

EMERALD HEIGHTS ALUMNI SPORTS MEET 2024 (EHASM2024)
THE EMERALD HEIGHTS INTERNATIONAL SCHOOL, RAU CAMPUS
1ST TO 5TH MAY, 2024
04:00PM TO 10:00PM

EMERALD HEIGHTS ALUMNI CRICKET LEAGUE 2024 (EHACL2024)

GENERAL INFORMATION

1. EHASM2024 is open for participation only for the alumni of The Emerald Heights International School.
2. The alumni are the students who have passed Class-XII or completed their five years from Class-VI onwards from The Emerald Heights International School.
3. EHASM2024 is open for both, individual and team registrations.
4. The alumni must register to participate in the EHASM2024.
5. The alumni can participate in any one event only, which is badminton or cricket or football, and can play for any one team in EHASM2024.
6. The alumni can form their teams with members from any batch, provided that all team members are alumni of The Emerald Heights International School.
7. The alumni who will be registering as individual, will be given partner in badminton and will be allotted a team in cricket and football by the Organizing/Technical Committee. No objection shall be entertained.
8. Participant(s) can't change team(s) during the tournament. However, a change may be possible if a player is injured. A substitute may be introduced provided he/she is registered and should comply with eligibility criteria. It will require an approval from the Organizing/Technical Committee and the opposing team.
9. If any team uses unregistered players and the players not alumni, then that team will be disqualified from the tournament and walk-over will be given to the opposing team.
10. Registrations are not required for the visitors and, alumni who are not participating in the tournament.
11. There is no registration fee for the participants and visitors.
12. The registration of all the team members will be done by their respective team captain.
13. The team captains will be the point of contact for any communication from school end related to the tournament.
14. The team captains need to attend the meetings compulsorily regarding the tournament. If captain is not available, then his/her representative will attend the meeting.
15. Jersey is mandatory for all the participants during the matches.
16. Jerseys should have alumni association logo, team and player name and numbered with a solid color.
17. The jersey design and team name should be decent, maintaining the decorum of the school.
18. In football, the goalkeeper should have a different colored t-shirt, a bib may be used to facilitate this differentiation.
19. In case multiple teams have registered with the same name and same jersey color, the team that registered first will be allowed to use that name and color, and the other team(s) will have to select a different name and color. The school will inform you about this decision.
20. The entries will be accepted on a first-come-first-serve basis.
21. The last date for registration is 5th April, 2024.

22. No last-minute entries will be permitted after the registration closes on 5th April 2024.
23. The school reserves the right to accept or reject any applicants' registration, if it is determined they are not alumni (refer Point 1 & 2).
24. In case demanded, a piece of identification is required from alumni to gain access to the field.
25. Team captains must oversee that the discipline and decorum of the team is always maintained. Unruly behavior of players can lead to them getting banned from EHASM2024.
26. All the alumni and visitors should maintain the decorum of the school.
27. The referees/umpires/scorers for each match shall be appointed by the Organizing/Technical Committee. No objection shall be entertained on such appointments.
28. The decision of on ground umpires and referees will be final and binding.
29. For redressal of disputes, the team captain can approach the Organizing/Technical Committee.
30. Indiscipline on the part of any team/participant/alumni/visitor will be viewed seriously and disciplinary action will be taken by the Organizing/Technical Committee.
31. The Organizing/Technical Committee reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
32. Consumption, possession, distribution or selling of alcohol, drugs, smoking or any other illegal drugs is strictly prohibited in the campus. The unauthorized use of prescription drugs -- consuming, possessing, distributing, or selling – is prohibited. If anyone found the whole team will be disqualified from EHASM2024.
33. Proper sportsmanship is expected of all teams at all times. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within the school campus. Individuals found with inappropriate attire can be denied participation in EHASM2024. Staff decisions regarding attire policy enforcement are final.
34. All the teams should attend opening and closing ceremonies of EHASM2024.
35. If any match is cancelled due to unforeseen circumstances, then equal points will be given to the teams.
36. Time and venues of the matches are subject to change to suit the prevailing conditions. Teams in case of any change shall be notified accordingly.
37. For any queries regarding EHASM2024, kindly contact Mr. Rudra Pratap Singh at +91-6262045305.

RULES AND REGULATIONS

1. The matches will be played at Amrakoot – The Cricket Ground (Ground 1).
2. The ground size will be 44 yards / 40 meters.
3. The matches will be played with Vicky Four Six tennis ball.
4. Each team will have a total of 13 players, out of which 11 will play and 2 will be extra players.
5. The teams should have at least one female member.
6. Every player must play at least one match. Team captains need to ensure this.
7. Every team plays with the other team once in their group.
8. The tournament shall be played on "League-cum-Knockout" basis.

9. The teams will be allotted a group on the basis of draw system.
10. Three points will be awarded to the winning team, even in the case of walk-over.
11. If any team withdraws from a fixture, then equal points will be awarded to all the remaining teams.
12. The teams that tops the group qualifies for semi-finals.
13. The winners of the semi-finals will play the finale of the tournament.
14. Runner will not be allowed in any circumstance.
15. Spin of Coin: due to bad light or any other circumstances.
16. In case of match tie: Super over rules will be applicable.
17. Each league stage match will be 8 overs per inning, making it a total of 16 overs in a match. Semi-finals will be of 8 overs. Finals will be of 10 overs.
18. The bowling team will decide the end to start the inning from.
19. Bowling Power Play: First over will be power play wherein only two fielders will be allowed outside the inner circle.
20. After the power play, four fielders will have to compulsorily be inside the inner circle.
21. Over will be from both the ends.
22. Over Limit: 2 – 2 – 2 – 1 – 1. Thus, all teams need to use a minimum of five bowlers. In finals, over limit: 2 – 2 – 2 – 2 – 2 i.e., five bowlers can bowl 2 overs each.
23. ICC rules apply for bouncers.
24. A no-ball of any sort will result in a Free Hit.
25. Throw bowling is not permitted.
26. Chuck bowling is not permitted, and the final call lies with the umpire.
27. There are runs for overthrows.
28. Gloves are allowed for wicket-keeper as well as batters.
29. Use of plastic / fiber bats are not allowed. Only normal wooden bats are allowed.
30. Reporting time / toss / submission of playing 11 is 45 minutes before the scheduled time of match.
31. The matches will start sharp on time. It is the responsibility of the team captain to ensure that their players are on time.
32. Five minutes' grace time will be given to the delaying team from scheduled time of match. Thereafter, for every five minutes' delay 1 over less of batting will be played by the delaying team.
33. A minimum of eight players in a team are compulsory to start a match failing which the other team gets victory points through walk over.
34. Thirty minutes is allotted to the bowling side to finish their 8 overs after the start time, one fielder will have to come from the outfield to the infield if a team exceeds the thirty minutes allotted to them.
35. On ground umpires' decision will be final and binding.
36. In case, someone misbehaves with the umpire, the umpire is empowered to take the following actions:
 - If a player of the ongoing match misbehaves, he will be given a red card (warning) for the first time and on repetition will be banned from playing the further tournament.
 - In case player / players, want to raise any objection as to umpiring / scoring / rules they will have to reach his / her / their team captain. Only team captain can raise it before the Organizing/Technical Committee. Player / players who directly raise

such issues and misbehave with Organizing/Technical Committee / umpires / captains / other team members will be given a red card (warning) for the first time and on repetition will be banned from playing the tournament.

37. The following awards will be given in the tournament -

- Rolling trophy for the winning team
- Fair Play Award to the team
- Player of the Tournament
- Best Batsman
- Best Bowler
- Best Fielder
- Best Catch
- Best Wicketkeeper
- Man of the Match for every match



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