



## RULES AND REGULATIONS

Below are the Rules and Regulations defined by the GTA Champions League (GCL) management for the 2023 edition.

### A - General

1. RESPECT each other i.e. your team, opponent team and umpire.
2. All Team Captains will be responsible for the actions of their players while involved in all league activities.
3. All players must respect the decisions of the umpires assigned to the game and Umpires' decisions will be FINAL.
5. Players, scorers, and team members WILL NOT USE ANY ABUSIVE, OBSCENE LANGUAGE WHATSOEVER. All players will face disciplinary action in the event of non- adherence to umpires' decisions or showing dissent to umpire's decision.
6. Time is of Essence. Each team is required to be present at the assigned playground 15 minutes prior to the scheduled commencement of the respective match and follow province issued protocol while entering and exiting ground.
7. Individual players may be penalized for infraction of league and games rules and regulations. Penalty will be decided by GCL management.
8. Players must wear the uniforms same Jersey or of similar color for all team members. Uniform is not required for pants/trousers. No other league jerseys are allowed. No shorts are allowed. Please be advised to wear proper shoes. Steel spikes and Sandals/slippers are not allowed. However all decision will be taken by umpire's discretion only.
9. All the fees paid (partial or full) are NON-REFUNDABLE.
10. Players are not allowed to consume any alcohol or illicit drugs before or during the game.
11. All team captains please make sure that the entire 11 player's name is updated in the scoring app at the time of TOSS. (Please refer to player registration section for further information).
12. Both the teams and ground should be ready for play 15 minutes before start time. (Please refer team's responsibility section)
13. Toss to be done by both the captains and Umpires (if available) 10 minutes before the match start time. Minimum of seven (7) players have to present on ground to constitute a team.



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14. In case, one team has not arrived 10 minutes before start time, the present team will be declared winner of Toss.
15. After winning the toss, toss winning captain should decide right away whether to bowl or bat.
16. Batting team must write scores properly and accurately on scoring app. Please email to management for any technical help prior to match.
17. Cricclub will be used officially for scoring, team registration, schedule, fixtures, NRR, players ranking, MoM & any cricketing information.
18. Match will be between Home and Away Team. However, each team will bring spring stumps and bails for the game and home team will be responsible for setting up ground i.e., putting inner and outer cones, putting mat and take out mat if its end of the day game.
19. Violation of any of the above rules will get penalty decided by GCL Committee
20. In case scoring app has technical issue, paper scoring must be done properly and at the end of the game winning team should submit it to gtachampionship@gmail.com with signature of losing captain and umpire.
21. Once the batsman is caught out the new batsman will face the next ball

## **B - Cricket Rules**

1. All matches will be 15 overs a side.
2. If case match started late, then umpire will take the call on total number of overs on ground.
3. All bowling must be overhand (underhand/ throwing of the ball is not allowed). Refer to section C for further clarification.
4. All normal cricketing rules apply except for Leg Before Wicket (LBW).
5. For every 'no-ball', batting side will get a free-hit. Except for a run-out, no other form of getting out will be considered for the free-hit ball. If the batsman has not changed the side, fielding side should keep the same fielding that was set prior to the applicable free-hit ball.
6. During the League matches (15 overs per side) one bowler can bowl maximum 3 overs.
7. One Bouncer above the shoulder is allowed and after that it's called No ball in same over. In an Over First Bouncer above head is a wide, however if Batsman hits the ball then it's a legal ball. Beamers above waist will be called a no ball. Umpire decisions will be final. If a bowler bowls 2 beamers in an inning, the bowler will not be allowed to bowl in that inning.

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660



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8. Only captains can seek clarification for umpire's decisions. Excessive appealing and challenging Umpire's decision can be reported by umpire or opposition team for GCL management to review.

9. Players harassing the umpires or being disruptive to the game will be warned once in conjunction with their captain. If said player or another player from the same team repeats the behavior, then that player (player of second offence) will be asked sit out for the said game. GCL committee reserves the right to remove such a player from rest of the tournament depending upon the nature of harassment or disruption or offence. No substitution will be allowed.

10. Runs can be taken on wide/ leg byes/ byes/ no balls (in which case, the extra must be added to the runs taken). For wide, no stroke needs to be played.

11. A batsman who is retired hurt may return later in the innings after any wickets fall.

12. If the bowler who sit/rest outside during the game and return, he will not be allowed to bowl for the same number of overs he was being rested outside the ground. If the batsman who sit/rest outside during the fielding and return, he will be eligible to bat after half of the overs he has missed fielding or 5<sup>th</sup> wicket is down.

13. No Runners are allowed for injured players. Exception is given only when opponent captain allows.

14. No more than 5 fielders allowed on leg side at any time (excluding bowler and wicket Keeper). The fielding captain is responsible, and the umpire will call no ball without notice.

15. First 5 overs in league , SF and Final will be called Batting Powerplay. Only 2 players allowed outside inner circle during the powerplay overs. Minimum 4 fielders inside circle always.

	Overs	Powerplay	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
Playoffs	20	6	4	4	4	4	4
	19	6	4	4	4	4	4
	18	5	4	4	4	3	3
	17	5	4	4	3	3	3
	16	5	4	3	3	3	3
Regular Season	15	5	3	3	3	3	3
	14	4	3	3	3	3	3
	13	4	3	3	3	2	2
	12	4	3	3	2	2	2
	11	3	3	2	2	2	2
	10	3	2	2	2	2	2
	9	3	2	2	2	2	1
	8	2	2	2	2	1	1

16. Bowlers allowed the width of the matting / turf / synthetic pitch to deliver the ball. Bowlers can also deliver the ball from behind the bowling crease.

17. Ball pitched outside the width of the matting will be called No Ball.



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18. The bails has to be separated from the stumps in order to be called out for Bowled, Stumping and Run outs. In case both bails are not on stumps complete removal of stump is required to be called OUT for runout or stumping.

19. If the match is delayed due to any reason, overs will be reduced in order to finish the match in time. The overs will be reduced based on the time lost and 4 minutes = 1 over

20. In case of rain washed out matches, there is no Back-up Dates. At League Level, Matches will be declared abandon and team will share 1 point each. At Play off level, the match will be decided based on

- Duckworth Lewis Calculator if over can be more than 6 overs. This will be Umpire & Organizers call based on time and ground conditions.
- For DL, we will use.

<https://www.mymathtables.com/calculator/sports/cricket-target-score-finder-using-dlmethod.html>

- At League stage, if 6 overs cannot be bowled then points will be shared & match will be abandoned due to rain.
- In stage, if 6 overs cannot be bowled then a super over (super over tie-up rule point#22) will be conducted. If super over is not possible (Umpire or Organizer's call) then winner will be declared based on cricclub NRR. If that is same, then coin toss by umpire.
- In Final stage, if 6 overs cannot be bowled then re-match will be conducted on back-up date. If 6 overs cannot be bowled on back-up date, then a super over (super over tie-up rule point#22) will be conducted. If super over is not possible (Umpire or Organizer's call) then joint winner will be declared.
- All this decision will be taken care by umpire / Organizers.

21. Reduced over match will be based on the match timing only. Ref section H for more details

22. Winner of the game will get 2 points, washed out games will give ea. team 1 point. Tied game will get a winner based on the super over. In case if super over is tied or not possible winner will be decided on the greatest number of wickets taken, if same then most runs scored off the bat (without extra), if same then points will be shared, and ea. team will get 1 point. In Semifinals, if super over is tied or not possible winner will be decided on the greatest number of wickets taken, if same then most runs scored off the bat (without extra), if same then higher seeded team of the game will proceed, if same then league NRR will be considered.

23. Ground Earnscliffe B due to trees within the ground following rule is specific for Ground B: if ball hits/touches the tree including leaf and branches directly without bounce it will be considering a 6 and if

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660



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ball bounces at least 1 time before it hits/touches the tree including leaf and branches it will be considering a 4.

24. Team is allowed to use a substitute player(s) in case a player(s) is running later up to maximum of 4 players. Its team's captain's responsibility to let umpire make aware of the situation and name of the player(s) before Toss. Once late player(s) arrives they need to inform umpire at the end of the over. Late player(s) needs to sit out of the number of overs he was late.

Please see below scenarios for clarification

**Late during fielding:** If player is late by 4 overs, he must field for 4 overs before he can bowl. In case player is late by 10 overs player cannot bowl for the team and also, he cannot bat for the first 4 overs of batting. If player(s) missed out entire 15 overs of fielding he can bat only as the last batsmen.

**Late during Batting:** If player is later during batting by 4 overs, he cannot bat till 8 overs. If player is late by 10 overs he can only bat as a last batsman and he can only bowl after completion of 4th over. If player is late By 15 overs he cannot bowl in the game.

It is team's captain's responsibility to communicate with umpire.

25. Home Team is the first team name on match schedule. Home teams will arrange wooden metal-based spring wicket & Set-up ground as per Umpire satisfaction, if failed to setup the ground then match will be awarded to opponent team. Umpire's decision is final on this regard.

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660



## C – Illegal bowling action/Chucking:

GCL acknowledges this issue and strongly condemns throw balling/chucking in GCL. The biggest challenge is the implementation and enforcing the rule and correctly identifying illegal delivery. Considering ICC have a month's long procedure to correctly evaluate any bowler legal/illegal with high end Bio Tech labs to measure degree of flex in bowler's arm. Considering limited resources availability and time constraints, GCL have developed their own guideline for illegal action. Since we do not have any means or method to enforce 15 degree flex of elbow rule in GCL Tournament. GCL has decided to move "Burden of Proof" on batting side to provide evidence for illegal action by the Bowler. So, to be consistent and fair to batsmen and bowler see below for steps of reporting suspicious action and time frame within which team should expect to have action/decision by GCL. Batting team will be allowed to have one appeal for the entire game. But if appeal is successful, it won't be counted as used and they

can again appeal against any bowler during the game. Once an unsuccessful appeal is made than batting team won't have any more appeal left.

Procedure:

Please follow below procedure for appealing against illegal action against the bowler.

Appeals against illegal bowling action will be executed in two formats:

- During game
- After game.

During the Game:

- Once batting team flags particular delivery/bowler for the suspicious/illegal action, batting team will capture the video of the bowler and show immediately to the on field neutral umpire after the said delivery is completed. Once the next delivery is bowled batting team cannot use their on-filed appeal.
- Only the leg umpire or the batting team captain will reach out to the main umpire with the appeal.
- In no circumstances, be on-field discussion between leg umpire and batting team will be entertained.
- Video of the bowling action can be recorded by the leg umpire or any other member of the batting team (standing outside ground boundary). If on-field umpire has sufficient evidence and umpire is certain that delivery was illegal. Following penalties will and step will be taken:



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- Delivery will be called as NO-Ball;
- Free Hit will be provided; and
- One warning will be given to Bowler.

If same bowler is found guilty by on field umpire in that case following steps will be taken:

- Delivery will be called as NO-Ball;
- Free Hit will be provided.
- 5 penalty runs will be awarded to batting team: and
- Bowler will not be allowed to bowl further in the game.

After the Game:

Batting and bowling team will have an option to formally lodge review request to GCL and initiate “Panel Review” by emailing video to the GCL. Where all umpires will review the action independently and provide their judgment for the action.

Batting team can submit up to 4 different videos per bowler after the game no later than 24hrs of the ending the game as part of them after the game appeal to umpire panel review.

In this panel review umpire will review following:

- On filed umpire’s decision about particular delivery in which was called as “Illegal delivery”. If umpiring panel could not find sufficient evidence to overturn on field umpire’s decision in that case bowler will be banned to bowl further in the tournament.
- Review submitted request video by batting team and take a decision. If bowler is found with illegal bowling action bowler will be banned from bowling in tournament.

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660



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## **D – Player Registrations:**

Player registration is the responsibility of team captains. You are required to add players to the team on the app before the start of the game. There will not be limit on the addition of the players to the team roster. Violation of this will be subject to penalties. Any issues for not adding players to the app should be brought to the Umpire's attention before start of the game to avoid penalties.

## **E – Play Off requirements:**

Player must have played minimum of 2 out of 6 games to be eligible to play in playoff games. Violation of this rule will subject to direct disqualification from the season and possible ban from joining next year's edition of GCL.

## **F– Team League fee Structure:**

Fees will be broken as below:

- League fees of \$ 700 playing GCL 2023
- Umpires fees are responsibility of each team per each game as follows:

## **G – Umpires fee structure:**

Umpire Fees must be provided to umpire in cash only at the time of toss.

- League games and QF of 15overs (1 umpire): \$50 per game per umpire (\$25 each team). Leg umpire will be a GTA volunteers, if not available then batting team will send a leg umpire without charges.
- Semi & Final games of 15overs (2 umpire): \$100 per game for 2 umpires (\$50 each team)

## **H – Match Delay**

### **Delay due to rain:**

#### **Delay before start of the game:**

Game will be played with reduced overs. Reduction in the overs will be done at 1 over per 4 minutes lost. Game must start at by 1-hour mark into the scheduled game. If not started by 1-hour mark game will be called off.

#### **Delay during 1<sup>st</sup> inning:**

1 over will be reduced per 4 minutes lost from both innings. If 1 hour is lost during the 1<sup>st</sup> inning, game will be called off and teams will share the points.

#### **Delay during 2<sup>nd</sup> inning:**

1 over will be reduced per 4 minutes lost from 2<sup>nd</sup> innings. New target will be calculated by taking out RR of 1<sup>st</sup> innings multiplied to the number of the overs to be played + 1 run to win. For example, 1<sup>st</sup> innings score was 160 in 16 overs, and due to rain 4 overs are lost the target will be  $10 (160/16) \times 12 (16 - 4 \text{ overs lost}) + 1 = 121$  to win in 12 overs. Game will be considered completed only if minimum of 8 overs is played by Team batting 2<sup>nd</sup>. If 8 overs cannot be completed for 2<sup>nd</sup> innings within the scheduled match end time, then games will be called off.

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660





## **Delay due to team showing up late (assuming Team A is late):**

Toss will be awarded to Team B (team on time)

### **1st Scenario (Team A comes after 30 minutes into schedule start time of the game):**

"Team B" will be awarded the game.

### **2nd Scenario ("Team B" chooses to bat first):**

"Team A" will be allowed to bowl till 1 hour 4 minutes into scheduled start time of the game.

**2.1** If "Team A" bowls out "Team B" before cut off time for the innings or starts the last over before 1 hour and 4 minutes into scheduled start time of the game. "Team A" will get full quota of the overs to chase.

**2.2** If "Team A" bowls less than full overs before 1 hour and 4 minutes into scheduled start time of the game, "Team B" will be awarded extra runs as following:  $RR \times \#$  of overs remaining

E.g.- "Team A" bowls 13 overs out of 16 overs and gives 130 runs (RR 10), "Team B" will be award  $10 (RR) \times 3$  (overs remaining) = 30. And "Team A" will have to chase 161 in 13 overs.

**2.3** If 2.2 is applied and "Team B" wastes time, "Team B" will face the penalty of reduction of 1 over per 4 minutes wasted.

E.g.- "Team A" bowls 12 overs out of 16 overs and gives 120 runs (RR 10), "Team B" intentionally wasted time, 1 over will be reduced every 4 minutes. Lets say "Team B" wastes 4 minutes, than "Team B" will be award  $10 (RR) \times 3$  (overs remaining – overs reduced due to wasting time) = 30. And "Team A" will have to chase 151 in 13 overs (12 overs bowled + reduced over due to "Team B" wasting time).

### **3rd Scenario ("Team B" chooses to Field first):**

**3.1** "Team A" will get to play reduced number of overs. Overs will be reduced at 1 over per 4 minutes.

E.g.- "Team A" comes after 16 minutes of the start time they will be allowed to play only 12 overs out of 16 (reduced overs by  $16/4 = 4$  overs). "Team B" will be chasing the target in full quote of the overs (16 overs). If "Team A" Scores 120 runs in 12 overs, "Team B" will have to chase 121 in 16 overs.

**3.2** If 3.1 is applied and "Team B" wastes time, "Team B" will face penalty of reduction of overs at 1 over per 4 minutes wasted.

E.g.- "Team A" comes after 16 minutes of the start time they will be allowed to play only 12 overs out of 16 (reduced overs by  $16/4 = 4$  overs). However, "Team B" delays in bowling and bowls only 11 overs, than "Team A" will be award  $10 (RR) \times 1$  (overs allocated after reducing – overs do not bowl due to wasting time) = 10. In this if "Team A" scores 110 runs in 11 overs, "Team B" will have to chase 121 in 15 overs (16 – 1 over)

## **Team wasting time during the game that started on time:**

### **1st Scenario (Team A batting first wastes time):**

Innings will be stopped at 1hr and 4 minutes after the scheduled time of the play. Overs not bowled due to "Team A" (batting first) wasted time. "Team B" will get full quota of the overs to chase the runs scored by "Team A". For e.g. if Team A scores 150 runs in 15 overs and due to wasting time 1 over was not bowled. "Team B" will have to chase 151 runs in 16 overs.

### **2nd Scenario (Team B Bowling first wastes time):**

Innings will be stopped at 1hr and 4 minutes after the scheduled time of the play. Overs not bowled due to "Team B" (bowling first) wasted time. "Team A" will get extra runs. For e.g. if "Team A" scores 130 runs in 13 overs and due to wasting time 3 overs were not bowled. "Team A" will be awarded  $10(RR) \times 3$  (Overs not bowled) = 30, so "Team B" have to chase 161 runs in 13 overs.

### **3rd Scenario (Team A bowling second wastes time):**

Innings will be stopped at game end time. Overs not bowled due to "Team A" (bowling second) wasted time. "Team B" will be awarded extra runs. For e.g. if "Team B" scored 130/8 runs in 13 overs, they will be award  $10(RR) \times 3$  (overs not bowled)  $\times 2$  (Multiplier table) = 60. For e.g. if "Team B" was chasing 161 runs in 16 overs, in this case "Team B" will win by  $190-160 = 30$  runs.

### **4th Scenario (Team B Batting second wastes time):**

Innings will be stopped at game end time and "Team B" will lose the game. For e.g. if "Team B" was chasing 161 runs in 16 overs but due to wasting time they scored 151/8 runs in 14 overs. "Team B" will lose the game by 9 runs as they wasted the time.



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## I - COMMUNICATION PROTOCOL

For 2023 GTA Championship League (GCL) edition all communication will be performed in written by official email: gtachampionship@gmail.com

Send all your questions and request to above mention email. Any question or request sent via other means will not be considered official and will not be entertained by GCL. All decisions will be communicated to team by email provided by each team during registration. It is team's responsibility to track and follow emails sent by GTA League.

Tournament Format: There will be a two group A & B with 7 Teams in each group. With in a Group, there will be round robin matches. Hence all team will play 6 matches in Group. Top two from each group will qualify for Semi final A1 Vs B2 and B1 Vs A2. To play for Semi-final, players must have played at least two matches in league stage.

Winners of Semifinal will play the final.

Following are the team list in Group A & B

### Group A

Singh XI
Azad cc
Malwa Warriors
United Eleven
GCGC
Gladiators XI
Peel Unicorns

### Group B

Peel Panthers
CityView Royals
Zimidar cricket club
Invincibles
Fallingbrook Falcons
Brampton Eagles
Bulls

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660



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## League

6 League Matches within group to determine top four team that will qualify for semi & Final

## Play Off

Play Off			
Semi Final 1 (SM1)	Rank 1	Vs	Rank 4
Semi Final 2 (SM2)	Rank 2	Vs	Rank 3
Tournament Final	Winner of SM1	Vs	Winner of SM2

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660



## CODE OF CONDUCT

Each and every participant of GCL need to follow certain minimum level of code of conduct during the GCL games and when present at the ground vicinity during the games of GCL.

A – Use of Alcohol:

1. Consumption of alcohol during the duration of the GCL rented premises is strictly prohibited.
2. GCL encourage a family friendly atmosphere for all our games. Keeping that in mind anybody associated with GCL in player/umpire capacity will not be allowed to consume alcohol around the periphery of the ground where game is played and visible by umpire.
3. Any person associated with GCL can take picture/video and escalate to GCL committee for review and action.

Also make a note that GCL does not have any jurisdiction outside GCL rented premises to control consumption of alcohol.

At GCL we still believe cricket is a gentlemen's game and we honor and respect fellow players and opposition team members. Any use of abusive language and or action is strongly condemned, and appropriate punishment will be given to the player. We put extreme responsibility on the teams's captain to make sure his team behaved in professional manner during GCL games.

Abusive language in any shape of form to match official or team members will be strongly dealt with harsh punishment. GCL will be using video recordings and umpires' input to make the call. It's solely on GCL's discretion whether they want to consult other people involved in the said incident.

Covid – Safety Guidelines:

GCL encourages all players to follow safety guidelines: Ontario provincial guidelines for Stage – 3 Visit Ontario and Peel region website for safety guidelines. Team captain and individual player is responsible for safety of own and other players. Captain of each team should make sure their individual players are fit to play.



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GCL MGMT cannot enforce provincial safety guidelines and is not responsible for safety of any players due to Covid infection. GCL ground insurance does not provide any protection for Covid infection.

Its individual captain's responsibility to follow safety guidelines on ground during the game and evacuate ground once game is finished so next game can start safely and on time.

To accommodate smooth transitioning between two games GCL is providing extra 15 minutes to vacate ground safely.

If any captain have any concerns or issue with the new COVID safety guidelines feel free to reach out to GCL before beginning of their match.

If you do not have any concern GCL assumes that players have read and are in agreement with the GCL rules for Covid Safety Guidelines.

## E. Covid19 Concerns

Due to current Covid19 situation, we are not planning to promote excessively in social forum or on ground. Also, city of Toronto/Brampton has many restrictions on promotion / event for this year, which we will have to adhere.

As per covid19 restrictions, Organizers will not be able to serve any food or drinks on ground.

GTA League based on city Permit is subject to modifications based on the provincial orders and guidelines and Toronto Public Health guidance

☑ Actives must comply with the physical distancing measures and other direction issued by federal, provincial, and municipal government authorities, including Toronto/Brampton Public Health.

☑ Agrees to the maximum number of participants, as required by the Provincial Regulation and as set out in the permit.

☑ Anyone who is exhibiting symptoms of COVID-19 or has had close contact with a confirmed case cannot participate in the permitting activity.

☑ Prior to attending the activity, every participant must do the self-assessment for COVID-19 on the Ontario Ministry of Health website and if they do not pass the assessment they should not attend until they pass the assessment and do not have signs and symptoms of COVID-19.

Participants can visit the City's website to determine if further care is required and learn about assessment centers.

☑ All should be aware that the risk of severe illness may be higher if you have a weakened immune system. This may be the case for:

- o People over the age of 60, and those with weakened immunity or underlying health conditions.
- o People with chronic disease such as diabetes, cancer, heart, renal or chronic lung disease

☑

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660



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- People who become ill with COVID 19 symptoms while participating in the permitted activity must go home to self-isolate. If a participant tests positive for COVID-19, their local Public Health Unit (TPH for Toronto residents) will follow-up with close contacts who may include other

participants. Other participants who came in close contact with the infected individual may be required to self-isolate.

☒ Facilities may not have all amenities/services available (e.g. water fountains).

☒ Participants must comply with limitations to access restricted areas such as change rooms and washrooms.

☒ Participants should arrive for the starting time of the activity and not linger after the permit or activity is over.

☒ All must to the best of their ability maintain a record of participants that could support potential public health contact tracing as needed.

☒ Participants is responsible for ensuring any equipment being used is properly disinfected prior to use. Anything a permit holder brings in must also be disinfected.

☒ Participants should not be sharing equipment, such as water bottles, towels or sports equipment, prior to or during the permitted activity.

☒ Participants must exercise appropriate hygiene including hand washing, avoiding touching other players (e.g. shaking hands, high fives), and avoiding touching your face as much as possible.

☒ Participants should look to sport/activity specific guidelines developed by provincial and national organizations for guidance in ensuring safe participation in actives.

## Disclaimer:

- Umpire's decision on ground during match is final.
- Organizers advises everyone to play with all the required safety equipment like Guard, Helmet, cricket shoes...etc. for safety. Personal safety is individual's responsibility and Organizers will not be responsible for any injury due to unsafe play.
- All rights are reserved with Organizer to modify, apply or restrict any rules at any given time of the tournament.
- All Covid19 related concerns and responsibility will be on captain of each team and Permit Holder will not be responsible for any Covid19 related issue.

**Contact:** Satya:289-208-6084 / Swadhin:416-606-3585 / Ashutosh -647-771-0660