

## HAVELI BISTRO PRESENT'S DCC HTB T15 TOURNAMENT – SPRING 2018

### 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 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.
- 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 10th 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 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:

- 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 dead 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 (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.**
- 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 3<sup>rd</sup> over. Only 3 Fielders are allowed outside 30 yard circle during these 2 overs. If batting teams doesn't take this power play by 13<sup>th</sup> over, by default 14<sup>th</sup> and 15<sup>th</sup> overs will be batting power play.** Team with less than 11 players will have reduced number of fielders outside the 30 yard during the batting power play.
- **NO MAXX OVER IN THIS TOURNAMENT.**
- 4 fielders must remain inside the 30 yard circle all the time during Non-power play overs.

### **Super Over: (Incuse 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 T15 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 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 ball is lost after power play, semi new ball will be given to the bowling team.
- In case of ball is lost before power play, new ball will be given to the bowling team.

### **GROUPS FORMAT:**

- There are total of 36 teams and they will be placed into 9 groups with each group having 4 teams. All groups are decided based on draw system. In order to make the games more competitive, the organizing committee will consider only 2 factors before the draw.
  - i. Top 9 teams from Summer T15 2018 will be placed in 9 separate groups.
  - ii. 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 out 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 have to play or forfeit games.

### **TOURNAMENT FORMAT:**

- 36 teams will be divided into Groups 1-9 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 1<sup>st</sup> position in all groups will be ranked from Rank 1 to 9
  - teams that remain in 2<sup>nd</sup> position in all groups will be ranked from Rank 10 to 18
  - teams that remain in 3<sup>rd</sup> position in all groups will be ranked from Rank 19 to 27
  - teams that remain in 4<sup>th</sup> position in all groups will be ranked from Rank 28 to 36
- Top 18 teams will qualify for Division 1.
- Remaining 18 teams will qualify for Division 2.

## **Division I:**

- First 14 teams will qualify for Pre-Quarter Finals. Teams Ranked from 15 to 18 will play in Qualifiers as below.
  - Qualifier 1: Rank 15 vs Rank 18
  - Qualifier 2: Rank 16 vs Rank 17
- Winner of Qualifier 1 & 2 will be moved to Pre-Quarter Finals.
- Pre-Quarter Finals:
  - Pre-Quarter Finals 1: Rank 1 vs Winner of Qualifier 2
  - Pre-Quarter Finals 2: Rank 2 vs Winner of Qualifier 1
  - 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:**

- Teams ranked from Rank 19 to 32 will for Quarter Finals.
- Teams ranked from Rank 33 to 36 will play in Knockout to qualify for Pre-Quarter Finals as below
  - Qualifier 1: Rank 33 vs Rank 36
  - Qualifier 2: Rank 34 vs Rank 35
- Pre-Quarter Finals:
  - Pre-Quarter Finals 1: Rank 19 vs Winner of Qualifier 2
  - Pre-Quarter Finals 2: Rank 20 vs Winner of Qualifier 1
  - Pre-Quarter Finals 3: Rank 21 vs Rank 32
  - Pre-Quarter Finals 4: Rank 22 vs Rank 31
  - Pre-Quarter Finals 5: Rank 23 vs Rank 30
  - Pre-Quarter Finals 6: Rank 24 vs Rank 29
  - Pre-Quarter Finals 7: Rank 25 vs Rank 28
  - Pre-Quarter Finals 8: Rank 26 vs Rank 27

➤ 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

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