

# SHADHINOTA CUP CANBERRA 2023

PRESENTED BY

BANGLADESH SPORTS CLUB CANBERRA



OUR SHADHINOTA OUR PRIDE

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## OVERVIEW

- To provide a safe and friendly environment for cricketers, support staff, family, and friends and play within the true spirit of the game.
- To create a platform where all Bangladeshi cricket teams will play together and enhance the relationship in personal level.
- All the teams will play decent number of matches in group round (min 05 matcehs<sup>1</sup>) and top 4 teams will play semi-finals.
- After the league matches ranked 1 team will play against ranked 4 team and ranked 2 team will play against ranked 3 team in the semi. Winning teams will play final.
- If there are more than one team with same point on the ladder, rank will be decided based on the net run rate (we will use CRICHERO for all scoring purposes).
- Each team will provide list of 15 players and 5 open names, they may fill up those 5 names during the tournament, however one player can only play for one team.
- Maximum 03 foreigner or 03 non-canberrian Bangladeshi or mix of foreigner and non-canberrian Bangladeshi allowed in playing XI
- To qualify for knockout matches one player must play at least one match in the group round<sup>2</sup>.
- If there is only one official umpire, then official umpire can override Leg Umpire's (playing team umpire) decision.

## TOURNAMENT COMMITTEE

- Bangladesh Sports Club Canberra
- Key Contact Person: Lodi Khan (0449188688)
- Secondary Contact Person: Rabiul Islam (0470618958)

## UMPIRES AND SCORERS

- Before each game, two professional and neutral umpires ( minimum one professional umpire in case of unavailability of adequate umpires from ACT Cricket Umpires and Scorers Council) will be appointed by the tournament committee to adjudicate the rules of the game with absolute impartiality.
- If there is only one official umpire, then official umpire can override Leg Umpire's (playing team umpire) decision.
- Teams will have no choice in the appointment of the umpire.
- The umpire may only be changed at the discretion of the tournament committee.
- The umpire has the right to alter their decision provided it is done promptly.
- Umpire's call is the final call during the match. No dispute, written or otherwise, will alter the result.
- The umpire will be the sole judge of fair and unfair play.

- Batting team will do the scoring in each innings electronically and/or manually which will be reviewed by both umpires at the end of each innings. Umpires will have power to amend score, informing both captains, if any discrepancy is found.
- Each team must have score board and batting team will update score board after every over.
- In Wet condition Only umpire can decide the suitability of the ground to run the match. Teams must have to oblige umpire's call on this regard. Any disagreement will result forfeit win to opponent.
- Any issue and feedback about umpire will pass to ACT Cricket Umpires and Scorers Council

## SPORTS GEAR

- Tournament will be played in white ball and colored Jersey. **White trousers and white shirts are not allowed.** For bowlers, white arm protection and white hand band are also not allowed. Each team shall use their own gears including cones, stumps, and bails.
- Tournament Committee will provide cricket balls. Balls provided by the Committee are to be used in the match (Kookaburra Crown White Ball 156g).
- If a ball is lost or not suitable to play, only the umpires shall determine a suitable ball to use<sup>3</sup>. Teams are not allowed to take the used balls at the completion of their innings. **Each will hand the match ball over to the umpire at the end of the innings.**
- Batsmen must wear Helmet during batting & Wicketkeepers must wear helmet while they stand next the stumps.

## START AND COMPLETION OF A DAY'S PLAY

Match will start sharp at 11.30 am. Each team has to arrive minimum of 30 minutes before the start. Both teams jointly set up the ground and will make sure toss is completed minimum 15 min before the start of the match. Both captains will update their playing 11 in CRICHERO app (and 12<sup>th</sup> man if any) before the toss. Umpires will start the match on exact time, no matter how many players each team has ( However, Minimum 08 players must present at the ground when match starts otherwise result will go to forfeit win to opponent, unless mutual agreement with opponent).

- Each innings will have a maximum of 90 minutes including 5 minutes drinks break after 10<sup>th</sup> over. Umpires will make sure the break is no more than 5 minutes. There will be an innings break of 20 minutes before the 2<sup>nd</sup> innings starts. 2<sup>nd</sup> innings will start sharp at 1.20 pm. Penalties will be applied as per ICC T20 rules to the fielding side if innings is not completed within 90 minutes. Match will be finished at 2.50 pm.
- If any team fails showing up as per above time, umpire might allow extra 10 minutes. After that grace time, umpire will forfeit the match and the opponent team will receive full match points.

## PARTICIPATION OF PLAYERS

- For SHADHINOTA Cup Canberra at least one of the parents will have to be Bangladeshi for the player to be eligible for the competition.
- To qualify for knockout matches one player must play at least one match in the group round.
- This year the committee decided to allow Maximum 03 foreign players or non-canberrians Bangladeshi players per side each game in the playing 11  
\*\* (anyone outside the ACT and its surrounding suburbs is considered as non-canberrian).
- Team can decide to play either *03 foreigner or 03 non-canberrian Bangladeshi or mix of 03 foreigner and non-canberrian Bangladeshi*. Any complaint about eligibility of a player will only be accepted and dealt with upon receiving complaints from any captain of current playing teams before the start of the match. Once a complaint is accepted the obligation of proof then will be on the captain of the team the player (s) in question is playing for.
- In worst case, the committee has the right to ask for a certified copy of passport or Birth Certificate as proof. During the period of verification (from the acceptance of the complaint until a verifiable statement is accepted by the tournament committee) the player (s) in question will not be allowed to take part in any further matches until the eligibility of the player(s) is/are restored.
- In other circumstances the team will lose match points if proven guilty.

## PLAYING CONDITIONS

- The ICC T20 International Playing conditions shall apply except where varied by the rules herein after. In the event of an unusual circumstance, which is not covered in neither ICC Playing Conditions nor in this document, the decision of the tournament organizing committee will be the final decision.

## NUMBER OF PLAYERS

- Each team will provide list of 15 players and 5 open names, they may fill up those 5 names during the tournament, however one player can only play for one team.
- Each team can register a maximum of 20 players (including foreign and non-canberrian Bangladeshi) per side and the best 11 to be selected within that registered players. In case of injury or any other unavoidable circumstances if a club request in written to add more players after the deadline, Committee holds the rights to make any changes.
- Each team will consist of eleven (11) players
- The match can commence with a minimum of 8 players while fielding. To be part of the team, other players of a fielding team must be present before the completion of the tenth (10<sup>th</sup>) over. The arrival of the player must be reported to the umpire prior to the completion of the 10<sup>th</sup> over.
- Players' list must be updated and maintained and uploaded in nominated scoring apps (CRICHERO) prior to the Toss.

## INNINGS AND OVERS

- The matches will consist of one innings per side and each innings will be limited to 20 overs. The innings will end on the fall of 10th wicket.
- Bowling will be from both ends of the pitch unless agreed to otherwise by both Captains, or at the direction of an Official and/or Officiating Umpire before the start of the match due to weather/exceptional circumstances.

## MATCH POINTS

- The winning team will receive "2" points for a match and the losing team "0" points. If a match is tied there will be a super over as per ICC T20 rules. If a match is abandoned, each team will receive "1" point. 2 If any team leaves the ground without any valid reason and without the permission of the umpire, the opponent team will be awarded "2" points.

## PLAYERS LIST AND PRE-MATCH REQUIREMENTS

- Each Team will submit a list of players to Tournament Committee and Captain's can only add playing XI from that list. However, if any player added from 05 open players, team should inform umpires, opponent, and tournament committee. Opponent team captain can ask for the player list to cross check before toss starts.
- If a player enrolls in a team, he can only play for the team he has enrolled for. Players will be considered enrolled in the teams for which he has played his first match in a tournament year.
- If a player is found to be playing for a team that he is not registered for, in a tournament year the following penalty will be imposed:

"A match will be considered forfeited and opponent team will be awarded full match points. In case of semi-final the opponent team will be qualified for final, in case of final the opponent team will be declared champion."

## MATCH CANCELLATION

- If the ground is adjudged suitable for play to proceed, all teams must take the field unless a result is achieved, where both teams had the opportunity to bat for a minimum of 5 overs or unless a result is achieved within 5 overs.
- In Wet condition Only umpire can decide the suitability of the ground to run the match. Teams must have to oblige umpire's call on this regard. Any disagreement will result forfeit win to opponent.

## **INCLEMENT WEATHER AND INTERRUPTION IN PRELIMINARY/GROUP STAGE**

- Preliminary matches will be considered a draw if play is declared abandoned due to rain or unavoidable circumstances. Only the umpires will make the call after careful judgment of the weather condition. Each team will be awarded “1” point in that case. A match will be considered abandoned if a minimum of 5 over’s each are not batted.
- No reserve day or rematch of the washed-out match will be held. There will be no effect on “net run rate” for a washed out match. Any runs scored or wickets taken will be included in the competition aggregate.

## **ABANDONED MATCHES IN FINALS STAGE**

- If a match is abandoned during the semi-finals, the following criteria will be used to determine the team that proceeds to the next round of the tournament:
- Reserve will be used to reschedule the Semi Final (depends on ground availability)
- If the reserve day is also abandoned, the team that was ranked higher on ladder in the group stage will go through. If needed net run rate will be taken in to consider. If the net run rate is same then head to head in group stage will be considered.
- One reserve day for the Final will be organized.

## **FIELD CLOSER BY COUNCIL**

- If the ground is closed by the Council due to weather or some other reason, then no games will be allowed to play in that ground.
- In that case, the points will be shared between the teams. The committee will communicate the ground closure as soon as they are informed by the council.

## **METHOD**

- If an innings or the match is delayed or interrupted, Umpire will decide the number of overs to play for continuing the match. A minimum of 5 over’s a side must be played to constitute a match.

## **RUNNER AND SUBSTITUTE**

- A runner for a batsman when batting is not permitted.
- As super sub is allowed.

## **INJURY AND ACCIDENT**

All injuries & accidents must be recorded and reported to the Umpire. The tournament committee will prepare the formalities for any claim if admissible by the insurer.

- Players insurance are not covered, each players are encouraged to have their own insurance.
- Bangladesh Sports Club Canberra will be liable only for public liability insurance.
- It is encouraged to carry a fast aid Kit.

## GROUP STAGE RANKING

When two teams have same competition points in the group, the factors to decide the higher ranked team for the finals will be as follows:

- The team with the higher “Net Run Rate” will be considered higher.
- In case of equal NRR, the team with the most head-to-head wins over the other team will be declared higher.

## SUPER OVER

- In a Knock-Out stage game, if two teams have a tie in score, ICC T20 super over will apply.
- Team making higher scores in the super over will be declared winner.
- The team that Batted Last in the Match, Bats first in the Super Over
- Each Team is allowed a Maximum of 3 Batsmen (2 Wickets) during the Super Over
- Same Player CANNOT be Nominated for Batting and Bowling in a Super Over
- Fielding Team Chooses the Bowling End for the Super Over
- If a super over also ends in a tie, then the match will continue with more super overs until a winner is identified.

## WIDE AND NO BALL

- Any ball outside the leg stump will be considered "WIDE", any ball on the off side beyond the reach of the batsman will also be considered "WIDE".
  - The delivery following any "NO" Ball shall be a FREE HIT, unless the NO ball is the result of a bowler failing to drop the ball within the playing area of the pitch before the batting crease. Field changes is not permitted for free hit delivery unless there is a change of the batsman on strike, or the "NO" ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
  - If the ball drop outside of the pitch umpire will call NO Ball which shall not be a free hit
  - In any case, if the umpire thinks that dangerous and unfair bowling is taking place, the umpire may suspend the bowler from his remaining bowls of the over. The over shall be completed by another bowler. The bowler thus taken off shall not be allowed to bowl again in that innings.
  - Only 1 bouncer is allowed per over (between shoulder and head). Anything over the head will be called as WIDE ball. Following rules applicable for more than 1 bouncer-
1. If the bowler bowls the 2nd short pitched delivery in the Over – it will be a no ball and caution



2. If the bowler bowls the 3rd short pitched delivery in the Over - it will be a no ball and final warning
3. If the bowler bowls the 4th short pitched delivery in the Over - it will be a no ball and suspension of the bowler.

## COMPLAINTS

- The tournament committee will not accept any complaints relating to any on -field issues, except any unacceptable behavior of players. Any on-field complaints must be settled on the field by the two captains and the umpires.
- Complaints relating to misbehavior can be sent to the Tournament Committee, but it must be in writing and submitted within 24 hours of the completion of the match.
- If a team is not happy with an Umpire's decision or behavior, only the team captain is allowed to report that complaint along with the completed Umpire **Assessment Form** by sending it to the tournament committee to [bdsportscc@gmail.com](mailto:bdsportscc@gmail.com) . Any complaints against the umpire on the ground are not permitted.

## THROWING/ CHUCKING

- The act of 'throwing' or commonly known as 'chucking', is against the spirit of cricket. The tournament committee requests that all captains avoid bowling by a bowlers whose bowling action might fall under the ICC standards for 'chucking', i.e. more than a 15 degrees of elbow extension. The procedure one has to follow for a review for 'chucking' is as follows:
  1. Only batsmen on the pitch or the team captain can request the umpire review a bowler's action if they feel that a bowler is 'chucking'. Please note that, a bowler can only be reported once in a particular match.
  2. If there are two (2) official umpires officiating in the match in question, the umpire who the complaint has come to can move to square leg when the bowler next bowls and review the action from square leg.
  3. If there is only the one umpire officiating, the umpire can move further back behind the stumps to gain a better view of the bowler's action and make an assessment from there.
  4. The referral can only come from the captain or batsmen by speaking to the umpire and cannot be requested in any other way. Calling out from outside of the playing arena or any other method is unacceptable.
- Based on the umpire's assessment the following actions can be undertaken:
  - a. The umpire can allow the bowler to continue bowling, if the bowler's action is questionable but not obvious, and note this course of action in his report at the end of the game.
  - b. The umpire can warn the bowler and ask him to change his action for him to continue to bowl for the rest of the innings.

- c. In failing to change the bowler's action, where the action is clearly beyond the ICC guidelines for 'chucking' (over approximately 20 to 30 degrees of elbow extension for example), the umpire can stop the bowler from taking any further part in bowling during the match and note this action in his report at the end of the game.
- Based on the umpire's report the following can take place:
    1. The report can suggest that the bowler's action be watched by other umpires in other matches, and if the bowler is reported twice, by two independent umpires, the bowler will be banned from bowling for the rest of the tournament. A review of the bowling action will then occur at the end of the season with a selected bowling review
    2. The report can suggest that no action to be taken, as the umpire feels the action is legitimate, noting here that points 4, 5 & 6 still apply for further matches, i.e. the bowler can be reported again in other matches and the process above is reinstated.

## **PENALTY FOR LATE ARRIVAL**

- Each team should arrive at the ground 30 minutes before the schedule time for the start of a match.
- Unless for any legitimate reasons deemed by the umpires, failure to start the game as per agreed schedule time, umpires reserve the right to deduct one batting over for every 4 minutes of delay.
- Match will be forfeited after 10 minutes and opponent team will be awarded full match points.
- The team arriving late (10 minutes or more later than the start of the match) will automatically forfeit the right to toss.
- If both teams arrive late, the match will be reduced one batting over each 4 minutes of time lost. Umpire will call the match forfeited if both teams are 30 minutes late and neither team will get any points.

## **FORFEITING A MATCH**

- In the event of a team forfeiting a match, the team which forfeits the match will lose full match point for that match. The opposing team will receive 2 points, provided they have a minimum of 8 players in readiness to play.
- If a team has difficulties putting together a team and has no other option than to forfeit, they need to inform the committee by 24 hours before the match starts.
- Teams being present refuses to start/resume play after being instructed by the umpire or walks away during the match for whatever reasons; will have their match forfeited and opponent team will be awarded full match points.

## FORFEITING TOURNAMENT

- In the middle of the tournament, especially in the group stage, if a team is unable to continue playing in the tournament and informs the committee in writing, or, if a team is suspended by the committee for any reason, the Committee will re-work the tournament ladder with one team removed.
- The objective is to achieve such effect as if this team never took part in the tournament. To ensure fairness, every other team will be awarded 2 points regardless of their results against that team.

## PENALTIES FOR INDISCIPLINE

All captains must make genuine efforts to resolve any on-field disputes or issues regarding a player's behavior in consultation with the officiating umpire(s).

When there cannot be a resolution the umpire must report the incident (if the incident relates to player or players on-field behavior) in the umpire's report. The Tournament Committee will impose penalties accordingly as set out in clauses below. Previous records of the player or players being reported will also be considered.

Based on the umpires report and assessment, the following penalties will be imposed automatically:

- Level 1 Breach
  1. Any breach of Tournament Committee Policies.
  2. Abuse of equipment, be it one's own equipment, team equipment, or any equipment used on the ground, such as stumps, cones, balls etc.
  3. Showing dissent at an umpire's decision by word or by action.
  4. Using language or a gesture that is obscene, offensive or insulting.
  5. Excessive appealing.
  6. Aggressive pointing or any type of aggressive send-off by a member of the fielding side upon the dismissal of a batsman.
- Level 2 Breach
  1. Repeat of any Level 1 breaches within a 24 month period.
  2. Showing serious dissent at an umpire's decision by word or action.
  3. Public criticism of a match related incident or match official
  4. Social media criticism of Tournament Committee.
  5. Inappropriate and deliberate physical contact between players during play.
  6. Aggressively charging towards an umpire while appealing.
  7. Deliberate distraction or obstruction on the field.
  8. Throwing, any other piece of equipment, or projectile at another player, umpire or official in a dangerous manner.
  9. Using language or a gesture that is obscene, offensive or of a seriously insulting nature to another player, umpire, referee, BDSCC official or spectator.
  10. Any attempt to manipulate a match with regard to the result (In a negative way), such as manipulating the net run rate, bonus points or otherwise. (Example: Intentionally losing a match so that a team will face a weaker opponent in the Finals.)

11. Inappropriate statements about other teams or the committee, within the community and/or on social media by any team/player(s) of the team/member(s) of governing body of the team.

- Level 3 Breach

1. Repeat of any Level 2 breaches within 36 month period.
2. Changing the condition of the ball or doctoring the ball.
3. Intimidation and/or harassment of an umpire or referee.
4. Threat, harassment, or assault of a player, Tournament committee, or spectator.
5. Using language or gestures that offend race, religion, color, descent, heritage, or national or ethnic origin.

- Level 4 Breach

1. Repeat for any Level 3 breaches within a 36 month period.
2. Threat of assault on an umpire, referee, Tournament Committee
3. Physical assault of another player, umpire, referee, official or spectator.
4. Any act of violence during play.
5. Using language or gestures that seriously offends race, religion, color, descent or national or ethnic origin.

- Penalties

The penalties for each offence are based on the level breached. The penalties are as follows:

1. Level 1 Breach: 1 match suspension
2. Level 2 Breach: 2 matches suspension
3. Level 3 Breach: 4 matches suspension
4. Level 4 Breach: Banned for life

## THE MANKADDING

- The "Mankadding" dismissal is against the spirit of Cricket, so the tournament committee highly discourages players to use this dismissal. However, to align with ICC rules, "Mankadding" will be allowed in SHADHINOTA Cup Canberra with the following conditions:

1. If a batsman tends to leave the crease before the ball is delivered by the bowler in his delivery stride, the bowler will have to warn the batsman through the umpire first.
2. After the warning has been issued once, and if the batsman does it again, the bowler is permitted, before releasing the ball and provided he has not completed his usual delivery stride, to attempt to run out the non-striker. The umpires shall deem the bowler to have completed his delivery stride once his bowling arm passes the normal point of ball release.
3. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call Dead ball.

## THE CONCUSSION

- To ensure the safety and wellbeing of all players, if a player is struck by the ball above the shoulder (head, neck, throat, face) with high impact, the umpire reserves the right to rest the player for the remaining part of the game under a 'concussion ruling'.
- The decision to rest the player will be based on the level of impact and is under the full discretion of the umpire.
- In the absence of doctors and specialists in this field, some guidelines around players being deemed as 'concussed' are as follows:

A player is deemed 'concussed' when-

- The ball strikes the batsmen on the full or after bouncing irrespective of the bowler's speed under high impact.
  - If a batsmen or fielder is struck by a fielder throwing the ball and strikes the batsmen or fielder above the shoulder as defined above at high impact.
- Players may feel fine after the impact; however, in some cases concussion symptoms are likely to appear at a later part of the day or the following day(s).
  - When a player is deemed 'concussed' by the umpire, the concussed players captain is requested to send the player to a doctor, the nearest hospital, or if necessary, call the emergency number (000) for further assistance.
  - Teams are permitted to use their 'super- sub' player to substitute the concussed player immediately, and are allowed to nominate a replacement super-sub. The captain must advise the opposition team captain and the match officials of the nominations accordingly.
  - If a player is deemed 'not-concussed' the player can retire hurt and play under the ICC retired hurt conditions.
  - If the injury is not severe and the player decides to play on, however they do so at their own risk.
  - The umpires or the tournament committee will not be held responsibility for the health of the player.

