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# Introduction

GCL-2017 is organized by GCC (Geoje Cricket Club) with an intention to boost the cricketing interest, enhance mutual interactions and provide a platform where participants can enjoy their time with cricket. Discipline is always a key factor behind the success of an event. All the participants and audience will be expected to show basic level of discipline and game spirit.

# Nationality of players

**Only Indian nationals are recommended to play GCL-2017 tournament.** In case if any team willing to add Non-Indian nationals, it shall be maximum **3 players** and subject to organizing panel’s decision. Captain of a team willing to activate Non-Indian national clause shall inform organizing panel prior to finalizing team players. Non-Indian national without consent of organizing panel shall not be allowed to be part of the game. Verification of nationalities will be done through Alien Registration Card or Passport. Only 2 ladies players would be allowed in team IX (only for Bhasad IX).

# Accident / Injury

1. The GCL sports committee takes no financial responsibility for injuries caused to player(s) during GCL 2017. Every player is responsible to take care of his safety on and off the field during GCL.
2. GCL is not responsible for any accidental matter during the whole tournament.

# Dress Code

1. Preferably, team should have unique dress code to play (**minimum of matching T-shirts**)
2. Player must wear appropriate sports footwear.

# Players List

1. Each captain must provide a team list comprising minimum of 12 players and max 14 players to the committee in the GCL specified format latest by 27th July. No change of players will be allowed after 27th.
2. Each captain has to provide Playing 11 list before the toss which is to be done no longer than five minutes prior to the commencement of play.
3. **Every team must provide a person to be with scorer to verify scorecard and maintain transparency. Any queries or issues related to scorecard after the match shall not be entertained.**
4. It is the responsibility of the team manager/captain and player(s) to ensure their team arrives at the ground 30 minutes prior to the scheduled match start time.

# Tournament Format

a) Matches will start at the time decided by the committee. The first match shall start at 09:00AM with no exceptions.

b)**For League and qualifier match for semifinals,** every match will consist of **8 overs** per side and 3 bowlers are allowed to bowl **2 overs max** and remaining 2bowlers will be allowed to bowl a maximum of **1over** Hence, minimum five bowlers shall bowl total 8 overs per game. Each bowler’s allocation will be proportionally reduced in the event of a time-reduced match due to rains or any other reason beyond GCC control.

At semifinals and final stage, each match will be played for 10 overs. Only one bowler can bowl maximum of 3 overs (ie. min 5 bowlers will have to be used). c. **If a team fails to show up at the scheduled game time; opponent team shall be declared as winner. There will not be any refund of registration fees for team not showing up or late on the field.**

d. Power play for first 2 overs is applicable.

# Tournament Points Table

a) Team entry/structure, registration and tournament format are subject to change at the sole discretion of GCC sports committee. Each team will play league matches in their division at least once to determine position on the GCL points table.

# Delays

a) All the games will be conducted as per the scheduled fixtures; however delays might be caused by weather or other unavoidable circumstances. If the proceedings are delayed, fixtures will be adjusted accordingly.

b) Umpires and GCC sports committee shall take decisions on the course of the tournament in case of delays and advise the teams. Decisions taken by committee shall be binding to all.

c) If the proceedings are delayed to an extent where it is required to cut short the number of games, games will be cut short in the following order:-

- First, dead rubber games (league match between teams who are already out of semis),

- Second, semifinal games (top team from each group shall play final),

- Third, final game (winner/runner up shall be top team from each group considering NRR)

c) A tied result will end in teams competing in a ‘**Super Over**’ as per the ICC regulations.

# Commencement of Play

c. **Prior to the toss, the playing teams must have at least eight players on the field.**

d. **Any team that has less than eight players on the field during toss; shall cause forfeit of the match and opponent will be declared as the winner.**

e. Umpire decision will be final (Umpire will be from non-playing team)

# Time Restrictions and Penalties

a) An innings must be bowled within **35 minutes** from the commencement. Every full over after the **35 minutes** will result in **6 runs** added to the batting team. It is solely up to the Umpires and GCC officials to decide whether delay had been caused by injury or the batting team which could result in an adjustment of time limit.

b) There shall be a break of no more than **3 minutes** between innings to ensure the schedule runs without delay.

c) Replacement batsman should be at the crease within 60 seconds of the dismissed batsman left the field or the fielding team can appeal and they could be given ‘timed out’. The wicket is not credited to the bowler.

# Local Ground Rules

a. Bowler must bowl from one end decided by GCL.

b. **It is solely Umpire’s decision to decide on any dubious delivery action.**

c. The bowler’s run-up may be no longer than 8 meters past the delivery crease to ensure delays are minimized.

d. Should the bowler begin the run-up behind the set marker, the penalty will be a no-ball.

e. A delivery that bounces more than once or doesn’t bounce at all on the pitch will be deemed a dead ball.-> NO ball

f. If the wicket-keeper fumbles or misses the ball, the batsmen may be able to take additional runs safely, and may choose to do so. The number of runs scored are scored as **BYES**

g. Should the ball bounce on the edge of the pitch and ricochet off the pitch or not bounce (bumps beyond pitch marker limits) on the pitch at all, the delivery shall be called a wide.

h. Wide Ball:

- Leg: anything down the leg stump shall be a Wide Ball.

- Off: anything away from wide mark (1 bat from middle stump) - Above head height: when ball passes the batsman above head height (without touching anything)

- Wide mark: Can be checked and corrected at any stage of the game if challenged. This will be count as warning for the NO ball. Or if this is second bouncer, could be NO ball also.

i) No Ball:(All No Ball shall result in free hit)

- Warning: bouncer above the shoulder (which has not been called a Wide). 1 bouncer per over are allowed, **2nd bouncer** onwards will be called **No Ball.**

- Beamer: any full toss above waist height shall be No Ball.

- Overstepping: Front foot completely past the popping crease, shall be called a No Ball.

- Sidestepping: back foot not completely inside the return crease (1 bat + 1 bat handle from middle stump) shall be called a No Ball.

j)Umpiring:

- Umpires shall rotate.

- Same set of umpires shall be preferable in both the innings of the same game.

- **No arguments with umpires for decisions, whatsoever be the case.**

- Bouncers shall be judged by leg umpire, main umpire shall follow leg umpire's decision, however contacts shall be judged by the main umpire.

k)Scoring:

- Score: Scorer shall follow main umpire's decisions.

- Ball counting: Scorer (if applicable) may advise umpire, however decision shall be taken by umpire.

l)Audience:

- Not to comment on umpiring decisions.

j. Boundaries**:** The boundary will be marked by red plastic markers visible from batting crease in the best oval shape possible. Where the oval shape meets either wall square of the wicket; the bowl must hit the concrete wall to be judged as four and must either clear or hit the wall on the full to be judged as six. In the event of a ball hitting a plastic marker it will be awarded a four

k. A batsman may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed shall be informed of the reason for a batsman retiring.

a. If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as ‘Retired -not out’.

b. If a batsman retires for any reason other than as in (a) above, he may resume his innings only with the consent of the opposing captain. If for any reason he does not resume his inning, it is to be recorded as ‘Retired -out’.

c. If after retiring, a batsman wants to resume his inning, it shall be only at the fall of 9thwicket.

l. Runner shall not be allowed. Just in case of an exception, it will be agreed only after mutual agreement with opponent captain.

# Keeping Gloves

a. Keeping gloves would be provided by GCL organizer to all teams. Its each team choice to use it or not.

b. Keeping gloves bought by other teams would be acceptable only if GCL committee agrees to it.

# Super Over

1. As per the ICC T20 regulations (http://en.wikipedia.org/wiki/Super\_Over), in the event of a tied match, the **‘Super Over’** will be played. Each team must choose three batsmen and one bowler to play one 6 ball over.
2. Super over shall be applicable only in the semis and final matches.

# Umpiring

a) For every GCL matches two neutral umpires will be appointed by the GCC sports committee from the non-playing team to officiate the entire match.

# Scoring

a. During a match GCC will provide a neutral scorer from non-playing teams.

b. Every team(batting& bowling)must provide one scorer who is working inconjunction with GCC scorer.

# Balls

a. Matches will be played with **HARD TENNIS ball**s.

b. Balls will be provided by GCC sports committee.

c. One new ball will be provided for each inning.

d. In the event of a ball being lost or severely damaged the Umpire will approve another ball to be used for the remainder of the match.

# Conduct of Matches

a. The captains jointly bear the responsibility of ensuring that all specified rules of GCC Sports Committee are followed and adhered during the matches and any dispute arising in the field is dealt with quickly and equitably so that the game can continue in the correct spirit.

**b. Any player found to be intimidating (physical or verbal) or otherwise making it difficult or unpleasant for an Umpire and / or Player to fulfill his duties, will face disciplinary action from the GCC sports committee in the form of suspension. No substitute for suspended players shall be allowed and the team must play the rest of the game with remaining players.**

c. Players are expected to play in the spirit of the game and therefore any unnecessary or reckless sledging may face disciplinary action in terms of player suspension from the game.

d. Rules are subject to change and GCC sports committee reserves right to take decision whenever needed.

# Bowling action

a. In the event of batsman’s objection towards bowler’s bowling action, the Umpire at the bowler’s end may request the leg umpire to observe and analyze bowler’s bowling action during the next delivery.

b. In the first instance if the bowling action was observed as inappropriate, the leg Umpire shall call and signal no ball, warn the bowler and inform the other Umpire, the captain of the fielding side and the batsman about what has occurred.

c. If this caution is ineffective, he shall repeat the above procedure (b) and indicate to the bowler that this is a final warning.

d. Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

e. Should there be any further instance by the same bowler in that inning, **the umpire shall call and signal no ball and when the ball is dead; inform the captain to take the bowler off henceforth**. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof (Bowler Incapacitated or Suspended during an Over).

f. The bowler thus taken off shall not be able to bowl again in that inning.

# Dispute Resolution

a. Any conflicts shall be resolved during or immediately after the respective match on the tournament day with the consultation of standing Umpires and GCC Sports committee.

b. Any claim post tournament day shall be deemed as invalid and will not be considered in any way.

c. Any dispute arising between team players, GCC Sports committees should be resolved in a gentlemanly manner in the spirit of Cricket. However, the decision of the committee shall always be final.

**Thanks for your co-operation**

**GCC SPORTS COMMITTEE**