Cleveland Royal Challengers

Rules & **R**egulations

Format

2021 CRC'S INDOOR CRICKET OPEN

CLEVELAND ROYAL CHALLENGERS CLUB

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> **TOC ASSUMES THAT ALL PARTICIPANT UNDERSTAND/ COMPREHEND WITH THE RULES PRESENTED HEREIN.**

> **ALL PARTICIPANTS SHOULD AGREE THAT SAFETY IS YOUR OWN RESPONSIBILITY.**

> **ALL PARTICIPANTS SHOULD MAKE SURE THAT YOU KNOW HOW TO PARTICIPATE SAFELY IN THIS TOURNAMENT AND TOURNAMENT RELATED ACTIVITIES, ALONG WITH OBSERVING ANY RULES AND REGULATIONS.**

> **ALL TEAM CAPTAINS ARE RESPONSIBLE FOR THEIR TEAMS TO FOLLOW THE COVID RULES ACCORDING TO THE FACILITY, LOCAL CITY, STATE & FEDERAL GUIDELINES.**

1. TOURNAMENT RULES

1.1 It will be the captain's responsibility to ensure that each member on his team is aware of the rules and comprehends it.

1.2 TOC will provide new balls for each game.

1.3 Wickets, boundary markers, space and other necessary equipment except bats will be provided to the teams. TOC does not provide bats.

1.4 Tournament will be played in two stages: League/ Group stage and knock out stages.

1.5 Tournament is scheduled on **SATURDAY, DEC 4TH, 2021, AT 9:30 PM TO 7:30 AM.**

1.6 Tournament Location is **CAPS FIELDHOUSE, 6060 W CANAL RD, VALLEY VIEW, OH 44125.**

1.7 Teams must check-in at the desk 15 mins prior to their start time. The schedule will be strictly followed and teams reporting late will be penalized.

1.8 Format of the tournament will be 7 Overs each with 7 players on each team (9 players allowed in roaster).

1.9 In Case of Unspecified / Unforeseen condition, TOC will make final decision. TOC holds right to make any organizational and operational decision during the tournament as necessary.

2. TOURNAMENT FEES

2.1 The fee for each participating team is $150. The fees are due before the registration deadline. The teams will not be registered unless fees are submitted.

2.2 NO REFUNDS will be provided to teams after registration deadline. Registration deadline is Nov 28th
(See exception rule: 2.3)

2.3 If the tournament is cancelled in any circumstances, then refunds will be considered per below.

    2.3.1. 100% refund: if the entire tournament gets cancelled.

    2.3.2. NO REFUND will be issued if the team wants to quit after registrations.

    2.3.3. NO REFUND will be issued if the registered team do not show up in tournament on the rescheduled date.

3. TEAM ROSTER

3.1 Team can provide maximum of 9 players in their roster. Out of 9 players, only 7 players will play in a game (same players for both innings). Modification to the roster will not be allowed, after the tournament begins. *(See exception rule: 3.4)*

3.2   A player cannot play for more than 1 team in this tournament. Any team found guilty of breaking this rule will suffer a penalty/suspension from the tournament – this rule will be applied to each team that player has played for.

3.3   A Player should have played at least 1 of the 3 league games to qualify for the playoff's games. Violation may lead to the suspension of the team from this tournament.

3.4   In case of injured player during the game or emergency, team is allowed to use substitute from their roster submitted to TOC. Substitute player is only allowed to field. Substitute player cannot bowl or bat.

3.5   Roster needs to be provided by EOD Thursday Dec 2nd (two days before the tournament starts).

    3.5.1   Player's name (first and last name) in the roster should match the stated name on their photo identification.

    3.5.2   In any conflict situation TOC will be checking player's photo ID. If player fails to provide their photo ID, or if the photo ID does not match with provided name, that team will lose that game and player will be suspended for rest of the tournament.

    3.5.3   TOC discretion applies in the conflict situation. TOC decision will be final.

4.   UMPIRES

4.1   TOC will provide one neutral umpire for all league games and two neutral umpires for Semi Final and Final games. Batting team is responsible for providing a leg umpire for all the League Games and Quarter Final.

4.2   The main umpire's decision will be final. The leg umpire is entitled to give fair decision on the no-balls and the run outs. The leg umpire can be overruled by the Main Umpire at any time and for any decision.

5.   GAME RULES

5.1   The teams are supposed to report at the scheduled field 5 minutes before their game starts. Late reporting teams at their respective fields will face penalty. The overs will be deducted from their batting innings. For every 3 minutes, 1 over will be deducted. If the team is late by 20 minutes or more, then the game will be considered as forfeit and the opponent team will be awarded a WIN.

    5.1.1   If any team appears late on their field due to ongoing previous game, that team will not be penalized. *Rule 5.2.*

5.2   Teams, playing back-to-back games, should report to their next game as soon as their current game finishes.

5.3   There is no break between the innings. Both teams should be ready to play second inning as soon as the first inning is complete.

5.4   No Super sub will be allowed.

5.5   One bowler can bowl 2 overs maximum.

5.6   Wicketkeeper position for the tournament is a mandatory. Anyone can bowl from the playing 7.

5.7   No Last man batting! This means if six players are out then the team is all out.

5.8   Arguing with the umpires and use of any profane language towards the umpires or other/ opponent team's players will not be tolerated. The player will be warned, and the captain will be notified once. Any further repetition of same manner bans the player from the tournament in future. Depending on the severity of situation, Main Umpire has the discretion to award the game to the opposing team.

5.9 Violence of any matter (verbal / physical) has a **Zero Tolerance** policy. If a player of a team is guilty of violent behavior (verbal / physical), then he or the whole team would be suspended from the tournament.

5.10 Team captains must submit their used ball to TOC after every game.

5.11 Any team who loses game ball in ceiling net or in any situation during the game will be provided an used ball by TOC.

6. NO BALLS

6.1 If any bowler delivers the ball above the waist directly (without any bounce on the pitch) will be considered as a No Ball.

6.2 One bounce per over is allowed for this tournament. Bounce over the head will be flagged as a Wide Ball including an allowed bounce per over. Any additional bounce over shoulder will be considered as a No Ball.

6.3 In case of no balls and wide balls, an extra run will be added to the score board.

6.4 Overstepping the crease line while bowling will be considered as no-ball. When bowler's front foot crosses the popping crease (side crease) of the bowling area, the delivery will be considered as a No Ball. If the back foot crosses the side crease and front foot does not, it will be a legal delivery.

6.5 An immediate ball after any No-Ball is the FREE-HIT.

6.6 At the Free Hit Delivery, the field cannot be changed for the same batsman who just faced the previous ball (No-Ball).

6.7 Stumping is not out on Free Hit ball. A batsman can only be out on a free hit ball from the methods you can be out on a No-Ball.

7. FIELD RULES

7.1 There is no Power Play in this tournament.

7.2 Only two fielders can field behind the non-striker end stump lines on bowling end.

7.3 Wicket keeper is mandatory all the time.

7.4 In case of Runout, Bowled or Stumping, if ball hits the stump base or spring, it will be considered as valid hit and batsman will be given out.

7.5 If ball touch any surface on the boundary line or behind the boundary, that we will be considered at Six or Four accordingly. **White line on grass is boundary line.** Main umpire's call will be final decision in case of runs on boundary or catch out on boundary.

7.6 **1 Run declared rule:** If the batsman hits and the ball…

    7.6.1 goes into another field

    7.6.2 goes behind the net or object/ goes into ceiling net/ goes missing

    7.6.3 being stuck into fence/ net

7.7 Overthrow runs will be applied.

7.8 Batsman will retain strike for all the declared runs. The main umpire will make the final decision.

7.9 There will be no Leg-Byes and no LBWs. Overthrows and BYES will be accounted for runs.

7.10 The length and width of the field are 50 yards and 30 yards respectively.

7.11 **Please refer the last page to view field dimensions. (*Rule Section 12*)**

8. NET RUNRATE

8.1 Net Run Rate (NRR) = (Total runs scored for/Total Number of balls faced) - (Total runs scored against/Total Number of balls bowled).

9. TIED GAMES

9.1 **LEAGUE GAMES –** There will be a Split Point in tied game during League Stages.

9.2 **PLAYOFF GAMES -** Tied games with same number of runs in the Playoffs will be decided by: **Super Over**

9.2.1 Teams have to announce 3 batsmen and 1 bowler to the umpire before the super over starts .

9.2.2 First batting team during the game will bat second in the super over.

9.2.3 All 7 players will field, however only 3 players can bat (two wickets only) in batting side, and only one bowler is allowed to bowl in bowling side.

9.2.4 Super over continues, till we have one winner. Batting first in previous super over will bowl first in next super over in the same game.

10. PLAYOFF STAGE FORMAT

10.1 TEAMS WILL BE DIVIDED INTO FOUR GROUPS.
10.2 THERE WILL BE TOTAL OF FOUR TEAMS IN EACH GROUP.
10.3 TOP 2 TEAMS FROM EACH GROUP WILL BE QUALIFIED FOR PLAYOFF STAGE.
10.4 ALL THESE 8 TEAMS WILL BE RANKED 1 TO 8 ACCORDING TO CRITERIA LISTED BELOW.
    10.4.1 Points
    10.4.2 Net Run Rate

Quarter Finals

Game	Team		Team
QF # 1	Seed # 1	vs.	Seed # 8
QF # 2	Seed # 2	vs.	Seed # 7
QF # 3	Seed # 3	vs.	Seed # 6
QF # 4	Seed # 4	vs.	Seed # 5

Semi Finals

Game	Team		Team
SF # 1	Winner of QF # 1	vs.	Winner of QF # 4
SF # 2	Winner of QF # 2	vs.	Winner of QF # 3

Finals

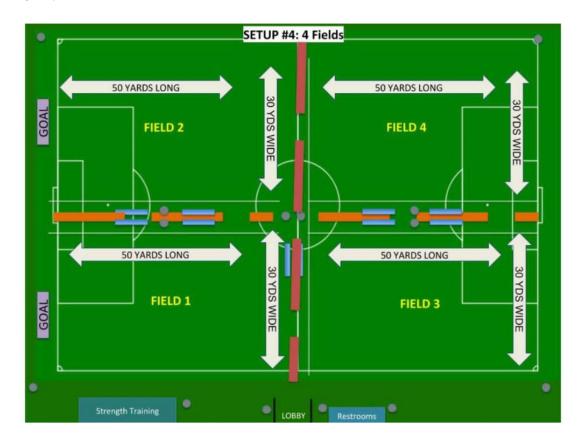| Game	Team		Team
Championship	Winner of SF # 1	vs.	Winner of SF # 2

11. PRIZE

- **$500 Cash Prize to the Champion Team**
- **Trophey for Champion Team**
- **Trophey for Runners-Up**
- **Trophey for Tournament MVP**
- **Trophey for Best Batsman**
- **Trophey for Best Bowler**
- **Trophies for each team players in champion team and runners-up team**

12. FIELD DIMENSIONS:

- **FIELD #1 TO #4.**