



2023 KAGW Cricket Tournament

Tournament Rules:

The organizing committee reserves the right to revise the rules at their sole discretion.

1. Registration Fee & Awards:

1. Each participating team must pay a registration fee of **\$200.00** by Sept 05, 2023.
2. Payment can be made via Zelle using the email "treasurer@kagw.com".
3. **Trophies and cash awards** will be given to both the winners and the runners-up.

2. Player Requirements:

1. All players must have Malayalee origin, meaning at least one of their parents must hail from Kerala, India.
2. Teams can include an additional 11th player, but participation is limited to those on the approved list.

3. Roster Guidelines:

1. Each team's roster must not exceed 20 players.
2. The finalized roster must be emailed to the organizers by the end of the day on September 5th.

4. Liability Waiver Form:

1. All players must sign and submit a Liability Waiver Form to the Tournament Committee.
2. Players who do not submit the waiver will not be permitted to participate in the tournament.

5. Code of Conduct:

1. **Respect the spirit of the game:** Uphold fair play, good sportsmanship, and respect for opponents and officials. Avoid unsportsmanlike behavior and respect the traditions and values of the game.
2. **Follow the rules:** Abide by the rules of the game regarding player conduct, equipment, field placement, and scoring. Breaches may result in penalties or disqualification.

3. **Show respect for opponents:** Treat opponents with respect regardless of age, gender, ethnicity, or skill level. Avoid intimidating or insulting behavior and congratulate opponents on their successes.
4. **Maintain a safe and inclusive environment:** Avoid discrimination or harassment, and engage in behavior that may endanger safety. All participants have the right to participate without fear of discrimination or harassment.
5. **Accept umpiring decisions:** Respect the decisions of umpires and avoid challenging their authority or questioning their decisions.
6. **Avoid abusive language:** Refrain from using abusive language or gestures towards opponents, umpires, or spectators. Avoid discriminatory or offensive language or behavior.
7. **Maintain the integrity of the game:** Uphold the integrity of the game and report any incidents of match-fixing, bribery, or corruption.
8. **Respect equipment and facilities:** Respect the equipment and facilities provided for the tournament and take care to avoid damaging them.
9. **Ensure fair play:** Play in a fair and competitive manner and avoid any attempt to gain an unfair advantage.
10. **Follow instructions of match officials:** Follow the instructions of match officials and cooperate with any decisions made by the tournament committee. This includes following safety protocols or regulations and complying with any changes to the schedule or format of the tournament.

Breaches of this code may result in disciplinary action, including disqualification.

6. Rules and Regulations:

1. All matches will be governed by the latest M.C.C laws of cricket, which includes the ICC Standard T20 Playing Conditions ([effective January 2022](#)-2017 CODE 3RD EDITION 2022), except as may be varied in these rules and regulations.
2. Other nonstandard cricketing rules may be enforced based on the ground conditions, but only with full consent from the captains of the playing teams.

7. Playing Area:

1. The pitch will be 22 yards in length, and the boundary markers will be set at a distance of 50 yards from the center of the pitch, with a 30 yards inner circle.
2. If the field is a baseball field, the playing area and predefined runs will be decided by the umpires and captains.
3. In this case, 1 run or 2 runs will be awarded when the ball goes into certain areas of the baseball field.
4. The format of the game will be single-side batting, with bowling always taking place from one end of the pitch.

8. Number of Games:

1. The number of pools and games will be determined based on registration, but each team will play at least 2 games before the finals.

9. League Round

1. The teams will engage in a round-robin format within their respective pool, with a minimum of 2 games for each team. The winning team will earn 2 points, and in the event of a tie/abandon, each team will receive 1 point. To determine the top team(s), the following criteria will be used for sorting:

Total Points -> Net Run Rate (NRR) -> Head-to-Head results -> Number of Wins -> Win Percentage

10. Semi & Finals:

1. In a two-pool league, the semi-final matches will be held between the top two teams from each pool, with the following matchups: A1 vs B2 and A2 vs B1. The winners of these two matches will advance to the final.
2. In a single pool game, the top two teams from the pool will directly proceed to the finals.
3. If a tie occurs, a "Super Over" will be implemented to determine the winner.

11. Points System:

1. Two points will be awarded for a win, and one point will be awarded for an abandoned game.

12. Game Format:

1. All games will be 10-over games, but the committee reserves the right to reduce the number of overs based on the situation.
2. In 10-over games, a maximum of 3 overs can be bowled by two bowlers, while all other bowlers can bowl a maximum of 2 overs.
3. In 8-over games, any bowler can bowl a maximum of 2 overs.

13. Tournament Guidelines:

1. The schedule will be published in advance by KAGW, and all teams/players are required to adhere to it.
2. The matches will be played with hard tennis balls.
3. Each team is responsible for bringing all necessary gear needed to play the game.
4. The KAGW organizers will provide hard tennis balls, wickets, and cones for boundary marking for the matches.
5. Umpires for the matches will be selected from the non-playing teams.
6. The individual teams will be responsible for scoring duties. Ball tracking for scoring will be done using the Cricclubs app (<https://cricclubs.com/KeralaAssociationofGreaterWashington>). Paper scoring may be used as a secondary scoring method by teams.
7. The batting team's score will be considered official, and at the end of the innings, it will need to be tallied.
8. If the bowling team has a scorer, each team should compare scores at the end of each over and eliminate disputes.
9. Umpires must sign off on the score at the end of each inning and at the end of the game.

10. If a non-playing team fails to provide umpires, two points will be deducted from their overall points.
11. Before the toss, both captains must have a printed list of names, with a clearly marked playing 10.
12. Each team must consist of at least 8 players at the time of the toss, and the maximum number of players allowed on the ground at any time during play will be 10.
13. To qualify for the Semi-Finals and Finals, players must have played at least one of the regular-league games.
14. Both teams must arrive at the ground at least 30 minutes before the start of play. If a team is not ready to play 30 minutes past the start time, the opposing team will receive points for the game. For every 5-minute delay, the late team will lose one over when they bat, and the other team will get the full allotted overs.
15. If a team does not show up or is more than 30 minutes late past the start time, the offending team will lose the game.
16. Limited quantities of refreshments will be available at the ground. The players/team are advised to bring their own snacks and refreshments.
17. There will be a 10-minute break between innings, as well as one 5-minute strategic timeout for each team.
18. The playing conditions will be determined by the umpires in consultation with the captains. In the event of any weather-related interruptions or delays, the decision to continue play will be made by the umpires/organizers with a primary concern for the safety of the players.

Interruptions before the start of a game:

1. A match shall consist of a minimum of 5 overs per team.
2. No bowler can bowl more than one-fifth of the total overs.

Weather interruptions after the start of a game:

1. The team batting second must have played at least 5 overs to obtain a result.
2. If a game is interrupted by weather and deemed unplayable, the winner will be decided by the [Duckworth Lewis Calculator](#). No rescheduling of such games.
3. Both teams will be given one point if a game cannot be completed due to weather interruption.

Super Over:

1. In the event of a tie in the final match or any knockout stage, an additional "Super Over" will be played to determine the winner. The Super Over involves a one-over per side, where each team faces a single over of six deliveries.
2. Each team selects a bowler and three batsmen to participate in a one-over "Super Over."
3. The same ball used in the match will be used in the Super Over.
4. The team that batted second in the match will bat first in the Super Over.
5. The batting team can lose only two wickets, and if they do, their innings will come to an end.

6. If the scores are tied at the end of the Super Over:
 - The team that hit the most sixes in the match will be declared the winner.
 - If that is also tied, the team with the most fours will be declared the winner.
 - If still equal, a count-back from the final ball of the one-over eliminator will be conducted. The team with the higher scoring delivery will be declared the winner.
7. If a team loses two wickets during its over, any unbowled deliveries will be counted as dot balls.
8. 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, including any runs resulting from wide, no ball, or penalty runs.

Fielding Restrictions:

1. 10 Overs: The first 3 overs will be mandatory Powerplay. Only 2 fielders are allowed outside the 30-yard circle during the powerplay.
2. 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.
3. Violation will be a No Ball, resulting in one extra run and an extra delivery.
4. The main umpire will make the call.

Fielding substitutions:

1. Allowed at the umpire's discretion and at a reasonable level.
2. No more than 5 fielders are allowed on the On Side. If a team violates this rule, it will result in a No Ball being called.

Batsmen:

1. If a player was out for more than 2 overs, then they can come to bat only after 2 overs or 2 wickets fall, whichever comes first.
2. If a player was out for more than 3 overs, then they can come to bat only after 3 overs or 3 wickets fall, whichever comes first.
3. If a player was out for more than 4 overs, then they can come to bat only after 4 overs or 4 wickets fall, whichever comes first.
4. No bye-runners are allowed at any point during the play.
5. However, if a batter gets injured, they can retire hurt and come back later, but only after two wickets have fallen or two overs have been bowled, whichever comes first.

Scoring:

1. Byes and overthrows are possible means of scoring runs.
2. LBW decisions will not be applicable.
3. No runs will be awarded for leg byes.

4. For wide and no ball, an extra delivery is awarded, and 1 run is awarded to the batting team.
5. Any delivery on the leg side of a batsman that doesn't make contact with the bat or any part of his person, or any delivery that bounces over the batsman's head, will be called a wide.
6. A bowler can bowl a bouncer to one batsman in one over. Any additional delivery that goes over the batsman's shoulder will be called a no ball.
7. 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. A delivery over the waist of the batsman will also be called a No Ball. The batsman can get out with a valid delivery that shoots through the pitch. There is no dead ball called for such a delivery.
8. Free hits shall be given for all No Balls.

Umpires:

1. Each team must have two available umpires.
2. The organizing committee will make reasonable efforts to ensure umpire neutrality. However, final umpire selection is at the sole discretion of the organizing committee.
3. Umpires shall be the sole decision makers on the field, and any disputes must be raised but cannot be argued on the field.
4. The Leg Umpire is responsible for signaling a wide ball that goes over the head, but the main umpire makes the final call.
5. Similarly, any umpire can signal a no ball that goes over the waist, but the main umpire is the one who makes the final decision.

14. Contact:

Please contact Sports@kagw.com

[CricClubs](#)

