**Eficens Systems PRESENT’S DCL HTB T15 TOURNAMENT – SUMMER 2023**

**Format, Rules & Regulations**

* All teams are expected to report at least 30 minutes before the scheduled start time. Toss will happen 15 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 15 overs for each innings and last not out batsman have no chance.
* Maximum no of overs per any bowler is 3 overs.
* 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 must bring one set of stumps of every game.**
* Wicket Keeper (Only) is allowed to wear regular wicket keeping gloves as measure of safety.
* Games will happen at both Cara and DCG as always needed.
* New batters will be on strike for the next ball even if the players in the middle cross while a catch is taken in all cricket.
* 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.

Result for any game interrupted after 6th over of the 2nd innings will be decided by D/L method. NRR for incomplete games will be calculated appropriately. Game won’t be rescheduled.

**Points System:**

* In the league games, winning team gets 4 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:**

* All the traditional cricket rules in T20 international cricket apply. Some rules that are different and are explicitly mentioned in this document.
* 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 **Wide** ball.
* Can’t have more than 5 fielders on the leg side. Bowler is not considered as a fielder.

**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 (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.
* **Team fielding second should start with playing XI.**
* **Help runners are not allowed**.
* A minimum of 7 players from the playing 11 are required to be present at the time of toss. 12th man can be used as a substitute only if all the playing 11 members are at the ground. 12th man cannot start the innings.

**Power Play:**

* First **3 overs** of the innings will be mandatory power play and only 2 fielders are allowed outside of the 30-yard circle. A team playing with 10 fielders is allowed only 1 player outside the 30 yard and a team with 9 or less players is not allowed any fielders outside 30-yard circle during the first 3 over power play. Similar rules will apply for Non power play overs as well.
* **There will be 2 overs of batting power play which can be taken by batting team during any stage of the innings after 3rd over**. **Only 3 Fielders are allowed outside 30-yard circle during these 2 overs. If batting teams doesn’t take this power play by 13th over, by default 14th and 15th overs will be batting power play.** Team with less than 11 players will have reduced number of fielders outside the 30 yards during the batting power play.
* 4 fielders must remain inside the 30-yard circle all the time during non-power play overs.

**Super Over: (In case of Tie in Playoff Games)**

* Super over will be played for 1 over only.
* Both team captains must 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 T15 game will bat first in the super-over.
* In case of Tie in Super Over, another super over will be played.

**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 10 minutes.
* If the innings of the team batting first is completed prior to the scheduled time, the second innings will commence in 10 minutes after the end of 1st innings.

**LOST BALL:**

* In case of a lost ball after power play, semi new ball will be given to the bowling team.
* In case of a lost ball before power play, new ball will be given to the bowling team.

**GROUPS FORMAT:**

* There are total of 39 teams, and they will be placed into 10 groups where groups (1-10) having 4 teams & Group 10 contains 3 teams. All groups are decided based on draw system. To make the games more competitive, the organizing committee will consider only 2 factors before the draw.

1. Top 10 Playoff Teams from Spring T15 2023 will be placed in 10 separate groups.
2. No 2 teams from the same club will be in the same group.

**SCHEDULING REQUESTS:**

* Schedule will be released weekly and the schedule for the following week will be released by Wednesday of the preceding week.
* Scheduling committee should be made aware of any requests at least one week in advance. Once schedule is released it is final and cannot be changed.
* Scheduling committee is committed to help the teams in terms of scheduling requests in view of MCT tournament and other 7 over tournaments going on.
* **Due to the magnitude of this tournament, number of teams playing and high volume of requests pouring in, Scheduling committee may or may not consider a particular request. The primary goal of SC is to complete this tournament and in a much-defined time frame. Any request directly impacting this will not be considered and teams must play or forfeit games.**

**TOURNAMENT FORMAT:**

* 39 teams will be divided into Groups 1-10 with Groups (1-10) contains 4 teams and Group 9 contains 3 teams.
* 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 groups (1-10), 3 league games per team.
* Group 10 follows the below format 1 vs 2, 1 vs 3, 2 vs 3, 1 vs 2, 1 vs 3, 2 vs 3
* Teams will Group 10 will start with -2 points

**PLAYOFFS FORMAT:**

* After league games,
  + - * + teams that remain in 1st position in all groups will be ranked from Rank 1 to 10
        + teams that remain in 2nd position in all groups will be ranked from Rank 11 to 20
        + teams that remain in 3rd position in groups will be ranked from Rank 21 to 30
        + teams that remain in 4th position in groups will be ranked from Rank 31 to 39
* Top 20 teams will qualify for Division 1.
* Remaining 19 teams will qualify for Division 2.

**Division I:**

* Bottom 8 teams i.e., Rank 13 to Rank 20 from Division - 1 will play qualifiers for pre-quarter finals and winners of the qualifiers will be ranked 13 to 16 for PQF.

Rank 13: Rank 13 vs Rank 20

Rank 14: Rank 14 vs Rank 19

Rank 15: Rank 15 vs Rank 18

Rank 16: Rank 16 vs Rank 17

* Pre – Quarter Finals:
  + Pre-Quarter Finals 1: Rank 1 vs Rank 16
  + Pre-Quarter Finals 2: Rank 2 vs Rank 15
  + Pre-Quarter Finals 3: Rank 3 vs Rank 14
  + Pre-Quarter Finals 4: Rank 4 vs Rank 13
  + Pre-Quarter Finals 5: Rank 5 vs Rank 12
  + Pre-Quarter Finals 6: Rank 6 vs Rank 11
  + Pre-Quarter Finals 7: Rank 7 vs Rank 10
  + Pre-Quarter Finals 8: Rank 8 vs Rank 9
* Quarter Finals:
  + Quarter Finals 1: Winner of Pre-Quarter Finals 1 vs Winner of Pre-Quarter Finals 8
  + Quarter Finals 2: Winner of Pre-Quarter Finals 2 vs Winner of Pre-Quarter Finals 7
  + Quarter Finals 3: Winner of Pre-Quarter Finals 3 vs Winner of Pre-Quarter Finals 6
  + Quarter Finals 4: Winner of Pre-Quarter Finals 4 vs Winner of Pre-Quarter Finals 5
* Semi Finals:
  + Semi Finals 1: Winner of Quarter Finals 1 vs Winner of Quarter Finals 4
  + Semi Finals 2: Winner of Quarter Finals 2 vs Winner of Quarter Finals 3
* Finals: Winner of Semi Finals 1 vs Winner of Semi Finals 2

**Division II:**

* Bottom 6 teams i.e., Rank 14 to Rank 19 from Division - II will play qualifiers for pre-quarter finals and winners of the qualifiers will be ranked 14 to 16 PQF.

Rank 14: Rank 14 vs Rank 19

Rank 15: Rank 15 vs Rank 18

Rank 16: Rank 16 vs Rank 17

* Pre – Quarter Finals:
  + Pre-Quarter Finals 1: Rank 1 vs Rank 16
  + Pre-Quarter Finals 2: Rank 2 vs Rank 15
  + Pre-Quarter Finals 3: Rank 3 vs Rank 14
  + Pre-Quarter Finals 4: Rank 4 vs Rank 13
  + Pre-Quarter Finals 5: Rank 5 vs Rank 12
  + Pre-Quarter Finals 6: Rank 6 vs Rank 11
  + Pre-Quarter Finals 7: Rank 7 vs Rank 10
  + Pre-Quarter Finals 8: Rank 8 vs Rank 9
* Quarter Finals:
  + Quarter Finals 1: Winner of Pre-Quarter Finals 1 vs Winner of Pre-Quarter Finals 8
  + Quarter Finals 2: Winner of Pre-Quarter Finals 2 vs Winner of Pre-Quarter Finals 7
  + Quarter Finals 3: Winner of Pre-Quarter Finals 3 vs Winner of Pre-Quarter Finals 6
  + Quarter Finals 4: Winner of Pre-Quarter Finals 4 vs Winner of Pre-Quarter Finals 5
* Semi Finals:
  + Semi Finals 1: Winner of Quarter Finals 1 vs Winner of Quarter Finals 4
  + Semi Finals 2: Winner of Quarter Finals 2 vs Winner of Quarter Finals 3
* Finals: Winner of Semi Finals 1 vs Winner of Semi Finals 2

**RULES REGARDING TREE ON THE FIELD:**

Considering Sunlight ☀️ issues, for this edition, batting will be from the opposite end. As there will be a tree 🌳 within the boundary line, below rules will be implemented:

a. If the Ball hits the tree directly and falls out of the boundary – 6 runs

b. If the Ball hits the tree and falls down into playing area and then rolls over the boundary – 4 runs

c. If the Ball hits the tree directly/on the bounce and stays within the boundary line, then the ball is live

d. If the Ball hits the tree directly and then the fielder catches the ball within the boundary, then it’s NOT OUT and the ball is live

e. If the fielder catches the ball directly while he is in contact with the tree – batsman will be declared OUT (caught)

Note: As this is the first time, we are trying the opposite end, we are coming up with rules that we thought might be helpful in general scenarios. We will be more than happy to hear any feedback you may have 🗣️

**Peeing, consumption of alcohol and smoking is prohibited (100 feet from boundaries) in and around SCG ground premises is strictly prohibited and any team player violating this rule will be banned from playing the tournament. Trash removal is team’s responsibility ones the game is over.**

**PS: ANY RULES NOT MENTIONED HERE WILL BE FOLLOWED AS PER ICC RULES**