**EFICENS Prasents DCC T8 TAPE BALL TOURNAMENT – 2022**

**Format, Rules & Regulations**

* All teams are expected to report at least 15 minutes before the scheduled start time. Toss will happen 10 minutes prior to the game.
* If a team arrives late without informing the opposition team captain and the organizers. They will face penalty. Penalty may involve forfeit. Umpire will take final decision depending up on the reason (might result in losing the toss, deducting overs)
* No player is allowed to play for more than one team. If this happens, both teams will be disqualified.
* Every player has to be registered and approved in cricclubs.com/dublincricketclub before the start of the game.
* A player should have played at least 1 league game to qualify for the playoffs.
* Max 8 overs for each innings and last not out batsman have no chance.
* Maximum of 3 bowlers can bowl 2 overs each.
* In an event of dispute, the main umpire’s decision is final. The main umpire has the authority to overrule the leg umpire’s decision at any point of the game.
* If there is a dispute of any sorts with any decision, Organizers call will be final.
* Sledging is strictly not allowed. Verbal abuse, use of profanities etc. directed at players of the opposing team will result in penalty or suspension of the players. Under no circumstances should the safety of the players be jeopardized.
* Water bottles and other trash items should be disposed in the designated areas only. Each team captain is responsible to make sure your team members comply.
* Teams has to bring one set of stumps of every game.
* Wicket Keeper (Only) is allowed to wear regular wicket keeping gloves as measure of safety.
* Balls that will be used are regular light weight tennis balls that are winded with electric tape.
* In case of weather interrupted games, the organizing committee may opt to restart the game on a different date. Any intentional delay by the player/s to manipulate the result of the game or to postpone it to a different date will not be tolerated and will imply severe penalties if found guilty.

**Points System:**

* In the league games, winning team gets 2 points.
* In case of an abandoned or tied game in the League stage both teams shall receive one point each. Super over will be played for Tie game from playoff stage.
* The criterion of seeding within a pool is based on.
* **Points**
* **NRR**
* **Head-to-Head**

**General Rules:**

* No LBWs (leg before wicket) and no leg byes. Byes and overthrows apply. Umpire will decide in case of stumping/run out if umpire thinks that in case the ball comes off the body.
* Ball landing on the edge of the pitch or outside the concrete area while bowling will be considered as dead ball.
* 10 players in the team and there is no roster limit.

**No-Ball Rules:**

* Ball clearly above the waist on full (Irrespective of spin or pace bowling). **(No Free Hit)**
* Overstepping by the bowler (**Free Hit)**.
* Back foot of the bowler touches the side crease **(Free Hit).**
* Fielders violating field restrictions (despite 1 umpire warning) (No Free Hit)
* Fielder substituted during the game without notifying the umpire. (No Free Hit)
* Bowler dislodging the stumps at bowling end while bowling. **(Free Hit)**
* Ball above the batsman shoulder height will have 1 warning. This will be warned by leg umpire.
* Wide ball rules are normal. Ball bouncing above the batsman’s head will be termed as Wide.
* Any byes taken will be added to the 1 run given for wide ball.

**Rules related to substitutions:**

* A fielder can be substituted during the game by notifying the umpire.
* If a fielder leaves the field for “N” number of overs in the innings, he will not be allowed to bat for the first “N” number of overs. Same applies for bowler.
* Any player injured during the game is **retired hurt** and can come back at any time of the game, Tiredness doesn’t come into this category.
* Any batsman going out of the field without injury on field is termed as retired out.
* If a bowler walks out of the field for 1 over, the bowler needs to stay on the field for at least 1 over before bowling the next over.
* **Help runners are not allowed**.
* **Can’t start fielding with substitute**
* A minimum of 7 players from the playing 10 are required to be present at the time of toss. 11th man can be used as a substitute only if all the playing 10 members are at the ground. 11th man cannot start the innings.

**Power Play:**

* First **1 over** of the innings will be mandatory power play and only 2 fielders are allowed outside of the 30-yard circle. A team playing with 9 fielders is allowed only 1 player outside the 30 yard and a team with 8 or less players is not allowed any fielders outside 30-yard circle during the first 1 over power play. Similar rules will apply for Non power play overs as well.
* There will be a **SUPER OVER** (can be decided by batting team) only after 4th over (between over 5 to 8). All the runs off the bat will be doubled and any penalty runs (wide, no balls, byes) will not be doubled. If batting team doesn’t take SUPER OVER till 7th over, then 8th over will be default SUPER OVER.
* Overs 2 to 8 will be non-power play overs and need to have minimum 4 fielders inside 30-yard circle including SUPER over.

**Super Over: (Incase of Tie in Playoff Games)**

* Super over will be played for 1 over only.
* Both team captains have to give a list of three batsmen and a bowler from their team to the umpire before the start of Super over.
* The chasing team at the end of the game will bat first in the super-over.

In case of Tie in Super Over, Another super over will not be played. Instead the winner will be

* The team that has scored the most sixes and fours in the match (main match + super over).
* If the above is still a tie, the team that has scored the most sixes and fours in the match (main match only).

**Umpires:**

* The umpires shall control the game as required by the Laws, with absolute impartiality.
* Neither team will have a right to objection to an umpire’s decision.
* An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured, ill or any emergency.
* In an event of dispute, the main umpire’s decision is final. The main umpire has the authority to overrule the leg umpire’s decision at any point of the game.
* Each game will have neutral umpire.
* The organizing committee will provide Neutral Umpire for the game.

**Intervals:**

* Time interval between the innings is 5 minutes.
* If the innings of the team batting first is completed prior to the scheduled time, the second innings will commence in 5 minutes after the end of 1st innings.

**MATCH BALL:**

* Ball will be changed at the end of 4th over if needed.

**SCORING:**

* Batsman will be retired after scoring 30 runs. He can come back to batting once all other batsmen bats. If there are more than 1 batsman who scored 30 runs and retired, then any batsman from those retired lists can come to bat at any order.

Ex: Batsman A scored 30 runs and retired first, Batsman B scored 30 runs and retired second, then once all the remaining batsmen bat, Batsman B can come ahead of Batsman A to bat again.

* Runs off the bat in the super over will be doubled only for team score and not for batsman.

**TOURNAMENT FORMAT:**

* 12 teams will be divided into Groups 1-3 with 4 teams in each group.
* During League games, team will get 2 points for one win and 0 for one loss.
* Each team will play with every other team in the group, 3 league games per team.

**PLAYOFFS FORMAT:**

* After league games,
	+ - * + teams that remain in 1st position in all groups will be ranked from Rank 1 to 3
				+ teams that remain in 2nd position in all groups will be ranked from Rank 4 to 6
* Top 6 teams will qualify for Playoffs
* Top 2 teams will qualify directly to Semis
* Rank 3-6 will play Quarters
	+ QF1: Rank 3 vs Rank 6
	+ QF2: Rank 4 vs Rank 5
* SF1: Rank 1 vs winner of QF2
* SF2: Rank 2 vs winner of QF1
* Finals: SF1 vs SF2