

Ceylon Sports Club Deepavali Carnival 2022

To be held at the IA & CSC Grounds On 28th, 29th & 30th October 2022

Tournament Rules UPDATED VERSION as of 26-Oct-2022

1. TOURNAMENT FORMAT:

i. FOR JUNIORS CALLED AS THE “YOUNG GUNS”

The Tournament will be played on round robin and elimination basis.

- a) This year the tournament will be played under 1 category
- b) The category will have awards for the **CHAMPION & CUP – Winner and Runners Up**
- c) Depending on the **Ranking 1 to 4** at the end of the league stage games, the Team **Ranking 1 and 2** will play the **Finals for CHAMPION**
- d) The Team **Ranking 3 and 4** will play the **Finals for the CUP.**

ii. FOR THE “WISEMEN”

The Tournament will be played on round robin and elimination basis.

This year the tournament will be played under 1 category

The category will have awards for the **CHAMPION & CUP – Winner and Runners Up.**

- a) After the league stage games, the Teams from all groups will be split into **2 Groups** depending on the ranking in each pool at the end of league stage games.
- b) The Top 2 ranked teams in each pool will play for **CHAMPION Trophy**. There will be **4 Quarter-Finals, 2 Semi-Finals and 1 Final Played**
- c) The Bottom team in each pool will play for **Cup Trophy**. There will be **2 Semi-Finals and 1 Final Played.**

iii. FOR THE “HARD HITTERS”

The Tournament will be played on round robin and elimination basis.

This year the tournament will be played under 1 category

The category will have awards for the **Champion & Cup – Winner and Runners Up.**

- a) After the league stage games, the Teams from all groups will be split into **2 Groups** depending on the ranking in each pool at the end of league stage games.
- b) The **Top 2 ranked** teams in each pool will be **Ranked 1 to 6** based on the **POINTS & NET RUN RATE** and they will play for the **CHAMPION - Winner and Runners Up**. In the event of teams finishing on equal points, **Rule 12** will be applied.
- c) The Bottom team in each pool will play for **Cup Trophy**. There will be **3 League Games and 1 Final Played.**
- d) Teams **Ranking 1, 3, 5** and **2, 4, 6** will play the **2nd Round Robin League** in **WINNER-A & WINNER-B** pools respectively for the **CHAMPION TROPHY**. There will be **6 League Games, 2 Semi-Finals and 1 Final Played**. The Top 2 teams in each pool from this league will proceed to **Semi-Finals** and the **Winners of the Semi-Finals** will play the **Finals of CHAMPION TROPHY.**

- iv. **Note:** If there is a change in the above formats, Respective Captains will be informed before the Knockout Stage.

2. TEAM COMPOSITION

2A. TEAM COMPOSITION FOR JUNIORS CALLED AS THE “YOUNG GUNS”

- I. Each team can register up to 10 players.
- II. 8 players to take the field.
- III. **Each player must be 16 years of age (Born on or after 1st January 2006)**
- IV. In case of any disputes, decision of the Technical Committee will be regarded as final.
- V. **Note:** If there is a wrong age declaration, the winning points will be awarded to opponent team.

2B. TEAM COMPOSITION FOR THE “WISE MEN”

- I. Each team is allowed to register 10 players
- II. **Of the playing 8, all players shall be over 40 years of age (Born before 30th October 1982).** Umpires to confirm this with the teams before the start of each game.
- III. All 10 players must be local residents of Singapore, holding Singapore EP / PR / Work Permit / Citizens.
- IV. In case of any disputes, decision of the Technical Committee will be regarded as final.
- V. **Note:** If there is a wrong age declaration, the winning points will be awarded to opponent team.

2C. TEAM COMPOSITION FOR THE “HARD HITTERS”

- I. Each team is allowed to register 10 players
- II. **Of the playing 8, all players shall be below 40 years of age (Born after 30th October 1982).** Umpires to confirm this with the teams before the start of each game.
- III. All 10 players must be local residents of Singapore, holding Singapore EP / PR / Work Permit / Citizens.
- IV. In case of any disputes, decision of the Technical Committee will be regarded as final.
- V. **Note:** If there is a wrong age declaration, the winning points will be awarded to opponent team.

3. TEAM REGISTRATION AND MATCH SCHEDULE

- I. Each team must register not more than 10 players from which 8 shall play in each game. The team must be registered with the organisers by **24 October 2022**.
- II. The Playing 8 players must be registered with the scorers 30 minutes before the start of their first match.
- III. Change of registered team members is not permitted without the consent of the Tournament Technical Committee.
- IV. Group draws for each category will be formed and shared to respective contact of each Team prior the tournament. It is available on CricClub. The link will be shared closer to the event date.

- V. Any clarifications required with regards to the Tournament rules will be addressed by the **Technical Committee/Umpires to the captains.**

4. LAWS OF CRICKET

- i. Except as varied hereunder, the Laws of Cricket (2000 Code) 5th Edition – 2013 and subsequent amendments, and ICC Regulations as applied for SCA League shall apply.
- ii. In the event of a conflict between the rules of this tournament and the Laws of Cricket, the rules of this tournament shall prevail.

5. RULES

- I. Each team shall comprise of **8 players** on the field.
- II. **Each match shall be of one innings per team of 6 over duration or till 7 wickets are out. Last Man batting not allowed.**
- III. When fielding, 6 members of the team, other than the pre-nominated wicket keeper must bowl one over. Pre-nominated wicket keeper is not allowed to bowl, except under conditions mentioned under rule 6.
- IV. For the **Round Robin Stage** all matches will be of **5 ball overs**. From the **Knock out stage** it will be **6 ball overs** unless, in case of time constraints, the committee may decide otherwise.
- V. The wicket keeper may do away with pads but must wear gloves.
- VI. Individual batsman must retire once his **score equals or exceeds 21 runs**. If all other batsmen are out, a retired batsman may resume his innings till the allocated 6 overs are completed or **a further 21 runs**, whichever is earlier. Should more than one batsman retire in an innings, they will resume their knock in the same order that they retired.
- VII. A batsman may retire voluntarily, only after taking the crease and **facing at least 1 delivery**. In such a case, the batsman will be considered out and cannot resume his innings at any stage.
- VIII. **Some matches will be overlapping and for some matches the 2nd innings will be played immediately after 1st Innings with a break of 10 minutes in view of the limited time.** Tournament Referee will monitor and supervise the toss at least 15 minutes before the start of the innings of the respective teams.
- IX. **The Overlapping and Non-Overlapping games will be notified through the fixtures.**
- X. In case of any interruptions in the games, decision of the technical committee will prevail.
- XI. **Note:** If there is a wrong age declaration, the winning points will be awarded to opponent team.

6. SUBSTITUTES

Law 2.1 will apply as modified below.

A substitute shall be allowed to field for an injured player. The substitute **MUST** be one of the players from the registered list only. He would however not be allowed to bowl or bat. If the injured player has not bowled then the designated non-bowling player will have to bowl/complete the over.

In case a **second player is injured** then the **nominated wicket keeper** will bowl and any other player from the team including the substitute will have to keep wickets.

7. FIELD RESTRICTIONS

There will be a line drawn at a distance of **7 yards behind the wickets** at either end. **The wicket keeper shall not stand behind this line. Similarly no bowler will start his run up behind this line.**

At least **2 fielders (apart from bowler and wicket keeper)** shall be within the 30 yard circle throughout the innings.

In the event of contravention of this rule, either of the umpires will call and signal a **'No Ball'** and **a penalty of 4 runs** will be credited to the batting side in addition to the runs scored of the bat.

8. WIDE BALL

Judging a Wide – Normal limited overs wide rule shall apply. The wide guide lines marked on the off side of the pitch shall be followed. Any ball passing down the leg side irrespective of where it pitches shall be declared as a Wide. **If the batsman plays the ball or the ball touches his person it will not be called a Wide.**

Runs – A penalty of 4 runs will be credited to the batting side. Any byes taken off a 'wide ball' shall count as byes and shall be in addition to the penalty for 'wide'.

EG: If a wide ball not having touched the bat or the person goes for a boundary than the batting team will be credited with 8 runs.

Extra delivery – No extra delivery will be bowled for a wide except in the last over.

Out from a Wide – A batsman can be given out from a wide in all ways except as per Rule 8. Should a batsman be given out on a wide ball, the penalty for bowling a wide shall still be applicable.

9. LEG BEFORE WICKET (LBW)

No batsman shall be given out leg before wicket. Hence leg byes will not be permitted. No run outs shall be given on an attempted Leg Bye. Umpires shall nullify the run attempt at the earliest. There is no restriction however on a stumping decision as per laws of cricket in this case.

10. NO BALL

- I.* Short Pitched Bowling – If a ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either umpire shall call and signal 'No Ball'.
- II.* Bowling of High Full Pitch Balls – A high full pitch ball shall be defined as a ball that passes or would have passed on the full above waist height of the striker standing

upright at the crease. Should a bowler bowl a high full pitch ball, either umpire shall call and signal 'No Ball'.

- III. **FRONT FOOT NO BALL'** – If a No-ball is called on the foot fault rule as per laws of cricket, **in addition to the 4 penalty runs**, a 'Free Hit' shall be awarded to the batsman. On a free hit a batsman shall not be given out except if declared Run Out. **No extra ball will be bowled for the free hit.** If the foot fault occurs in the last ball of the over then the first ball of the next over will be a free hit. The field positioning shall remain same as that for the "NO BALL", unless the batsmen have changed ends.
- IV. Mode of Delivery – The bowler shall not deliver a ball under arm. In addition the umpire at the bowler's end shall call and signal 'No Ball' for a ball, which he considers to have been delivered:
 - a. bounces twice
 - b. rolls along the ground, or
- V. come's to rest before reaching the striker, or if not otherwise played by the striker, before it reaches the popping crease. If the ball comes to rest in such circumstances the umpire will call a no ball.

Runs – A penalty of 4 runs shall be credited to the batting side in addition to any runs that may be scored of the No Ball.

Extra Ball – No extra delivery will be bowled for a No Ball except in the last over.

11. RESULT

1. The team that scores the highest number of cumulative runs from the allocated 6 overs of batting is the winner.
2. If both teams score an equal number of runs, there will be a **3 ball Bowl Out**.
 - **2 non bowlers of the match from each team** and **1 nominated bowler** of each team will bowl the **3 balls in the bowl out**.
 - Each team will bowl **one ball each**, followed by the **2nd bowlers** and **3rd bowlers**.
 - The bowler who strikes the wickets will get **1 point for the respective team**.
 - At the end of 3 balls, the team which has the maximum points will be declared as winner.
 - **In case of tie after bowl out**, the above process will continue until there is a winner.

12. POINTS IN ROUND ROBIN

1. Winning team – 2points
2. Losing team-0 points

Additionally:

- i. In the event of teams finishing on equal points, the right to play in the knock out stage will be decided by the most number of wins in round robin.
- ii. If teams have both equal points and equal wins, the team with a higher net run rate in the round robin matches will be placed higher.
- iii. If still we cannot decide on the winner, then the winner of the round robin match (played between them) will be placed in the higher position.

- iv.* If still we cannot decide then the team which has taken the most number of wickets per balls bowled will be placed in a higher position.
- v.* A team's net run rate is calculated by deducting from the average runs per over scored by the team throughout the competition (i.e. cumulative total runs scored by the team divided by cumulative no. of overs), the average runs per over scored against them throughout the competition (i.e. cumulative runs scored against them divided by cumulative no. of overs bowled by them). In the event of a team being all out in less than its full quota of overs, the calculation of run rate will be based on full quota of overs.

13. TIE IN QUARTER FINALS/SEMI FINALS/FINAL

In the event of a tie the same method as applied in **rule 11** above shall be applied.

14. NO MATCHES PLAYED

In an event of a situation where NO MATCH IS PLAYED the winner will be decided by a 'Bowl Out' at the discretion of the tournament technical committee, details of which will be explained on the day of the tournament.

15. BALLS

Pink Balls will be used and shall be provided by the organizer.

For the YOUNG GUNS & WISE MEN

- **New Pink Ball** will be used up to **League games**
- **Old Pink Ball** will be used from the **Knockout games**

For the HARD HITTERS

- **Old Pink Ball** will be used for **both League & Knockout games.**
- In case the available old balls are in **bad condition**, the Umpires along with the technical committee will decide to use **new ball for each innings from the start of that particular game.**

16. CLOTHING AND ATTIRE

Teams have the option to make their **own uniformed T-shirts of any colour except Pink**. They can also play with white cricket T-Shirt. Pants should be compulsory white by default.

17. AWARDS

Each of the categories will receive the following awards:

17A. AWARDS FOR THE "YOUNG GUNS"

- i.* **Every game up to League stage** there will be **3 awards per match**
 - a.* Best Bowler
 - b.* Best Batsmen
 - c.* Most Valuable Player
- ii.* **Semi-Finals & Finals (One Award Each)**
 - a.* Most Valuable Player

- iii. **CHAMPION** – Trophy (Winner)
- iv. **CHAMPION** – Trophy (Runner Up)
- v. Medals for **CHAMPION** - Winner
- vi. Medals for **CHAMPION** – Runner Up
- vii. **CUP** – Trophy (Winner)
- viii. **CUP** – Trophy (Runner Up)
- ix. Medals for **CUP** - Winner
- x. Medals for **CUP** – Runner Up

17B. AWARDS FOR THE “WISE MEN” & THE “HARD HITTERS”

- i. **Every game up to League stage** there will be **3 awards per match**
 - 1. Best Bowler
 - 2. Best Batsmen
 - 3. Most Valuable Player
- ii. **2nd Stage League, Semi-Finals & Finals (One Award Each)**
 - 1. Most Valuable Player
- iii. **CHAMPION** – Trophy (Winner)
- iv. **CHAMPION** – Trophy (Runner Up)
- v. Medals for **CHAMPION** - Winner
- vi. Medals for **CHAMPION** – Runner Up
- vii. **CUP** – Trophy (Winner)
- viii. **CUP** – Trophy (Runner Up)
- ix. Medals for **CUP** - Winner
- x. Medals for **CUP** – Runner Up

B) Combined Awards across all categories.

- 1. **Most Valuable Player of the Tournament**
- 2. **Best Batsman of the Tournament**
- 3. **Best Bowler of the Tournament**
- 4. **Best Fielder of the Tournament**

18. TOURNAMENT TECHNICAL COMMITTEE

In case of any dispute the decision of the Tournament Technical Committee shall be final. Details of the Technical Committee shall be provided at the Captains meet prior the Tournament.