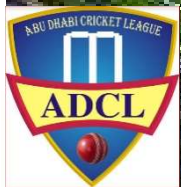


# ADCL CRICKET TOURNAMENT

## [SEASON 12] Rules and Regulations

8 October 2021 – 31 December 2021



### IMPORTANT STRICT NOTICE

#### 1. **DON'T USE ABUSIVE WORDS / THREATENING ACT / SLEDGING IN ANY CONDITIONS**

- For the sake of good cricket, please maintain a discipline act throughout the tournament
- Any complaints getting in these regards, after investigation the team may get eliminated from ongoing and from future tournament completely.
- New team may get replaced for the eliminated team position.

### FORMAT & ABOUT ADCL

1. **Format: T20 format (20 overs matches) with 12 teams in 1 group.**
2. **Tournament Entrance Fee - AED 200 only.** Tournament starts on **8 October 2021 ends on 31 December 2021.**
3. Tournament base location will be **Shahama, Abu Dhabi**. Playing on other locations is allowed if both the teams mutually accept.
4. **Players List**
  - a. Teams will require to send their squad list of 24 players in Captains WhatsApp group and fill the excel file (Season 12 Squad List), latest by 6 Oct 2021.
  - b. Teams shall list commercial player names (like players playing Mazyad tournaments, Enigma tournaments, Dada cup, Eumecon tournaments) with “\*” in their squad list, failing which that commercial player shall not be allowed to play.
  - c. Once the player is added to the squad deletion is not allowed, whether they played or not, please plan accordingly.
  - d. Adding/swapping players from the other team squad shall not be allowed.
  - e. Players played minimum 6 out of 11 league matches fully shall be allowed to play in KO stage matches.
  - f. Teams shall ensure the playing 11 selected during league match shall play the full match. Players joined in the middle of the league match (after 3 overs for the team fielding 1st/after 5 overs for the team batting 1st)/ left the ground before league match ends shall not be considered as "played full league match".
5. Each team will play one (1) league match against the other team. Each Friday only one match for each team. Teams ranking is based on the points & NRR in the CricClubs app, and the top 4 will get qualify for the Semi-Final.
6. Ground reporting time 6:45 AM and cutoff time to start the match is 7:00 AM. This may change during RED ALERT Day.
7. In the event of Rain & Foggy day, the above-mentioned ground reporting time, cutoff (match start) time & over reduction due to Team delay will not come in to effect and that day will be announced as **RED ALERT DAY** by the season organizer/ADCL committee member in Team Caps WhatsApp Group on the match day early morning.

8. Balls: Match played with new **RED TENNEX** ball; playing teams shall arrange for it.
9. Each innings shall be played with one new ball (2 new balls per match)
10. Overs: Each bowler can bowl a maximum of 4 overs in 20 overs match.
11. Teams shall manage their refreshment responsibilities and cricket belongings.
12. One team player shall not play/substitute for other teams throughout the tournament.
13. Please coordinate with your next match captain to avoid delays. Committee will post Captain/VC details of each team in "ADCL CAPS WhatsApp" group.
14. Scores shall be done by their own and shall be update in CricClubs Apps.

#### PRIZES & TROPHIES

##### 15. PRIZES & TROPHIES

- ⇒ Winner Prize AED: 1,100/-
- ⇒ Runner-up AED: 700/-
- ⇒ Player of the Series AED: 200/-
- ⇒ Trophy budget AED: 500/-
  - Trophies will be awarded for winner and runner teams
  - Player of the series trophy
  - Player of the Finals match trophy
  - Top Batsman & Top Bowler trophy
  - Trophy for 2nd & 3rd position top batsman & top bowler will be awarded.

##### 16. POWER PLAY & FIELDING RULES:

- a) When the fielding team is having 11 players available to play at the cut-off time, for first 6 overs (in T20), close fielders should be inside the 30-yard circle (if no markings for 30 yards circle make it approx.) and maximum 3 players can field outside 30 yards.
  - b) After 6 overs (in T20), close fielders should be inside the 30-yard circle (no markings for 30 yards circle make it approx.) Maximum 6 players can field outside 30 yards.
  - c) If bowling team is having less than 11 players available to play at the cut-off time, the maximum players outside 30 yards shall be reduced with the number of players in short (i.e., if bowling team is having only 10 players at the cut-off time, until the player joining the team only 2 fielders will be allowed outside the 30 yards during the power play overs/ 5 fielders will be allowed outside the 30 yards during after power play overs).
  - d) If measurement tape is available then you can keep perfect, both teams please coordinate each other during marking boundaries and inner 30-yard circle. This shall be done before cut-off time.
17. RH Batsman: Only 5 fielders can field on the leg side at any point of time if RH bowler is bowling from over the stumps for RH batsman. If RH bowler is bowling from around the stumps for RH batsman, then only 4 fielders can field on leg side. In same way, it will be applicable for LH batsman in vice versa.

#### GROUND ARRANGEMENTS:

18. Teams shall arrange their ground, creases & boundaries along with your opponent team.
19. Each team shall bring **minimum 12 big cones** to cover boundary lines to avoid dispute for 4 or 6 or catches on boundary line.

## MATCH GROUND SPECIFICATIONS:

### 20. Ground Specs

- Pitch length – **19 meters**
- Inner line from **center pitch – 30 Yards (27 Meters)**
- Boundary line from **middle of the pitch shall be 60 Yards (55 Meters)**
- **Wide Crease Measurements:** wide crease on batting end will be 1 regular size bat from corner stump and side crease on bowling end will be equivalent to 1 regular bat size and 1 handle from corner stump each end.

## MATCH TIMINGS:

21. Match Start time **7:00 AM (other than Red Alert days)** and that will be the cut off time.
22. For toss below conditions shall be applicable:
  - a) Both the team must produce at least 8 players to perform the toss at given reporting time **6:45 AM**.
  - b) Failure to report to the ground at 6:45 AM, toss will be in favor of the team present with at least 8 players at the ground.
23. To start a match at least 8 players are required for each team and remaining players shall be allowed to join the game within 3 overs for the team fielding 1st/with 5 overs for the team batting 1st.
24. Any team reaching the designated ground for that match 15 minutes after the given cutoff time will lead to reduction of 3 overs, and 30 minutes will cost 5 overs reduction.
25. Failing to reach designated ground after 45 minutes of cutoff time, walkover will be imposed
26. **The above rules will be applicable if the present team captain does not agree for mutual concern.**
27. A single break of 10 minutes between 1<sup>st</sup> innings and 2<sup>nd</sup> innings is allowed.
  - Batting team please do keep your next batsman ready & keep used Tenex ball ready if new ball broken.
  - Bowling team please avoid ball-by-ball discussions & do not delay in taking ball if it goes outside boundary.

## WALKOVER RULES:

28. If present team not accepted below reasons, then it declared as walkover for any match in the tournament.
  - a) Any team delay by 45 minutes than the given schedule time
  - b) Request for postpone match to another time of same day or next day without affecting next match schedule fixture for any reason
29. Except the walkover due to opponent team's delay in reaching the ground, following rules will be applicable for other walkover scenarios
  - a) Zero points for both teams if they do not continue match for any conflicts/disputes.
  - b) Give the match result with neutral umpires with nearby ADCL playing teams.
  - c) Captain's call, other team captain shall accept for neutral umpires call on disputes. No option to refuse.
  - d) If the issue does not sort out with above 29a, 29b & 29c, then walkover team will be eliminated from ADCL with immediate effect and violation will be imposed against that team.
  - e) Minimum Runs (Walkover Team) scored by that team in that season will be considered as their score with full overs.
  - f) Maximum Runs (Present Team) scored by that team in that season will be considered as their score with full overs.
  - g) If above walkover rules (29e & 29f) not giving positive run rate for Present team, then rules will be as follows
    - Walkover Team will get -2 NRR for that match (100 Runs)
    - Present Team will get +2 NRR for that match (140 Runs)

### **DUCKWORTH LEWIS RULES:**

30. D/L rules will be as follows.

- a) For any reason, if match abandoned (only for external reason like climate, rain, interruption by locals) then D/L rules will apply
  - If minimum overs (5 overs) not reached to apply D/L rules, then each point will be shared between teams (note: if match not abandoned for all teams).
  - If match abandoned for all teams' minimum overs (5 overs) did not reach to apply D/L rules, then new rematch will take place in coming week and fixture will change accordingly.
- b) For any reasons, if match interrupted (due to internal reason like umpire decision, dispute, etc.) both teams should solve the issue on ground itself. If required, please call Organizer or Captain from other teams of our tournament (if available), and get it solved. MATCH RESULT IS MUST If not, then SL No: 28, 29 & 30a will be followed, and will be investigated with the two teams and give decision based on situation.
  - Note: Re-match cannot be considered for internal interruption reasons.
- c) For games to be decided by D/L, each side must face at least 5 overs for 20 overs matches. These minimum limits do not apply to innings where a team is bowled out or reaches its target early.

### **GENERAL RULES:**

31. Please make sure each team shall play from first game until their last game.
32. If any team gives walkover for any reason, they may get eliminated for the next 1 season for the 1<sup>st</sup> time violation. If any violated team repeating the walkover for the 2<sup>nd</sup> time, then it will get life-term ban from ADCL tournaments.
33. If match tied in any league matches, then the points will be shared and during KO the winner shall be decide by super overs until one of the 2 teams wins through super overs.
34. It is the Opponent team Captain Call and he shall agree for any bye runner and Substitute fielding (provided that substituted player will not leave the ground before match ends).
35. For Retired hurt it can be accepted with any valuable reason like being injured on the field.
36. If required, please exchange Umpires with your nearby ADCL tournament team or else it is from batting team with below conditions:
  - a) Teams shall send umpires having good cricket knowledge and tournament rules.
  - b) Do not send players who are not strong enough to take decisions.

### **PENALTY POINTS:**

Any of the following situations will lead to penalty points for the team in any stage of the tournament.

37. Any player(s) playing half match & leaving the game without proper reason (like injury during match) and that team wins no point will be awarded to that team and full points (2 points) will awarded to the opponent team, if opponent captain objects or committee notices.
38. Players leaving to play other tournament(s) before their ADCL match ends shall not be acceptable. This will incur 2 penalty points for that team.
39. If any player leaving half way, that team's Captain shall report in main group on the same day with reason for leaving. Failing to do so will incur additional 2 penalty points for that team in addition to **penalty points as per s.no 37 or 38 of this RR.**
40. If a player is found as a commercial player as defined in s.no 4b of this RR, played in match(es) but not declared with “\*\*” in their squad list and if found later 2 penalty points/match will be awarded to that team.



#### 41. **GENERAL RULES TO UMPIRES:**

- 1) No ball can be given for following conditions, NO FREE HIT for no balls.
  - a) If the bowler bowls without some part of the front foot either grounded or in the air behind the popping crease.
  - b) If back leg or both legs are completely outside the sideline crease.
  - c) One (1) bouncer per over is allowed and if bowled more than 1 bouncer it will be called a No Ball
  - d) If the bowler chucking/throws, rather than bowls the ball after 1<sup>st</sup> warning. If he bowls 2 chucking/throws anywhere in between the overs, then he will not be allowed to bowl throughout the innings, ICC rules to be followed for definition of chucking and throwing (i.e., except players with elbow hyperextension, elbow shall not bend).
  - e) Any unfair and dangerous delivery (BEAMER) is not allowed at all, and the umpire will call it a NO BALL. Any bowler bowling 2 beamers in an innings shall not bowl further in that match and the remaining balls/overs shall be bowled by any of their team member(s) of playing XI.
  - f) If the bowler changes the side of the wicket from which he bowls without notifying the umpire.
  - g) 6 players in leg side including bowler, **please refer s.no 17 of this RR**. No Players restriction for offside fielding.
- 2) Umpires to call loudly for NO BALL, WIDE BALL & END OF THE OVER to avoid conflicts.
- 3) Dead ball to be declared if the ball broken more than one inch except when the ball crossed the boundary line. If the ball crossed the boundary, both ball and runs will be counted.
- 4) Wide shall be given only if ball goes outside the wide line (not ON the line).
- 5) Please take guard from bowler if he has not informed by himself. If the bowler himself did not inform his guard in beginning of an over then it will not be a NO BALL.
- 6) For any doubt or dispute, the main umpire shall clarify only with leg umpire only. Umpire shall not clarify with the batsman/runner, or the batsman/runner shall not inform the umpire at any point of time. Other players of batting/fielding teams, including captains shall not involve in this.
- 7) In case of a catch near the boundary line, the fielding captain shall ensure the fielder stays at the catching position, so that the umpire can verify the claimed catch.
- 8) LBW not applicable in this tournament.
- 9) No Leg bye score(s) applicable and run out in such a scenario also not applicable.
- 10) Umpires' decision is final. Only Captains/Vice-Captains can interact with the Umpires in case of any dispute. No arguments whatsoever with the Umpires are allowed by other players/outsideers.
- 11) If any team refusing umpire's decision or not ready to play or giving walkover in middle of match, then normal walkover rules will be applied.
- 12) While running between the wickets/after reaching wicket and when a fielder/wicket keeper/bowler throws the ball and if the ball hits the batsman/runner in any part of the body or his bat, then the ball becomes dead.
- 13) Each team match score needs to update in CricClubs App to get weekly statistics.

**-THANK YOU-**