



**THE FRIENDSHIP  
CUP  
2010  
2<sup>nd</sup> INVITATIONAL INTER-  
ASSOCIATION T20  
COMPETITION**

.....

**MATCH PLAY RULES AND  
COMPETITION BY-LAWS**

## **THE PREAMBLE- THE SPIRIT OF CRICKET**

**Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within the Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The responsibility for ensuring the spirit of fair play rests with the captains.**

**1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.**

### **Responsibility of captains:**

**The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws. It is also the responsibility of the captains to hand over the teams with full names of players and the balls no later than fifteen (15) minutes prior to the start of play.**

### **Player's conduct:**

**In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.**

### **2 Fair and unfair play:**

**According to the Laws the umpires are the sole judges of fair and unfair play.**

**The umpires may intervene at any time and it is the responsibility of the captain to take action where required.**

### **3 The umpires are authorized to intervene in cases of:**

**Time wasting**

**Damaging the pitch**

**Dangerous or unfair bowling**

**Tampering with the ball**

**Any other action that they consider to be unfair**

### **4. The Spirit of the Game involves RESPECT for:**

**Your opponents**

**Your own captain and team**

**The role of the umpires**

**The game's traditional values**

**5. It is against the Spirit of the Game:**

**To dispute an umpire's decision by word, action of gesture**

**To direct abusive language towards an opponent or umpire**

**To indulge in cheating or any sharp practice, for instance:**

**(a) to appeal knowing that the batsman is not out**

**(b) to advance towards an umpire in an aggressive manner when appealing**

**(c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side**

**6. Violence:**

**There is no place for any act of violence on the field of play.**

**7. Players:**

**Captains and umpires together set the tone for the conduct of a cricket match.**

**Every player is expected to make an important contribution to this.**

## **2010 TFC Match Play Rules for the T20 Competition**

### **TITLE**

**1. The name of the organization shall be The Friendship Cup hereinafter referred to as TFC or the Board.**

**The T20 Competition as arranged by The Friendship Cup Board shall be governed by General Rules as detailed by all Rules and Bylaws as specified by TFC.**

### **2. ELIGIBILITY**

- a. All member associations in good standing.**
- b. Each association shall register their players one week before the start of the competition.**
- c. Additional players may be added to the initial list of registered players and must be done by 6:00 PM on the Wednesday prior to the match in which the player will be participating. All registration must be done by fax or email.**
- d. No switching of teams once a player plays for a team. Anyone playing for more than one team will be disqualified for the duration of the competition and the last team he played for will forfeit that match. Clubs Officials are responsible to verify that players do not violate this rule.**
- e. A player must have actually played and / or listed (declared) a minimum of one (1) league stage game to be eligible to play in the elimination round, semi-finals or finals.**
- f. Twelve (12) names must be given to the umpire at least fifteen (15) minutes before the start of the game. The twelfth (12<sup>th</sup>) man must be indicated on the list given to the umpire. The twelfth (12<sup>th</sup>) man or other substitutes will not be counted as actually played, therefore not eligible as per rule 2e above.**

**Note: Twelfth (12<sup>th</sup>) man / substitutes must be registered players of that association.**

### **3. COMPETITION FORMAT**

**League Stage: Divided into two groups with the teams playing in the semi-final round as per seedings. The semi-finals winners will play in the finals, and the losing teams in the semi-finals will play one game for the 3<sup>rd</sup> and 4<sup>th</sup> place.**

### **4. ELIMINATION ROUND, SEMI-FINALS AND FINALS**

**Tie-breakers, if needed will be used to determine the clubs' seeding to play in the semi-final round.**

**(a) If two (2) or more teams, the team that won the regular scheduled matches between them,**

**If no decision was reached, go to:-**

**(b) The team with the most wins.**

**(c) The team with the best overall run-rate in the competition....see Competition By-Law 7(b).**

**(d) The team losing the least amount of wickets in the competition.**

**4.1 If there is no result, a tie or the match is abandoned in any elimination round, the right to play in the semi-finals will be determined by the teams with the highest seeds**

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**4.2 If there is no result, a tie or the match is abandoned in any semi-finals the right to play in the finals will be determined by the teams with the highest seeds.**

**4.3 If there is no result, a tie or the match is abandoned in any finals the two teams will be declared joint winners of the competition.**

## **5. TOURNAMENT STRUCTURE**

**The league stage of the competition will be played on the following points system.**

**WIN = 5 POINTS**

**TIE = 3 POINTS**

**NO RESULTS\* = 2 POINTS**

**\* A minimum of 7 overs must be bowled to the team batting first.**

**LOSS / ABANDONED = 0 POINTS**

## **6. REPORTS**

**Each club is required to submit a report for each match by the Tuesday (6:00 pm) following the match. The match report will include only a copy of the final scoresheet for each team, signed by at least one of the match umpires and the two captains. Please fax these reports to (305) 969 6857 or scan and email to [info@friendshipcup.org](mailto:info@friendshipcup.org) . Reports must list all players declared for the match even if they did not bat. Compilation of stats, for the purpose of awards and eligibility for the playoffs or finals will be based solely on players listed on these reports. If no report is sent in, the club not submitting a report will be fined \$20.00 for each missing report.**

**Note: Reports are required for abandoned matches or matches interrupted for whatever reasons.**

## **7. BALLS**

**Each club must provide a standardized ball per game. Balls can be obtained from TFC Board Members. Cost is \$15.00 per ball. Note: It is the responsibility of the fielding team to provide replacement for lost or damaged balls during the inning.**

## **8. DURATION of MATCHES**

**The matches will consist of one innings per side and each innings will be limited to 20 six-balls overs. A minimum of seven (7) overs per team shall constitute a match. Teams cannot declare their innings closed.**

## **9. HOURS of PLAY**

### **DAY GAMES**

**(I) ALL FIRST MATCHES must start promptly at 10.00 am and end at 12:55 pm.**

**The team batting first will start their innings at 10.00 am and end at 11.20 pm.**

**The team batting second will start their innings at 11:35 pm and will end at 12:55 pm.**

**(II) ALL SECOND MATCHES must start promptly at 1.05 pm and end at 4:00 pm.**

**The team batting first will start their innings at 1:05 am and end at 2:25 pm.**

**The team batting second will start their innings at 2:40 pm and will end at 4:00 pm.**

## **NIGHT GAMES**

**All night games must start promptly at 6 PM and end at 8:55 PM**

**The team batting first will start their innings at 6 PM and end no later than 7:20 PM**

**The team batting second will start their innings at 7:35 PM and end not later than 8:55 PM**

### **10. DRINKS.....THERE WILL BE NO INTERVALS FOR DRINKS DURING AN INNINGS**

**A player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Player (12<sup>th</sup> man) taking drinks onto the field shall be dressed in proper cricket attire.**

### **11. LENGTH of INNINGS.**

#### **11.1 UNINTERRUPTED MATCHES.**

**(a) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled.**

**Unless otherwise determined by the umpire, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session.**

**The over in progress at the scheduled cessation time shall count as a completed over.**

**The interval shall not be extended and the second session shall commence at the scheduled time.**

**The umpire may increase the number of overs to be bowled by the team bowling second if, after consultation with the other umpire, he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the innings of the team batting first.**

**(b) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls count as a completed over).**

**(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (b) above.**

**(d) If the team fielding second fails to bowl 20 overs or the number of overs as provided in rule 11.1 (a), (b) or (c) by the scheduled cessation time, the hours of play shall be extended by ten (10)minutes or a result achieved.**

#### **11.2 DELAYED or INTERRUPTED MATCHES.**

##### **11.2.1 GENERAL.**

**(a) The object shall always be to rearrange the number of overs so that both teams have an opportunity of batting for the same number of overs. Minimums of 7 overs have to be bowled to the side batting second to constitute a match subject to the provisions of 11.1 (a). The calculation of the number of overs to be bowled shall be based on an average rate of one over per four minutes in the total time available for play**

If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time.

(b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended by ten (10) minutes or a result achieved.

(c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

(d) Fractions are to be ignored in all calculations re the number of overs.

Examples: 10.5 overs = 10 overs or 12.3 overs = 12 overs

Exception: The falling of the last wicket as stated in rule 11.1 (b).

## **12. NUMBER of OVERS per BOWLER.**

No bowler shall bowl more than four (4) six (6) ball overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of 11.1 (a) have been applied.

Where the total overs is not divisible by five (5), one (1) additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

NOTE: Ten (10) consecutive overs must be bowled from each end.

A bowler can not bowl two (2) consecutive overs.

## **13) THE BOWLING OF FAST, SHORT-PITCHED BALLS ACTION BY THE UMPIRE**

(a) after the second fast short-pitched delivery, call and signal no ball and issue the first warning and inform the other umpire, captain of the fielding team and the batsman of what has occurred.

(b) if another (3<sup>rd</sup>) fast short-pitched delivery is bowled, call and signal no ball and issue a final warning and inform the other umpire, captain of the fielding team and the batsman of what has occurred.

(c) if another (4<sup>th</sup>) fast short-pitched delivery is bowled, call and signal no ball and when the ball is dead direct the captain of the fielding team to take the bowler off forthwith and complete the over with another bowler, provided that bowler does not bowl two overs or part another thereof consecutively. Not allow that bowler to further bowl in the innings.

NOTE: AS PER 13 (a) ABOVE. A BOWLER IS ALLOWED ONE FAST SHORT-PITCHED DELIVERY PER OVER

## **14) THE BOWLING OF HIGH FULL-PITCHED BALLS (Law 42.6(b))**

Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury to the striker.

A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is deemed to be dangerous and unfair, whether or not it is likely to inflict physical injury to the striker. In the event of a bowler bowling a high

full pitched ball as defined above (i.e. a beamer) the umpire at the bowler's end shall, in the first instance call and signal 'no ball' and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding team and the batsman at the wicket of what has occurred.

**15) THE BOWLING OF HIGH FULL-PITCHED BALLS (Law 42.6(b).....CONTINUED**  
Should there be any further instance by the same bowler in that innings, the umpire shall call and signal 'no ball' and when the ball is dead, direct the captain to take off the bowler forthwith.

If necessary, the over in progress shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

The umpire will then report the matter to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

**16) DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS (Law 42.8)**

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allowed the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

**17. THE RESULT.**

**17.1** A result can be achieved only if both teams have had the opportunity of batting for at least seven (7) overs, subject to the provisions of 11.1 (a) unless one (1) team has been all out in less than seven (7) overs or unless the team batting second scores enough runs to win in less than seven (7) overs.

All matches, in which both teams have not had an opportunity of batting for at least seven (7) overs shall be declared a no result.

**17.2** In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of clauses 11.1(a) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets, which have fallen.

**17.3** If a match is interrupted under any circumstances, the winner will be the team, which has scored faster in runs per over throughout the innings, provided that at least 7 overs had been bowled at the team that is batting second. If the scoring rate is the same, the side losing the lesser number of wickets in the first 7 overs of the inning will be the winner. In the event that the team batting first is all out in less than the full quota of overs the calculation of their run rate shall be based on the number of overs in which they would have been entitled to and not the number of overs in which they were dismissed. In determining the run rate, teams that are all out will be calculated on the twenty (20)overs or the reduced overs as calculated by the umpire(s).

## **18. LOSS OF OVERS AND DEFAULTED MATCH.**

(a) Any team not ready to play at 10.00 am will lose one (1) over per four (4) minutes delay up to 10.15 am, after which it loses the game, providing that the other team is ready for play. The team not ready will be charged with a match default, if both teams are not ready to play at 10.15 am, they will both lose one (1) over per four (4) minutes of delay up to 10:15 am.

If both teams are not ready by 10.15 am then the match will be considered abandoned and both teams will be charged with a match default. The same formula will be used when the starting time changes.

(b) A team must have **Seven (7)** players (in white colored clothing or sponsored shirts when provided) in order to be considered as ready to play.

## **LOSS OF OVERS AND DEFAULTED MATCH. ...CONTINUED**

(c) Teams that do not show up for their scheduled matches are still responsible for the ground, food and ball fees.

A penalty fee of \$100.00 will be charged to the guilty team who does not show up to play. If a match is abandoned due to weather or other unforeseen circumstances, the umpires must still receive their fees. In such a situation, teams must be declared with the umpires' signature and submit a report. Umpires will be engaged by TFC for the Finals day only.

(d) There will be no postponement of any matches. Defaulted games will be awarded to the team present at the appointed venue. Note: no games will be re-scheduled.

(e) If a team does not show up for a scheduled game, the points go to the team that is present provided that the team is ready to play as determined by the umpires. The winning team must submit a match report listing the names of the players present. Players listed will be considered as actually played.

The umpires must sign the match report, the defaulted team will be charged with a match default.

If said team or any other team is unable to field a team on any two occasions during the competition, the team will be dropped. Individual statistics for said team will remain on record; the said team will not be permitted to participate in the following year's competitions and must re-apply for entry into the competition.

(f) Any time a team walks off the field for whatever reason, they will automatically forfeit the match and a match default and possible expulsion for at least a year from the competition. This infraction will incur a penalty of \$150.00 payable to TFC before their next scheduled game.

## **19. NO BALL – PENALTY**

The Laws of Cricket will apply. The next legal delivery after an overstepping no ball will be a free hit. The batsman cannot be out on a free hit, except by run-out.

## **20. FREE HIT AFTER A FOOT FAULT NO BALL**

In addition to the Laws of Cricket, the delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed

only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are permitted for free hit deliveries.

**21. No player will be allowed to transfer in a competition from one association to another, but will be allowed to do so at the end of the competition. For the 2010 tournament, we will have a pool of non-league players for teams that may be in need of them to make up the numbers.**

**22. No Association may field more than one team in the competition.**

**23. When there is only one (1) official TFC umpire, the game will proceed and it is mandatory that the batting team provides a second umpire who will only stand at the striker's end. Players or members when acting as umpires, are required to render decisions that are fair and reasonable, must pay due care and attention to the game while officiating, and refrain from commenting on the game or coaching of any kind. Penalty runs can only be awarded by TFC neutral umpires.**

**24. Should the batting team fail or refuse to provide a square leg umpire when requested to do so, that would be considered not ready to play and will lose 1 over every 4 minutes. After 10 minutes if the batting team refuse to provide an umpire, the team will forfeit the game and be subject to disciplinary actions by TFC**

**25. In the event there is no TFC appointed official umpires, both captains must agree on two (2) umpires and the game must be played. They are required to wear the sponsored shirts when provided.**

**26. Under no circumstances should an umpire and or captains change a venue of a TFC sanctioned game without the approval of the TFC President, Secretary/Treasurer or Board Member. If any of the mentioned persons cannot be contacted, a member of the TFC may be asked to make the decision provided he or she is present at the original venue. Any change of venue must be done in the best interest of cricket and not in the interest of any team or individual.**

#### **27. INCLUSION of LEAGUE PLAYERS**

**Associations may include up to a maximum of one league player in their playing 11 for any match. This includes any substitutions for fielding. Under no circumstances are more than 1 league player allowed to appear for the same team in the same match.**

**Any league players must be members in good standing of their respective associations. No recruitment of mercenary league players to gain unfair advantage over other teams will be allowed under any circumstances. TFC is about friendship and the spirit of cricket, and underhanded tactics must be avoided by all teams.**

#### **29. SUBSTITUTION AND ON FIELD INJURIES**

**In the event of any injuries to a player on the fielding side, the injured player may leave the ground for a maximum of 7 overs unless otherwise approved by the on field umpires (due to the serious**

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nature of the injury). While the injured player is off the field, a substitute fielder will be allowed to field in his place. The substitute fielder can perform all the tasks of a regular player on the fielding side, including wicket keeping duties, but may not bowl under any circumstances.

If a batsman on the field is injured and has to leave the field, he will be considered “retired hurt” and may remain off the field as long as necessary during his team’s innings. The injured batsman may return to the crease to resume his innings under the following circumstances : A new batsman will take his place when the injured batsman leaves the field, and the injured batsman can only return when the on-field batsman is out, and there are legal deliveries left in the batting team’s innings.

A batsman injured during the normal run of play during a match may request a runner. Such a request may not be refused by the opposing team’s captain except when the batsman was demonstrably carrying a prior injury into the game.

The allowed runner must wear full batting gear same as the batsman for whom he is running, while performing running duties and abide by all the laws of the game as well as on field conduct that apply to the batsman.

## **GENERAL INFORMATION**

**"thefriendshipcup".**

**3191 S.W. 11th street,**

**Suite 300**

**Deerfield Beach, Florida 33442**

**Telephone:**

**Fax: 305 969 6857**

**Website: [www.thefriendshipcup.org](http://www.thefriendshipcup.org)**

## **2010 COMPETITION BY-LAWS**

### **1. TITLE**

The name of the organization shall be The Friendship Cup, Inc. hereinafter referred to as TFC or the Board.

### **2. OBJECT**

To uphold the Laws of Cricket and adopt regulations with emphasis on the Preamble - The Spirit of Cricket as outlined in TFC Match Play Rules for the 2010 Invitational Inter-Association 20-20 Tournament.

### **3. GROUPS**

- (a) Associations entered in the TFC tournament may be organized into Groups.
- (b) Any South Florida Indian community association can enter a team in the tournament should they have enough players to support each team.
- (c) No association can have more than one team in the tournament.
- (d) Newly entered association teams will be assigned to a group as determined by the TFC Board and Cricket Council.

### **4. MATCHES**

- (a) The teams forming the Groups of the TFC shall play matches as arranged by TFC.
- (b) All matches shall be governed by the rules of the games as adopted by the ICC and amended by TFC for the current year and outlined in this document. The TFC Match Play Rules shall apply to all applicable TFC schedules / fixtures.

### **5. GENERAL RULES**

- (a) The umpire's decisions are final. Any vilification or abuse of a TFC appointed umpire by knocking down a wicket, throwing of pads, bat or gloves, headgear or other equipment, physical contact or persistent intimidation, etc. on or off the field of play shall be penalized with an automatic suspension of a minimum of four (4) games and must face TFC Board accompanied by association/team officials / captain / manager. The suspension will cover (carry over if applicable) all TFC competitions and fixtures, including TFC Kings matches. The official umpire(s) should file a written report to TFC the next day (the latest).
- (b) Any vilification or abuse of a TFC appointed umpire, County, City, Parks, School Board, Governmental Officials, TFC Board Members or Sponsors will not be tolerated and will be dealt with severely by TFC Disciplinary Committee.

### **6. PLAYING SURFACE**

- (a) All TFC league games must be played on regulation matting wicket, turf or artificial turf.
- (b) No steel pegs on shoes will be allowed on matting wickets.

### **7. ILLEGAL PLAYER**

Neither umpires or captains are authorized to discontinue play because an illegal player has taken part in an on-going game. The game must be played in its entirety. Individual performances will stand.

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**The association's Executive or Captain must file a written complaint the next day to the TFC.**

**Illegal player(s) and names of witnesses must be provided at the time of complaint.**

**ALL TEAMS MUST REGISTER THEIR PLAYERS (NO LIMIT) ONE WEEK BEFORE THE START OF THE COMPETITION. ADDITIONAL REGISTRATION MUST BE DONE BY FAX OR EMAIL FOR DATE VERIFICATION. THE PLAYING OF UNREGISTERED PLAYERS IS PROHIBITED AND WILL CAUSE A MATCH FORFEIT BY THE TEAM(S) DOING SO.**

## **THE FRIENDSHIP CUP 2010 TOURNAMENT BY-LAWS ADDENDUM**

### **SUSPENDED PLAYER**

**ANY PLAYER WHO IS SUSPENDED BY ANY LEAUGE THAT IS AFFILIATED TO THE UNITED STATES OF AMERICA CRICKET ASSOCIATION (USACA) OR ICC AFFILIATED COUNTRIES / LEAGUES WILL NOT BE ELIGIBLE TO PLAY IN ANY TFC SANCTIONED / SPONSORED COMPETITIONS.**

**TEAM / TEAMS THAT FAIL TO COMPLY WITH THE ABOVE WILL RESULT IN THEIR MATCH / MATCHES BEING FORFEITED.**

**TEAMS OFFICIALS ARE RESPONSIBLE FOR THEIR PLAYERS ELIGIBILITY.**

### **INSURANCE**

**ALL PLAYERS FROM EACH TEAM MUST SIGN A GENERAL WAIVER AGREEMENT BEFORE THE START OF THE GAME OR HAVE ONE ON RECORD BEFORE THE START OF THE TOURNAMENT**

**NOTE : "THE FRIENDSHIP CUP" IS A FRIENDLY CRICKET TOURNAMENT WITH STRICTLY VOLUNTARY PARTICIPATION, AND NEITHER TFC NOR ANY OF ITS OFFICEHOLDERS OR APPOINTED MATCH OFFICIALS, BEAR ANY LIABILITY WITH REGARDS TO ANY INJURY OR LOSS TO ANY INDIVIDUAL, ASSOCIATION OR TEAM, PARTICIPATING IN THE TOURNAMENT OR ANY GUESTS INVITED BY ANY OF THE ABOVE TO THE PLAYGROUND. FURTHER, NOTHING LISTED HEREIN SHALL SUPERCEDE THE GENERAL WAIVER AGREEMENT SIGNED BY ALL PLAYERS.**

**SIGNED BY :**

---

**PRINT NAME :** \_\_\_\_\_

**TEAM NAME :**

**DATE :**