



**LANKA T10 SUPER LEAGUE  
PLAYER REGISTRATION GUIDELINE  
SEASON I  
2024**

ISSUED ON: 15<sup>th</sup> OCTOBER 2024

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## 1. INTRODUCTION

- 1.1 Player Management Council (PMC) is responsible for the for the enforcement of Player Regulations, including any disputes relating to the same, except where at its discretion tdecides to refer to Governing Council or appoint a Technical Committee to address specific disputes.
- 1.2 Lanka T10 Super League “Lanka T10” or “LSL” is a Sri Lanka Cricket approved tournament.

## 2. TIMELINES

Activity	Timelines
Registrations for all categories to open	Tuesday, 15 <sup>th</sup> October 2024
Player Direct Signing Deadline	Tuesday, 22nd October 2024 at 5pm (SL)
Registrations for all categories to close	Wednesday, 23rd October 2024 at 11.59pm (SL)
Players’ Draft	Friday, 25 <sup>th</sup> October 2023
Tournament	12 – 22 December 2024

## 3. REGISTRATION

- 3.1 Players must register for the Players’ Draft before the end of the registration window selecting their preferred category and up to two relegations for specific categories. Players should register themselves according to the criteria provided in Appendix A of this document. The link for the registration is
- 3.2 All registration forms must be completed in full of accurate personal details and availability information and must be signed.
- 3.3 Registered players may be required to submit additional information including their passports or government issued IDs.
- 3.4 Only Players who have registered will be added to the Players Draft List for the Players’ Draft and thereafter be eligible for replacement.
- 3.5 By becoming registered and / or participating in the Players’ Draft each interested player agreesto be bound by and comply with the regulations.
- 3.6 Registration does not guarantee a player will be selected in the final players Draft List and the PMC reserves the right to remove players from the Draft List at any stage without providing explanations.
- 3.7 The PMC will scrutinize all registrations by following the criteria (Appendix A) and can make changes to categories or add or remove any registration without providing any explanation.
- 3.8 No player who has participated in ICC disapproved cricket during a 12-month period prior to the opening date for the player registration window will be allowed to register or participate in the tournament.

#### 4. SQUAD COMPOSITION

- 4.1 Minimum squad size is 15 with franchises allowed to sign additional two players from either Category A, or Category B to complete a maximum squad size of 17.
- 4.2 The two optional players may be picked during the Draft only. The player may be paid the fee for the lowest category he has registered himself for.
- 4.3 The Emerging Player category includes players of Sri Lanka, Zimbabwe and CWI nationalities under the age of 23. The player should have not been born before 1 December 2001
- 4.4 The franchise squad includes the following player categories and applicable Fees:

Icon (Sri Lanka / Overseas)	Fee at Team's Discretion (1 Player)*
Platinum (Sri Lanka / Overseas)	Fee at Team's Discretion (1 Player)*
Category A – Sri Lanka	\$35,000 (2 players) *
Category A – Overseas	\$35,000 (2 players)*
Category B – Sri Lanka	\$20,000 (2 players)*
Category B – Overseas	\$20,000 (2 players)*
Category C – Sri Lanka	\$10,000 (2 players)
Category C – Overseas	\$10,000 (1 player)
T10 Global Emerging (Sri Lanka)	\$2,500 (1 players)
T10 Global Emerging (Zim / CWI)	\$2,500 (1 player)
Optional (Cat A or B)	Cat Fee (2 players)

\* Mandatory Signings prior to the draft.

For Icon and Platinum, Teams must sign one local and one overseas player. Both categories CANNOT have two local players or two overseas players.

#### 5. CONTRACTING

- 5.1 The PMC is responsible for the management and oversight of all player contracts.
- 5.2 The PMC will issue player contracts after the draft and share with the teams to obtain player and team's signatures.
- 5.3 All player contracts are tri-partite agreements between the Player, the League and the Franchisee.
- 5.4 Player contracts must always include accurate agreed fees with any players secured via direct signing. All players drafted from the Draft event shall be paid their category amount. The only exception to this rule will be any Icon or Platinum players who have mutually agreed fees higher than the category fee.
- 5.5 To ensure clarity regarding Clause 4.4, any contract fee for direct signings negotiated below category fees must always be declared transparently and accurately.

- 5.6 Any player without a properly signed and executed tri-partite player contract in the custody of the PMC will not be allowed to play.

## **6. RETENTION**

Does not apply to Season 1 – 2024. Retention rules for subsequent seasons shall be issued when the registration opens for those seasons.

## **7. DIRECT SIGNINGS**

- 7.1 Teams must sign the following players before the draft:

- (a) Icon
- (b) Platinum
- (c) 1 x Cat A (Sri Lanka)
- (d) 1 x Cat A (Overseas)
- (e) 1 x Cat B (Sri Lanka)
- (f) 1 x Cat B (Overseas)

- 7.2 The fees for Icon and Platinum is negotiable between the player and the prospective team.

- 7.3 Teams can sign one Local or one Overseas player in each of Icon and Platinum categories. Both categories cannot have two local or two overseas players

- 7.4 Teams can directly sign two Category A players one each in Local and Overseas Categories before the Players' Draft.

- 7.5 The category fee for a Category A player is \$35,000.

- 7.6 Teams can directly sign two Category B players one each in Local and Overseas Categories before the Players' Draft.

- 7.7 The category fee for a Category B player is \$20,000.

- 7.8 Both Icon and Platinum players may agree a fee with their respective Team in excess of their category fee subject to their own mutual agreement on terms.

- 7.9 Direct signing of players is subject to formal ratification by PMC.

**7.10 Players must fulfil the criteria mentioned in Appendix A.**

## **8. EMERGING CATEGORIES**

- 8.1 Each Team must pick One (1) SL Emerging Player during the Player Draft.

- 8.2 Each Team must pick One (1) Emerging player either from Zim or CWI list.

- 8.3 The Emerging Category is designed to promote talented young players.

8.4 The Emerging Category includes players of any nationality under the age of 23 on 1 December 2024.

8.5 Emerging Category Players must submit a valid copy of their Passport as proof of age.

## **9. NOCs**

9.1 All overseas players require a NOC by his National Cricket Board to PMC

9.2 NOCs are required no later than 21 days before the start of the tournament.

## **10. REPLACEMENTS**

10.1 Replacement Players will only be allowed during the Tournament Window in the following circumstances:

- (a) A player suffers a season-ending injury or illness (i.e. Player will not be match fit until end of the tournament).
- (b) A special exemption is given due to injury or illness resulting all wicketkeeper's in the Team's squad being unavailable.
- (c) Exceptional circumstances at the discretion of the PMC.

10.2 Replacement players are possible before the tournament window if a player is unavailable for the full or part season for the following reasons, all deemed as permissible Release Events:

- (a) FTP commitment
- (b) No NOC
- (c) Injury or Illness (certified by appropriate medical professional)
- (d) Retirement
- (e) Genuine, compassionate grounds.
- (f) Any other reason approved by PMC

10.3 In each instance, PMC must confirm its acceptance in writing that the reasons provided are acceptable and the Player can be replaced.

10.4 All replacement players must be secured from the final Registered Player List (except in special circumstances at discretion of PMC where a previously unavailable player of significant reputation is now available for the tournament).

10.5 A replacement player recruited for the full season before the tournament starts must be signed in the same category as the unavailable Player.

10.6 A replacement player recruited for a part season must be signed in the same category as the partially unavailable player and can only be a member of that squad when that player is unavailable (i.e. Replacement player will exit squad after late arrival of a player).

10.7 A replacement player for a part season must be of a similar stature and reputation as the unavailable player and the PMC must confirm that the replacement player meets these minimum standards.

10.8 **Players and their representatives need to be sure of a player's availability. If a player is directly**

signed or picked during the Players' Draft becomes unavailable for any reason other than the ones mentioned above, then the player will be banned (period to be determined by the PMC) from participating in any of the SLC or T10 Global's events.

## **11. PLAYERS' DRAFT**

- 11.1 A player draft will be scheduled annually in respect of each season. The Players' Draft will serve as the mechanism through which the franchisees will seek to obtain the services of certain players for the relevant tournament.
- 11.2 The Players' Draft will be conducted by a Technical Committee (TC), or a person selected by TC, and the decision on all aspects of the Player Draft shall be final and binding. The Players' Draft may be broadcast live or highlights broadcasted later in the day or another date as per the discretion of the League.
- 11.3 Before the Players' Draft there will be a random manual draw in the presence of all franchises to allocate the pick order of the Teams. The manual draw will give each team a specific pick number in each round of the Draft automatically generated by a mathematical formula to give an approximate equal weighted average to all teams.
- 11.4 The Players' Draft process shall be conducted by way of rounds. The Lanka T10 - Season 1 Draft will consist of a maximum 15 rounds. Each team will pick one (1) player in every round.
- 11.5 The first two rounds are Category A followed by 2 rounds of Category B and 3 rounds of Category C. The next two rounds are for the Emerging Categories where each team must pick up one player.
- 11.6 The Last two rounds are for Optional Players. The optional player needs to be from Category A or Category B.

Round No.	Category
1 – 2	CATEGORY A
3 – 4	CATEGORY B
5 – 7	CATEGORY C
8	EMERGING SL
9	EMERGING (ZIM / CWI)
10 - 11	OPTIONAL PLAYERS

- 11.7 Teams which have already directly signed players in Category A will not be able to participate for those positions and will have to forego their picks. In case all team have directly signed players in Cat A3 an A4 then Category A will end and the Draft will move onto Category B.
- 11.8 By the end of regular rounds, each Franchisee would have one (1) player from the Icon Category, four (4) players from Category A, four (4) players from Category B, three (3) players from the Category C, and one (1) each from Emerging Category and Under 18 Lanka making a total of Fourteen (14) players in each Team. The last two rounds shall be optional for Teams to participate in.

11.9 Maximum of 7 foreign players can be part of the squad and out of those only 4 foreign players can be part of the playing eleven (11).

11.10 Once the Players' Draft is complete for each Franchise, the Teams of the Franchises shall be finalized subject to the Franchisee entering into a tripartite agreement with the League and each individual player in the form to be provided by the PMC.

11.11 Neither the teams nor players shall collude or attempt to collude, whether directly or indirectly, with a Player and / or other Team to unfairly influence the outcome of the Players' Draft in any manner whatsoever.

11.12 If any team, tournament official, Player or Agent becomes aware of any circumstance or evidence of collusion then they should inform the League or SLC immediately. Any such breach of these rules will require a formal investigation also involving the Anti-Corruption Unit.

11.13 Player Managers / Agents, who have players registered for the draft or who have players directly signed MUST NOT be part of the franchise management and MUST NOT be present in the draft arena.

## **12. FEES**

12.1 Fees will be paid by franchisees direct to players subject to strict oversight by PMC.

12.2 Fees must be paid according to their contracted amounts subject to any applicable deductions and reimbursements that must be approved in advance by PMC.

12.3 Player payments must be made by electronic wire transfer only. PMC will require copies of all electronic wire transfers and may request official player receipts directly from the player or his Agent.

12.4 Teams, agents and players are expected to adhere strictly to salary cap rules with the only exception being Icon and Category A players which are being directly signed.

12.5 All players picked in the player draft will be paid according to their contracted fee based on their Player Category and no overpayment or underpayment – even if mutually agreed – is permitted.

12.6 In the event of a player's unavailability due to any reason, the Fees will be reduced and paid on pro-rata basis as per the number of matches the player was available to play in the tournament period out of the team's final number of matches (i.e. If player can play only 4 out of a total 10 matches then 40% pro-rata fee is payable).

12.7 Lanka T10 is committed to ensuring all players are paid promptly according to the following schedule:

20% - Within 10 days after the contract and player payment form has been signed

40% - Within 7 days after Player's arrival at the tournament city.

40% - Within 15 days of tournament being concluded.

12.8 Applicable deductions due to Injury or other unavailability will be monitored and must be pre-approved by the PMC with strict adherence to contractual terms.



- 12.9 Where required by law to make a tax deduction, franchise will deduct applicable tax from player fee and provide reasonable assistance on obtaining the benefit of any available tax credit.
- 12.10 The League recommends Business Class flights for Icon and Category A players however, final decision remains with the Franchise.
- 12.11 All players will be paid a daily allowance of \$50 per day in addition to hotel accommodation.
- 12.12 Where a National Cricket Federation requires a release fee to be paid for its player to participate in the tournament (i.e. to issue a NOC), the fee must be paid by the franchisee and not the player.

### **13. INJURY TERMS**

- 13.1 The franchisee may reduce the player fee in the event of injury by up to 50% (fee reduction to apply for matches after injury event only).
- 13.2 The fee reduction shall be determined by reference to the ratio between (i) the number of matches for which the player was unable to be selected to play due to injury and (ii) the number of matches the applicable team eventually played in the tournament.
- 13.3 Each player will be protected by health insurance to cover medical costs in incase of any injury or illness subject to terms and conditions of the medical cover provider.
- 13.4 An Injury Insurance Policy will be organised by the League that will cover the 50 per cent of fees due to the player after an injury during the tournament window subject to any exclusions by the insurer for pre- existing conditions.
- 13.5 The 50 per cent cover will be subject to the agreed conditions of the policy including a One (1) match deductible (i.e. should the Player miss 5 matches then the insurance will pay the player for a total of 4 matches).
- 13.6 PMC must approve all player fee reductions due to injury in consultation with the medical cover provider.
- 13.7 Any and all claims or payments to be made shall be due and payable only after recovery and receipt of funds from the insurers and is further subject to:
- (a) the player's full compliance with his obligations.
  - (b) the player obtaining a medical Check prior to the tournament if requested.
  - (c) the player completing a declaration of health form which accurately details all injuries sustained or illnesses suffered in the preceding 24 months that led to the player missing matches or practices for a period longer than 7 concurrent days.
  - (d) the terms and conditions of the applicable insurance policy, including all deductions under such policies and all exclusions in respect of pre-existing conditions and any other medical complaints or conditions suffered or incurred by the player prior to or unrelated

to such injury.

- (e) Deduction and set-off of any fees already paid to player from the insurance proceeds, prior to making any payments to player.
- (f) the player shall refund any fees paid in excess of his entitlement based on his availability prior to an injury in the event the insurance claim is rejected.

#### **14. PROMOTIONAL SERVICES**

14.1 The player shall provide the following promotional services throughout the tournament window:

- (a) Make himself available for, report promptly to, attend and participate in personal appearances (including online and virtual events) reasonably required of him by the League and/or the franchisee. However, unless otherwise agreed: (i) the player shall not be required to make more than Four (4) such personal appearances; (ii) each personal appearance shall last a maximum of 3 hours (excluding reasonable travel time to and from the relevant event) save that the player may be required to attend one (included in the 4) personal appearance comprising a media day lasting up to 5 hours (excluding reasonable travel time); and (iii) the player shall, where practical, be given a minimum of two days' notice of any personal appearance;
- (b) Attend and participate in any and all events to mark the tournament launch, pre- and post-match functions including official sponsor / tournament / team after-parties, official presentation ceremonies, official dinners, online and virtual webinars / interviews / promotions / fan activations, and other similar events as may reasonably be required by the League and/or the Franchisee.
- (c) Follow all reasonable instructions given to him by the League and/or the player's franchisee regarding cooperation with representative(s) of the media, including undertaking any pre-match or post-match or other interviews directed by the League and/or the player's franchisee; and;
- (d) Sign such items of cricketing memorabilia (up to a maximum of 100 pieces in total) as may reasonably be required by the League and/or the player's franchisee.

14.2 The player shall, throughout the tournament window and otherwise when performing any promotional services:

- (a) Wear such clothing as the League and/or the franchisee may provide, and not remove, alter, add to, or obscure any brands or other identification of any manufacturer, tournament commercial partner or franchisee commercial partner on the same;
- (b) Not do or say anything to endorse or promote a competitor league or any brand, product or service of a third person whose principal business competes with the principal business of any tournament title sponsor, tournament commercial partner or any franchisee commercial partner;
- (c) Not wear any clothing or use any sports bag or other equipment featuring or in any way giving exposure to (a) any product or service other than those of the tournament commercial partners or franchisee commercial partners; or (b) any badge, mark, logo or

trading name. If the player wishes to wear or use any item of clothing or equipment not provided by the League or the player's franchise, any branding that is marked on the item shall be covered so that it is neither visible nor identifiable; and

- (d) Only refer to the tournament by its official name (including the name of any title sponsor that may be appointed by the League from time to time).
- (e) Players are required to promote the tournament and tournament commercial partners, franchisee and franchisee commercial partners, and Sri Lanka as host destination on signing of this agreement as per the following specific minimum deliverables;
- (f) One (1) video post each on Instagram, Facebook, Twitter and Snap Chat before or immediately after Players' Draft confirming participation in the tournament including mention of the Team and Sri Lanka as host country. Content to be provided by Lanka T10 PR Team;
- (g) One (1) video post each on Instagram, Facebook, Twitter and Snap Chat within 48 hours of arrival in Sri Lanka confirming participation in tournament including mention of Team and Sri Lanka as Host country. Content to be provided by Lanka T10 PR Team;
- (h) Two (2) video posts each on Instagram, Facebook, Twitter and Snap Chat during the tournament. One each for tournament commercial partners and team or franchisee commercial partners. Content to be provided by Lanka T10 PR Team;
- (i) One (1) live virtual media or fan engagement event which may include an interactive webinar or webcast to promote the team and / or the tournament;
- (j) Tagging of T10 official social media platforms on all personal platforms;
- (k) Two (2) photo shoots, other than the broadcast shoot during the tournament. One to promote tournament and tournament commercial partners and one to promote team and franchisee commercial partners;
- (l) Two (2) video shoots during the tournament. One to promote the tournament and the tournament commercial partners and one to promote team and franchisee commercial partners;

14.3 Icon players have a specific responsibility to assist with the promotion of the Lanka T10 and are additionally required to make themselves available for up to Two (2) engagement days to promote the tournament and tournament commercial partners, team and franchisee commercial partners, and Sri Lanka as Host Destination before, during or after the tournament window subject to mutually agreed dates. The engagement days may include the shooting of a TVC.

14.4 Category A players have a specific responsibility to assist with the promotion of the Lanka T10 and are additionally required to make themselves available for up to One (1) engagement days to promote the tournament and tournament commercial partners, team and franchisee commercial

partners, and Sri Lanka as Host Destination before, during or after the tournament window subject to mutually agreed dates. The engagement days may include the shooting of a TVC.

- 14.5 The League shall ensure that the promotional services which are to be provided by the player under this agreement are not of a nature that damages the reputation of the Player.

## TEAM CONTACTS

SERIAL NO.	FRANCHISE NAME	CONTACT PERSON	EMAIL ADDRESS	TEL:
1	Colombo Strikers	Ms Shazmeen Kara	shazmeenk@gmail.com	+91 98203 43662
2	Galle Marvels	Mr Tarun Kumar	tarun@gallemarvels.com	+91 84900 69494
3	Hambantota Bangla Tigers	Mr Zaffir Yasin	zaffiryasin2@gmail.com	+971 52 255 5564
4	Jaffna Titans	Mr Madhukar Shree	madhukar.shree@yahoo.com	+91 98909 38347
5	Kandy Bolts	Mr John Shrestha	manager@boltscricket.com	+1 469 774 8978
6	Negombo Braves	Mr Darren Herft	darren.h@bravescricket.com	+61 411 984 157

## APPENDIX A

### PLAYER CATEGORY QUALIFICATION CRITERIA

To ensure best players participate in the draft, the following criteria is stated for each category.

ICON	CAT A	CAT B	CAT C	EMERGING
<p>Exceptional high-profile current international player with significant T20 franchise experience.</p> <p>Must have represented National Team in the last 12 months.</p> <p>Minimum experience expected to be 50 T20Is and over 100 franchise T20 matches with atleast 30 matches within the last 18 months</p> <p>Large local and global fan following and commercial popularity.</p>	<p>Current international or a player of a franchise cricket belonging to a full member board.</p> <p>Must have represented National Team or has participated in top tier leagues such as IPL, BBL, CPL, The Hundred or PSL in the last 12 months.</p> <p>Minimum experience of 20 T20Is and over 75 Full Member Board T20 matches in his career with atleast 20 matches within the last 18 months.</p> <p>Reasonable local and global fan following and commercial popularity.</p>	<p>Current international or a player of a franchise cricket belonging to a full member board.</p> <p>Must have represented National Team or has participated in top tier leagues such as IPL, BBL, CPL, The Hundred or PSL in the last 24 months.</p> <p>Minimum experience of 20 T20Is and over 50 franchise T20 matches in his career with atleast 20 matches within the last 18 months.</p>	<p>Current international or a player of a franchise cricket.</p> <p>Must have represented National Team or has participated in top tier leagues such as IPL, BBL, CPL, The Hundred or PSL in the last 24 months.</p> <p>Minimum experience of 10 T20Is and over 30 franchise T20 matches in his career with atleast 20 matches within the last 18 months.</p>	<p>Maximum age of 23 years- Players should not have been born before 1<sup>st</sup> Dec 2001.</p> <p>Current player from Sri Lanka, Zimbabwe and West Indies</p> <p>Must be playing high level domestic cricket (first class equivalent) and /or have played international U19 / U23 cricket.</p> <p>Names to be proposed by the respective boards.</p>

**Player Management Council has the right to make any changes to the above which it deems necessary.**

**All players and registrations will be subject to scrutiny and approval by the League and ICC. No reasons shall be provided in case a registration is removed.**