**RULES & REGULATIONS**

1. **TOURNAMENT FORMAT**
   1. The tournament will be played between 5 teams (Central, LPU, Utilities, FGP and GTL) Playing team members are 11.
   2. The tournament will commence on **Friday 31st Jan 2019 at 8:00hrs** as per the schedule.
   3. Each team play against other team one time in league matches.
   4. After league matches top 4 team in as per pint table will qualify for Super four league stage. Fifth position team in the point table will be eliminated from tournament.
   5. After Super-4 league stage top team in the points table will qualify for the final. 2nd and 3rd position teams in the points table will play semifinal, winner will qualify for the final. 4th position team in the point table will be eliminated from tournament.
   6. All League matches **including semifinal** will be of **12 overs** per side. Final match will be **15 overs** per side
   7. Points Scoring for Matches will be as follows:
2. Winner – 2 Points
3. Loser - 0 Point
4. Undecided – 1 point each.
5. Team Standings is based on points and if points are same then net run rate will be considered. New points table will be prepared for Super-4 league stage, points and NRR after league matches will not be considered for team standings after Super-4 league stage.
6. If NRR is also same, then winning team among affected team will be given priority in the standing. During super-4 league stage, league match result among affected teams will not be considered.
7. **TOURNAMENT REGULATIONS:**

**2.1 Players' outfit:**

All teams will ensure that their players wear proper cricket kit, Players without proper kit, including substitute fielders, will not be allowed to play. Team captain and Focal point of each team will manage their outfit.

**2.2 Selection of players:**

Each team with nominated captain will comprise of 22 players (Max). 11 Reserve players will be permitted per team to cater for shift duties and such eventualities. Employees are allowed to nominate their kids. Only 2 kids are allowed to be part of playing 11. Each team to select playing 11 from the list of 22. If any of the team nominates players less than 22 then, they are allowed to select playing 11 from that list only.

No contractor employee is allowed to part of the 22 players list. (STIAs are excluded)

**2.3 League matches:**

All the teams MUST play all their scheduled league matches, whether or not they stand a chance of qualifying for the next round / finals, so as not to deprive other teams of improving their run-rate to qualify or the other players of improving their overall best performance. Any evidence of match fixing will result in both the teams being debarred from any further participation in the tournament.

**3 TOURNAMENT PLAYING RULES:**

**3.1 Reporting time:** All teams should report at the grounds at least **15 minutes** prior to the scheduled match time. It is the responsibility of the captains to ensure prompt reporting of his team at the ground.

**3.2 Playing Team Announcement:**

Before the toss is made both the captains shall be required to announce the team of **playing 11** and provide the list to the scorers.

**3.3 Minimum players:**

A minimum of 8 players from each side should be present prior to the start of each scheduled match. If any team fails to have the minimum required players then, **after a grace period of 15 minutes** from the scheduled time of the match, a walkover will be given, and two points will be awarded to the opposite team during the league stage and win in final.

**3.4 Playing end & delays:**

All matches will be played from **one end** of the wickets. Officiating umpires and the captains of the teams will ensure that no delays are caused to the start of the match and during the match. Start time/end time can be extended for delays because of bad weather.

**3.5 Bowling:**

A bowler can bowl maximum **3 overs** in a league matches **(12 over games)** and **4 overs** in the Finals **(15 over games)**. Bowlers are allowed a run up of maximum **15 meters**, which will be marked by the organizers. If there is any reduction in overs due to weather conditions, the allowed overs will be reduced accordingly as decided by the umpires.

**3.6 Underarm and Throw bowling:**

Underarm and throw action bowling is not allowed. 1st warning is to be given for suspicious bowling action.

**3.7 Wicket-keeping:**

Use of gloves for wicket keeping will be allowed.

**3.8 “No Ball”:** A ball will be declared a "No Ball" in any of the following cases:

Ball pitching short and going above normal shoulder height of a batsman in full stance position 2nd time in an over. 1st time warning will be given.

Bowler bowling from beyond the marked line (bowling crease & side return crease) – front foot and back foot rules.

Bowler bowled at a batsman's body above waist height in full stance position

Bowler with a suspect action bowls fast deliveries

Underarm bowling

Bowler starting to bowl without informing the umpire of his approach side (over or round the wicket) and bowling arm (left arm or right arm).

A ball bouncing more than twice before reaching the batting crease

All no balls are considered for free hit delivery.

During free hit batsman can not be given out other than run out, handling the ball, obstructing the field, hitting the ball twice.

Fielding changes are not permitted for free hit unless there is change of striker.

**3.9 "Wide Ball":**

Any ball bowled out of the batsman's reach outside of marked line will be declared “Wide Ball". All runs off a wide ball will be recorded as wide. Re-Ball will be bowled for wide ball.

**3.10 Declaration of “No Ball” or “Wide Ball”:**

A No-ball decision will overrule a wide ball decision on the same delivery. Re-Ball will be bowled for wide ball.

**3.11 Run out – non-striker:**

The bowler can attempt to "run out" the batsman at the bowling end (non striker) if he tries to steal a run. **Advance warning to the batsman is required.**

The rule for this is interpreted as follows:

The non-striker is free to leave the crease **when on the delivery side** the back foot of the bowler strikes the ground.

**3.12 Leg Before Wicket (LBW):**

There will be no **“leg before wicket”**.

**3.13 Reversal of Umpiring Decisions:**

Umpires decision shall be final and not questionable. However, the fielding captain at his own discretion may recall a batsman who has been declared out and inform the umpires accordingly. However, the recall can only be affected before the next ball is bowled.

**3.14 Bowler / fielder un-sighting the umpire:**

In the instance of the bowler un-sighting the umpire during his follow-through, the umpire shall warn the bowler during first instance and the captain at the second instance. Third time for the same bowler will be cancelled his present as well as next overs. Whenever unsighted by bowler or fielder the umpire shall be fully within his rights to give the benefit of doubt to the batsman.

**3.15 Use of Runner by Batsman:**

**A Batsman is not allowed to use runner if injured during the match.** However, the option to retire can be availed after completion of the particular over. The batsman once declared retired can not bat again.

**3.16 Team Representative with Scorers:**

Captains shall ensure the presence of a team representative with the “scorers” to identify the players on the field. Captains are responsible to sign the score sheet at the completion of an innings. If a score sheet is not signed, the organizing committee will not entertain any complaints related to the scores as recorded.

**3.17 Change of Batsman’s stance during an innings:**

A batsman may be permitted to change his stance during the course of an innings after informing the umpires and the fielding team captain. However, such change can be made only once during an innings at any time during the play after which the batsman will continue playing in the changed stance.

**3.18 Wide Ball when batsman changes stance after bowler commences run-up:**

The off-side/leg-side applicable for calling wide will be based on the stance of the batsman at the time of trying to hit ball.

**3.19 Change of Bowling Arm by bowler:**

A bowler may be permitted to change to bowling arm (RH to LH or vice versa) during an innings after informing the umpires and the batsmen. However, such change can be made only once during an innings at any time during the play, after which the bowler will continue bowling with the changed bowling arm.

**3.20 Inclement Weather - minimum overs:**

In the event of inclement weather, the minimum overs to be played by each team will be as follows:

 League Stage– **Minimum 8 Overs**

 Final – **Minimum 12 Overs**

When it is not possible to play the minimum overs as defined above, the match will be considered as "Washed Out" and one point will be awarded to each team, in the league stage. In the Finals the match will be “wash-out” of the same fixture, the committee may decide to force a decision based on team standings after Super-4 stage league matches.

(This rule is applied after fulfillment of rule no 3.3

Umpires and captains of playing team to decide whether match can be played or not.

For semifinal and final spare days can be utilized.)

**3.21 Tied Match:**

If the same numbers of runs are scored by both teams in league matches, each team will get 1 point. In case of final match super over will be played.

**Super over rules:**

* The team that bats second in the match will bat first in the Super Over
* Each side has to decide on who three players will bat, meaning that the loss of two wickets ends the Super Over.
* If the Super Over also ends in a tie,

1. The team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the Super Over shall be the winner. .
2. If the total number of boundaries hit by both teams is equal, the team whose batsmen score the most number of boundaries (fours and sixes) in its innings in the main match (ignoring the Super Over) will be the winner.

* If decision cannot be made after super over then winner will be declared based on team standings after super-4 league stage matches

**4 CODE OF CONDUCT**

**4.1 Awareness of Tournament & Playing Rules:**

The team Management and Team Captains are required to be fully aware of this section of the rules. The Umpires and match referees will be fully within their rights to enforce discipline both “on and off” the field. Unparliamentarily language will not be tolerated. The team captain must ensure that all his players are aware of the provision of this section and the rules of the tournament and shall ensure proper conduct of his players.

**4.2 Atmosphere of game:**

All matches should be played in a festive atmosphere. Captains will ensure that matches are not disturbed or disrupted at any time due to non-agreement of umpiring decisions etc.

**4.3 Umpiring Decisions:**

Players will accept the umpires' decisions honorably, which shall be final. If any player misbehaves during the match or afterwards, with the umpires, organizers, or any player, then disciplinary action will be taken against the concerned as defined in Section 4.8 below

**4.4 Players entering playing field during match:**

Team captains (fielding and batting side) must strictly ensure that none of his players enter the field during the match except **when requested after obtaining the umpire's consent**. Violation of this rule will lead to an appropriate action to be taken by the Tournament Organizing Committee as defined in Section 4.8 below.

**4.5 Repeated Appealing by fielding team:**

Instance of repeated appealing will result in disciplinary action as defined in Section 4.8 below.

**4.6 Aggressive appealing by fielding team:**

Appealing to the Leg umpire for reversal of a decision already made by Main umpire (under whose jurisdiction the decision falls) or vice versa is construed as unwanted appealing. Disciplinary action will apply as in Section 4.8 below.

**4.7 Fielding more than 11 players**:

The fielding team will be **penalized** 5 Runs for each over (or part thereof) bowled till the infringement has been noted. Maximum 5 fielders are allowed on leg side of the field.

**4.8 Penalties for disciplinary actions:**

Penalties will apply as follows:

a) First instance – Verbal warning

b) Second instance – Warning to Captain

c) Third instance – Debar player from any further part in the match or next match.

**Note: No replacement / substitute will be allowed for c) above.**

**5 Prizes**

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| PRIZES | |
| MOM | CAP/TROPHY |
| BEST BATSMAN | ORANGE CAP |
| BEST BALLER | PURPLE CAP |
| WINNER | TROPHY |
| RUNNER UP | TROPHY |

Criteria to be considered for selecting MOM

1 wicket: 10 points

1 catch: 5 points

1 Runout: 5 points

1 stump out: 5 points

Once, an individual is declared as MOM for a match then his name will not be considered for next matches for MOM. This condition is not applicable for semifinal and final. Match

For selecting Best batsman and best bowler, an individual’s performance in semifinal and final will not be considered.

**RULES APPLICABLE FOR THE TOURNAMENT**

Unless otherwise stated above and for any requirements not covered above, **ICC International Rules** will be applicable. In case of any conflict, the decision of the Tournament Committee shall final and binding.