

## KAGW Cricket Tournament-2018

### Tournament Rules

- 1) A registration fee of **\$150.00** will be collected from each participating team. The registration should be paid by **April 30<sup>th</sup>**. The payment can be made via **PayPal** at [treasurer@kagw.com](mailto:treasurer@kagw.com).
- 2) All players must sign and submit to the Tournament Committee a Liability Waiver Form.
- 3) Players NOT submitting the waiver will not be permitted to participate in the tournament.
- 4) All matches will be governed by the latest M.C.C laws of cricket (ICC Men's Twenty20 International Code, 28<sup>th</sup> September 2018) except as may be varied in these rules and regulations.20. Based on the ground conditions, other nonstandard cricketing rules shall be enforced with full consent from the captains of the playing teams.
- 5) The **pitch will be 22 yards**. Boundary markers cannot be more that 60 yards from the center of the pitch. In the event that the field is a baseball field the Umpires and captains will decide on the playing area and the predefined runs, be it 1 run or 2 runs when the ball goes into certain areas of the baseball field. It will be single side batting – bowling will always be from 1 end of the pitch.
- 6) Teams will be in 2 pools and will play each team in the pool 1 time in the regular season. So each team will get 2 games before the semifinal & final game.
- 7) From the regular games 2 teams with max points from each pool will play the semifinals to get to the championship game. Pool A - team 1 will play Pool B - team2 and vice versa. In case the points are equal the team with better run rate will go through to the next stage.
- 8) 2 points for a win, 1 point for abandoned game.
- 9) Group games will be 12 over games, Semi Final will be 15 overs & Final matches will be 20 overs.
  - For 12-over: two bowlers can bowl a maximum of 3-overs and three bowlers a maximum of 2 -overs
  - For 15-over game: a bowler can bowl a maximum of 3 overs,
  - For 20-over game a bowler can bowl a maximum of 4 overs.
- 10) The matches shall be played on hard tennis balls. The teams need to bring all gear needed to play the game.
- 11) Hard Tennis Ball, Wickets, and Cones (for boundary marking) will be provided by KAGW organizers.
- 12) Umpires will be selected from the non-playing teams. Scoring duties will be on the individual teams. Batting teams score is considered official and end of the innings it will need to tally. If the Bowling team has a scorer, each team should compare scores at end of each over and eliminate disputes. Umpires need to sign off the score at the end of each inning and at end of the game. If the non-playing team does not provide umpires, two points will be deducted from the points.
- 13) Both captains should have a printed name list at the time of Toss and have a playing 11 marked clearly. A team should include a minimum of 8 Malayalee players and a maximum of 3 non-Malayalee players. 12<sup>th</sup> man is allowed and anyone not in the list will not be allowed to field.
- 14) A team cannot have more than **20 players for in their roster. The roster should be finalized and emailed to to the organizers at least by end of the day on May 10<sup>th</sup>**.
- 15) Players should have played at least 1 of its regular season games to be qualified for Semi Finals & Finals

16) Both teams should arrive at the ground at least 30 minutes before the start of play. If the team is not ready to play 30 minutes past start time, the opposing team will win points for the game. Every 5 minute delay will result in 1 over being lost for the team which is late when they bat, the other team gets the full allotted overs. If a team is no show or more than 30 minutes late past start time, the offending team will lose the game.

- 17) Refreshments, in limited quantities, shall be available at the ground. The players/team is advised to bring its own snacks and refreshments. There will be a 10 min break between innings. One 5 minute Strategic timeout for each team.
- 18) Playing condition are to be determined by Umpires in consultation with the captains. In the event of any weather-related interruptions or delays, the Umpires/Organizers will make the decision to continue play. Safety of the players is a primary concern.
- 19) In case of interruptions before start of a game, a minimum of 5 overs per team shall constitute a match. No bowler shall be allowed to bowl more than 1/5<sup>th</sup> total overs.
- 20) In the event of weather interruptions after the start, team batting 2nd should have played at least 10 overs to get a result. The net run rate will determine the winner in an event that a game doesn't complete due to weather interruption and it's determined that play cannot continue. There will be no reschedule of such games.
- 21) If a game cannot be completed due to weather interruption, 1 point will be given to both teams.
- 22) ALL MATCHES MUST HAVE A RESULT. IF SCORES ARE TIED AND WICKETS LOST are the same at the end of full match, the "Super Over" will be used to end the tie.
- 23) Super Over: Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over. The team batting second in the match will bat first in the super over. The Batting team can lose only 2 Wickets and if it does so the Innings will come to an end.

- In case scores are level at the end of the Super Over, the team hitting maximum sixes in the match will win. If that is also a tie, the teams with maximum fours win the match.
- If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example: Assuming that the game has ended in a tie and goes to a super over. Both teams end up on 15 runs in the super over. If the number of boundaries in the game and the super over for both teams are the same, then the third tie-break is applied.

| RUNS SCORED FROM | TEAM 1 | TEAM 2 |

| Ball 6 | 1 | 1 |

| Ball 5 | 2 | 2 |

| Ball 4 | 6 | 4 |

| Ball 3 | 4 | 6 |

| Ball 2 | 1 | W |

| Ball 1 | 1 | 2 |

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 6 runs from its 4th ball while team 2 scored only 4 runs, so team 1 is the winner.

- 24) Fielding Substitutions are allowed at a reasonable level and at umpire's discretion.
- 25) 1 run is awarded to the batting team for wide and no ball plus an extra delivery.
- 26) Any delivery on the leg side of a batsman will be called a wide if he is not able to make contact or it doesn't touch any part of his person.
- 27) Any delivery that bounces over the Batsman's head will be called a Wide.
- 28) A Bowler can bowl 1 bouncer to 1 batsman in 1 over. Any more delivery that goes over the shoulder will be called a No Ball.
- 29) The batsman can get out with a valid delivery that shoots thru the pitch. There is no dead ball called for such a delivery.
- 30) A delivery over the waist of the batsman will be called a No Ball.
- 31) There shall be free hits for no balls relating to the front foot and deliveries over the waist No ball.
- 32) Byes and overthrows are possible means of scoring runs.
- 33) **LBW decisions will not be applicable.** There shall be no runs for leg byes.
- 34) No more than 5 fielders on the On Side. No Ball will be called for a violation.
- 35) Fielding Restrictions:
  - 12 Overs: The first 4 overs will be mandatory Powerplay: Only 2 fielders outside the 30-yard circle during the powerplay. After the powerplay overs When playing in a Proper Cricket Field where a 30 yard circle is valid, at all times the fielding team should have 4 players inside the 30 yard circle not including the bowler and wicket keeper at the point of delivery. Violation will be a No Ball (1 extra run + extra delivery). The main umpire will make the call.
  - 15 Overs: The first 5 overs will be mandatory Powerplay. Only 2 fielders outside the 30-yard circle during the powerplay. After the powerplay overs When playing in a Proper Cricket Field where a 30 yard circle is valid, at all times the fielding team should have 4 players inside the 30 yard circle not including the bowler and wicket keeper at the point of delivery. Violation will be a No Ball (1 extra run + extra delivery). The main umpire will make the call.
  - 20 Overs: The first 6 overs will be mandatory Powerplay. Only 3 fielders outside the 30-yard circle during the powerplay. After the powerplay overs When playing in a Proper Cricket Field where a 30 yard circle is valid, at all times the fielding team should have 4 players inside the 30 yard circle not including the bowler and wicket keeper at the point of delivery. Violation will be a No Ball (1 extra run + extra delivery). The main umpire will make the call.
- 36) The Leg Umpire can signal the wide ball that goes over the head, but main umpire makes the call. The umpire if not from the batting side can signal the no ball over the waist but it's the main umpire that makes the call.
- 37) Each team should have two persons available as umpires. Organizing committee will make reasonable attempts to ensure neutrality of umpires. Final umpire selection shall be at the sole discretion of the organizing committee. Umpire(s) shall be the sole decision maker on the field. Any disputes shall be raised, but cannot be argued on the field. During the tournament all participants are expected to behave professionally and should avoid abusive language/gestures/question umpires' decisions. The participants must also remember to treat other players with respect as well as have fun.

38) Rules may be further revised at the sole discretion of the organizing committee.

Please contact for any questions:

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Date: \_\_/\_\_/\_\_

Captain : \_\_\_\_\_ , \_\_\_\_\_

(Print Name) (Signature)

Manager: \_\_\_\_\_ , \_\_\_\_\_

(Print Name) (Signature) Team Name: \_\_\_\_\_

Captain Name:

Manager Name:

No Player Name Game 1 Game 2

- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15