

# TRIDENT CUP -2021

## *RULES AND REGULATIONS*



## I. General Rules:

- ✚ The maximum roster size for a team is 16.
- ✚ The deadline to submit the rosters is 9 PM, August 3, 2021.
- ✚ A player who has played in one team will not be allowed to play in another team. A player needs to play a minimum of 2 league games to be eligible for playoff matches.
- ✚ The tournament will be played with Nivia (CT-3812) green hard tennis ball.
- ✚ Each innings would start with a new ball.
  - In case a ball is being lost/damaged before the completion of 2 overs of an innings, a new ball would be issued.
  - If the ball is lost/damaged after 2 overs of an innings, an old (used) ball would be issued.
- ✚ A proper cricketing attire (full pants, jerseys, and shoes) is strictly enforced. Shorts and flip-flops are prohibited.
- ✚ The umpire's decision during a game is final in all matters that means no arguing with the umpire, even though you may be sure of his misjudgment. It is what it is, you accept it and move on in the spirit of the game.
- ✚ An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.
- ✚ Where there is disagreement or dispute about any matter, the umpires together, along with an organizing committee member (if needed) shall make the final decision.
- ✚ All participating teams will be assigned umpiring duties.
- ✚ Teams qualifying for play-offs will have umpiring duties in the play-offs.
- ✚ If a team is unable to provide an umpire(s) for their scheduled game, they must approach the league committee ahead of time and pay the penalty of \$25 per umpire per match so the league can arrange paid umpires from reserve pool.
- ✚ Teams failing to send umpires to a match **will have a 1 point deduction** from their tally.
- ✚ Teams are expected to arrive to the playing area no later than 30 minutes from the scheduled time. Toss will be done 15 minutes before every scheduled game. Team arriving late will lose an over for every 5 minutes delay for first half hour.
- ✚ A min of 9 players is required for the team to play the match. If the match does not start within the first 10 mins of the start time due to non-availability of players, the match will be terminated by declaring the opponents (who also must have minimum of 9 players) as winners.
- ✚ A rain interrupted game will resume, if weather permits within the next 30 minutes, otherwise the game points will be split equally. Washed out games – considered tie, points are shared. Play offs, Reserve Days will be used.
- ✚ Any RULES not explicitly described here will follow the T20 MCC LAWS of Cricket.
- ✚ Runners are allowed only if a batsman gets injured severely during a game. Back aches, muscle pulls are not considered severe injuries. One exception for bi-runner is anyone with a long standing disabling injury even

before the start of the tourney. Any such case should be notified to the organizers in advance (with underlying medical documentation).

- ✚ Batsmen will be given retired-hurt/out only if the umpires are satisfied. Batsmen walking out will be considered retired out.
- ✚ Every team is responsible to score their batting innings (CricClubs) on the device provided by the organizers.
- ✚ Net Run Rate (NRR) will be calculated by CricClubs.
- ✚ Public urination and Alcohol are strictly prohibited on the ground premises. Violators will be suspended for 6 months.
- ✚ Smoking is allowed only in the designated areas

## II. COVID Guidelines:

- ✚ All participants are mandated to sign a waiver of liability from LCRAC.
- ✚ Players are advised to go through a personal symptom check at home prior to matches. Stay home and do not take part if you demonstrate any COVID-19 symptoms and self-isolate.
- ✚ Although it is a hard tennis ball, but old habits die hard. So please, no sweat or saliva is to be applied to the ball at any time.
- ✚ Though not mandated, social distancing is advised during wicket celebrations and drink breaks.
- ✚ Umpires are entitled to say no for holding any of the player's accessories such as caps / phones / sweaters / sunglasses.

## III. Format:

- ✚ League matches and QF would be of **12 overs**. SF and Finals will be of **14 overs** a side.
- ✚ Power Play:
  - League matches and QF – **first 3 overs** are mandatory power play. **No** batting power play.
  - SF and Finals – **first 3 overs** are mandatory power play and **1 over of batting power play** which can be taken anytime **between 10<sup>th</sup> to 12<sup>th</sup>** over by the batting team. Failing to call a batting power play, the 12<sup>th</sup> over will become the mandatory batting power play over

## IV. League matches:

- ✚ Total number of participating teams is 13, divided into two uneven pools of 7 and 6 teams, respectively.
- ✚ Each team will play **4 matches** each within their pool against randomly generated opponents (as described below).

Pool with 7 teams			Pool with 6 teams		
Team 1	vs	Team 2	Team 3	vs	Team 6
Team 3	vs	Team 4	Team 4	vs	Team 5
Team 5	vs	Team 6	Team 6	vs	Team 1
Team 7	vs	Team 1	Team 2	vs	Team 5
Team 2	vs	Team 3	Team 6	vs	Team 4
Team 4	vs	Team 5	Team 2	vs	Team 3
Team 6	vs	Team 7	Team 1	vs	Team 5
Team 1	vs	Team 3	Team 4	vs	Team 1
Team 2	vs	Team 4	Team 5	vs	Team 3
Team 5	vs	Team 7	Team 6	vs	Team 2
Team 3	vs	Team 6	Team 1	vs	Team 3
Team 1	vs	Team 5	Team 4	vs	Team 2
Team 4	vs	Team 7			
Team 6	vs	Team 2			

#	Participating teams	Captain
1	Lexington Lions - Knights (LK)	Shahewar Ali
2	Lexington Lions - Kings (LG)	Mallikarjun
3	Aatmiya (AT)	Nikhil
4	Thunderz (TZ)	Bharat
5	PRK (PR)	Akshar
6	Eagles (EG)	Shanthan
7	Trident Gabbars (TG)	Jay Patel
8	Trident Warriors (TW)	Batty
9	Mavericks Stars (MS)	Roshan
10	Greater Charleston Cricket Club (GC)	Uday
11	Charleston Cricket Club (CC)	Mitesh
12	Augusta Royals (AR)	Heera
13	Dare Devils (DD)	Kalyan

## V. The Knockouts:

- ✚ The top 4 teams from each pool will qualify for the knockout stage

Knockouts	
QF 1	A1 vs B4
QF 2	B1 vs A4
QF 3	A2 vs B3
QF 4	B2 vs A3
SF 1	Winner of QF2 vs winner of QF3
SF 2	Winner of QF1 vs winner of QF4
<b>Final</b>	Winner of SF1 vs Winner of SF2

## VI. The Dates:

Dates	
7-Aug	League matches
8-Aug	League matches
14-Aug	League matches
15-Aug	League matches
21-Aug	League matches
22-Aug	Quarter finals
28-Aug	Semifinals and Finals
<b>29-Aug</b>	Reserve day

## VII. The Draw:

- ✚ Draws would be held in stepwise manner to even out the pools and ensure competitiveness.

### ✚ Step 1:

- Allotting the two top seeds into 2 separate pools. Trident defines top seeds as the 2 finalists from the most recent tourney, which are Aatmiya and Thunderz.
- Whichever pool the reigning champions (Thunderz) end up, will be the pool with 7 teams. Meaning the pool with Aatmiya will have 6 teams.

### ✚ Step 2:

- Allotting the weaker sister teams of the same club into 2 different pools. Trident Warriors and Lexington Kings are the sister teams in the tourney. If T-Warriors goes into one pool, Lex Kings will be placed in the other pool and vice versa.

### ✚ Step 3:

- The remaining 9 teams will be randomly (draw) assigned into the 2 pools, to complete the drawing process.

## VIII. Game Rules:

### + **Field restrictions:**

- Only **2 players** can field outside the 30-yard circle during power play over's, **irrespective of a bowling or batting powerplay.**
- A maximum of 5 fielders are allowed outside the inner circle at any time during the non-power play overs.
- At any point during the game, no more than 5 fielders are allowed on leg side.
- At any point during the game no more than 2 fielders are allowed behind the popping crease on leg side.
- Failure to comply with the field restrictions will result in a No-ball.

### + **Bowling:** A minimum of **5 bowlers** need to be used during leagues and a minimum of **6 bowlers** need to be used in **SF and Finals.**

- Bowling regulations are as follows:
  - 12 overs match -> 3- 3 - 2 - 2 - 2 (Max overs by a bowler)
  - 14 overs match -> 3- 3 - 3 - 2 - 2- 1(Max overs by a bowler)
- Bowling is an art, **chucking** is not. If the batsman at strikers or non-strikers ends appeals against the action it is left to the umpires on field and organizing committee (if needed) to analyze the action, and if they find a problem, they could warn the bowler. If the bowler continues with the same action umpires could call a no-ball and the bowler will not be allowed to bowl in that match.

## IX. Points System:

- Winning team will be awarded 2 points. Losing team gets 0 points.
- Forfeit: defaulter team gets 0 points and winning team gets 2 points.
- Washed out or tie during league stage: both teams get 1 point each.

## X. Tiebreaker:

- There will be no tiebreaker for league matches in the event of a tie (points are split).
- A tie breaker is only applicable for knockouts (starting with QF)
- In the event of a tied match, when both teams have an identical number of runs at the end of the allotted overs. The tie is broken with a one over per side "Super Over".

- Super Over: Each team nominates three batsmen and one bowler to play one-over per side Super Over. The nominated batsmen bats one over bowled by the nominated bowler of the opposition team. The innings shall be deemed completed, if the batting team loses two wickets even before the over is completed. The team with higher score from the Super Over is declared winner of the match.
  - The team batting second in the main match will bat first in the Super Over.
  - Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over.
  - In case a super over is tied, below rules are applicable.
    1. Highest Number of 6's (main + super over)– 1st priority.
    2. Highest Number of 4's (main + super over) – 2nd priority.
    3. Least Number of wickets fallen (main + super over) – 3rd Priority.

## XI. The Laws:

✚ **Leg Bye:** Rules for leg byes will be applied if the ball contacts the batsman's body and **does not touch any part of the bat before or after the contact.**

- b. There are no runs for leg byes in this tournament.
- c. Run outs are not applicable for leg byes. Other methods of out are applicable (stumped, bowled, handled the ball, hit the ball twice, hit wicket, caught, and obstructing the field)
- d. Ball is considered dead when umpire signals leg bye.

✚ **Dead-ball:** <https://www.youtube.com/watch?v=qy7hTDGI-qw>

Ball is considered dead if,

- e. Umpire calls and signals dead-ball
- f. Ball hits any of the edge of the mat and deflects (while bowling). If the ball hits the edge of the mat and deflects when a fielder throws, the ball is still in play.

✚ **Wide ball:** <https://www.youtube.com/watch?v=L0B4APcXGJw>

A ball bowled, not being a no-ball shall be deemed a wide by the umpire, at a point it crosses the batsman (In normal batting stance and has not touched the ball) if it is,

- First bouncer above the head height (will be considered a legal delivery if the batsman touches the ball).
- Outside the leg stump and does not pass above, below or between the body/bat and stumps.
- Pitched outside the mat.
- Not within the playing zone of the batsmen (umpire decides the playing zone based on the movement of batsmen before the ball is delivered). Playing zone of batsmen changes if,

- he moves outside the off stump before the ball is delivered.
- he changes stance (switch hit), both leg and off wide lines.
- he attempts for reverse sweep/hit.
- For additional details [Click here](#)

✚ **No-ball:** [https://www.youtube.com/watch?v=uQ\\_aQXo8BTM](https://www.youtube.com/watch?v=uQ_aQXo8BTM)

Ball is deemed no-ball by the umpire, at a point it crosses the batsman (In normal batting stance) if,

- It is the **second** bouncer above the shoulder in that over.
- Violation of field restrictions.
- It is a full toss above the waist (batsman's regular stance). Bowler will be disqualified (innings only) if he bowls a 2nd full toss no ball in that innings.
- The bowler has overstepped the popping crease.
- Cutting the return crease.
- The ball bounces more than once before reaching the batsman.
- Bowler hits the stumps during his delivery stride.
- Bowler changes his guard/side without informing the umpire.
- Wicket keeper collects the ball before the stumps.
  - Wicket keeper has changed without informing the umpires.
- For additional details [Click here](#)

✚ **Free hit:** Ball following no-ball will be signaled as free hit by the umpire.

- The batsman cannot be ruled out by any dismissal modes other than; run out, Handling the ball, hit the ball twice and obstructing the field.
- A free hit delivery will be counted if it is a legal delivery.
- If a free-hit delivery results in a wide/no-ball, the following delivery will be awarded as free-hit.
- Field position cannot be changed unless; free hit was a result of field restriction violation, or the striker has changed.

✚ **Mankading:** <https://www.youtube.com/watch?v=WUR96vI5P6M>

- It is the non-striker's responsibility to hold his crease at any point during play. First warning will be given by the bowler before mankading.
- After the first warning, a bowler can run out the batsman by mankading, until the moment he is normally expected to release the ball.

✚ **Wicket-Keeper Rules**

- Wicket keeper change should be informed to umpires. Failure to do so will result in no-ball.



- After the ball comes into play and before it reaches the striker, it is unfair if the wicketkeeper significantly alters his/her position in relation to the striker's wicket, except for the following:
  - movement of a few paces forward for a slower delivery, unless in so doing it brings him/her within reach of the wicket.
  - lateral movement in response to the direction in which the ball has been delivered.
- In the event of unfair movement by the wicketkeeper, either umpire shall call and signal No ball.

✚ **Substitute:** If a fielder is injured during a game, a substitute may be permitted subject to the umpires' approval.

- Substitute player should be from the roster.
- The substitute will not be allowed to bowl or bat, but can keep the wickets.
- Once a substitute is introduced, the player being replaced shall be permitted to play again during the game in progress but will be allowed on field only after the over is completed.
- Once a substitute is introduced, the player being replaced will be allowed to bat or bowl only after serving the number of overs missed (if exceeds an over) with max penalty time of 3 overs.
- Penalty time for a player will be carried to following innings if a player is not injured during the play and does not serve penalty time in first innings.

## XII. The Awards:

- a. **Winners – Team trophy, 16 individual trophies and a cash prize**
- b. **Runners - Team trophy, 16 individual trophies and a cash prize**
- c. **Best Batsman (Most runs) – A Trophy and a cash prize. # Of boundaries in case of a tie**
- d. **Best Bowler (Most wickets) - A Trophy and a cash prize. In case of tie - most economical bowler.**
- e. **MVP (Cricclubs ranking) – Most valuable player overall – A trophy and a cash prize**
- f. **Man of the Match – All Leagues and Knockouts**

✚ **The details regarding the cash prizes will be notified later**

## XIII. Family centric:

- ✚ We at Trident believe in family centric sport events, which includes wives and kids coming to the ground and watch their heroes in action.
- ✚ Dates and activities for families will be revealed soon.