



## REGISTRATION FORM

The Canadian Tamil Youth Alliance (CTYA) is proud to host Tamil Eelam Challenge Cup (TECC) Cricket 2026. The desire and passion for cricket and our nation, Tamil Eelam, brings out the best in players during the tournament. This is the 17<sup>th</sup> annual TECC Cricket, and since the inception of TECC in 2009, the tournament has witnessed amazing games, outstanding sportsmanship and endless support from the fans.

**DATE:** Sunday, August 2<sup>nd</sup> to Monday, August 3<sup>rd</sup>, 2026 – 07:00 AM to 09:00 PM

**LOCATION:** TBD

**TEAM REGISTRATION FEE:** \$300.00 + \$300 Security Deposit \*All fees must be paid through e-transfer to [info@ctsa.ca](mailto:info@ctsa.ca), & **you must save a screen shot of your e-transfer to confirm the time it was sent.\***

**TEAM SIZE:** 11 players minimum, 15 players maximum (16 players maximum for Priority Teams)

**TOURNAMENT STRUCTURE:** Details about the tournament structure will be provided at the captains meeting.

**CAPTAINS MEETING (The tournament draw will be conducted):** Sunday, July 26<sup>th</sup>, 2026 7:00 PM (2222 Ellesmere Road. Scarborough, ON)

**QUESTIONS:** The tournament is open to everyone. If you have any questions, please feel free to email our coordinating committee at: [cric4famous@gmail.com](mailto:cric4famous@gmail.com)

### IMPORTANT NOTES

This is the registration form for TECC Cricket 2026. However, **all players are required to submit an individual waiver form** that acknowledges all TECC Cricket rules and regulations. **Players who do not submit a waiver form are not eligible to play in TECC Cricket 2026.** Waiver forms are attached with this registration package.

### DEADLINES:

**Sunday, July 19<sup>th</sup>, 2026:** Registration form for team, waiver form for captain & team registration fee

**Saturday, July 25<sup>th</sup>, 2026:** Waiver form for all players and final player list

**Team spots will be confirmed on a first come, first serve basis, & according to the tournament structure.**

### ZERO TOLERANCE POLICY

The Canadian Tamil Youth Alliance & Canadian Tamil Sports Association have a **zero-tolerance policy** in regard to alcohol/drug usage, harassment or bullying, and verbal, physical or sexual abuse. Any players, team members or spectators found in violation with this zero-tolerance policy will be subject to disciplinary action as highlighted in the player waiver form.



## REGISTRATION FORM

### TEAM LEADERSHIP INFORMATION

Team Name	
Captain Name	Phone Number
Manager Name	Phone Number

On behalf of all players on team \_\_\_\_\_, I express my team's intention to play in Tamil Eelam Challenge Cup Cricket 2026 from Sunday, August 2<sup>nd</sup> to Monday, August 3<sup>rd</sup>, 2026.

As manager/coach, I, \_\_\_\_\_ agree that I am responsible for any damage sustained to the Tamil Eelam Challenge Cup trophy while in my team's possession. I understand that I will be held liable for the complete cost to repair the Tamil Eelam Challenge Cup.

Furthermore, I understand that in the event that my team wins TECC Cricket 2026, the Tamil Eelam Challenge Cup trophy will be provided to us for one hour following the presentation ceremony. After this point, I will be required to return the trophy back to the Canadian Tamil Youth Alliance.

I confirm that all players on my team will submit player waiver forms, and that I will submit a final player list, by **July 25<sup>th</sup>, 2026**. I acknowledge that players without a completed waiver form will not be eligible to play in Tamil Eelam Challenge Cup Cricket 2026.

\_\_\_\_\_  
Manager Signature

\_\_\_\_\_  
Date

\_\_\_\_\_  
CTYA BOD Signature

\_\_\_\_\_  
Date

### FOR ADMIN USAGE ONLY

- Team Registration Fee Submitted
- All Player Waiver Forms Submitted
- Final Player List Submitted



## TAMIL EELAM CHALLENGE CUP CRICKET 2026

### PLAYER WAIVER & WARNING FORM

Hosted by the Canadian Tamil Youth Alliance (CTYA)

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#### PLAYER WAIVER

I, \_\_\_\_\_, hereby express my intent to participate in the **Tamil Eelam Challenge Cup Cricket 2026**, held on **Sunday, August 2nd to Monday, August 3rd, 2026**, as a member of the team: \_\_\_\_\_.

I acknowledge that I am representing my team and any infractions I commit may result in disciplinary action against me individually and/or my team.

As a player, I agree that I am responsible for any damage sustained to the **Tamil Eelam Challenge Cup trophy** while it is in my team's possession. I understand that my team will be held financially liable for the full cost of repairing the trophy if damage occurs.

Furthermore, I understand that if my team wins **TECC Cricket 2026**, the trophy will be provided to us for **one hour** following the presentation ceremony. After this time, the trophy must be returned to the **Canadian Tamil Youth Alliance**.

I confirm that I have read, understood, and accepted the **Rules & Regulations** for TECC Cricket 2026.

I also acknowledge the **zero-tolerance policy** regarding alcohol/drug use, bullying and harassment, and verbal, physical, or sexual abuse. If I am found in violation of this policy, I agree to accept any disciplinary actions deemed appropriate by the tournament organizers.

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## **WARNING & ASSUMPTION OF RISK**

Cricket is a relatively safe sport when played responsibly, but it involves physical exertion and competition. It is both an aerobic and anaerobic activity that enhances cardiovascular and muscular strength. However, in a competitive setting, it may be fast-paced and physically intense.

If you have any medical condition that may prevent you from safely participating, you should refrain from joining this tournament. By participating, you confirm that you are physically fit and capable of playing cricket safely.

Injuries that may occur include, but are not limited to:

- Blisters, abrasions, and bruises
- Muscle strains, ligament and joint sprains
- Stress fractures or broken bones
- Head, neck, or spinal cord injuries (including paralysis or death)

By signing this form, you acknowledge the risks involved in playing cricket and agree to assume full responsibility for your participation. You agree to release, waive, discharge, and covenant not to sue the **Canadian Tamil Youth Alliance**, its organizers, officials, sponsors, volunteers, other participants, and anyone else affiliated with this tournament for any loss, injury, or claim arising from your participation.

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## ADDITIONAL CONSENTS

### Medical Consent:

I authorize tournament organizers to arrange emergency medical treatment on my behalf if needed. I agree to bear all associated medical costs.

### Code of Conduct Acknowledgment:

I agree to abide by the tournament's Code of Conduct and demonstrate respect, fairness, and sportsmanship at all times.

### Media Release (Optional):

I grant permission for photographs and videos taken of me during the tournament to be used for promotional or reporting purposes by CTYA.

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## SIGNATURE & CONFIRMATION

I have read, understood, and voluntarily agree to all the terms outlined above.

**Player Name (Print):** \_\_\_\_\_

**Team Name:** \_\_\_\_\_

**Player Signature:** \_\_\_\_\_

**Date:** \_\_\_\_\_

**Emergency Contact Name:** \_\_\_\_\_

**Emergency Contact Phone:** \_\_\_\_\_



## **Player Registration Guidelines**

Please note the following rules regarding player registration:

1. **Duplicate Names:** If a player is registered more than once, only one entry will be retained. All duplicate entries will be removed.
2. **Team Limits:** Each team may register a maximum of 15 players. Teams registering 16 players will be granted priority. The minimum required number of players is 11.
3. **Incomplete Maximum Registration:** If a team does not register the maximum number of players by the deadline, only the players who are registered will be eligible to participate.
4. **Incomplete Minimum Registration:** If a team fails to register at least 11 players by the original deadline, they may register additional players to reach the minimum requirement by **July 29, 2026**. This will serve as their new deadline. Teams that fail to meet the minimum of 11 players by this date will be disqualified, may forfeit their registration fee and deposit, and their group-stage opponents will be awarded walkover victories.
5. **Non-Tamil Players:** Each team may register up to **three (3)** players who are not of Tamil origin. If necessary, TECC organizers may request supporting documents to verify eligibility.
6. **Substitutes and Captains:** Only registered players are permitted to act as substitutes or team captains.
7. **Team Managers:** Managers must be non-registered individuals. They are not allowed to participate in games or serve as captains.
8. **Exceeding Player Limits:** If a team registers more than the maximum allowed players, only the first 15 (or 16 for priority teams) will be accepted after the deadline. If notified in advance, corrections can be made.
9. **Umpires:** Only registered players may serve as umpires for their teams. Teams wishing to appoint non-registered umpires must obtain prior approval from the TECC Committee.
10. **Waiver Forms:** Players who do not submit a signed waiver form will not be permitted to participate in the tournament.



## **Tournament Format**

- Each team will play a **minimum of 3 group stage matches**.
- The **top 16 teams** from the group stage will qualify for the **Playoff Round**.
- More detailed information will be provided during the **tournament draw**.

### **Schedule:**

- **Sunday, August 2, 2026:**
  - **Opening Ceremony**
  - **Group Stage Matches**
  - **Super 16 Playoff Round**
- **Monday, August 3, 2026:**
  - **Quarterfinals**
  - **Semifinals**
  - **Final**

## **Priority Team Criteria**

To qualify as a **Priority Team**, a team must meet **seven (7) criteria** in total:

- **Two (2) mandatory criteria**, and
- **Five (5) additional criteria** from the list below.

### *Mandatory Criteria (Both must be fulfilled):*

1. **3-Year Clean Record**
  - No complaints or disciplinary issues for the past three years.
2. **Consistent Participation**
  - Continuous participation in TECC for the past five years under the same team name.



*Additional Criteria (Choose any 5):*

**3. Garbage Cleanup**

- Clean two grounds after matches.

**4. Ground Preparation – Day Before Games (2 grounds)**

- Mowing the grass/pitch
- Marking boundary lines
- Performing other necessary preparations for the next day's games

**5. Ground Preparation – Morning of the Games**

- Assisting with setting up flags
- Helping unload equipment (poles, flags, trophies, stage, etc.)
- Supporting the opening ceremony setup

**6. Jersey Design**

- Include national flags or one of the five symbols representing Tamil Eelam on the team jersey.

**Note:** These elements **must be separate from the team logo**. If any of the symbols or flags are embedded **within the team logo**, they **will not count** toward fulfilling this criterion.

**7. Closing Ceremony Participation**

- At least five (5) team members must attend the TECC closing ceremony.

**8. Playoff Umpiring**

- Provide four (4) umpires to officiate two playoff games.

**9. Quarter-Final Qualification**

- Team reaches the quarter-final stage of the tournament.

**10. District Representation**

- The team officially represents a recognized district.

**11. Ground Hosting Responsibilities**

- Provide match sheets and balls
- Ensure games proceed without issues
- Ensure games start on time



## 12. Opening Ceremony Participation

– At least seven (7) team members must attend the TECC opening ceremony.

## 13. Donation to TECC Projects

Any team that contributes a donation to TECC Projects will fulfill one. These donations support the development and well-being of our heroes' families.

## Benefits of Being a Priority Team

Teams that qualify as Priority Teams will receive the following advantages:

### 1. Guaranteed Team Spot

As long as the team registers before the official deadline, their participation is confirmed.

### 2. Opening Ceremony Honor

The team will have the opportunity to raise their team flag during the Opening Ceremony.

### 3. Extended Player Roster

Priority Teams may register up to a maximum of 16 players (compared to the standard 15).

### 4. Exclusive Uniform Patch or Badge:

Provide a special **Priority Team badge or patch** to sew on their jerseys, visually distinguishing them on the field.

## TECC Awards Overview

### Overall Awards

- **Siruthai Award** – Overall MVP
- **Vaakai Award** – TECC 2026 Best Batsman
- **Senbagam Award** – TECC 2026 Best Bowler
- **Karthikai Poo Award** – TECC 2026 Playoff MVP



## League Awards

*(Based on performance in the first 3 league games)*

- **Best Batsman (Jaffna Award)**
- **Power Play Batsman (Puttalam Award)**
- **Best Strike Rate (Ampara Award)**

*Note: Player must have batted in all 3 innings*

- **Best Bowler (Batticaloa Award)**
- **Power Play Bowler (Mullaitivu Award)**
- **Most Dot Balls Bowled (Kilinochchi Award)**
- **Best All-Rounder (Trincomalee Award)**
- **Best Wicketkeeper (Vavuniya Award)**
- **Best Fielder (Mannar Award)**

*Note: Wicketkeeper catches and dismissals do not count for this award*

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## Team Awards

- **Champions**  
– Team Trophy + Individual Trophy for each player
- **Runners-Up**  
– Team Trophy + Individual Trophy for each player
- **Semi-Finalist 1**  
– *Lep Kernel Thileepan Vetrik Kedayam*
- **Semi-Finalist 2**  
– *Annai Poopathy Vetrik Kedayam*
- **Quarter-Finalist 1**  
– *Captain Miller Vetrik Kedayam*
- **Quarter-Finalist 2**  
– *Kernel Shankar/Mukilan Vetrik Kedayam*



- **Quarter-Finalist 3**  
– *Kalanithi Anton Balasingham Vetrik Kedayam*
- **Quarter-Finalist 4**  
– *Brigadier S.P. Thamilselvan Vetrik Kedayam*

## **TECC Cricket Rules & Regulations**

### **1. GENERAL**

- 1.1** The playing XI must be finalized before the toss and submitted to one of the two umpires.
- 1.2** The toss will take place 15 minutes prior to the scheduled time. The match will begin exactly on schedule. Teams must proceed even if their full XI is not present.
- 1.3** A minimum of 7 players per side is required for the match to start.
- 1.4** Any player arriving after the first 5 overs will not be allowed to participate in the game.
- 1.5** At the time of the toss, if a team has fewer than 6 players physically present on the field, the opposing team will win the toss by default.
- 1.6** Players are strongly encouraged to play fairly under all circumstances.
- 1.7** Fielders should avoid moving in after catching a ball near the boundary to prevent controversy.
- 1.8** In cases where a fielder moves inward after taking a catch near the boundary, the umpire's decision is final.
- 1.9** A batsman retiring without the umpire's permission may only resume with the opposing captain's approval.
- 1.10** A batsman who retires due to injury or illness may return later, at the fall of a wicket or another retirement.
- 1.11** Umpires will enforce overrate strictly. Time-wasting will not be tolerated.

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### **2. POWER PLAY**



**2.1** The first 2 overs of each innings will be a mandatory Power Play. During this period, only 2 players may field outside the inner circle. At least 7 fielders (excluding bowler and wicketkeeper) must remain inside the inner circle.

**2.2** Power Play overs will not be reduced even if the match is shortened.

### **3. NON-POWER PLAY**

**3.1** A maximum of 5 fielders are allowed outside the inner circle during non-Power Play overs.

**3.2** At least 4 fielders (excluding bowler and wicketkeeper) must remain inside the inner circle at all times.

**3.3** There is no restriction on the off-side field, but only a maximum of 5 players are allowed on the leg side, including no more than 2 behind square at the time of delivery.

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### **4. UMPIRING**

**4.1** Umpires may consult each other but their decision is final. In close calls, the benefit of doubt goes to the batsman.

**4.2** If a team fails to provide an assigned umpire for playoff rounds, they will incur a **-2 point penalty**. This penalty will carry over to the following TECC year for that team, even if the team changes its name or if 7 or more players join another team.

- If a team was assigned **2 umpires**, the penalty will be **-4 points**.
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### **5. WIDE BALL**

**5.1** The bowler's end umpire will call a wide for:

- Balls passing outside the leg stump
- Balls passing the off-side wide line



- Balls bouncing over the batsman's head (in normal stance)

**5.2** A wide call will be revoked if the ball touches the bat or batter before contacting a fielder or if it's a no-ball.

## **6. NO BALL**

**6.1** A full toss above waist height is a **no-ball**.

**6.2** No-balls will be called for front foot overstepping or side-stepping outside the 8-foot pitch area.

**6.3** Part of the bowler's foot must be behind the front and side creases.

**6.4** If the bowler breaks the non-striker's wicket during delivery, it's a **no-ball**.

**6.5** If fielders distract during the run-up, umpires may first warn and then call a no-ball.

## **7. OVERS RULE**

**7.1** All matches will be 10 overs unless affected by rain or interruption.

**7.2** A bowler may bowl a maximum of **2 overs** per match.

## **8. SUPER OVER (*Playoff Games Only*)**

**8.1** Each team selects 1 bowler and 3 batsmen.

**8.2** Super Over is used in case of a tie in playoff games only.

**8.3** The team that batted second in the main match will bat first in the Super Over.

**8.4** The Super Over ends if 2 wickets fall.

**8.5** If tied again, a second Super Over will follow.

## **9. SUBSTITUTES**



**9.1** A substitute fielder must be from the submitted team list. He cannot bat, bowl, or keep. Notify the umpire of any changes.

**9.2** Maximum of 2 substitutes are allowed per team per game.

**9.3** Runners may be allowed at umpire's discretion if:

- Injury occurred during the match
  - A valid reason is provided and accepted
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## 10. FREE HIT

**10.1** A free hit follows a **foot-fault no-ball**.

- If the next ball is also a no-ball or wide, the next legal delivery is the free hit.
  - Dismissals on a free hit can only occur under no-ball rules.
  - Field changes are only allowed if the striker changes ends.
  - Any unauthorized field changes will result in a no-ball + free hit.
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## 11. SCORING

**11.1** Captains or scorers must enter scores in **CricClubs** app.

**11.2** Disputes must be resolved before the next over starts.

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## 12. NO SHOW

**12.1** If a team fails to show up for a scheduled match, the opposing team will be awarded **2 points**, while the absent team will receive **0 points**. Additionally, the absent team **may forfeit their deposit fee**.



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### 13. DISMISSALS

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**13.1 Mankading** a non-striker is legal if done before completing the delivery stride.

**13.2** A ball used for a Mankad counts as a legal delivery.

### 14. POINTS SYSTEM

**14.1** Each win = **2 points**; Tie or rain-out = **1 point**

#### 14.2 Additional Points (Maximum of 10 Points)

Teams can earn bonus points during the tournament as follows:

- **Umpiring Bonus:**  
Teams will receive **2 points** per scheduled umpiring duty completed, up to a **maximum of 6 points**.
- **Opening Ceremony Bonus:**  
Teams can earn up to **4 bonus points** by having a **minimum of 6 players** attend the Opening Ceremony **wearing their team jerseys**.
  - **Note:** Each attending player in jersey earns **0.5 points**.
  - Example: 5 players = 2.5 points, 6 players or more = full 4 points.

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### 15. ADDITIONAL RULES

**15.1** Run outs at the striker's end, height no-balls, bounce calls, and stumpings will default to the leg umpire's decision. If the main umpire has input on any of these calls, he must consult with the leg umpire to reach a final decision together.

**15.2** After a caught dismissal, the non-striker must return to their original end.

**15.3** One new ball will be used at the start of each innings. If lost or damaged, only the **hosting committee** may provide a replacement.



**15.4** In wet conditions, a maximum of **3 new balls** per innings will be provided. No other balls may be used.

**15.5** If rain interrupts a match:

- A **30-minute grace period** is allowed
- If play cannot resume, the match is called off and each team gets **1 point**
- If the second innings has completed 5 overs or lost 5 wickets, the result stands

**15.6** A player need not play in the group stage to qualify for playoffs.

**15.7** Any unfinished games during the TECC weekend will continue on the following Saturday. Teams are responsible for keeping that day available and being prepared to play.

**15.8** The **Tournament Committee** reserves the right to amend rules in the best interest of the competition.

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### **Bad Light Policy – TECC Cricket 2026**

To ensure safe and fair play, **TECC Cricket 2026** will introduce **light meter readings** to assist umpires in determining whether lighting conditions are suitable for play.

- **Minimum Light Requirement:**

Play will continue as long as the light meter reads **300–500 lux** (approximately **6.0–7.0 EV**) or above.

This is considered the safe threshold for visibility and fair competition.



- **Umpire Discretion:**

The decision to **call off play due to bad light** will rest solely with the **on-field umpires**, based on safety and fairness.

- **Match Continuation:**

If a match is suspended due to bad light, **it will resume the following day** from the **exact point it was stopped**.

### **Illegal Bowling Action Policy – TECC 2026**

Starting from **TECC 2026**, we will not investigate bowlers for illegal bowling actions unless one of the following applies:

- The bowler is **clearly throwing the ball while standing still**, indicating no legitimate bowling effort.
- The bowler is **not actively participating** in any **recognized regular season league**.

Additionally, if a bowler has a **known history of illegal bowling actions** in an official league, the **TECC Committee** will review their case on a **case-by-case basis**.

### **Definition of Illegal Bowling Action**

An **illegal bowling action** occurs when a player **throws** the ball rather than **bowls** it. According to **ICC regulations**, this is defined as an **elbow extension exceeding 15 degrees** between the point when the bowling arm reaches the horizontal and the point of ball release.

### **Complaint Handling Procedure**

#### **Instant Decision**

If a complaint is submitted with **clear video evidence**, it will be reviewed by the **group teams** (team representatives).

- If **more than 70%** of the group agrees that the action is illegal, an **instant decision** will be made.



### Long-Term Review

The complaint video will also be reviewed by a **designated review panel** consisting of members **recognized and agreed upon by the participating teams**.

- If the panel confirms the action is illegal:
  - The bowler will be **banned for the following year**.
  - If the bowler's team is on a **priority list**, it will be **removed** from that list.

## Over-Rate, Umpiring & Scoring Rules – TECC 2026

### 1 Bowling Time Limit:

- Each team must complete their **10 overs within 40 minutes**.
- If a team fails to complete their overs within 40 minutes:
  - Any remaining overs will be bowled with a maximum of **3 fielders allowed outside the 30-yard circle**, instead of the usual 5.

### 2 Batting Delays:

- If the batting side **delays the start of their innings**, they will be penalized **1 over for every 5 minutes of delay**.
  - Example: a 10-minute delay = 2 overs reduced from their innings.

### 3 Scoring Responsibility:

- Each team is **responsible for setting up and maintaining their own online scoring** during the match.
- All **registered players** have access to their team's online scoring through **CricClubs**.
- It is each team's responsibility to ensure scorers have their **CricClubs login information ready** before the match to log in and start scoring on time.



- Any **scoring errors** must be reported to the host **immediately after the end of the game**.
  - Late reports may result in no corrections being made.
- Any **deliberate false scoring** — for example, inflating a teammate’s stats to help them win awards — will result in **disqualification of that player and the entire team from all tournament awards**.

### **Umpiring Assignments – TECC 2026**

- Teams will be **scheduled to provide umpires** for other matches.
- It is each team’s responsibility to ensure their assigned umpires arrive on time at the designated ground.
- Even if your own game runs late, your **scheduled umpires must still report on time to their assigned umpiring ground**.
- Failure to fulfill umpiring duties as assigned will result in **loss of the points allocated for umpiring responsibilities**.

### **Identifying Unregistered Players – TECC 2026**

- Only **registered players** are eligible to play for any team in the tournament.
- If a team is found using an **unregistered player**, the match will be **forfeited** and awarded as a win to the **opponent**.
- The **host/organizer will not take responsibility for identifying unregistered players**.
- It is the **opponent’s responsibility** to report the use of an unregistered player to the host **during the game** or **before the opponent’s next game begins**.
- Reports made after this time frame will not be considered.