

BOOM BOOM T10 BLAST TOURNAMENT

RULES, POLICY AND PROCEDURES

1. Boom Boom T10 Blast is a shorter format tournament.
2. Maximum number of teams will be no more than 16 divided into 4 groups and each group will have 4 teams
3. Each team will have a roster of 15 players max
4. Each team player will sign MCL and Cricket Ontario insurance waiver form
5. Each team will follow MCL Covid related health and safety guidelines and rules
6. Spectators, friends & family members are prohibited as of today by Ontario Government. Any team bringing extra persons (family members/fans/supporters/coaches etc.) will be penalized – per the discretion of the Tournament management. For their safety and of players, they are to stay home and watch games LIVE on MCL provided streaming channels.
7. Players are expected to arrive 15 minutes prior to the official start time of their team's match. Teams arriving earlier than 15 minutes of the official start time of the match will be returned from the main gate by the parking lot attendants.
8. Upon arrival, players are to use "Specific Team Bleachers Assigned "to maintain Social Distancing. 4 Bleachers will be provided and marked.
9. Players are not to congregate all around the grounds, parking lots and/or mingle with other teams.
10. Each team must exit the facility right after their games within 30 minutes
11. 1, security guard will be present at all times during the tournament
12. 5 Event Management staff will be present to assist in conducting the games
13. Security staff will escort the teams out of the ground after 30 minutes after the games.
14. No drinking or smoking is allowed at the ground
15. Each team must clean up after the game, absolutely no littering (Penalties/Fines may apply)
16. 3 toilets will be placed and must be kept cleaned at all times
17. Each game lasts about 90 minutes.
18. Each Over is 4 minutes, 5 minutes grace is allowed
19. Teams are required to be on time any time delay will result in over deduction based on 4 minutes per over.
20. Player's code of conduct policy will strictly be followed based on MCL rules.
21. Toss can be spun 30 minutes prior the game
22. Each team must finish their 10 overs within allotted time, any delays will be penalized at umpires discretion
23. Tie-games during pool games or rainout games will result in 1 point each team
24. Tie-games during playoff will result in super over, 2nd Tie-Game will result in 3 balls each, 3rd Tie-Game will result in 2 balls each

25. Playoff qualification will be decided based on net run rate calculations in case of equal points in table
26. If run rate is equal then head to head results will be considered for advancing in playoffs
27. Umpires decision is final any dissident may result in penalties and fines
28. Power play is 3 overs, with 2 fielders outside of 30 yards circle
29. Minimum 4 fielders are allowed within 30 yards circle after 3 overs of power play
30. Each bowler is restricted to 2 overs max
31. Any No ball is a free hit as per ICC rules
32. Batsman has 60 seconds to get at the crease after fall of wicket
33. Each player can only play within their registered club
34. All team members must wear same uniforms/ color clothing
35. All games will be played with white balls
36. Registration fees are non refundable once admitted in the tournament
37. All other ICC rules applied