

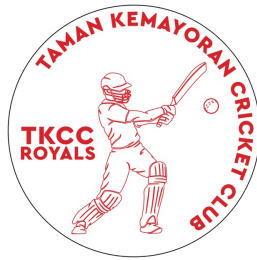
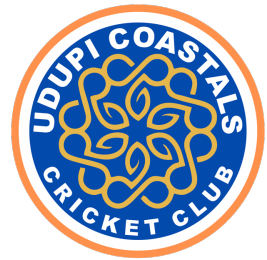
**ADVANCED OFFSHORE  
JCA LEAGUE 2024  
PLAYING CONDITIONS**

June 2024





# ADVANCED OFFSHORE JCA LEAGUE 2024 : FORMAT



OECL Ceylon Cricket Club

The league will be played as a mix of two formats with every team playing equal number of T20s & 30 over games. A mix of seeding from last season & random allocation will determine who plays whom in which format

**PLAY-OFF FORMAT FOR CUP**  
Team Ranking 1 to 6 will play for Cup(30 Overs)

Qualifier 1	Rank 3 vs Rank 6
Qualifier 2	Rank 4 vs Rank 5
Eliminator 1	Rank 1 Vs Winner Qualifier 1
Eliminator 2	Rank 2 Vs Winner Qualifier 2
Final	Winner Eliminator 1 vs Winner Eliminator 2

**PLAY-OFF FORMAT FOR PLATE**  
Team Ranking 7 to 12 will play for Plate(20 Overs)

Qualifier 1	Rank 9 Vs Rank 12
Qualifier 2	Rank 10 vs Rank 11
Eliminator 1	Rank 7 Vs Winner Qualifier 1
Eliminator 2	Rank 8 Vs Winner Qualifier 2
Final	Winner Eliminator 1 vs Winner Eliminator 2





# B. POINTS, PENALTIES & RANKING CRITERIA

		For the 30 Over Games	For the T20 Games
B.1	<b>Points System: Same for Both Formats</b> WIN: 12 points; LOSS: 0 points; TIE/ NO-RESULT: 6 points	Same points system	Same points system
B.1.1	<b>Forfeit Penalty: Penalty for Teams that forfeit games</b> <ol style="list-style-type: none"> <li>In the event where a team is unable to field a side (<b>minimum 7 players</b> present at the ground at time of toss), the match shall be automatically forfeited). The opposition team would be awarded the game as a WIN (12 points) and the defaulting team would be marked as Lost the game (no points)</li> <li>In addition to losing the game, the forfeiting team will also have to face a <b>further 2 Points penalty under the following conditions</b> <ol style="list-style-type: none"> <li><b>If the forfeiting team doesn't inform the</b> Opposition captain, the umpiring coordinator &amp; the Secretary of JCA <b>before 6pm on the previous day</b></li> </ol> </li> <li>If both teams fail to have at least 7 players (per side) at the time of toss, the Umpires in consultation with the captains will decide on whether the game is called-off, or there is possibility of a delayed start.</li> <li><b>Forfeit penalty will also apply to games where Player eligibility is violated (see )</b></li> </ol>	2-point penalty for forfeiting game without informing JCA secretary, Opposition captain & Umpire coordinator before 6pm of the day before the game	2-point penalty for forfeiting game without informing JCA secretary, Opposition captain & Umpire coordinator before 6pm of the day before the game
B.1.2	<b>Scoring Penalty: Penalty for Teams not complying with Scoring requirements</b> <ol style="list-style-type: none"> <li>All teams <b>have to use</b> the CricClubs live scoring app for live scoring the games</li> <li>Teams have to ensure that any changes/ corrections are made to the scoresheets on CricClubs <b>within 48 hours</b> of the game finishing</li> <li>Any team found to be guilty of not doing either or both above would <b>be fined/ docked 1 points</b> for that game</li> </ol>	<b>1 points penalty to team</b> for not live scoring and/or correcting scorecards as needed within 48 hours of game finishing.	<b>1 points penalty to team</b> for not live scoring and/or correcting scorecards as needed within 72 hours (3 days) of game finishing.
B.1.3	<b>TEAM RANKING SYSTEM FOR LEAGUE RANKING: The following Order of criteria will be used for the ranking</b> <ol style="list-style-type: none"> <li>Total Points</li> <li>Most Wins: If tied on points, most wins will determine ranking</li> <li>Net Run Rate (total): If teams tied on Points &amp; number of wins, NRR would determine the Ranking</li> <li>If all the above still leads to a tie between teams, then the NRR in games between the tied teams will be used for ranking</li> <li>If teams are still tied, rank determined by toss of coin</li> </ol>		







# C. MATCH TIMINGS & INTERRUPTED GAMES

		For the 30 Over Games	For the T20 Games(Senayan & Cibubur)
C.1	<p><b>MATCH TIMINGS</b></p> <p>In both formats, toss would be held <b>10 mins before the start</b>. A game cannot start if either or both teams have <b>less than 7 players</b> at the time of the toss. The game will constitute a Forfeit (see B.1.1) in both the 30 overs &amp; T20 formats</p> <p>In order to calculate Overs in case of rain-affected games would be <b>4.5 minutes per over</b>.</p> <p><b>Drinks breaks:</b> In 30 overs games (2 breaks of <b>5min</b> each after <b>10<sup>th</sup> &amp; 20<sup>th</sup> overs</b>). In T20 games (1 break of 5 mins at end of 10<sup>th</sup> over)</p> <p>If 1<sup>st</sup> innings finishes earlier than scheduled, the innings break will be taken immediately</p>	<p><b>Cibubur - MATCH START: 8.00 AM</b></p> <p><b>1<sup>ST</sup> Session: 8.00-10.25 am (incl. 2 drinks breaks 5 mins each)</b></p> <p><b>Lunch break: 10.25 am to 10.45am</b></p> <p><b>2<sup>nd</sup> Session: 10.45 to 01.10 pm</b></p> <p>Maximum cut-off time for day: <b>2.00 PM – Cibubur</b></p> <p><b>If ground available &amp; with permission from JCA Secretary &amp; ground coordinator in some cases cutoff time can be extended to 5pm</b></p>	<p><b>Ground booking time: 4 Hours, Match-time: 205 min (3hrs 25min)</b></p> <p>1<sup>ST</sup> Session: 1 hr 35 mins (Inc. One 5mins drinks breaks)</p> <p>Innings break: 15 mins</p> <p>2<sup>nd</sup> Session: 1hr 35 mins (Inc. One 5mins drinks breaks)</p> <p><b>Games in Senayan &amp; Cibubur which may start at different timings follow the above Timings based on the start time of the game.</b></p>
C.2	<p><b>DELAYS IN COMPLETION OF INNINGS</b></p> <ol style="list-style-type: none"> <li><u>1<sup>ST</sup> Innings Delay:</u> If the innings continues beyond the agreed/ scheduled time, then the Umpires will allow the innings to continue till it ends. The umpire will then <b>dock overs</b> based on <b>5 minutes per over</b>. Decimal places to be rounded-off.</li> <li><u>2<sup>nd</sup> Innings Delay:</u> If the 2<sup>nd</sup> innings continues beyond agreed/ scheduled close of play, the play shall continue till innings ends (unless light is so bad that umpires feel game cant be played anymore or if the ground booking ends DL will decide outcome).</li> </ol>	<p>e.g. if 1<sup>st</sup> innings finishes at 10.35 am (delay of 10 minutes)</p> <p>Number of overs docked is 2 overs as <math>10 \text{ min}/5 = 2</math> overs. So, bowling side will chase the Target in only 28 overs</p> <p><b>No allowances unless umpire feels there were exceptional circumstances</b></p>	
C.3	<p><b>ACTIONS DURING RAIN-HIT GAMES: UMPIRES ARE FINAL DECISION MAKERS</b></p> <ol style="list-style-type: none"> <li>If either innings of the game is delayed or interrupted due to Rain or any other reason, the umpires shall re-arrange the game to <u>a reduced over game</u> based on an average of 4.5 minutes per over (plus minimum of 10 minutes time for innings-break), provided each team gets to bat for the same number of overs and/ or the team batting second doesn't bat more overs than the team batting first.</li> <li>The lunch break between innings could be reduced to a minimum of 10 minutes. The time/ number of drinks breaks can also be reduced by the umpires.</li> </ol>	<p>The minimum time needed to have a game is 118 minutes ((12 overs per side x 2 sides x 4.5 min/over) + 10min for innings break).</p> <p>So with cut-off time of 2:00 PM</p> <p><b>There can't be a game if it doesn't start before 12.00 PM.</b></p>	<p>The minimum time needed to have a game is 55 minutes ((5 overs per side x 2 sides x 4.5 min/over) + 10min for innings break). So with extended cut-off times</p> <p>1<sup>st</sup> game: <b>There cant be a game if it doesn't start before 01:00 hr from the ground cut off timing. So there cant be a game if it doesnt within 3 hours after the actual Start Time.</b></p>
C.4	<p><b>USE OF DUCKWORTH-LEWIS (DL) FOR DECIDING RAIN-HIT GAMES</b></p> <ol style="list-style-type: none"> <li>The Duckworth-Lewis Par scores would be used as the basis for deciding Rain-hit games</li> <li>CricClubs live-scoring automatically calculates DL scores every over and that would be the basis of adjudicating targets &amp; winners for shortened games. <b>In case CricClubs not usable, the technical committee members would be available on call to advice targets</b></li> <li>Keeping track of the DL par scores is the team's responsibility</li> </ol>	<p>A minimum of <b>12 overs</b> completed by both the teams batting is Essential to constitute a <b>RESULT</b></p>	<p>A minimum of <b>5 overs</b> completed by both the teams batting is Essential to constitute a <b>RESULT</b></p>

# SPECIFIC GUIDELINES – BALLS/ BOWLING-ENDS

In order to maximize time available, we will not change ends after every over. Half the overs will be bowled from 1 end while the other half from the other end. The bowling captain gets to decide the end they start from.

T20 games: 10 overs from one end and the remaining 10 from the other end

30 over games: 15 overs from one end and the remaining 15 from the other end

If due to wet conditions or other ground reasons, the umpires will have the discretion to play the game only from 1 end

**Please Note :** Until we have the team kits distributed, all the teams have to play matches in whites ( can use previous seasons ).

JCA will provide match-balls for all the games. We will use Red balls for day games & Pink balls for night games

In Case of any changes, we will keep all the teams informed on the same





# D. PLAYER ELIGIBILITIES & TRANSFER RULES

D.1 **PLAYER ELIGIBILITIES: ONLY** The following persons are eligible to play in the JCA league across the formats:

- **Indonesian Nationals**
- **KITAS/ KITAP holders**
- **Refugees:** Provided they have applied for UNHRC refugee status
- Players who have played in the JCA LEAGUE in the past as local residents (had resident visas) but now are no longer residents in Indonesia are allowed to play as **EX-PLAYERS provided:**
  - **The player should have played in at least 3 previous JCA league tournaments as a local player, with a minimum of 1 game per league tournament, and the 3 previous league tournaments do not need to be 3 consecutive tournaments .**
- JCA will question the validity of a **player only upon receipt of an official complaint** from the opposition captain provided the complaint is made **within 3 days** of the game in question. JCA will not on its own check or validate documents.
- Any person playing in the league should be able to prove that he is really living here and produce documentary evidence in case JCA committee asks for the same. We will not entertain privacy/confidentiality as a good enough reason for not providing proof if asked for.
- Any team found abusing the player eligibility rule including forgery of documents shall be **penalized 2 points** for the game for which complaint has been made.
- The JCA shall declare this **game as a forfeit** and the other team (which has not abused this rule) shall be declared the winner. If both teams in the game found guilty of breaking the rule, 0 points will be awarded to each team for that game and both penalized 2 points each.
- Maximum of 3 Women Players Can take part for any Team playing in JCA Match.
- **Note: Players who are in the process of KITAS will not be eligible to play .**

D.2 **PLAYER REGISTRATIONS:**

It is the responsibility of each team to register its players with the JCA by entering the Name & details of the player on their Club & Team page on CricClubs. A player who has not registered with JCA or whose name is not showing up on the Club Team page on CricClubs **before the start of the game will not be eligible to play the game.** Hence, do ensure you register in time.

**NOTE : For all the new players coming into the team, it's the responsibility of the captains/ coordinators of respective team to provide with the valid documents . If the proof of docs are not matching the player will not be allowed to play .**

D.3 **PLAYER TRANSFERS:**

A player is allowed to change his team **only ONCE** during the league season, subject to the following conditions:

- a) The player should make a personal request for the transfer to the JCA committee ON or **BEFORE 15<sup>th</sup> August 2024**, with copy to his current team captain. If a player has already played 2 or more games for one team on or before 15<sup>th</sup> August 2024, then the player **cannot request** for a transfer.
- b) Once a player changes his team, his individual statistics of his previous team shall be nullified and will not be considered for any awards. His individual statistics shall start afresh for his new team. Once a player changes his team and plays for a new team, he shall remain with the new team for the remainder of the league season.
- c) No player can play **more than 12 games** (across teams) in the Round-Robin phase of the league.
- d) Only players who have minimum played 3 games for a team in the league phase will be allowed to play the play-off/ knock-out games for that team





# E. SUBSTITUTIONS & RULES

		For the 30 Over Games	For the T20 Games
E.1	<p><b>RULES FOR SUBSTITUTES:</b></p> <ol style="list-style-type: none"> <li>1. If a player doesn't take to the field or is not present in the ground <b>before the start of the 13th over</b> of the first innings (for 30 overs game) or before the <b>start of the 5th over</b> of the first innings (for T20) he shall not be allowed to play the game as a player. He could however play as a substitute. This rule is applicable to both teams whether fielding first or batting first.</li> <li>2. This rule can be waived if the opposition captain consents</li> <li>3. A substitute player cannot bat, bowl or keep wickets.</li> <li>4. Any player may be eligible to play as a substitute in a match irrespective of which team he is registered with, or plays for.</li> </ol>	Player must be in the field (for fielding side) and on the ground (for batting side) before start of <b>13th over</b> of 1 <sup>st</sup> innings	Player must be in the field (for fielding side) and on the ground (for batting side) before start of <b>5th over</b> of 1 <sup>st</sup> innings
E.2	<p><b>TIME CALCULATIONS FOR SUBSTITUTES:</b></p> <ol style="list-style-type: none"> <li>1. Any fielder can leave the field but do so only after informing &amp; taking consent of the umpire. The umpire also needs to be informed when the player returns to the field.</li> <li>2. If he returns to the field within <b>8 minutes</b> of leaving the field, he doesn't need to wait before starting to bowl again. If he has been off the field for more than 8 minutes, than he has to wait for that amount of time before he bowls again</li> <li>3. If a player/s leave the field and do not return until the end of the innings (fielding side), then he/she would need to wait for the same amount of time totally spent off the field before he/she can come to bat (not including the lunch interval).</li> <li>4. So example a fielder leaves the field at 11.15 and does not return to the field before the completion of his fielding innings , lets say at 12.10. In order to come to bat he/she would have to wait for 55 minutes after the start of his teams batting innings before he/she can come in to bat</li> </ol>	<p>If time off-field less than 8 minutes, no weighting time needed.</p> <p>If more than 8 minutes off field, need to wait that total amount of time</p>	<p>If time off-field less than 8 minutes, no weighting time needed.</p> <p>If more than 8 minutes off field, need to wait that total amount of time</p>
E.3	<p><b>BATSMAN RETIRING</b></p> <ol style="list-style-type: none"> <li>1. If a batsman wishes to discontinue batting and leave the field (<b>for any reason including injury</b>), he can return to bat again only as the last batsman. This rule applies to both the formats.</li> </ol>		
E.4	<p><b>CODE OF CONDUCT:</b></p> <ol style="list-style-type: none"> <li>1. It is <b>MANDATORY</b> for all batsmen to wear helmets with protective grills at all times during batting. Wicket-keepers are also <b>MANDATED</b> to wear helmet with protective grill while standing up to the stumps. The JCA does not take any responsibility and is not liable for any injury caused to any player during the game or on the field.</li> <li>2. <b>Catches or stumpings that occur from ricochets from Fielder or Keeper's helmet will now constitute legal catches or stumpings. Also if the helmet or part of it falls on to the stumps in the act of playing the ball, the batter will not be out hit-wicket (new MCC rule)</b></li> <li>3. Players are required to adhere to the ICC Code of Conduct guidelines. Any violations of the same could result in <b>Match or Tournament bans</b></li> <li>4. All players are <b>Required to wear JCA provided/ approved Cricketing dress only</b> during all the games.</li> <li>5. There are forms available on the Website for both Umpires (<b>Umpires Report</b>) &amp; Captains (<b>Captains Report</b>) to provide feedback or report incidents/ issues to the JCA. These should be addressed to the President &amp; Secretary, JCA.</li> </ol>	<p>JCA has no liability on injuries sustained during games</p> <p>Match bans for Improper conduct</p> <p>MUST wear JCA provided shirts/ pants</p>	



# F. FIELD RESTRICTIONS & EXTRAS

		For the 30 Over Games	For the T20 Games
F.1	<p><b>FIELD &amp; BOWLING RESTRICTIONS:</b></p> <ul style="list-style-type: none"> <li>• There will be only 1 Mandatory Power-Play in both Formats. During this Mandatory Power Play, only a <b>maximum of 2 fielders</b> are allowed outside the 30 yards circle.</li> <li>• During the Non-Power Play overs, a <b>Maximum of 5 players</b> are allowed outside the 30 yards circle. This applies across both the formats.</li> <li>• At the time of delivery, there shall not be more than 5 fieldsmen on the leg side. No more than 2 fielders can be set behind square-leg line of a batsman on the leg-side. These restrictions are applicable throughout the game across both formats</li> <li>• There is a restriction on the Maximum number of Overs a bowler can bowl in an innings</li> <li>• ANY ABOVE VIOLATION WILL BE CALLED A 'NO-BALL' BY EITHER OF THE UMPIRES</li> </ul>	<p>Mandatory Power Play: Till end of first 9 overs</p> <p>Each bowler can bowl a maximum <b>of 6 overs</b></p>	<p>Mandatory Power Play: Till end of first 6 overs</p> <p>Each bowler can maximum <b>bowl 4 overs</b></p>
F.2	<p><b>NO-BALL RULES:</b></p> <ol style="list-style-type: none"> <li>1. Foot-fault: If a bowler oversteps the popping crease (no part of the foot landed behind the popping crease), If the back foot of the bowler cuts or falls outside the Return crease (the sides of the pitch/ mat in our grounds) then it shall be called a NO BALL.</li> <li>2. A short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the batsman standing upright at the crease. If a bowler bowls more than 1 such ball an over, it shall be called a No-Ball</li> <li>3. Any FULL TOSS delivery bowled (whether Fast or Slow), and which passes or would have passed above the WAIST height of the batsman standing upright at the crease shall be signaled a NO BALL by the umpire.</li> <li>4. If this over-the-waist Full-toss delivery also would have been <b>dangerous</b> (could have hit the batsman, then the Bowler will get One final warning. More than 1 just dangerous above-waist full toss by the bowler anytime in the innings would lead to the bowler being banned from bowling any further in the match</li> <li>5. If bowler hits the stumps while delivering the ball, it would be a No-ball</li> <li>6. An umpire may call a NO BALL if any part of the wicketkeeper crosses the striker's stumps before the ball has touched the striker or crossed the stumps.</li> <li>7. <b>If the ball pitches wholly/ partially outside the pitch (edge or outside the Mat) before reaching the line of striker's wicket it will be called a No-Ball (new MCC rule)</b></li> <li>8. <b>If the ball bounces more than once before reaching the striker's popping crease, it would be a No-ball</b></li> </ol>	<p>Only 1 short-pitched over the shoulder delivery allowed per over</p>	<p>Only 1 short-pitched over the shoulder delivery allowed per over</p>
F.3	<p><b>FREE-HIT RULE:</b></p> <ol style="list-style-type: none"> <li>1. ANY NO BALL shall be followed by a FREE HIT.</li> <li>2. A batsman <b>cannot</b> be Out when facing a Free Hit delivery, unless he is RUN OUT.</li> <li>3. If the delivery for the Free Hit is not a legitimate delivery (i.e. it is a wide or no-ball), then the next delivery shall also become a Free Hit for whichever batsman facing it, irrespective whether it is the same bowler or not (incase a bowler is called off due to bowling a 2nd dangerous delivery which is a no-ball, then the first ball bowled by the next bowler completing the over will be a free hit )</li> <li>4. During a FREE HIT the field placing CANNOT be changed if the same batsman is still facing the FREE HIT delivery to whom the no-ball was bowled at.</li> <li>5. A WIDE / NO-BALL / FREE-HIT delivery shall have to be re-bowled and shall continue till such a time that a legitimate delivery is bowled by the bowler.</li> </ol>	<p>Every No-ball is a free hit, not just foot-faults</p>	<p>Every No-ball is a free hit, not just foot-faults</p>





# H. NET RUN RATES & LEAGUE AWARDS

## H.1 POINTS & NET RUN RATES:

- To determine League Rankings, points will be Accumulated (added) Across the 2 formats. Even for Net Run Rate, it would be Accumulated across the 2 formats
- A team's Net Run Rate is calculated by **(Run Scored by team/ Maximum Overs allowed) – (Runs Scored against team/ Maximum Overs allowed)**
- Team A scores 105 runs from its 30 overs (Average Runs =  $140/30 = 3.5$ ). Team B scores 141 runs from 25.667 overs (25 overs and 4 balls), Average runs =  $141/25.667 = 5.4934$
- Team A's Net Run Rate =  $3.5 - 5.4934 = -1.9934$  (negative Net Run Rate); Team B's Net Run Rate =  $5.4934 - 3.5 = +1.9934$  (positive Net Run Rate)
  
- A team's Net Run Rate is aggregated through the season, match after match to determine its Net Run Rate at any given time during the season. Aggregation is based on **(Total Runs Scored by team across all matches / Total Maximum Overs across all matches allowed) – (Total Runs Scored against the team across all matches/ Total Maximum Overs across all matches allowed)**

## H.2 SEASON AWARDS:

1. WINNERS & RUNNERS-UP AWARDS for Cup & Plate.
2. MOST PROMISING INDONESIAN PLAYER
3. INDIVIDUAL AWARDS.
  - a. Overall MVP (based on CricClubs calculations)
  - b. Best Batsman: Most Runs scored
  - c. Best Bowler: Most Wickets Taken
  - d. Best Wicket-keeper: Most number of Dismissals





# MANDATORY OVERS FOR REDUCED OVER GAMES

In circumstances where the number of overs for the game is reduced for either side, the number of overs for restriction in Section F.1 shall be reduced proportionately in accordance with the table below.

30 over games- Total overs in Innings	Number of Mandatory Power play overs
<b>Up to 15</b>	<b>4</b>
<b>16-18</b>	<b>5</b>
<b>19-21</b>	<b>6</b>
<b>22-24</b>	<b>7</b>
<b>25-27</b>	<b>8</b>
<b>28-30</b>	<b>9</b>

T:20- Total overs in Innings	Number of Mandatory Power play overs
8 - 10	3
11 - 13	4
14 - 16	5
17 - 20	6

- 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 1/5<sup>th</sup> (one fifth) of the total overs bowled
- Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- In the event of a bowler being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.





# KEY CONTACTS

JCA Committee	Name	Mobile Phone	email
President	William Noronha	+62 81514123467	<a href="mailto:william.eureka@gmail.com">william.eureka@gmail.com</a>
Secretary	Raj Kapadia	+62 8981131313	<a href="mailto:rajkapadia13@gmail.com">rajkapadia13@gmail.com</a>
Treasurer	Vineet Shah	+62 8119619900	<a href="mailto:vineetshah579@gmail.com">vineetshah579@gmail.com</a>
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Event Coordinator	Sombit Deb	+62 81280301175	<a href="mailto:sombit.deb@gmail.com">sombit.deb@gmail.com</a>
Event Coordinator	Swaroop Chavan	+62 81586271005	<a href="mailto:swaroop.j.chavan@gmail.com">swaroop.j.chavan@gmail.com</a>
Sponsorships	Rohit Sharma	+62 81553120501	<a href="mailto:rohit_14314581@yahoo.com">rohit_14314581@yahoo.com</a>
Technical Committee	Suresh / Willy / Raj / Vineet		

Send photos & Man of match to: Suresh (JCA Captains WA Group)

**Duckworth Lewis helpline:** Sampath, Vineet

Team	Captain	Contact	Email ID	Contact
PGI MAVECRICS	Mohit Hotchandani	Keyur Moradia	<a href="mailto:m_buddy123@yahoo.com">m_buddy123@yahoo.com</a>	+62 85890646878
CRICKINGDOM SENAYAN	Amar Kapadia	Maneesh Dubey	<a href="mailto:dubey.maneesh80@gmail.com">dubey.maneesh80@gmail.com</a>	+62 82110752335
METRO INDIANS	Sakthi Narayanan	S Kannan	<a href="mailto:vbsrivathsanhai@gmail.com">vbsrivathsanhai@gmail.com</a>	+62 81519305098
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