

FREEDOM

CRICKET OUTREACH - 2019

HANDBOOK



CALVARY CHURCH

5801 PINEVILLE-MATTHEWS ROAD, CHARLOTTE, NORTH CAROLINA 28226

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Contents

1. GENERAL INFORMATION	3
2. FCO Executive Committee	3
3. FCO – Tournament Contacts.....	3
4. MISSION	3
5. VENUE.....	3
6. FORMAT	4
7. AWARDS.....	4
8. RULES & ROLES.....	4
9. TEAM RESPONSIBILITES:.....	6
10. THE PITCH.....	7
11. BOUNDARIES.....	7
12. STANDINGS, REPORTS AND POINTS.....	7
13. INTERRUPTED MATCHES DUE TO INCLEMENT WEATHER	8
14. UMPIRING	8
15. USE OF CRICKET GEAR.....	8
16. INSURANCE	8
17. RECOMMENDATIONS FOR UMPIRES	8
18. SPIRIT OF CRICKET: PREAMBLE TO THE LAWS	9
19. FCO Code of Conduct & Pledge	10
20. Team Registration & Waiver	15

FREEDOM CUP CRICKET OUTREACH TOURNAMENT 2019 [hereafter referred as **FCO**] is a hard tennis cricket tournament organized by Calvary Church, Charlotte, NC. Scheduled to start from 8th June 2019 to 10th August 2019. All games played at Rea Rd Field, Calvary Church – 5801 Pineville-Mathews Rd, Charlotte, NC, 28226

1. GENERAL INFORMATION

- Executive Committee of FCO shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.
- Only FCO approved balls shall be used in the Competition. Each team will be provided with one approved ball from the officials prior to the start of the tournament.
- In case of inclement weather or other unforeseen circumstances during the competition, the Executive Committee has the authority to either reschedule the game / award the match points based on the ground availability and other factors.
- Participating teams have to fill a registration and waiver form and submit \$150 towards participation. Captain and entire team will also have to sign and submit a Waiver.
- FCO participation fees will be expensed towards Balls, Trophies, Jersey's and other arrangements made for the tournament.
- Awards Ceremony and Freedom Celebration will be held on Aug 17th 5.00 PM. Participant Teams, Friends & Families are invited.

2. FCO Executive Committee

- Jim Cashwell – Pastor of Missions and Outreach, Calvary Church
- Sibuj Rajappan – Pastor of Outreach, Calvary Church
- John Manoharan – Internationals ALG Leader, Calvary Church
- Joshua Mulaparathi – Deacon, Calvary Church
- Manoj Kothuri – Deacon, Calvary Church

3. FCO – Tournament Contacts

- Manoj Kothuri – 704-918-2846 | mkothuri@yahoo.com
- Sibuj Rajappan – 704-341-5336 | srajappan@calvarychurch.com

4. MISSION

- ❖ Bring together people from all nations for relationships and fellowships through Cricket
- ❖ Overcome cultural, social, racial & language barriers - show love and respect towards each other.
- ❖ Demonstrate & cultivate teamwork, fair play, respect, discipline and sportsmanship in all age groups
- ❖ Expand Calvary sports outreach program by adding Cricket.
- ❖ To focus and set a good example and impact Next Generation.
- ❖ To demonstrate hospitality and share the unconditional love, hope, peace and message of Christ.

5. VENUE

- All games will be played at Calvary Rea Rd Field - 5801 Pineville-Mathews Rd, Charlotte, NC

- Tobacco, Cigarette Smoking, Electronic Cigarettes, Alcoholic Beverage Consumption, Narcotics, Controlled substances etc. are all Prohibited at the ground and campus.
- Tournament venue will be under surveillance. Calvary Church Campus Security and CMPD Officers will be patrolling the surroundings throughout the game day.
- Any acts of violence and extreme behavior shall be reported to the campus and local city authorities as needed.

6. FORMAT

Overs:

- All League games and Quarter-finals shall be limited to a maximum of 12 over's per inning. **Only 2 Bowlers can bowl a maximum of 3 overs each.**
- Semi-finals and Final shall be limited to 15 over's per inning. 3 overs maximum for each bowler.

3 Power plays Rule for Leagues:

- First over of every innings will be a mandatory power play. **Only 2 fielders outside inner circle**
- One over of batting power play. **Only 2 fielders outside inner circle**
- One over of bowling power play. **Only 3 fielders outside inner circle**
- During normal overs, 4 fielders should be inside the circle excluding the bowler and the keeper.

3 Power plays Rule for Semis and Finals:

- First 2 overs of every innings will be a mandatory power play. **Only 2 fielders outside inner circle**
- One over of batting power play. **Only 2 fielders outside inner circle**
- One over of bowling power play. **Only 3 fielders outside inner circle**
- During normal overs, 4 fielders should be inside the circle excluding the bowler and the keeper.

Note: *Bowling and batting power play should be taken before the end of 10th over in 12 over games and before end of 12th over in Semis and Finals. If both the power plays are not taken before end of 10th over then 11th over will be Bowling Power play and 12th over will be batting power play. For 15 overs format 14th over will be the bowling and 15th over will be the batting power play.*

7. AWARDS

- All the league games, Quarter Finals, Semi-Finals and Finals shall have **Most Valuable Player (MVP)**Awards.
- All 'MVP' Awards shall be decided by Umpires. If needed, Umpires will consult with Executive committee. Umpires Decisions will be final. Captains and Players are not to dispute / argue with umpires and FCO Executive committee.
- Tournament Finals Winning Team will be awarded a Winner's Trophy and \$750 Prize Money
- Tournament Finals Losing Team will be awarded Runner's-up Trophy and \$500 Prize Money
- Special Awards for overall Top Scoring Batsman, Top Wicket Taking Bowler and for Most Catches

8. RULES & ROLES

a) Game Rules:

- Leg byes – No runs are scored when the ball hits the batsman's legs and he runs.
- Byes- Batsman may run and score for over throws and byes.
- Wide ball - 1 run is awarded when a ball is bowled outside the wide marker lines.

- Bouncers – Only 1 bouncer is allowed per over, the second one in the same over is considered as shoulder No Ball. 1 run awarded for No Ball
- NO-BALL stumping NOT ALLOWED. WIDE-BALL stumping is ALLOWED.
- Bouncer above shoulder height is a NO-BALL.
- Bouncer above head height is a WIDE BALL.
- Over stepping- If bowler crosses the front crease line it will be considered as no ball. 1 run awarded. **NO FREE HIT in the game**
- Dead ball- A dead ball is when the ball pitches more than ONCE or Rolls before it reaches the batsman. No runs awarded, batsman cannot take runs
- Full toss above waist will be considered as NO ball. 1 run awarded
- No Bye runner will be allowed.
- If bowler disrupts bail(s) on the bowler's side during delivery that ball is termed as a NO-BALL, provided bowler does not deliver the ball. Mankad can be applicable in this case too.

b) Umpires:

- Umpires are responsible for ensuring that the conduct of the match is strictly in accordance with ICC Laws and FCO rules & regulations.
- Umpires are sole judges of fair and unfair play, on the field. Umpires will make a final call on the playing conditions of the ground, weather and light for the game (before and during the game)
- Umpires should go through the rules before start of FCO games with captains. Also they should make sure to inspect the markings of the Batting Crease and Wide ball guide lines.
- Bowler's end umpire makes final decision and umpires word is final.
- In case of any confusion, conflict or interpretation of the Rules is required during a game; any one of Executive Committee members can be contacted to resolve. EC's Decision will be final.

c) Captains:

- Captains are responsible for ensuring that play is conducted within the Spirit of the Game & laws.
- Captains should ensure that his team understands and follows the rules of the tournament.
- Captains are the first line of contact for their teams and only captains are allowed to discuss with umpires and EC in case of any questions or conflicts.
- Captains ensure that their team respects and accepts the umpire's decisions without dissent.
- Captains and team members are advised to refer FCO Code of Conduct document for penalties, fines etc. related to Code of Conduct.

d) Players:

- Players should play within the Spirit of the Game & laws.
- Players should understand and follow the rules of the tournament.
- In case of any questions or conflicts, players should report through their Captains. Players are not allowed to discuss directly with umpires and EC.
- Players should always respect and accept the umpire's decisions without dissent.
- Players FCO Code of Conduct document for penalties, fines etc. related to Code of Conduct.

e) Late Entry:

- Playing XI for the teams should report to the ground 30 minutes prior to the scheduled game time. Players are given a grace time of maximum 15 minutes after the commencement of the game or before completion of 3 overs (whichever occurs first)

- Players reporting to the game after the allowed grace time can only play as substitute and are not allowed to bat and bowl. Late entry player(s) can only be substitute fielders.
- UMPIRES STRICTLY TO ENSURE SUBSTITUTE RULE IS FOLLOWED AND UMPIRE DECISION IS FINAL.
- Substitute player can also be used for Sub Keeper and all sub keeper rules apply in that scenario.

f) Rain Rules

- If any game is affected and cannot be played due to rain, FCO will make every effort to reschedule. If reschedule is not possible, then participating teams will be awarded 1 point each.
- If any game is partially impacted by rain and starts late, then the minimum overs to play for league games will be 8 overs for each team. 10 overs minimum for Semi-finals and finals. Umpires to make a call on playing conditions giving players safety prime importance.
- If a game is interrupted after the 1st innings, a minimum of 8 overs to be played in second innings to declare result. Umpires will decide the target based on run rate. If minimum overs cannot be played, then the game will be declared abandoned due to rain and points will be shared.
- Umpires make the final call to start or call-off a rain affected game by careful consideration of ground conditions for play and player safety.

9. TEAM RESPONSIBILITIES:

a) General Conduct:

- All team members are encouraged to shake hands with the other team before and after the game.
- Captains are encouraged to shake hands with the other team captain and the umpires.

b) Squad:

- All teams should register their squads in Cricclubs. (<https://www.cricclubs.com/FreedomCupCharlotte>)
- A maximum of 17 players are allowed for each team.
- Captains should declare the playing XI on the FCO Game Sheets at least 15 minutes prior to the start of the game.
- All Players outside the Playing XI will be considered substitutes and they cannot bat or bowl.
- Players declared on Playing XI and reporting late to the game will be considered substitute players as per the Late Entry Rules (see section 6.e)
- Captains should ensure, their playing XI is present at the field prior to the start of the game.
- Captains ensure their players do not delay the game by taking excessive time to reach to the batting crease after a fall of wicket.

c) Timings:

- Teams are scheduled to report 30 minutes prior to the start of their game.
- Teams not reporting on time will be disqualified and their opponents will get a bye and 2 points.
- All team members should be present before the match on the field. The game will not be delayed due to the absence of any player of either side

d) Toss:

- Captains / Vice Captains of both the teams have to be present at ground for toss at least 15 minutes prior to the scheduled game time. If the Captain/Vice Captain is not available, that team will forfeit the toss.
- None of the team members are eligible for Toss, it should only be the Captain / Vice Captain

- Umpires will conduct coin toss on the pitch and both teams will be fully prepared to take the field as soon as the field is available

e) Kit Bags:

- All Participant Teams to bring their own kits. FCO will provide game balls.

f) Dress Code:

- All players to wear proper cricket attire.
- FCO provides Tournament t-shirts to all teams up to 17 players maximum.
- Only players who are registered will receive FCO T shirts
- FCO [recommends](#) wearing Tournament T shirts for the uniformity of all participating teams and for the spirit of the tournament
- Only white/black/grey pants are recommended.
- All players should wear proper cricketing shoes. Cleats are allowed but Spikes are not allowed (spikes damage the cricket mat on the pitch)

10. THE PITCH

- All FCO games will use a pitch with a Jute Mat measuring 64ft in length and 8 ft width.
- Crease will be painted for 'Wides' at one bat length from the middle stump.
- Teams are not allowed to practice on the pitch before the start of the game. They can use the base-ball diamond for practice.

11. BOUNDARIES

- FCO team will set the boundaries and inner circle markers.

12. STANDINGS, REPORTS AND POINTS

a) Scoring:

- Batting team to record the scores on FCO score sheets and responsible to announce the score after every over. Bowling team is responsible to verify score and to ensure it's up to date.
 - In case of scoring discrepancies and disagreements, umpires decision will be final.

b) Tie breaker rules:

- At the end of the each game, if two teams are tied then we apply the TIE BREAK rules as follow
The team with higher net run rate will be declared as winner
 - **The calculation will use the following formulae:** a. Net Run Rate (NRR) = (Runs scored / Overs Played) – (Runs conceded / Overs Bowled).
 - **EXAMPLE:** [Team "A" scored 678 runs in 147.3 overs, for a run rate of 4.602. Team opposing "A" has scored 466 runs in 150 overs, a run rate of 3.107. Therefore the Net Run Rate (NRR) is; 4.602 minus 3.107, or 1.495] the rounding of decimal will be to third decimal as shown above.
Note: In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

13. INTERRUPTED MATCHES DUE TO INCLEMENT WEATHER

- In case of match delay or wash out or bad light, below given rules will be followed. Teams should be ready to play in any given slot.
- **Scenario 1:** If 8 overs are not completed in the 1st innings, then it will be a re-match on the next available slot decided by organizers.
- **Scenario 2:** If 8 overs are completed in the 1st innings, then the match will resume on the next available slot decided by organizers.
- **Scenario 3:** If in above two scenarios, if FCO is unable to schedule a re-match or resume the match, then points will be shared equally among both teams in league stage. NRR will remain the same.
- In case, a game has to be cancelled before completion but after the second innings completed 8 overs, the game will be decided on run rate. If the run rate is same then it will be rescheduled or points will be shared between the teams.

14. UMPIRING

- FCO appointed umpires will officiate all the games. All games shall be conducted as per general cricket rules and FCO guidelines with absolute impartiality.
- UMPIRES DECISIONS ARE FINAL.
- Players are not allowed to argue with umpires.
- Players / Teams who are misbehaving, sledging, teasing, and usage of foul language will be warned twice. On the 3rd incident, those Players / Teams will not be allowed to play the rest of the game. No substitutes will be allowed.
- Umpires shall impose penalties on any player who does not comply with FCO standards.
- Umpires shall report such occurrences to the Executive Committee.
- Umpires have full rights to impose penalties and expel the misbehaving Players/ Teams

15. USE OF CRICKET GEAR

- Batsman is allowed to use batting gloves.
- Wicket keeper can wear cricket keeping gloves, as per their comfort.

16. INSURANCE

- FCO, executive members and Calvary Church are **not responsible** for accidents or injuries that a player may suffer while traveling to/from the grounds, while playing, or even while watching a game.
- All the teams should sign the registration & waiver form before the first game of the season. This waiver absolves the FCO and its management of any liability from injuries caused to players from participating or watching the FCO games.

17. RECOMMENDATIONS FOR UMPIRES

- Umpires are required to wear FCO Volunteer t-shirts and white/black/grey pants along with shoes.
 - Umpires will be held to a higher standard of professionalism; they should not engage in phone conversations during the games. Obvious exceptions are family and work emergencies.
 - Umpires are to remain in the ground for the entire duration of a game until completion.
 - Umpires are responsible to conduct toss 15 minutes before the start time.
- Umpires should have a copy/printout of FCO rules to help them in case of uncertainties.

18. SPIRIT OF CRICKET: PREAMBLE TO THE LAWS

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place responsibility for the team's conduct firmly on the captain.

a. Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

b. Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decision of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorized to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

3. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain
- The roles of the umpires
- The game's traditional values
- Viewers and Volunteers

4. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - (a) to appeal knowing that the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

- There is no place for any act of violence on the field of play.

7. Players

- Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

"Taken from the 2000 Code MCC laws"

19. FCO Code of Conduct & Pledge

FCO Executive Committee strives to provide a positive and fair sporting environment for all participants. As a player the responsibility rests with you to be willing to play competitively and be committed to fair play. Cricket is a team sport and each player is an important component in the success of the team and FCO. Player's adherence to this code of conduct will promote fair play, discipline and sportsmanship for the good of the FCO Tournament, other players and the game of Cricket. As a PLAYER/Team Official of the FCO, I agree to the following Code of Conduct:

Players:

Play by the rules: Thoroughly read and understand the rules of the game completely before Participating in any games of FCO.

Accept Umpires' and Officials' decisions: Traditionally cricket has been the sport to maintain and exhibit the highest levels of conduct and sportsmanship. Though it is a most competitive game, the continued strength of the sport has relied upon the acceptance of the Umpire's decision and the preparedness to play within the "spirit of the game".

Control Emotions: Playing and participation is for everyone to enjoy the game. No verbal or equipment abuse will be tolerated.

Save Time: When coming into bat and between overs, avoid unnecessary conversation. Move back to your bowling mark and fielding positions without delay between deliveries. Pay attention to right-left batting combinations and anticipate changing your field positions accordingly. Play "ready-cricket"

Respect Others: Treat all players, umpires, volunteers and property as you would like to be treated yourself. Encourage your team-mates and bowlers in moderation.

Safety and Hygiene: FCO gives highest priority to the safety and hygiene of all players. Make sure to understand safety requirements of the game. Wear appropriate apparel and safety kit equipment as required all the time. Be aware of your surroundings, neighborhood, and other players and people/kids on and around the ground. Report all (minor and major) injuries and also safety violations to your coaches/managers and FCO Executive committee. Please ensure to clean up all the garbage including drink bottles, food wrappers, and bags etc. and leave the place clean. All the players and volunteers are required to help in this effort at the end of every game. Use public facilities Carefully and appropriately. Report any hygiene issue promptly to your coaches/managers and FCO Executive committee

Ground/Field Use:

General Conduct Rules:

- All players should arrive at least 30 minutes before the scheduled start of the play.
- All players will stay off the playing surface (PITCH), the square, prior to the start of the play
- Warm-ups will be done on the edge of the field or in the nets.
- All players will be dressed in proper cricket attire/Tournament Jersey's before start of the play.
- The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the laws.

- Players shall not at any time engage in conduct that could bring them or the game into disrepute.
- Players must at all times accept the Umpires decision.
- Players must not show dissent at the Umpires decision.
- The captains will make the initial contact with the opposition.
- The two captains will perform a coin toss on the playing surface (PITCH) in the presence of umpires/ FCO officials.
- Play will be conducted in the spirit of the game and according to its rules.
- The team kit and individual kits will be kept tidy throughout the game and its contents checked at end of the game.
- All the decisions made by umpires on the ground will be honored. Only umpires and/or team Captain / Manager may escalate an issue or dispute to the FCO committee.

Below listed behaviors will not be tolerated and are of major concern to FCO Executive Committee and are clearly unacceptable and may incur penalties including the disqualification of concerned players or team. Players, Captains and Managers should refrain from such behavior at all times.

- Use of offensive language - generally as a disparaging remark to an opposing player or toward an Umpire, or even as an expression of frustration or self-admonishment. This includes racial vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on skills, race, religion, descent, color or national or ethnic origin).
- The questioning/disputing of the Umpire's decision - often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no-balls, wides, byes, etc. Crowding or touching of an umpire by players or the team can be considered grounds for disciplinary action resulting in individual or team disqualification.
- Entering the field of play without umpire's permission, disputing decisions on the field and interfering with the progress of the game
- The excessive number of aggressive appeals – primarily aimed at pressuring
- and intimidating the Umpire into a favorable decision.
- The actions of the fielding team on an unfavorable decision from the umpire (e.g. banging the ball on the ground, wicket keeper throwing his gloves and inappropriate language).
- The actions of the dismissed batsman - in failing to leave the crease promptly on being given out, confronting or verbally abusing the Umpire, and any equipment abuse (e.g. banging the bat into the ground or against the fence, etc and/or throwing the bat or equipment during or after his return to the pavilion).
- "Send offs" — verbal taunting usually to a dismissed batsman by the bowler or a member of the fielding side. This can often inflame the situation and lead to a more serious altercation.
- Be honest and consistent by acknowledging balls crossing the boundary. Although boundaries can sometimes be hard to determine, if the ball crosses the boundary, give the credit to the batting team. The boundary may not be adjusted once the game has started.
- If a player/team, continue to breach the code of conduct in any manner despite warnings, may result in disciplinary action against the player/team and the concerned offending team.
- Continued breach of conduct in any manner despite warnings will result in disciplinary action against the player/team and the concerned offending team.

Guests & Spectators:

- Demonstrate appropriate social behavior – remember that the players play for their enjoyment.
- Let the officials conduct the game without interference and respect their decisions.
- Applaud good performances and efforts from each team.
- Respect the opposing team players, their officials and their supporters.

Application and Enforcement of the Code:

- The Code of Conduct will serve as a guide to the Executive Committee in dealing with the infractions.
- The Code of Conduct is applicable to all the games played within FCO and Affiliated Tournaments.
- The Executive Committee may in addition to, or as an alternative to any of the penalties, impose a term of probation not exceeding two years. Any subsequent offence committed while on probation will be dealt with more severely.
- Penalties can be in the form of suspension from games, fines or both. Maximum penalties are intended to be reserved for the worst instance of a breach of the rule or when dealing with repeat offenders.
- The period of suspension will be specified as a number of games (inclusive of life) depending on the nature and seriousness of the infraction.
- Suspension must be served in (or must apply to) the year in which the infraction occurred, and if not completed in a given season, must be carried over to the subsequent seasons.
- Suspension penalty includes suspension from all FCO activities and events, all matches and all FCO representative matches till the period of suspension [is completed](#).
- Lack of knowledge of the existence of this document does not constitute as an excuse for non-compliance.

Infractions:

1. Any Player/Umpire not complying with FCO Dress Code
2. Any player using crude or abusive language or making offensive gestures.
3. Failure of a Batsman to immediately leave the field after being given "Out" by the Umpire.
4. Any player involved in a further minor incident subsequent to receiving a warning or caution.
5. Any audible on-field expression of criticism or dissent by a player to an Umpire's decision, whether or not it is expressed directly at an Umpire.
6. Any confrontational or threatening language or gesture directed at an Umpire or any player(s).
7. Failure to comply with an Umpire's instruction.
11. A player participating in FCO games under the influence of alcohol, narcotics or controlled substance, or who consumes alcoholic beverages during the game or in Calvary Church Campus.
12. Any player or team involved in any physical abuse of equipment or facilities.
13. Any player or team engaging in conduct which can jeopardize future use of ground facilities.
14. A player under suspension violating any of the previously imposed penalties.
16. Any act of physical aggression or violence towards a Player, Umpire or Spectator.

Penalties:

FCO Umpires and Executive Committee has full rights to impose any of the below penalties for the above listed infractions.

- Ejection from the current game. Not allowed to play for the rest of the game.
- Automatic Probation for a period of 6 months to 2 Years from the date of imposition.
- Suspension for 1-3 FCO scheduled games.
- Fine of US \$50.00 to \$500
- Reporting to local law enforcement authorities (as needed)

**Rules and Code of conduct adopted from Carolina Cricket League and Other Hard Tennis Ball Leagues in Charlotte.*



CALVARY CHURCH
ADULT CONSENT, WAIVER, RELEASE AND INDEMNITY

Rev. 6/6/2019

I certify that I am in good physical condition, fit to participate in the Freedom Cup Cricket Tournament 2019 events at Calvary Church, and do not suffer from any physical impairment that might be aggravated by participating. I understand that participation in Cricket Tournament events is completely voluntary and that participation in any sport involves risk of injury.

I understand that I am personally responsible for the cost of all medical care related to any accident or illness arising from my participation in the Cricket Tournament, whether or not such costs are covered by medical/health insurance.

I ASSUME ALL RISK OF LOSS, ILLNESS, INJURY OR DEATH AND RELEASE AND DISCHARGE CALVARY CHURCH ("CALVARY") FROM ALL CLAIMS AND LIABILITY arising from any loss, illness, injury or death to me occurring during or as a result of participation in the Cricket Tournament events, even if caused in whole or in part by an act or omission, including without limitation negligence or carelessness, of Calvary, its officers, employees, volunteers or other agents.

I FURTHER AGREE TO INDEMNIFY AND HOLD CALVARY, ITS OFFICERS EMPLOYEES, VOLUNTEERS OR OTHER AGENTS HARMLESS FROM ALL CLAIMS AND LIABILITY ARISING FROM ANY LOSS, ILLNESS, INJURY OR DEATH ANY PERSON MAY SUFFER that is caused in whole or in part by an act or omission, including without limitation negligence or carelessness, of me, my family, or other persons I invite to observe the Cricket Tournament events.

I further agree to abide by all Calvary Church rules and the direction and decisions of the officials and umpires and rules mentioned in the FREEDOM CUP OUTREACH HANDBOOK. Moreover, I agree and acknowledge that my doing so is a condition of continued participation. I understand that Calvary Church routinely uses pictures of participants (including parents and siblings) on its website and in various publications, and I consent to pictures of me and my family being published.

BY SIGNING THE CALVARY CHURCH ADULT CONSENT, WAIVER, RELEASE AND INDEMNITY I ACKNOWLEDGE THAT I HAVE READ AND AGREE TO ITS CONTENT AND INTEND THE RELEASES AND INDEMNITY GIVEN HEREIN.

20. Team Registration & Waiver

Each Team shall pay a participation fee of \$150. Each Team is allowed to have a maximum of 17 player's squad. All the players are to be registered in <https://www.cricclubs.com/FreedomCupCharlotte>

By Signing below, each player

- Confirms that he has read the handbook and agrees to abide by the rules set within.
- Acknowledges the Calvary Church Adult Consent, Waiver, Release and Indemnity in page 14.

#	Name of the Player	Phone Number	Signature
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16			
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Email completed registration and waiver form to manoj.kothuri@gmail.com

Captains Name, Phone Number & Signature.