**DEEPAVALI CARNIVAL 2023**

8-a-Side (7 Overs/innings) - 18th & 19th Nov

**Registration Fee Structure:**

1. The registration fee, SGD 800/-, will be paid to the below-mentioned payment details.
2. A minimum of 8 players and a maximum of 10 players must be registered.
3. A minimum of 3 games is confirmed.
4. All registrations will be completed on or before 10th Nov 2023.

**CSC Deepavali Carnival 8-a-Side League 2023**

**RULES AND REGULATIONS:**

**MATCHES**

* Each game shall be played between two teams of eight (8) players. A match consists of a maximum of 7 six-ball overs bowled by each side. A team shall not be permitted to declare its innings closed.
* Each team will play 2 matches each in a group of 3 teams over the Saturday. Sunday will be the semifinals and finals.

**LENGTH OF INNINGS**

The maximum time allowed for the length of an innings shall be 31 minutes.

**NUMBER OF PLAYERS PER TEAM**

* Only 8 players are permitted to play in each game. The 8 players nominated to play in the game must be written in the scoresheet before the commencement of the game.
* A squad of players may be nominated to play a tournament (no maximum but it is recommended that 10 is an ideal squad)

**BOWLING**

* Each member of the fielding team shall bowl under the following allocation, except for the wicketkeeper: One (1) over each.
* The Wicketkeeper must be nominated before the start of the match, and under no circumstances shall the wicketkeeper be allowed to bowl. During play, the wicketkeeper must wear wicket-keeping gloves and must stand in a normal wicket-keeping position at the instant delivery; otherwise, a no-ball shall be called.
* A different wicketkeeper may be nominated for each game but cannot be changed during the game.
* Underarm bowling is prohibited.
* Bowler’s run-ups are limited to a maximum of 6 meters.

**EXTRAS**

* A Wide shall be counted as two extras to the batting team, and **NO extra ball** shall be bowled. Umpires are instructed to apply a very strict and consistent interpretation of this law to prevent negative bowling wide of the wicket.
* A No-ball shall count as two extras to the batting team and **NO extra ball** shall be bowled. Any runs scored from a No-ball (off the bat, byes, or leg byes) will be credited in addition to the extras for the No-ball.
* Any ball, after bouncing, passes the batsman above the shoulder height in his/her normal batting stance or would have passed him/her above shoulder height if it strikes the batsman’s body or bat shall be called a No-ball.
* Any ball which has not bounced after leaving the bowler's hand, passes above waist height or would have passed above waist height if it strikes the batsman’s body shall be called a No-ball.

**BATTING**

* A Batsman must retire not out upon reaching a personal score of 21 runs, but may not retire before reaching 21 runs (except for injury). The batsman may complete all his runs possible off the stroke, which takes him/her to 21 runs, and the full score shall count. (e.g. 23 runs etc.)
* If one of the last pair of batsman is out before the completion of the 6 overs, the retired batsman may return to the crease in order of retirement.
* If seven wickets fall before 6 overs are completed the last remaining batsman shall bat on with the 7th out batsman. The last remaining batsman must always take the strike and return to the strikers end after scoring. The last remaining batsman shall be declared out if his/her partner is run out. The innings shall be completed at the fall of the 7th wicket.
* If the batsman becomes ill or injured during the game, a runner will be permitted, subject to the umpire’s approval. The runner shall be a member of the batting team and, where possible, will have already batted. The replacement must come from the nominated six players for that particular game.
* LBW decision will not be applicable, and hence Leg-bye runs are not counted.

**BOUNDARIES**

Boundary fours are to be scored as normal, if the ball passes over the boundary line on the full, six runs will be scored.

**FIELDING RESTRICTIONS**

* No fielder is permitted within a 10 meter radius of the batter, excluding the arc from wicketkeeper to point.
* The umpire shall have the final say on all fielding restriction decisions.
* In the event of an infringement, the square leg umpire shall call and signal No-ball. If a fielder becomes injured or ill during the course of the game, a substitute fielder will be permitted, subject to the Umpire's approval. The substitute fielder will not be able to bat or bowl

**CRICKET BALL USED**

The ball used in all matches will be a Regulation weight of 156 grams and **WHITE** Colored Playing Kits must be used for the day to play in. Umpires will keep all balls used and hand them in to the tournament director after every match.

**INTERRUPTED MATCHES**

Under all circumstances dealing with delays or interruptions to the innings of both teams, the Competition Coordinator shall adjudicate on the length of innings, target scores, overs to be bowled by individual bowlers, and fielding restrictions.  
  
**POINT SCORING SYSTEM**

Each team will be rewarded with match and performance points in their preliminary round matches. After the preliminary round, final places will be allocated in order of the team’s position on the Points Table.

**Handicap system in place**

**Every Run**     1-point               eg 50 runs scored = 50 points

**Wicket lost**  -5 points

**Win**               5 points

**Loss**              2 points

**Tie**                3 points

**Example 1**

**Side A                      Side B**

**Score** 3/75                          5/60  
**Runs** 75                            60  
**Outs** 15 (3 x5)                   25 (5 x5)  
**Total** 60 points                   35 points  
**Win** 5                    **Loss** 2  
**Total** 65                  **Total**37  
**Team A Win**

**Example 2**

**Side A                      Side B**

**Score**4/75                          0/60  
**Runs**75                            60  
**Outs**20 (4 x5)                   0(0x5)  
**Total**55 points                  60 points  
**Win**5                    **Loss** 2  
**Total**60                  **Total**62  
**Team B Win**

**Example 3**

**Side A                      Side B**

**Score** 6/50                          2/30  
**Runs** 50                            30  
**Outs** 30 (6 x 5)                  10( 2 x 5)  
**Total** 20 points                   20 points  
**Win**5                    **Loss** 2  
**Total** 25                  **Total**22  
**Team A Win**

**SCORING RETURNS**

* The official score sheets for each game needs to be returned to the Competition Coordinator at the completion of each match. All score sheets and point allocations need to be fully completed, signed off by the captain of each team and returned to the Competition Coordinator.
* Each team is responsible to keep the scorer continuously informed of the identity of the batsmen or bowler of the team, we suggest a non- playing member to sit with the scorers. Two completed score sheets must be returned to the Competition Coordinator for each match.

**PLAYING ARENA-GROUND MARKINGS.**

* The Boundary-will be marked.
* 10-meter exclusion arc radius of the batter. No fielder is permitted within the exclusion area (excepting the arc from the wicketkeeper to point)

**MATCH RESULT APPEAL PROCESS**

* Any match or qualification complaint shall be referred to the Competition Coordinator who will make a determination.
* The Competition Coordinator determination will be final.

**TOSS**

* Toss for all matches to be done 10 minutes before the start of the first match of the day.

**League Schedule:**

The league schedule shall be published after all the registrations are completed and teams are confirmed.

|  |  |  |  |
| --- | --- | --- | --- |
| **Game Number** | **Match Type** | **Date (12/31/1995)** | **Time(10:00AM)** |
| 1 | League | 11/18/2023 | 7:00 am |
| 2 | League | 11/18/2023 | 8:02 am |
| 3 | League | 11/18/2023 | 9:04 am |
| 4 | League | 11/18/2023 | 10:06 am |
| 5 | League | 11/18/2023 | 11:08 am |
| 6 | League | 11/18/2023 | 12:10 pm |
| 7 | League | 11/18/2023 | 1:12 pm |
| 8 | League | 11/18/2023 | 2:14 pm |
| 9 | League | 11/18/2023 | 3:16 pm |
| 10 | League | 11/18/2023 | 4:18 pm |
| 11 | League | 11/18/2023 | 5:20 pm |
| 12 | League | 11/19/2023 | 7:00 am |
| 13 | Loser Pool QF 1 | 11/19/2024 | 8:02 am |
| 14 | Loser Pool QF 2 | 11/19/2025 | 9:04 am |
| 15 | Loser Pool QF 3 | 11/19/2026 | 10:06 am |
| 16 | Loser Pool QF 4 | 11/19/2027 | 11:08 am |
| 17 | Winner SF 1 | 11/19/2028 | 12:10 pm |
| 18 | Winner SF 2 | 11/19/2029 | 1:12 pm |
| 19 | Loser Pool SF 1 | 11/19/2030 | 2:14 pm |
| 20 | Loser Pool SF 2 | 11/19/2031 | 3:16 pm |
| 21 | Loser Final | 11/19/2032 | 4:18 pm |
| 22 | Winner Final | 11/19/2033 | 5:20 pm |

**Prizes & Awards:**

**Tournament Winner:** ***Winner's Trophy + $800 Cash Prize***

**Tournament Runner up:*Trophy + $400 Cash Prize***

**Loser Pool Winner: Winner's Trophy**

**Loser Pool Runner up:** **Runner Up Trophy**

**Player of Tournament:*Trophy***

**Player of the Match:*Trophy***