

CRICKET ETRAVAGANZA IN PHOENIX ARIZONA



ORGANIZED BY INFOSYS CRICKET TEAM

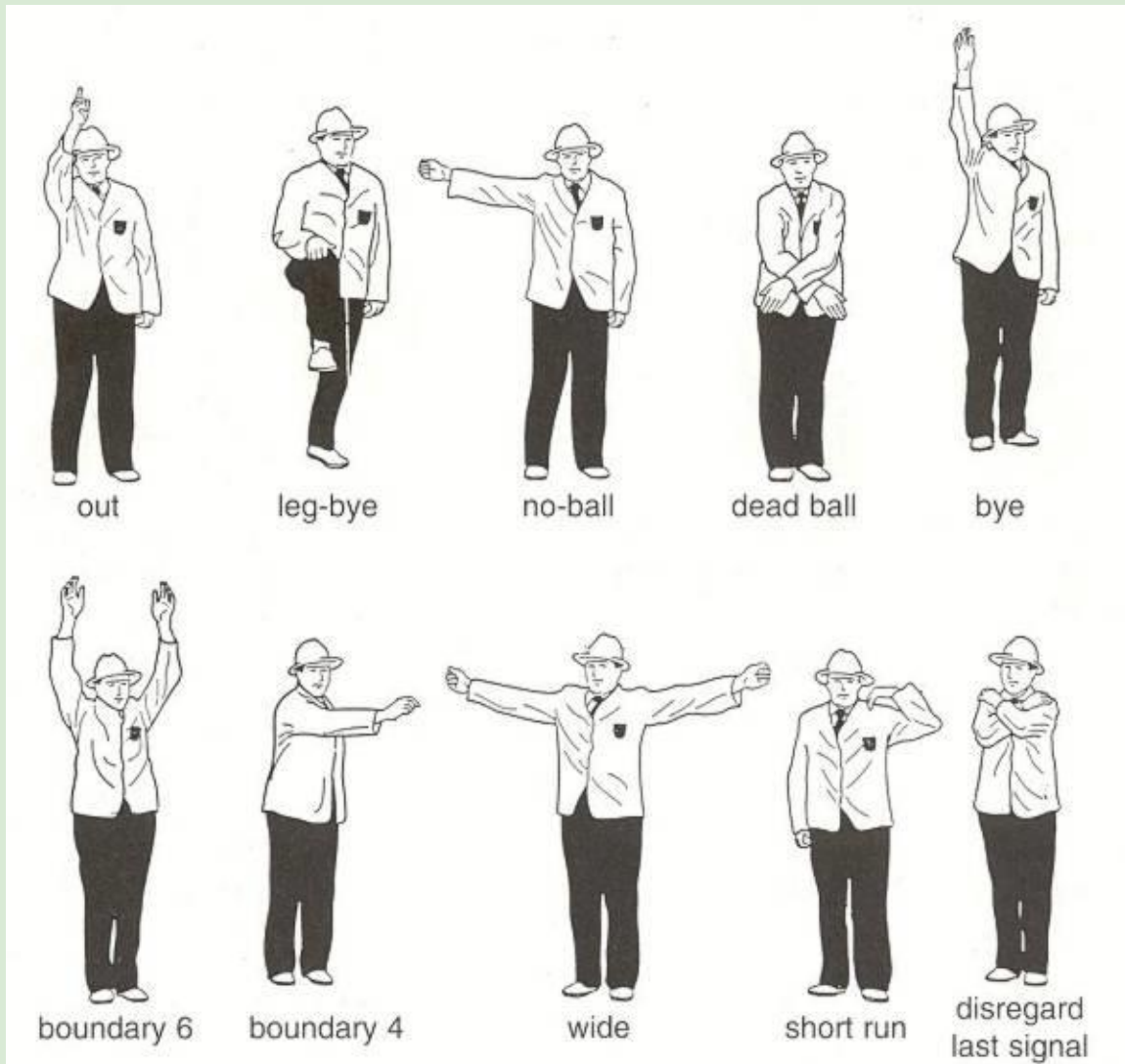
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1. The Cricket Field Positions



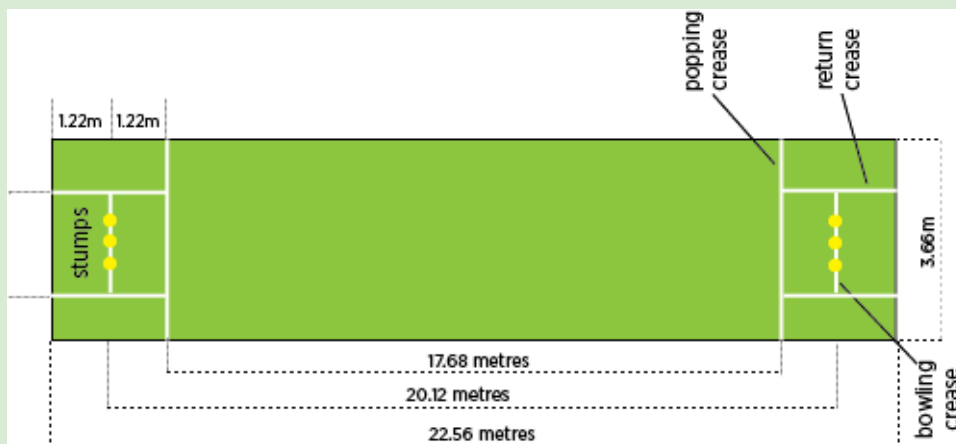
2. Umpiring Signals



Free hit: The umpire at the bowler's end signals that the next ball is a free hit by making circular movements in the air by extending one raised hand. As the free hit is carried over to the next ball if the original free hit ball was a wide or a no-ball, the umpire is required to signal the free hit again. Free Hit is awarded for the bowler over stepping, back foot is crossing the return or the bowling crease, bowler bowling a waist high full toss (beamer) or bowling consecutive over the head (the second wide is called as a no ball) wide. Any no ball will result in a free hit.

3. Field Markups

AREA	DIMENSIONS
Pitch Length	22 yards (66') from one end stumps to another
Wide Lines	35" (88.9 cms) from middle stump on either side
Side Line(bowling end)	52" (1.32m) from middle stump on either side
Bowling / Batting crease	48" (1.22m) in front of the stumps
Inner circle	30 yards (90') from the middle of the pitch
Boundaries	60 yards (180') from the middle of the pitch



4. Rules and Guidelines

- It is Captains responsibility to make sure that all players are registered on website www.cricclubs.com/ivct with valid email address before the start of the league. New Players can be added to any team during the league phase of the tournament by registering on the website as long as the player is/was not part of any other team during the tournament. Any player who is playing in a match has to be added on the team's roster before the game starts.
- New Players can be added to any team during the league phase of the tournament after informing the organizing committee as long as the player is/was not part of any other team's roster. New player can join their respective vendor team but only till league stage. At any point in time we can have only 15 members in a team's roster. Any player who is removed from a roster cannot be added in back to the roster at any point .Each player should play at least one match in league stage (which includes 4th match of any team) to qualify for playing knockout matches. No new players will be added during the knockouts / Playoffs. Refer Appendix section for the case when a player moves from one Vendor to other or from Vendor to Amex or vice versa.
- Members from Organizing Committee will setup the ground before the schedule Start time of Toss to lay the creases, wickets and mark the boundary line with flags. The game timings are as follow:

Game Schedule:

All timings are in hrs.	Team	Umpires
Match Timing	1800 to 2200	1800 to 2200
Reporting Time	1730	1730
Toss	1745	1745
Start of first innings	1800	1800
Water Break after 10 overs	1840 to 1850	1840 to 1850
End of first inning	1930	1930
Inning Break	10 minutes	10 minutes
Start of second inning	1940	1940
Water Break after 10 overs	2020 to 2030	2020 to 2030
End of second inning	2120	2120
Award Distribution	2140	2140

- The umpires shall control the game as required with absolute impartiality and shall be present at the ground at least 10 Minutes before the scheduled start of Toss.
- Each Teams need to have at least 7 players to start the game, in case a team cannot produce 7 players before 6:25 PM, for every 4 minutes lost, an over will be deducted from the delaying team's batting quota. If a team fails to have 7 players before 6:40 PM, then the opponent can forfeit the game. Umpire will take the final call on which team is responsible for the delay.
- OC will have neutral umpires (umpires from other teams) for the games and the team that fails to send both the umpires by scheduled start time of first innings:

No Exceptions unless genuine reasons AND OC is fully informed at least an hour in advance before the Start of the Toss (6:00 PM MST). For every no show an amount of \$25 and 1 point per umpire will be reduced for the team.

- It is the duty of the captains to make sure fair play is warranted by their umpires. They should let only those players stand as umpires who have basic understanding of the cricket rules and have shown good judgment on prior occasions. Captains are encouraged to report any major umpiring mistakes/ignorance occurred during their games to the organizing committee and if an umpire is found guilty, the umpiring team will be asked to not appoint that person as an umpire again during the tournament.
- FAIRNESS AND TRANSPERANCY RULE --NO PLAYER CAN PLAY on 2 TEAMS. It is the Team's Captain's responsibility to make sure none of his players have appeared for another team anytime during the season. No Excuses for the Captain or the Player. A Player cannot change teams during a season. If a situation arises where a player has played for another team, then the match in play will be awarded to opposing team irrespective of the state of match (in progress, to start, to end, has ended in favor of the player-in-question team).
- If any team has doubts about a player, at the start of the match team's captain can verify the identity from the submitted player list and clarify with other captain (before the match). It is a good idea for the two captains to exchange their playing XIs before the toss.
- A player to be eligible to play in knockouts must have played and part of playing 11 for at least one league match (which includes the 4th match as well).
- Any other issues arising before a match should be negotiated between captains before the game starts. If needed, they can approach the organizing committee. Please refer to the link <https://www.lords.org/mcc/laws-of-cricket/laws/> (Browse Laws) for any rule that is not mentioned in this book.
- Substitute runner will not be allowed in any case.
- In case of on field illness (which includes dehydration, cramps, etc) batsman will be allowed to retire. Such batsman will be called retired hurt. Retired hurt batsman can come back only at the end of the innings, after all other batsmen are out. In case of retired hurt because of any on field injury, ICC rules will be followed, which allows the batsman to return after any wicket is down.
- Substitute player
 - BOWLING FIRST
 - Substitute can be used for first 6 overs for the playing XI player. If the main player reports after 6 overs, then he is not entitled to bowl throughout the first innings. However, if he reports within the first 6 overs, he can bowl only after number of overs have spanned equal to the number of overs he was out of field. (e.g.

If the main player joins in 5th over, he will become eligible for bowling in the 9th over)

- **BATTING FIRST**
 - Player if reports after 6 overs have been bowled then such player will not be able to bat but if he reports within first 6 overs then such player will be able to bat immediately after wicket goes down
- If ground is not in playable (that is detected before the game starts) condition e.g. Rain, Dust Storm, Very Bad pitch area then OC will take the decision and if game play doesn't happen in such case match will be draw with 5 pts each for each team. No rescheduling of matches in the league stage. During the knock out stage match will be rescheduled based on the ground availability & it can be during the morning/evening time. It will be a fresh match starting with toss.
- If match is abandoned due to lights then match will be rescheduled and this applies to league and knockout stage. It will be a fresh match starting with toss.
- We will be following D/L method for any game during league and pre quarters stage that is washed out because of any reason (rain/bad weather etc), in the middle of play. D/L method can be used only after 6 overs have been bowled by the team bowling second. Once knock out (QF) phase starts D/L method will be used after consultation with all 8 captains involved.
- OC recommends all teams to follow the below app (android and iOS) to get the D/L score calculations.



- In case of a Tie game, points will be shared by the two teams in the league phase. In play offs the result will be decided by a super over. The super over rules will follow the international standard where the team that batted first during the match will bat second, a team can lose a maximum of 2 wickets and the bowling team will designate 1 bowler to bowl the super over. The team scoring more runs in the super over will win. If both the teams score same amount of runs in their super overs, the winner will be decided by a team hitting max number of 6's in the match; if that again matches, winner will be decided by team hitting maximum no. of 4's in match. If none of the above decides the match, we shall be deciding the winner with toss.
- Super over, will be generally played in on the next day, before any match starts if we don't get enough time to play on the same day. Also if we have any interruption during a super over (if played on the same day), it will be a fresh start on the next day. Decision on playing the super over on the same day or

next day will be taken on the ground after a discussion with captains, umpires and OC.

- The umpires will provide an oral or written report to the organizers on the teams' behavior and any team which is reported for misconduct will be reviewed by organizing committee and can subject to actions per the Disciplinary Violation.
- Only the captains have the right to speak with umpires in case of a doubt and discuss any on-field issues politely, however the umpires have the right to end the discussion at any point. No other player will be allowed to engage with the umpires.

- **It is the captains' responsibility to warrant fair play from their players. The umpires have the right to dismiss any unruly player(s) from a game and from this point; the team will NOT be able to field substitute players. Also the dismissed player(s) may be punished by the organizing committee and may lead to player's disqualification from the Inter Vendor Tournament.**

5. Summary of Points awarded

Result	Points Awarded
Match Completed -Winning Team	10 Points
Match Completed -Losing Team	0 (Zero) Points
Not Completed(Match ended prematurely in League stage)	5 Points each
Not Completed(Match ended prematurely in Knock out stage)	Match will be rescheduled to another. OC will take the decision.
Completed -Tie (when both team ended up in equal scores in League Stage)	5 point each
Completed -Tie (when both team ended in equal score in knockout / Playoff Match). Game will go into Super Over. Winning team will be awarded points per Super over result. The losing team will be treated per SR#2	10 Points
Walkover -No show / less than 7 players by 6:40 PM MST. Then the team with more than 7 players will be awarded	10 Points
Major disciplinary violations -Argument with Umpire other than Captain of that team/ Personal physical attack/ Aggression shown by running towards or within the field etc	OC will take the final call in consultation with Umpires of that match and the Team with major disciplinary violation may be disqualified from the tournament and 10 points will be awarded to the opposite team irrespective of the condition of the match. Based on situation player & respective captain can be banned for the match.

6. Playing Conditions

- Matches will be 20 overs a side max.
- The First six overs will be mandatory Power play.
- Inner circle will be 30 yards and outer circle is 60 yards.
- Pitch will be created 60% -80% on the turf area of the ground and 20% -40% on the grass.
- Heavy tennis ball will be used throughout the tournament. (Brand: Nivia).
- Each bowler may bowl a maximum of only one-fifth of the total overs per innings. For a full, uninterrupted match of 20 overs, this is 4 overs.
- Matches will start at 6:00 PM MST.
- Teams will get 80 minutes to bowl their quota of 20 overs. There will be a 10 Minutes break between the innings. There will be a 10 Minutes break at the end of the 10th over in each inning.
- A win gets a team 10 points, loss -0, and a Draw -5 (each team)
- There will be NO LAST MAN BATTING.
- Bouncer: If the ball, after bouncing, crosses the batsman between his shoulder and his head, it's called a bouncer. If the ball bounces higher than the head, it is called a Wide Ball. If ball bounces higher than the head but batsmen somehow touches it then it then such ball will neither be No ball or wide ball (provided first warning is not already served in the same over otherwise it will be called No ball)
- 1st bouncer will be a warning from umpire and subsequent bouncers in the same over will be called No-ball. Entitled for a free hit.
- Dead ball -A delivery could be declared dead by the umpire if the ball bounces more than once before reaching the batsman (not the wickets, as generally perceived). In case it is not clear how many bounces the ball took before reaching the batsman, it can be declared dead only if the ball did not rise above the ground at all.
- No Ball:
 - Front Foot No Ball: If the bowler bowls without some part of the front foot (either grounded or raised) behind the popping crease. Entitles for a free hit. (In Free hit -The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no ball) is on strike. However if the wicketkeeper is standing up at the stumps he is allowed to move back to a more traditional position for safety reasons).

- Side No Ball: If the bowler bowls with the back foot not wholly inside the side crease. Entitles for a free hit. (In Free hit -The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no ball) is on strike. However if the wicketkeeper is standing up at the stumps he is allowed to move back to a more traditional position for safety reasons).
 - Waist High Full Toss: If a full toss ball reaches the batsman (in an erected position of the batsman) above his waist, it will be called a No Ball. Entitled for a free hit.
 - If the ball bounces above the batsman's head, it will be called a Wide Ball.
 - A consecutive second bouncer above shoulder, will result in a no ball. Entitled for a free hit.
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- Wide Ball: It follows the same rule as ICC.
 - If a bowler delivers a no ball, it costs 1 run and his next delivery is designated a "free-hit". In this circumstance the batsman can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball. There should not be any field changes for the same batsman on the Free-hit Ball else umpire can declare it as a No-Ball and the Free hit will be carried to the next ball. In case of batsman change the field changes can be done.
 - Bowler's Guard: According to Cricketing Law 24.1, the umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire may call and signal No ball. Bowler has to specify the side at the start each over.
 - Beamer -If a fast full toss ball is over the batsman's waist, it will be called a beamer. A bowler will be taken off attack and will not be allowed to bowl in the rest of the match if he bowls 2 such deliveries in the match. The umpire will decide if the waist high full toss is deemed a beamer or not. The general rule is if the delivery seems dangerous for the batsman, it should be called a beamer.
 - Wide ball -The judgment of wide-balls should be based on the position of the stumps (and not the batsman) at the point of the ball crossing the batsman.
 - Manked Out: The bowler can run out the non-striker only before entering his delivery stride. As the bowler's back foot lands, the non-striker can move down the pitch without risk of run out. In the spirit of the game umpire may serve one warning or check with fielding umpire to confirm on bowler's appeal before giving manked out to non-striker.
 - Switch hit/Reverse sweep: After bowler has started running to bowl and if a batsman switches his side and plays shot with reverse side then batsmen's both sides will become offside and wide will be only given when ball is above or outside of wide line. However, after bowler run up has begun and before the bowler delivery stride -if the batsman comes back to his original stance then normal wide rules apply.
 - The following fielding restrictions apply:

- During the first six overs, a maximum of two fielders can be outside the 30-yard circle, power play overs.
 - Not more than 2 fielders behind deep square-leg.
 - After the first six overs, a maximum of FIVE fielders can be outside the fielding circle.
 - If any of the above rules is violated, an umpire will call the delivery as No ball.
- Dress code for the entire tournament:
- It will be mandatory for every team member to wear their team's T-shirt & Pant (Head cap is optional). Captain must make necessary arrangements for the T-shirts & Pants for the players before the start of Game. Substitute player also need to wear full attire of the team (head cap is optional)
 - Player(s) wearing anything other than sports shoe will not be allowed in the ground.
 - As a general suggestion, OC would recommend all umpires to come in black color (shirt/tshirt), with full pants, to maintain uniformity.
- In all the aforesaid situations, there won't be any warning issued to the player rather the player in question will not be allowed to play the Game unless in proper sports attire.

Violations

- Any violation on the field can be reported by any of the captains or the umpires assigned to the game. Such report should contain details about the violation.
- The Final Decision lies with the Organizing committee in assessing any violation and making the decisions.
- Any violation received by the organizing committee, will be classified into any of the following 4 types:
 - Minor violation: Minor violations mostly include verbal violations, like, verbally provoking or abusing opposition players, showing very strong dissent to the umpire's calls. There can be multiple violations by a same player in one game.
 - Penalty: A warning to the player(s). Accumulation of 2 minor violations, during the lifetime of a season, will be equal to one major violation. Also, every minor violation thereafter will be considered a major violation.
 - Major violation: Major violations mostly include minor physical incidents and intentions to cause physical harm. Some of the examples are, kicking the stumps, charging at opposition player(s) or at the umpire(s) or verbally abusing the umpire(s).

- Penalty: Minimum one game suspension and Maximum of total suspension from the Tournament; depends on the magnitude and/or his Team gets 1 points penalty.
- Severe violation: Severe violations involve causing and getting into physical or verbal brawl. All the people involved in a brawl should be charged with a 'Severe violation'.
 - Penalty: Minimum 2 games suspension and maximum of total suspension from the Tournament; depends on the magnitude. His team gets 2 points penalty.
- Critical violation: Critical violations involve causing physical injury to a player or an umpire. Also, any AZ state charges of type misdemeanor or felony for an on the field incidents.
 - Penalty: Suspension for the tournament per individual. His team gets 5 points penalty. Depending on the severity of the incident, an agenda item can be put by the organizing committee to suspend such player(s) from any future tournament as well.
- Organizing committee will give detailed reasons while classifying a certain violation in any of the category mentioned above. Such report will be sent to all the teams' representatives for the perusal only.
- Any violations and penalty awarded has to be approved by 2/3 majority by the organizing committee.

Disclaimers

- Any violations/incidents, pertaining to the Tennis Ball Cricket Tournaments, which have not been covered in this rules sheet, will be handled by the organizing committee on a case by case basis.
- Organizing committee shall provide basic First Aid for minor injuries and shall not be responsible to any personal injuries to the players in and around the field. It is Captain's responsibility to ensure safety for his team.
- The organizing committee reserves the right to take appropriate action based on the severity of the incident. The organizing committee reserves the right to refuse to hear any complaints/explanations/comments from an individual or a team if derogatory remarks have been made towards them.
- **Organizing committee has the right to overrule any of the mentioned points in this book.**

7. Appendix

General Guidelines for Man of Match (Not considered as rule):

- These guidelines are laid down to cover for the situation where it is not easy to judge MoM between batsmen and bowler.
- For IVCT 2017, to convert wicket count into number of runs we are following factor of 9. E.g. if bowler is taking 4 wickets then equivalent runs will be 36.
- However, it is completely up to Umpires for the match to take best call to decide MoM based on the situation in which bowler has taken the wickets and batsmen have scored the runs. Umpires may take help from both the captains.
- We will have Man of the match during league stage, and MoM and best fielder awards for every match after league stage.

Player switching from one organization to another:

- If a player switches from Vendor A to Vendor B after the start of tournament then:
 - Such player if played any league match from Vendor A then player may join to Vendor B with prior NOC from Vendor A captain.
 - Such player will have to play at least one league match from Vendor B or else player will not be allowed to play in knock out stage as per standard rule.
 - Such player will not be continued to represent and play from Vendor A even if Vendor B provides NOC.

Scoring on cricclubs.com/ivct2017 app:

- It is mandatory to score on app. Request all captains to ensure that scoring is done on the App and on the cell phone with enough battery. If there is app issue then paper scoring can be done.
- Umpires feedback form is attached in email, please make sure to fill it and send it over to OC after all match days.

Organizing Communication Point of Contact

- In case of any concerns please email to IVCT_2017_Communications@aexp.com
- Organizing Committee will also send weekly updates over email and may contact team's captain/vice-captain in case necessary to provide important information.

With the support from all of you, we hope this tournament will be a great success!!!

All the best for your tournament

LET THE FUN BEGIN

