



2018 - ED BURN TOURNAMENT RULES

The tournament will follow regular ICC rules with a few exceptions.

- Each team is responsible for providing their own refreshments. Please clean up the garbage before leaving grounds.
- All teams playing are required to assist the hosting team to get in getting the ground ready for play; i.e. setting up and remove the matting, boundary markers, etc.
- Considering that the Ed Burn Tournament is starting at the start of the season this year, leagues have decided to adopt following qualifying criteria:
 - All registered players from each club are eligible to participate in all games.
 - Players seeded in the Elite Division are not allowed to participate in the Premier Division Ed Burn Tournament.
- A player must have played at least **two** games for the qualifying team in current Ed Burn Tournament to be eligible to play in the Playoffs. Teams playing with ineligible players will be charged with the game, regardless of whether the opposing team appeals or not.
- Each side must face a minimum of six overs to constitute a match.
- Each team is responsible for payment to umpire: \$30 per match per team; total \$60, due before toss.
- Umpires will be strict on uniforms. Matching uniforms have to be worn. Players in full ~~team~~ uniform will be allowed to enter the field of play. Umpires will be sole adjudicator in this matter.
- Each side has 85 minutes to get through their 20 overs. There will be a maximum 10 minutes break between innings.

<u>Game 1</u>		<u>Game 2</u>
12:00 - 13:25	First Inning	16:00 - 17:25
13:25 - 13:35	Innings Break	17:25 - 17:35
13:35 - 15:00	Second Innings	17:35 - 19:00



- There are run penalties for each over which has not been bowled in the allocated time. The umpire will assess the reason for the non-completion of the overs - if it is determined that it was due to slow over rate as opposed to factors such as the ball being lost. The run penalty shall be six (6) runs per over, added to the final score at the end of the innings. **DO NOT ARGUE WITH THE UMPIRE ON THIS TOPIC.**
* Please refer to the HDCL Playing conditions-details regarding slow over-rate penalties *
- In the event of a weather-related delay, the overs would be reduced at the rate of 1 over for every 4 minutes of playing time lost. (Each side must face a minimum of six overs to constitute a match).
- In rain-affected matches, The Umpires to advise teams of the calculations and target scores.
- The next batsman has 90 seconds from the fall of a wicket to get to the crease and be ready to face the next delivery.
- Umpires will give a warning to the batting team for time-wasting by batsmen, if it continues, Umpires can impose a five-run penalty for time-wasting by batsmen. They are expected to be ready as soon as the bowler is ready.
- Fielding restrictions in the first 6 overs - maximum two (2) fielders allowed outside 30 yard circle, with a minimum of nine (9) players inside the 30 yard circle.
- Fielding restrictions for overs 7 - 20 - maximum five (5) fielders allowed outside 30 yard circle, with a minimum of six (6) players inside the 30 yard circle.
- Only one (1) short pitched delivery over the shoulder height is allowed per over.
- Umpires are instructed to apply a very strict and consistent interpretation in regards to wide and no-ball.
- Each team is responsible for providing own league approved balls for the first round and Semi Finals. HDCL will provide balls and umpires' fee for the Finals.
- A win is worth 10 points, and a tie is worth 5 points each. In the event of a tied match the teams shall compete in a one over per side eliminator to determine the winner.
- Net Run Rate will be used in case of a tie in standings to determine the final ranking after the first round.

ELITE Rounds:

- Elite, composed of 8 teams, has 2 conferences of 4 teams in each.
- Teams will play round robin within each conference in the first round. Top **3 teams** from each conference will move to 2nd round - per format and schedule provided.
- Top 2 teams from each conference at the end of 2 rounds will qualify for Semi-Finals.
- Top 2 team winning Semi-Finals will play the Final round for Ed Burn Elite Championship.



PREMIER Rounds:

- Premier, composed of 16 teams, has 4 conferences of 4 Teams in each.
- Playing Round Robin within conference, Top **3 teams** from each conference will move to 2nd round while the 4th team in each conference will move to play in the Div-1 Rounds (Semi-final & Final)
- Premier 2nd round will be composed of total 12 teams i.e. 3 top teams qualifying from each conference
- These 12 teams will form 2 pools of **6 teams** in each and play “cross round robin” within their pool.
- Top 2 teams from each pool will qualify for Semi-Finals
- Top 2 teams winning Semi-Finals will play the Final round for Ed Burn Premier Championship.

Div-1 Rounds:

- Div-1 will be composed of 4 teams formed out of the Premier Div.

The umpires will be very strict in ensuring that the HDCL Code of Conduct is followed. Kindly inform your players to be at their best behaviour.

Matters not provided for in these Rules and Regulations shall be decided by the Tournament administrator and the HDCL executives, whose decisions are final and binding.

**Executive Committee,
Hamilton District Cricket League**