence

If a level 3 offense occurs, the umpire shall:

- Stop the game.
- Inform the offending captain that level 3 offence has occurred.
- **Request the offending captain to remove the offending player from the field of play.**
- **Award ten penalty runs to the opposing team.**
- If the offending captain refuse, award the match to the other team and end game.
- Report the incident of the offending player(s) to BCAMI league committee. After completion of internal investigation, **offending player(s) will immediately serve 1-year ban from ALL BCAMI tournaments.**

Any of the following actions by a player shall constitute a Level 3 offence:

1. Making deliberate physical contact with an umpire.
2. Physically assaulting a player or any other person.
3. Committing any other act of violence.

COVID -19

Due to COVID-19 situation, we would like request all to use all CDC guidelines properly. Other potential regulations that we are seriously thinking of imposing are, but not limited to the below:

1. All teams and players will need to sign a disclaimer form
2. Team management and team Captains to take responsibility on doing a check before any game. The checks will include
 - a. Captains to check with team members before the game on any symptoms.



b. Captains to possibly take temperatures of all players before play and record it on declaration sheet.

3. During the game, below regulations to be followed:

- a. Players and officials will exercise Social Distancing practices.
- b. Players will need to arrange and use their individual cricket gears.
- c. Teams required to have hand sanitizer available at grounds.
- d. Players to potentially to wear masks/bandanas on the face at the dug out.



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