



DMV Tournaments

TOURNAMENT GUIDELINES

April 5th, 6th & 7th

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1. START OF PLAY

1.1 All matches shall start at the scheduled time. Notwithstanding, the Tournament's Executive Committee reserves the right to set the starting time for any game based on field availability, weather conditions and permit restrictions.

1.2 All teams are required to report forty-five (45) minutes prior to the scheduled start time.

1.3 Start Times for Group stage games.

April 5th

- 8:45 AM (Metro Ground)
- 11:00 AM (Metro Ground)
- 1:15 PM (Metro Ground)
- 03:30 PM (Metro Ground)

April 6th

- 12:30 PM (Strawberry knolls)
- 03:30 PM (Strawberry knolls)

1.4 Start Time for Semi Finals:

April 7th

- 12:00PM (Veterans)
- 2:30 PM (Veterans)

1.5 Start Time for Finals:

- TBD (Veterans)

2. NOMINATION OF PLAYERS/ROSTERS

2.1 Each team shall be required to submit a team roster of no more than twenty (20) players.

2.2 Only those players mentioned in the list of 20 players will be allowed to participate in the tournament.

2.3 At or before the toss, each captain shall nominate eleven playing players and one as twelfth man, if the team wishes to do so.

3. SPINNING OF THE TOSS

3.1 If the captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain and shall spin

the toss on the pitch, no earlier than 30 minutes nor later than 15 minutes before the scheduled or revised starting time.

3.2 If a team does not have a player to spin the toss, or is not ready or is unwilling to spin the toss as stipulated, it shall be considered in violation of tournament rules and shall result in the team losing the toss.

3.3 Any player who is listed in the playing eleven (11), (i.e., not including a substitute), may spin the toss after providing the officiating umpire and the opposing captain, or the captain's representative, with his list of declared players for that game.

3.4 Once the toss is spun, the winning team must immediately inform the umpire of its decision to bat or field. Once the umpire is notified, the decision may not be altered.

3.5 If the team that won the toss does not have 8 declared players present at the scheduled or revised starting time, that team shall lose the toss (assuming the opposing team has a minimum of 8 declared players present).

4. CRICKET BALLS

4.1 A white four-piece ball supplied by the Tournament Executive Committee shall be used in all matches.

4.2 If the ball is lost during a game, a new ball will be used.

4.3 Each fielding team shall have one new ball for the start of its innings.

4.4 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

4.5 If during play, the ball cannot be found or recovered, or the umpires agree that it has become unfit for play, the umpires shall replace it with a new ball. When the ball is replaced, the umpires shall inform the batsmen and the fielding captain.

4.6 If it becomes necessary to replace the ball, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpire(s) and the umpires' decision as to a replacement or otherwise will be final.

5. NUMBER OF INNINGS

5.1 All matches will consist of one innings per side, each innings being limited to a maximum of 100 balls.

5.2 If the team fielding first fails to bowl the required number of balls by the scheduled time for the close of the first innings, play shall continue until the required number of overs has been bowled. All penalties regarding delay of games as outlined in Section 26 shall apply.

5.3 If the team fielding second fails to bowl the required number of balls by the scheduled close of play, the hours of play shall be extended until the required numbers of balls has been bowled or a result achieved, providing visibility or weather permits. All penalties regarding delay of games as outlined in Section 26 shall apply.

6. PENALTIES FOR LATE START

6.1 A team is not ready to play until it provides the umpire and opposing captain with a legible list of each player's full name.

6.2 The team that is not ready for play at the scheduled or revised starting time shall be penalized and the non-offending team will be awarded five (5) runs for every five (5) minutes, or fraction thereof of delay in starting the game (Example: if a team is not ready to play in 1-5 minutes after the scheduled starting time, they will be penalized 5 runs. If the offending team is not ready to play 6-10 minutes after the starting time, they will be penalized 10 runs, etc.)

6.3 The team that is not ready to play or which is unwilling to start the game 30 minutes after the scheduled or revised starting time, shall automatically forfeit the match.

7. FORFEITS

7.1 A team that has fewer than eight (8) nominated players present at the ground thirty (30) minutes after the schedules or revised starting time, or at any time during the match shall automatically forfeit the game.

7.2 A team that is not ready to play as per the conditions outlined in Section 6 or for any other unjustified reason or is unwilling to start after 30 minutes past the scheduled or revised starting time, shall automatically forfeit the match.

8. INELIGIBLE PLAYER

8.1 An ineligible player is one which at the time of the game is:

8.1.1 Any circumstances under which it is clear that by playing, that player intends to intentionally disregard the Tournament Playing Conditions and eligibility rules detailed in the eligibility document.

8.2 Any team that uses an ineligible player shall be deemed to have forfeited the game, the game shall be awarded to the non-offending team, despite the results of the game played.

9. MATCH WON DUE TO A FORFEIT

9.1 A team that wins a match due to a forfeit shall be awarded all points.

10. CONCEDED A GAME

10.1 A team may concede a game at any time after the start of the game.

11. REFUSAL TO PLAY

11.1 If an umpire considers that an action by any player constitutes a refusal to play, he shall inform the captain of that side. If the captain persists in the action, the umpire shall award the match to the opposing team.

11.2 If the action in (11.1) above does not constitute a refusal to play, the delay or interruption in play shall be dealt with in the same manner as provided in Section 26 (Delay of Game/Time Wasting).

11.3 Except for circumstances where a match is awarded to a team as a consequence of the opposing teams' refusal to play, a result can only be achieved if both teams have had the opportunity of batting for at least 25 balls unless one team has been all out in less than 25 balls or unless the team batting second scores enough runs to win within 25 balls.

11.4 Except for circumstances where a match is awarded to a team as a consequence of the opposing teams' refusal to play, all matches in which both teams have not had an opportunity of batting for a minimum of 25 balls, shall be declared "no result".

12. DECLARATION

12.1 The batting side can declare its innings

12.2 A team batting second cannot declare its inning but may concede the game.

13. NUMBER OF OVERS PER BOWLER

13.1 No bowler shall bowl more than 20 balls in an inning or 4 over of 5 balls.

13.2 In a delayed or interrupted match or where a team loses overs as a penalty, no bowler shall bowl more than one fifth (25%) of the total number of balls allowed rounded up to next number if in fraction.

13.3 If for any reason a bowler is incapacitated while running up to bowl the first ball of an over or is incapacitated or suspended during an over and is thereby unable to complete the over, the umpire shall call and signal "dead ball". Another bowler shall complete the over from the same end, provided that bowler does not bowl two overs, or parts thereof, consecutively in one innings. Such part of the over shall count as a full over in so far as each bowler's limit is concerned.

13.4 Twenty-five balls (5 overs of 5 balls) shall be bowled from one end before the change end.

14. ADJUSTMENT OF OVERS

14.1 If the start of the match is delayed, the number of overs(5 balls) shall be reduced on the basis of one (1) over per team for every 10 minutes or part thereof of time lost.

14.2 If after the match starts, play is suspended because of unfavorable weather conditions, or any other unavoidable circumstances, the number of overs shall be reduced on the basis of one (1) over (5 ball) per team for every 10 minutes or part thereof of time lost.

15. BOWLING OF SHORT FAST PITCHED BALLS

15.1 A bowler shall be limited to one (1) fast short-pitched delivery per over of 5 balls. If the bowler is bowling straight 10 balls, then he is allowed 2 short balls in total of 10 balls.

15.2 A fast short-pitched delivery is defined as a ball, which passes, or would have passed above the shoulder height of the striker standing upright at the popping crease.

15.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.

15.4 For the avoidance of doubt any fast short-pitched delivery that is called a "Wide" shall also count as one of the allowable short-pitched delivery in that over.

15.5 Bowling more than one short fast pitched delivery:

15.5.1 If the bowler bowls more than one fast short-pitched delivery in an over, the umpire at the bowler's end shall call and signal "no ball" on each occasion. The umpire shall use a different signal to signify a fast short-pitched delivery. He shall call and signal 'no ball' and then tap the head with the other hand.

15.5.2 If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call of "no ball" and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

15.5.3 If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

15.5.4 Both the caution and final warning continue to apply even though the bowler may later change ends.

15.5.5 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof, nor be allowed to bowl the next over.

15.5.6 The bowler taken off shall not be allowed to bowl again in that innings.

15.6 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

15.7 The umpire will then report such action to the Tournament Committee who shall take appropriate actions against the captain and/or the bowler.

16. BOWLING OF HIGH FULL PITCHED BALLS

16.1 Any delivery, which passes or would have passed, on the full above waist height of the striker standing upright at the popping crease is deemed to be unfair, whether or not it is likely to inflict physical injury on the striker.

16.2 In the event of a bowler bowling a high full-pitched ball as defined above, the umpire at the bowler's end shall call and signal no ball.

16.3 If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and directions, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply to that bowler throughout the innings.

16.4 Should there be any further instance where a dangerous High Full Pitch ball as defined above is bowled by the same bowler in the innings, either Official umpire shall call and signal No ball and when the ball is dead, the bowler's end umpire shall direct the captain to take the bowler off forthwith.

16.5 If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

16.6 The bowler taken off shall not be allowed to bowl again in that innings.

16.7 The umpires will then report the matter to the Tournament Committee who shall take such action as is considered appropriate against the captain and the bowler concerned.

17. NO BALLS

17.1 The delivery following a No Ball (all modes of No ball) shall be a "free hit" for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. The batting side will be awarded 2 runs and a free hit for a No ball.

17.2 Field changes are not permitted for free hits unless there has been a change of striker.

17.3 For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a wide ball. Conditions for being out are Hit the ball twice, Obstructing the field or Run out.

18. WIDE BALLS

18.1 Any offside or leg side delivery in the opinion of the umpire that does not give the batsman a reasonable opportunity to score, shall be called and signaled "wide ball" by the umpire at the bowler's end.

18.2 Notwithstanding the above, any delivery which passes outside the line of leg stump, and on the leg side of the striker, without making contact with the striker's bat or person shall be called a Wide Ball.

18.3 As a guideline to the umpires for the calling of Wide Ball on the offside, a crease shall be marked at each end of the pitch and shall measure seventeen (17) inches from the return crease or thirty-five (35) inches from the center of the middle stump.

18.4 A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs that are scored or awarded. All runs which result from a wide ball, which is not a no ball, shall be scored as "wide balls".

19. PLAYERS ABSENT FROM FIELD

19.1 Fielder absent or leaving the field

19.1.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

19.1.2 The consent of the umpire at the bowler's end must be obtained for a player to leave the field or return to the field during a session of play.

19.1.3 A player who leaves the field or is absent from the field for longer than eight (8) minutes shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent but not to exceed Thirty (30) minutes.

19.1.4 The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent but not to exceed thirty (30) minutes or, if earlier, when his side has lost five (5) wickets.

19.2 The restrictions in 19.1 above, shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pull muscle) during the match and was thereby forced to leave the field. Likewise, these restrictions shall not apply if the player has been absent for very exceptional and entirely acceptable reasons.

19.3 If a fieldsman is already off the field at the time when play is stopped due to weather, light or for other acceptable circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

20. SUBSTITUTE FIELDSMAN

20.1 Substitute fielders shall only be permitted in the cases of injury, illness or other wholly acceptable reasons and shall not be allowed for comfort breaks.

20.2 A substitute fieldsman must be a registered player of the team for which he is substituting and a declared 12th man in the list submitted to the umpire.

21. BATTER RETURNING TO ORIGINAL END

21.1 When a batter is Out Caught, the new batter shall come in at the end the striker was at, the not out batter shall return to the wicket he left unless it is an end of an over.

22. BREAKS BETWEEN INNINGS

22.1 Breaks between innings shall be 10 minutes.

22.2 No drinks intervals shall be permitted, unless due to an excessive heat advisory. Executive committee will announce such weather conditions before hand.

22.3 An individual player may be given a drink either on the boundary edge or on the field at the fall of a wicket, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permissions of the umpires.

22.4 Except as provided for in the above provisions, no other variation in the timing of drinks intervals shall be allowed.

23. FIELDING RESTRICTIONS 30-YARD CIRCLE & POWER PLAYS

23.1 At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side and of which not more than two (2) fielders, other than the wicket keeper, behind the popping crease on the on side.

23.2 All games shall be played with the restrictive 30-yard circle. The 30-yard circle shall be drawn on the field of play by connecting two semi-circles. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field.

23.3 A maximum of two (2) fielders can be outside the 30-yard circle in the 25-ball power play.

23.4 A maximum of five (5) fielders can be outside the 30-yard circle for the remaining of the 75 balls

24. ABANDONED/RAINED OUT GAMES

24.1 If play is abandoned because of unfavorable weather conditions or because a ground or pitch is unfit or unavailable for play, the match shall be rescheduled to another date or time. The Tournament Committee shall reschedule the game based on ground availability and time remaining for the tournament.

24.2 The result of a game that is interrupted by either conditions of ground, weather, light or exceptional circumstances shall be determined by ICC DLS Version 4 (Edition 2020), provided the team batting second has batted at-least 5 overs.

24.3 In the event that a game gets rained out, and the Tournament Committee is unable to reschedule to the game due to weather conditions or ground availability, the game result will stay as abandoned and the points will be shared as outlined in Section 29

25. TIED GAMES

25.1 A tie occurs when the runs scored by both teams are equal at the completion of the game.

25.2 In the event of a tied match, there will no super over for Group stage matches. Both teams will be awarded 1 point each. Playoff games will have super over. Please refer to the playoff document.

26. DELAY OF GAME/TIME WASTING

26.1 A bowling team shall complete its allotted 100 balls within 65 minutes or less.

26.2 The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within ninety (90) seconds or minute and half from the fall of the previous wicket.

26.3 The incoming batsman is expected to cross the outgoing batsman within the field of play. If he takes more than ninety (90) seconds, if this requirement is not met, the incoming batsman will be out, 'Timed out on appeal from the fielding team. Umpires are instructed to use discretion in their application of this rule.

26.4 Umpires may award five (5) penalty runs at their discretion if they believe either team is needlessly wasting time.

26.5 Penalties will be waived for the following reasons:

26.5.1 Interruptions due to rain

26.5.2 Ball is lost outside the field of play

26.5.3 Interruptions due to major injury

26.5.4 External bleeding

26.5.5 Fainting or head injury

27. CRICKET ATTIRE

27.1 Every player participating in tournament matches shall wear their team uniform (same color must be worn). Wearing white color uniforms are prohibited. Colored or Club pullover, colored or Club-colored protective headgear, colored or Club-colored protective pads, or Club hat or cap in Club colors are permissible. White protective pads will not be permitted.

27.2 Club or other logos or emblems may be worn on shirts and pants. All logos, text or anything similar needs to either transfer print, screen print or embroidery.

27.3 All players in the team must wear the same-colored shirts and trousers.

28. FITNESS OF GROUND, WEATHER, AND LIGHT

28.1 The umpires shall be the final judges of the fitness of the ground, weather and light for play.

28.2 If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If the umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.

28.3 If at any time the umpires agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or no allow play to commence or to restart.

29. POINTS

29.1 Points will be awarded for the group stage as follows:

Win = 2 points

No Result = 1 point

Loss = 0 points

30. PLAYOFF SEEDING

30.1 Play-offs seeding is based on total points accumulated during the group stage.

30.2 At the end of the group stage, the 2 teams with the highest points in the group will advance to the semifinals.

30.3 If at the end of the group stage teams are tied on points, the team with the higher net run rate will advance to the semifinals. Please refer to the playoff document for full ranking criteria.

31. PLAYOFF FORMAT

31.1 Semifinals will be conducted as follows:

Winner of Group A vs Runners-up of Group B

Winner of Group B vs Runners-up of Group A

32. “NO BALL” – STUMP STRIKE SITUATION

32.1 Either umpire (Official umpires) shall call and signal “no-ball” when a bowler breaks the stumps whilst delivering the ball.

32.2 There will be no warning process involved and the call is for each occurrence.

33. PLAYER’S CONDUCT

33.1 All players must conduct themselves in ways that are fair, honest, and promote the spirit of the game of cricket. Any player that violates this will be subject to disciplinary measures as deemed appropriate by the tournament's Executive Committee.