Houston Premier T20 League (HPTL) – Rule book

Teams:

Group-A	Group-B	Group-C	Group-D
Powerstars	Falcons	Woodlands Cricket Club (WCC)	Spartans
Houston Energy Corridor (HEC)	Ground Breakers (GB)	Cross Creek Cricket Club (C4)	CCR Avengers
Kool Men in Blue (KMIB)	Houston Vikings (HV)	Huskies	Crushers
Rising Stars	KrazyXI (KXI)	United Strikers	Woodland Hurricane (WH)
BCC Legends	Riverstone Cricket Club (RCC)	Chargers Cricket Club (CCC)	Spring Vireos (SV)
			JCC

Grounds:

1. **Sugar Land:**

   Four Corners Recreation Center

   15700 Old Richmond Rd, Sugarland, TX 77498

2. **Katy:**

   Katy Hockley Cricket grounds

   8375-8987 Katy Hockley Cut Off Rd, Katy, TX 77493

3. **Prairie View:**

   Prairie View Cricket Complex

   304100-062-001-100, Prairie View, TX 77445

4. **Wallis:**

   9311 Johnson Rd Orchard TX 77464

5. **Jones Creek Park:**

   7714 Farm to Market 359Richmond, TX, 77406United States

Organization Team and Committee Members:

- o Sunil Tallapaneni – KMIB
- o Sree Gummadi – WCC
- o Shyam Sundar – CCC
- o Srinivas Kakumanu – RCC
- o Gopi Nidjelli – C4
- o Kalyan Chivukula – Powerstars

o   Ramu Bharadwaj – GB

Tournament Group Members:
o   Each team can provide 3 members for representing the Team and they will be part of the Team that participates in the weekly meetings

On-Call Members:
o   Please call the Org Team members that are not scheduled to play a game during the weekend for any rule clarification

Escalation point of contact for each group games:
o   GroupA- Sree Gummadi
o   GroupB- Gopi Nidjelli
o   GroupC- Ramu Bharadwaj
o   GroupD- Srinivas Kakumanu
o   Backup- Kalyan Chivukula and Sunil Tallapaneni

Note: If a team that belongs to any of the point of contact is involved then the escalation will be handled by a backup person

Rules:
o   In the match, all common international rules are applicable. **Any rules that are not defined in this rule book are considered standard rules from ICC rule book.**
https://www.icc-cricket.com/about/the-icc/publications/playing-handbook/
Refer to the latest year **ICC Playing Handbook**
No Leg before wicket and leg byes are allowed
o   Above the waist full toss is a NO ball
o   Between shoulder and head one ball per over is allowed. Over the head is a wide ball.
o   Byes and over throws are included
o   No ball, nicks to the keeper, height no ball, run outs, Neutral umpire's decision is final. Neutral Umpire can consult with leg-umpire to come to a decision.
o   Winners will get 2 points for each match
o   Each team must play minimum 5 matches out of 7 in the league phase. For league matches, if any 2 matches are cancelled due to weather for a given team, a reserve day and slot that is open for both the teams should be identified and played among them to secure points(refer **Any affected games**). The mandatory matches rule does not get applied unless a team has already lost 2 matches due to rain
o   If a player from bowling team comes late, he can't bowl for the same number of overs he was outside the match. Example if a player comes 5 overs late, he can't bowl for 5 overs. A player cannot bowl for entire match if he comes after 10 overs are completed. However, he can bat for that match. Another scenario where a player from batting team didn't come and bat until the entire innings is done, He can still bowl in the second innings. Another

scenario where player comes after batting is done and after bowling 10 overs is done, he can only field.

- One warning per innings is required for Mankading. Umpire will issue a warning only when a batsman is found caught outside the crease when the bowler takes the bails off the wicket.
- The only possibility of getting a batsman out on a leg bye is when a keeper stumps the batsman
- ICC Standard for 30 yards (drawing a semicircle from both ends of the wickets should be used). After the game starts the 30 yard circle or the boundary should not be changed
- If the batting side complains of bowler chucking the ball then an evidence has to be recorded for the bowlers action and presented to the Umpire and Org team. No action can be taken on the bowler in the same game unless the main umpire determines the bowler to be chucking the ball
- Any NO BALL will result in FREE HIT (ONLY when there is a neutral main umpire for the game). If the batting side is umpiring the game this rule is not valid
- Match Balls: Each team will be handed over 16 match balls, the teams need to return 10 match balls out of the 16. If not $5 fine for each lost ball
- It is umpires responsibility to check with the bowler for the bowling guard. Umpire cannot penalize a bowler for missing to update the guard
- Umpiring: Additional assignments for teams that fail to make it to the playoffs to umpire next round of games. Semi Final and Final games will be assigned to Neutral umpires
- Players outside the CricClubs roster, not allowed to play the game. If a team has concerns with opposite team playing someone not in the CricClubs roster they need to raise it with the Umpire so the Umpire can check and validate it on the ground. If a team is found to be playing anyone outside the roster then 2 points will be awarded for that game to the opposite team and one match suspension will be issued to the captain of the team. If a player is found to be playing in 2 teams in the same season the player will be suspended from any further matches for the season. No actions can be taken after the game.
- It is the responsibility of the Captain of each team to make sure no player is playing in other teams in the same season. If a team is found to be playing a player that has already played for other team in the same season then 2 points will be awarded for that game to the opposite team and one match suspension will be issued to the captain of the team.
- Org Team can reschedule the games 1 day ahead of the match, if a venue is found to be unavailable on the day of the game the points will be split for the teams. Org team will provide an alternative venue for the game if a ground is found to be unfit for the game 1 day prior the game.
- HPT20L has a strict policy of "NO SMOKING" and "NO TAKE A LEAK" on the ground. If any player is found to be doing this on the ground the player will be immediately suspended for the entire season with immediate effect on the same day. He is not allowed to participate in the game from that moment and the team cannot replace the player for that game and for the rest of the season
- Matches if not started on time will be penalized. All games must start as per schedule.
- Maximum delay in the start of a game from its scheduled duration is 15 minutes. Any further delay would lead to penalty a reduction of 1 over (from the allocated 20 overs) for every 5 minutes of delay to the team that is causing the delay.
- If both teams cause the delay overs will be deducted @1 over every 5 mins of delay.

- If there is a delay from the Umpiring team. The umpiring team will be deducted 1 over for every 5 minutes of delay for their immediate match
- Below are the conditions umpire must update in the group for him to deduct overs:

  - ✓ Example based on a 07:00 AM schedule start time
  - ✓ Number of players available on ground from each team at 07:00 AM
  - ✓ Ground must be set up and be ready by 07:00 AM by home team
  - ✓ Toss, CricClubs players updates must be done before 07:15 AM
  - ✓ The game should start by 07:15 AM with at least 8 team members from both teams
  - ✓ After every weekend matches, ORG TEAM would monitor the timings of the matches. If Umpire has not followed rules, the umpiring team will be asked to follow them strictly

- Online form for submitting a match report for each game will have to be submitted, if not submitted by Wednesday of the following week it will be taken for granted that no conflicts occurred in the game
- A knockout game can be rescheduled only when a team with the same name is playing another Tape ball tournament and has another knockout game scheduled at the same time
- If a team forfeits knockout game then it will start with a -2 points in the next season
- Umpiring assignments: Teams cannot deny the team assigned. They can request a particular team member not be assigned for their game
- Teams that fail to reach quarter final/ Semi final will be assigned 1 additional game for umpiring
- Wild card players shall be added by the CricClubs Admin based on the request of the teams 1 day prior to the game. Wild Cards cannot be added on the game day
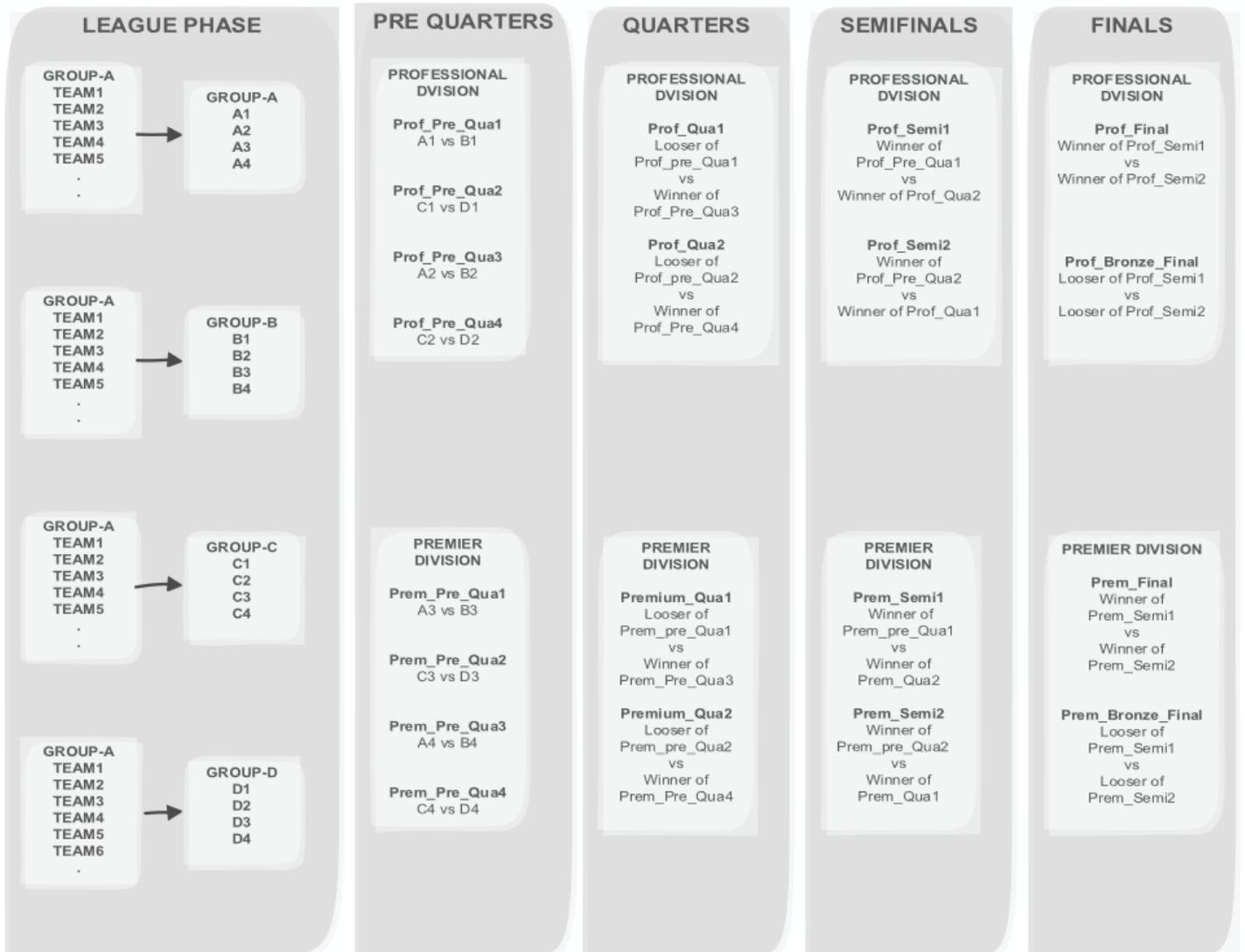
Umpiring:

- 1 Neutral umpire from each team will have to be sent from each team for the round games, each team will have to umpire for a minimum of 4 games in the round stage.
- Umpire decision is the final. Everyone must respect umpires and their decision.
- Captain can report on the umpire's quality of standards after the match to the Organizing team. However, during the match, all should behave professionally towards umpires and their decisions. Umpires shall provide a match report and a record of events from the game and any abuse towards umpires or the decisions will lead to a L1 for the player(as per code of conduct)
- A captain can request a change of the umpire if there are any scenario of unfair decision being made on more than 1 occasion (only if batting team is umpiring the game due to unavailability of neutral umpires).
- If the batsman moves away from the ball when its going leg side, it is not considered a wide. Umpires should make a note of it and make a fair judgment in this regard.
- If neutral Main Umpire's view is blocked by bowler and the ball get nicks to the keeper it is considered as NOT-OUT. Main umpire shall inform bowler not to block his view.
- Benefit of doubt always goes to the batsman
- Deadline for confirming the umpire for the weekend games is Wednesday 08:00 PM before the start of the weekly meeting

- o If a team fails to send an umpire they will need to pay $100 penalty and inform the Organizing team by Wednesday of the week so they can arrange an alternate umpire. If an umpire is confirmed by the assigned team and does not report to the ground on the day of the game the fine will be doubled to $200. In such a case the 2 teams that umpired the game will be refunded $50 each for umpiring their own game
- o If the assigned umpire is getting delayed the communication needs to be made ahead of time to the 2 captains of the teams. If no communication sent at all $50 penalty for the delay to the assigned team for umpiring
- o If 2 teams agree to change the start time of the game by more than an hour (for example if a game scheduled at 07:00 AM is going to start at 09:00 AM) then the team sending the umpire is not obliged to send an umpire for the game. Any schedule change has to be communicated 1 day prior to the game so the neutral umpire can plan accordingly
- o Neutral umpires for the knockout games will be organized by the Org Team.
- o Leg umpire (from Batting team) cannot be used to refer to determine if the ball hit the bat edge for caught behind appeal

Format:

- o Total of 21 Teams
- o 4 groups of 5 teams (except group D with 6 teams) each with top 4 Teams from each group qualifying for the Professional Division Playoffs (refer the picture version of the format below)
- o Each team will play 8 league games in the round stage
- o Teams at position 1 and 2 will qualify for the Professional Pre Quarters
- o Teams at position 3 and 4 will qualify for the Premier Pre Quarters
- o Teams that end up on positions 1 after the end of league stage will get the benefit of playing a second game if they loose in the pre quarters stage
- o Seeding for the new season is based on ranking of the teams (as of the completion of League stage) from last season
- o Refer trophies section for the list of all trophies for the tournament

HPTL_SEASON_12

LEAGUE PHASE	PRE QUARTERS	QUARTERS	SEMIFINALS	FINALS

LEAGUE PHASE

GROUP-A
TEAM1
TEAM2
TEAM3 → GROUP-A
TEAM4   A1
TEAM5   A2
.   A3
               A4

GROUP-A
TEAM1
TEAM2
TEAM3 → GROUP-B
TEAM4   B1
TEAM5   B2
.   B3
               B4

GROUP-A
TEAM1
TEAM2
TEAM3 → GROUP-C
TEAM4   C1
TEAM5   C2
.   C3
               C4

GROUP-A
TEAM1
TEAM2
TEAM3 → GROUP-D
TEAM4   D1
TEAM5   D2
TEAM6   D3
.   D4

PRE QUARTERS

PROFESSIONAL DVISION

Prof_Pre_Qua1
A1 vs B1

Prof_Pre_Qua2
C1 vs D1

Prof_Pre_Qua3
A2 vs B2

Prof_Pre_Qua4
C2 vs D2

PREMIER DIVISION

Prem_Pre_Qua1
A3 vs B3

Prem_Pre_Qua2
C3 vs D3

Prem_Pre_Qua3
A4 vs B4

Prem_Pre_Qua4
C4 vs D4

QUARTERS

PROFESSIONAL DVISION

Prof_Qua1
Looser of Prof_pre_Qua1
vs
Winner of Prof_Pre_Qua3

Prof_Qua2
Looser of Prof_pre_Qua2
vs
Winner of Prof_Pre_Qua4

PREMIER DIVISION

Premium_Qua1
Looser of Prem_pre_Qua1
vs
Winner of Prem_Pre_Qua3

Premium_Qua2
Looser of Prem_pre_Qua2
vs
Winner of Prem_Pre_Qua4

SEMIFINALS

PROFESSIONAL DVISION

Prof_Semi1
Winner of Prof_Pre_Qua1
vs
Winner of Prof_Qua2

Prof_Semi2
Winner of Prof_Pre_Qua2
vs
Winner of Prof_Qua1

PREMIER DIVISION

Prem_Semi1
Winner of Prem_pre_Qua1
vs
Winner of Prem_Qua2

Prem_Semi2
Winner of Prem_pre_Qua2
vs
Winner of Prem_Qua1

FINALS

PROFESSIONAL DVISION

Prof_Final
Winner of Prof_Semi1
vs
Winner of Prof_Semi2

Prof_Bronze_Final
Looser of Prof_Semi1
vs
Looser of Prof_Semi2

PREMIER DIVISION

Prem_Final
Winner of Prem_Semi1
vs
Winner of Prem_Semi2

Prem_Bronze_Final
Looser of Prem_Semi1
vs
Looser of Prem_Semi2

- **Duration**: The bowling side needs to complete their 20 overs in 90 minutes.

- **Number of overs per bowler**: A bowler can bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed, unless such a number has been exceeded before the interruption.

- **Scheduled hours of play**: Games will be organized on Saturday and Sunday, Morning matches start at 07:00 a.m. (for example)

- **Tie**: If a Twenty 20 match ends in a tie (equal scores in 20 overs), the number of wickets do not matter, the outcome is decided by Tie deciders called Eliminator.

- **Eliminator**: Each team nominates three batsmen and one bowler to play a one-over per side "mini- match", referred to as a Super over. In turn, each side bats one over bowled by the one

nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their over wins. Here are some additional rules for the super over

- o Team that batted second in the T20 game will bat first in the Super over
- o Regular field with maximum of 5 fielders outside the 30 yards circle allowed
- o 3 Batsman and 1 bowler from each team will take part and they cannot be the same players
- o In case a super over results in a tie, the Super Over will be repeated until one team has more runs than the other

- **Any affected games:**
  - o The 2 teams are allowed to replay a game affected (due to any reason example rain, non availability of ground etc..). If the 2 teams are unable to schedule their game during the same weekend the **points are split equally** among the teams and the game is marked as abandoned

  - o If the match is called off after the start of the game due to rain or abandoned due to non-availability of ground after there are at least 10 overs bowled in the second innings of the game refer section **Weather affected games.** If 10 overs are not bowled in the 2nd innings the same rule above for the any affected games will be applied and points will be split equally between the teams unless the 2 teams agree and play the game from the start in the same weekend

  - o If a game is affected due to rain at any point of the game the maximum 2 teams can wait to see if the weather can improve would be 60 minutes (**a total of 60 minutes** for the entire game)

- **Disputes:**
  - o Umpires are the final authority in regards to the play including timings. The team Captain(s) may complain to the tournament organizing team regarding any genuine concerns regarding the functioning of the game

  - o Captains from both teams are supposed to enquire about the ground availability ahead of the game and make sure the neutral umpire is aware of it so any changes to the number of overs to be played is decided before/during game

  - o In case of any dispute during the game due to weather or any other conditions the 2 captains of the playing team along with neutral umpire are supposed to involve the On-Call members (**refer Page #2**) by calling them to make sure we have a decision made, the teams should not leave the ground unless a decision is made to call off the game or share points is confirmed.

- **Team Squad:**
    - Each team can have maximum of **25 players squad** and players must be registered with First Name and Last Name as of Driver's License.
    - All teams will be locked in CricClubs as of 11/13 Friday 09:00 PM for adding the players to their squad.
    - 3 Wild card entries that can be announced before the start of the games starting week5 Deadline is 12/17 Thursday 09:00 PM CST
    - Wild card players shall be added by the CricClubs Admin based on the request of the teams 1 day prior to the game. Wild Cards cannot be added on the game day
    - No players can be exchanged at any point during the tournament between the teams.
    - If 2 teams end up adding the same player into CricClubs after the deadline of adding the players and the player has not played a single game yet then player would be asked for a preference to play for the team and the other team will loose the spot
    - If a player has already played a game for 1 team in the tournament he cannot be moved to another team
    - If any player is found to be playing for more than 1 team in the league he will be removed from both teams and both teams will loose the spot

- **Playing 11:**
    - All the playing level 11 and 2 substitutes names (Full and last name) should be given to the umpire before the toss.
    - At the toss, a minimum of 8 players should show up at the ground to start the match.
    - If there are any delay to players reaching to the ground and the team starts the match with less than 11 players (minimum 8 players) then team captain should inform the neutral umpire and opponent team captain about the delay. In CricClubs, the players should be added before the start of the game
        - ✦ If they are batting then the remaining players shall join any time before their batting gets over.
        - ✦ If they are bowling then the remaining players should join before start of 11th over. Failure to do so, they will be considered as substitute player.
- For e.g. if player(s) joins the team from 8th over then he cannot bowl for next 7 overs.
    - For each match, players should be selected from the given squad ONLY. Team captain and players should co-operate verifying their identity when requested, which is done at the start of the game. Failure to do so, it is up to the opponent team captain whether to allow or disallow such player to be played in the match. It is the responsible of each team captain to ensure their players carry the photo ID (Driver's License). Soft copy is also acceptable.
    - No other players outside the announced squad are allowed even for fielding during the game (even as substitutes)
    - Players are allowed to use hand gloves if the temperature is below 50 Degrees Fahrenheit. The Umpire needs to take the decision on the temperature and give a go ahead to the teams

- **Powerplay:** There will be two powerplay blocks. A mandatory powerplay of 4 overs at the start of the innings. In this powerplay, only two fieldsmen are permitted outside the field restriction area. If the maximum overs of a match is 18 overs for the tournament and not in a reduced over game, the next powerplay block of 2 overs will be taken by the batting team anytime between 5th and 16/18th over as applicable. If it is not taken by the 16/18th over as applicable, it will be mandatory from the 17th/19th over as applicable. If the maximum overs of a match is 20 overs or the tournament, the next powerplay block of 2 overs will be taken by the batting team anytime between 5th and 17/18th over as applicable. If it is not taken by the 17/18th over as applicable, it will be mandatory from the 19th/20th over as applicable. In this powerplay, only three fieldsmen are permitted outside the field restriction area. If the fielding team has less than 11 players, then the number of players allowed outside the field restriction area will come down proportionately. For example, if a team has only 10 fielders on the field, only one player will be allowed outside the field restriction area. The number of powerplay overs will not change in a reduced over game.

- **Fielding:**
  - **Field Restrictions:** At the instant of delivery, there may not be more than 5 fieldsmen on the leg side [Law 41.2.1] (Note: this rule is not enforced for offside field setting). In addition, no more than 5 fieldsmen shall be permitted outside the fielding restriction area (30 yards circle/single saving positions) [Law 41.2.4]. The spirit of this rule is that there should be at least 4 fielders on the offside and at least 4 fielders inside the 30 yard circle. If a team is fielding with less than 11 players, then it should still satisfy the condition of minimum 4 fielders within the circle and a minimum of 4 fielders on the off side which means that the number of maximum fielders allowed on the leg side/ outside the circle will come down proportionately depending on the number of players which are less than 11. The maximum number of fielders allowed behind the square leg is 2. If more than 2 fielders are present behind square leg, a no ball will be signaled by the umpire. The number of allowed fielders behind the square leg will not come down if a team is fielding with less than 11 players.

  - **Substitutes:** 2 substitutes maximum are allowed per game. If a substitute player is used for more than 10 overs in a 20 over match, that player will become the regular player and cannot be treated as a substitute for another player. Other player will not be allowed to enter the field in his place. A substitute player is allowed in the second innings only if a player is injured or the team batting first had less than 11 players. Even if the team batting first had less than 11 players, substitute players will not be allowed for players who batted in the first innings if they are not injured. There is no requirement for a batsman of a team to be present at any time on the game during the game to be eligible for batting. This is applicable irrespective of whether the team bats first or second.

  - No two fielders close to leg umpire (To avoid confusion to the batsmen and the umpire).

- **No abusive language.** Team's captain and umpire can take decision to call off the game if players conduct is out of control.

Code of Conduct:

Disciplinary actions are categorized based on the below 3 levels of incidents:

- **L1:** Player(s) involved in arguments/verbal abuse/physical gestures with any one on the ground or any other actions of indiscipline.
  Umpire issues a warning to a player(s) and updates the match report.

- **L2:** Second occurrence of L1 in same or different match is considered L2.
  Suspension of 1 game (i.e. next immediate match) is awarded to the player involved.

- **L3**: Player(s) involved in arguments/verbal abuse/physical gestures/physical abuse that causes a disruption of the game. This decision is taken based on the inputs from the Umpires and if needed others present at the time of the incident.
  The Chair Committee will be involved if there are any conflicts with arriving at the decision.

- If the bowling team cannot complete the quota in stipulated time, they will get warning. If they receive two warnings, the Captain of the team will get 2nd warning. If the same repeats in the 3rd game of the same season the Team will be assigned a fine of $100
- **CricClubs MATCH REPORT** option will be used to capture any incidents from the game by the Captains of both teams. Any disciplinary actions will be updated in CricClubs for future tracking
- If the Captain of a team fails to control his team during the game while the players cause misconduct an L1 will be issued
- All the penalties issued will be valid for 1 year from the date and will remain with the player (does not matter which team the player plays in the next seasons)
- New ball can be taken at 10th over. Only two balls allowed. If ball goes too bad even before, they can request to be replaced anytime during the game. Bowling team captain/umpire and Batting team captain shall be involved in decision to change the ball
- Forecast light drizzle that morning, someone from local team will examine the field and will send out communication to both teams early that morning in HPT20L WhatsApp group.
- Retired player can come back only after all the remaining players are either out or retired. Retired batsman has to come back in the same order (i.e. the third retired batsman can return to bat only after batsman 1 and 2).
  If Batsman1 is unable to play and Batsman2 can be sent to ahead provided Batsman1 will not be able to play any further in the innings
- Umpire should consider the injury of the player on face value to allow him to retire (for example if a player concedes an injury that is not physical and visible it should be allowed)
- The communication in the HPT20 League Whatsapp group is strictly limited to the current season ONLY. **Team members should not post ANY message** to the group outside the scope of the ongoing Cricket season. If there are any important messages that need to be shared with the group please reach out to the Moderator of the group (updated under the Roles and Responsibilities section). The moderator will take a call on such messages and post it himself

- **Weather affected games:**

If a team batting first completes its innings and the overs has to be shortened for the second innings, the target shall be adjusted based on the run rate of the first team. Rolling up decimal points: any decimal value equals 0.5 or greater than 0.5 shall be rounded to the next higher whole number and decimal values less than 0.5 shall be rounded to the lower whole number. In addition, only the first 2 decimal places shall be considered, the rest shall be truncated.

i.   For example, say Team A batting first scores 100 runs in 20 overs. Because of weather the overs are reduced to 15 for team B. Then based on team A's run rate 5.00/over (100 runs/20 overs) the target shall be reduced by 25 runs (5 runs * 5 overs +1) to 76 runs.

ii.   Say Team A scores 99 runs in 20 overs. Then Team A's run rate is 4.95/over. Team B's target shall be approximated to 74 as 4.95 runs * 15 overs = 74.25 runs.

iii.   Say Team A scores 101 runs in 20 overs. Then Team A's run rate is 5.01/over. Team B's target shall be approximated to 76 as 5.01 runs * 15 overs = 75.75.

iv.   Say if the match is played only for a max of 17 overs. Team A scores 99 runs in 17 overs. Then Team B's max overs are reduced to 15 overs. Then Team A's run rate is 5.82/over (note: actual value is 5.823… and is truncated to 5.82). Team B's target shall be approximated to 87 as 5.82 runs * 15 overs = 87.3

Timings & Schedule

o Match schedules will be updated in CricClubs with all team's consensus.
o All game must start as per the schedule updated in CricClubs
o If playing two teams agree to start the match late, it needs to be informed to the Neutral Umpire in advance and post the details in HPT20L WhatsApp group
o Responsibility of ground setup is on with the playing teams
o **Maximum grace time for any game is 15 minutes from the scheduled start time**
o Please remove the trash after the match gets over.

Type of Ball

• Tape balls will be used for all games, we shall buy the tape balls or re-tape the balls.

Score card

o CricClubs App will be used for scoring and this will be used as the reference for deciding Man of the Match, Man of the Series, Best Batsman and Bowler trophies.
o For any technical issues/updates, follow-up with respective CricClub support assigned teams.

Tournament Expenses

- o Each team will be required to deposit **$300** before the start of the tournament. An additional **$100** for newly registered teams for the year

Zero Liability

- o The Organizing Team of "**Houston Premier T20 League**" are NOT LIABLE for any injuries sustained, any things broken and/or lost during the course of the tournament.

Trophies:

Man of the Match

Man of the Series

Best Batsman

Best Bowler

Best Fielder

Professional Division:

Winners trophy (Gold)

Runners Trophy (Silver)

Third Position Trophy (Bronze)

Individual trophies for each Winning team member

Individual Medals for each Runners up team member

Individual Medals for each Third position team member

Premier Division:

Winners Gold trophy

Runners Silver Trophy

Third Position Bronze Trophy

Man of the Series (Premier)

Individual trophies for each Winning team member

Individual Medals for each Runners up team member

Individual Medals for each Third position team member

Players from the Professional/Premier Division qualified teams are only eligible for Man of the Series

Weekly Conference calls and WhatsApp group:

- Any conference calls will be scheduled for 08:00 PM CST unless we have a specific need to organize one.

- WhatsApp should be used only for healthy communication and any abuse will get warning.

Org Team Responsibilities:

Srini– Liability forms to be shared and collected signed forms from all teams.

Shyam – CricClubs updates and any follow up on technical issues.

Kalyan – Umpiring assignments and Schedule changes

Sunil – Coordination of tournament meetings or any adhoc meetings/ Rule books updates and any clarifications

Ramu – Tournament fund collection and distribution of expenses.

Gopi – Trophies for the tournament

All team members: Escalations of any kind during the tournament games

Sree: Moderator of the Whatsapp group