



## Emerging Cup 2021 - Rules & Regulations

### Proposal

Provide a competitive weekday T20 tournament during summer 2021. Purpose of this tournament is to provide an opportunity for player development through high-level competition. Additionally, we want to utilize resources within our community to show case development of our youth cricketers. Lastly, we want to celebrate the growth of cricket in our community and demonstrate how far we have come.

### Format

Tournament shall consist of two teams consisting of 12 players each. Three teams shall play two games each other T20 games, followed by one eliminator game between rank 2 and 3. Rank 1 team will move to final directly after double league games.

### 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 cannot bowl immediately.
- The 12th player will not be allowed to bowl in the match until he has been able to field for the total length of playing time for which he was absent.
- The 12th player shall be allowed to bat any time without waiting to serve the time spent outside the field of play.
- In an event a team does not have 11 players to play in a game, the team may add a substitute player of equal or less talent/skill of the missing player from another non- playing team from emerging cup. The opposing captain must approve adding substitute player if the player is equal talent/skill. In play offs, a player cannot be replaced, and team must play with remaining players from respective squad.
- **If a player absents in two games, he will be permanently replaced by equal or less talent/skill of the absent player (Committee reserves the right for any unforeseen situation).**
- **A player arriving late will be allowed to participate in the match at any time, meanwhile he must be in fielding for minimum 5 overs of the innings to open batting in 2<sup>nd</sup> innings.**

### Umpires

Two neutral umpires are to be assign by the two non-playing team/tournament committee.



- If a team Captain fails to send umpire in a match there will be \$25 penalty to the captain for each violation.

### **GAME DURATION & TIMINGS**

All matches will consist of one inning per side. Each innings will consist of 20 overs. A bowler will be allowed to bowl no more than 1/5th of the total allotted overs. The captains and the umpires are to follow the timings below and ensure the game is complete within the given times.

Toss	Start of 1st Inning	End of 1st Inning	Inning Break	Start of 2nd Inning	End of 2nd Inning
5:30pm	5:45pm	7:10pm	7:10-7:15pm	7:15pm	8:40pm

Games **MUST START at 5:45pm**, for every **5 minutes delayed**, cut **1 over** from the team that caused the delay. If both teams are at fault, cut overs from both teams' innings. Cut-off for 1<sup>st</sup> innings is 7:10pm, failure to complete 20 overs or the 1<sup>st</sup> inning within allotted time will result in five run penalties per over for the guilty team.

If one team is 'ready to play' and the second team is not 'ready to play' after 15 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 15 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.

### **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 to participate in the game. Players without wearing appropriate team jersey are not allowed to participate. **If a player fails to wear team jersey in a match, it will be \$25 fine for respective player and must pay within next 2 days to the tournament committee. Failure to pay penalties, he will be replaced with waiting list players from immediate next game.**

### **Players 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 10 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 offence 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 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.

**All other ICC rules will be followed**

