**SEZ Cricket League-2019**

**Rules & Declaration:**

1. This is not an official tournament conducted by Infosys.

2. Tournament will be played on League cum Knock-Out basis

3. A minimum of 3 matches will be guaranteed to each team.

4. Tournament Fees will be INR 7500/- per team.

5. Matches will be played during the weekends in the month of Nov, Dec 2018 and Jan 2019.

6. Matches will be played with the regular Cricket Balls. Leather/Grace Balls.

7. Prize Money if any will be decided based on expenses and awarded to the Winners and Runners up of the tourney along with the coveted trophies.

8. **Man of the match**, **Best on field moment and Bankable player** (every match), **Man of the Series**, **Emerging player** (playing SCL for the first time), **Best Bowler**, and **Best Batsman** of the tournament will be awarded.

* **Fair play award will be given to the team who plays within the spirit of the game.**

9. A memento will be awarded to each team recognizing their participation in the Tourney.

10. Matches will be conducted in Infy SEZ cricket ground.

11. In the league Stage Matches will be of 15 overs per innings. During the Knock-Outs matches will be of 20 Overs per innings.

12. No Bowler will be allowed to bowl more than 3 overs during the league stage. During the Knock-outs if matches are conducted in 20 over format maximum a bowler can bowl will be 4 overs.

13. At all times the maximum limit of bowler will be decided based on a premise that minimum of 5 bowlers will be used.

14. Penalty for late start or slow over rate – Both the team should be present on the ground 30 minutes prior to the start of match. If any team has not arrived on the ground within 30minutes from the scheduled match time, that team would be considered to have forfeited the match. Both the team must finish their bowling quota of 15 overs within 75 minutes which will be calculated from the start of the inning. Failing to do so will lead to penalty. Overs will be reduced accordingly from their subsequent batting inning.

15. In case of rain or any other such reason where 15 overs per inning cannot be bowled a minimum of 5 overs in both innings will be required to be bowled to constitute a match. In case no match is

possible. The match will be played again. The calculations for any such situation will be based on D/L method and will be decided by the organizers.

16. Once the Schedule of the match has been finalized by the organizer – No request of any change in the schedule will be entertained from any of the teams.

17. Minimum of 9 players will be needed from each team to start the match.

18. Team list must be submitted 15 minutes prior to scheduled start of the match.

19. Squad can consist of maximum of 16 to 20 players. All the arrangements will be available to the maximum of 16 players of a team.

20. Power play – First 5 over of each innings will be power play for league matches and 6 overs for knock-outs.

Mandatory power play – Minimum of 7 fielders inside 30 Yards circle which will be marked on the ground.

Non Power play overs – Minimum of 4 fielders inside the 30 Yards Circle which will be marked on the ground.

21. Injuries – In case of any injuries, only basic first aid kit will be provided. Please ensure that all the players play with good protection. Organizers are not responsible for any kind of injuries/illness during the tournament. Safety will be first priority and no player will be allowed to take the field without proper safety guards.

22. Teams should bring their own bats. Kits (excluding bats, batting gloves and Abdominal guards) will be provided during scheduled matches based on the availability.

23. All the players are expected to strictly adhere to cricketing gears. Sports Shoes are must (without spikes). No player will be allowed to take the field without proper cricketing gear. Each player of the team must be in Whites.

24. Umpires Decision will be FINAL. Any kind of arguments with the UMPIRES will not be entertained and may result in Disqualification from the tournament.

25. Every win will fetch 2 points during the league stage. In case of a tie in a match the result will be decided through a super over. If the Super over cannot yield a result the winner will be decided with the no. of boundaries scored in their respective innings. If no. of boundaries is also equal, then winner will be decided with the help of flipping of a coin.

26. In Case of a tie on points between the teams during the league stage the ranking of the teams will be decided with the help of N.R.R.

N.R.R explained – No of runs scored/No of Overs batted – No of Runs Given/No of Overs bowled. In case of a situation where the team is all-out before finishing the quota of overs, maximum no of overs per inning for that match will be considered for N.R.R calculation.

27. In Case of a tie even after N.R.R calculations the rankings of the team will be decided upon head to head result of same pool, for different pools head to head with the pool topper will be considered. Last option will be with the help of flipping of a coin.

28. Top team of each pool will proceed to the knock-outs and will be arranged in order of points + NRR. These six teams will occupy the top six slots in the knockout array based on the order mentioned above.

29. The runners up teams of all six group will be given a second chance to qualify for the remaining two slots for the knock-outs. These teams will again be arranged in order of points + NRR and will play each other to qualify for the quarter finals.

30. Any Team playing a Non-Infosys individual in their team will be disqualified. All the players are expected to bring their Infosys ID and must be displayed in case of any such demand from the organizers. The players should be located partially or permanently at Infosys Hyderabad location.

31. All the players are expected to play within the spirit of the game & humanity and not bring any disrepute to the game of cricket, team or the organizer by any such act.

32. Arguments & discussion during the match leading to any disrepute to anybody might lead to disqualification of the team from the tourney or the respective players might be asked to stay out of field.

33. Organizers decision will be Final and must be abided with in case of any situation where such interference from organizers will be required.

34. Tournament Fees once paid will not be refunded in case of any withdrawal or non-participation.

35. Organizers will be fair & unbiased during the phase of the entire tourney. Any Issue or disagreement with the organizer must be brought to the notice of the organizing committee at the earliest.

36. **For any other rule not mentioned above please consider the latest 20-20 international cricket rules.**

37. All communication will be done with the captain and contact person of the team which must be provided along with Team Nomination Form.

Rules on various awards during the tournament:

1. **Man of the match:** Most influential performance of the match. Will be decided by the match officials of that particular match.
2. **Bankable Player:** Second most influential performance of the match. Will be decided by the match officials of that particular match based on the points for that match.
3. **On-Field Moment:** Any splendid fielding moment during the match. Will be decided by the match officials of that particular match.
4. **Best batsman:** Player scoring most number of runs during the tournament. In case of tie, Strike Rate, Average, Total Points will be considered in same order.
5. **Best Bowler:** Player getting most number of wickets during the tournament. In case of tie, Economy Rate, Total Points will be considered in same order.
6. **Fair play Award:** Team playing with utmost spirit of cricket. Will be decided by the average of points awarded by match umpires during every match.
7. **Most Valuable Player Award:** Points will be awarded to each and every individual playing the tourney. The one with maximum points will be awarded this Man of the Series or MVP award.

*In case of a tie between two or more players, the MVP award will be decided by following the below mentioned comparisons, one at a time, stopping once we have a winner:*

1. Player who has played least number of matches.
2. Number of Man of the match awards won by the player.
3. Number of Bankable player awards won by the player.
4. Number of On Field Moment awards won by the player.
5. Player whose team progresses the most in the league.
6. **Emerging Player Award:** Individual accumulating maximum points among all players playing the tournament for the first time. This player must not be part of Infosys DC team.

*In case of a tie between two or more players, the steps mentioned above for MVP selection will be followed for selecting the Emerging Player.*

***\*Individual Points Details have been uploaded in cricclubs portal in a separate document***

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