

KAGW Cricket Tournament-2017



REGISTRATION

Men's Tournament Registration Fee: \$ 175.00

Note: Please be advised that Registration fee is non-refundable and due before the match. You can mail the check to **"KAGW"** with **mailing address: 46584 Chase View Ter, Sterling, VA 20164**

TEAM SQUAD ("ROSTER")

Each team must provide the Tournament Committee with a list with names of 15 players (also known as "Team Squad" or "Roster").

The Team's Squad shall be **completed and submitted to the Tournament Committee by Friday, July 28, 2017 by 8 AM.**

No additional players may participate in the Tournament after the Tournament starts (unless previously agreed to by Tournament Committee in good faith owing to accident, injury or some other unpredictable circumstances that the Tournament Committee deems as sufficient reason for the change).

NO MORE THAN 3 Non Malayali Origin will not be allowed in the Playing XI. If found guilty by the Tournament Committee, the Team found in Violation of this rule will be penalized for the game and the opposing team will be awarded the game.

All players must sign and submit to the Tournament Committee a Liability Waiver Form.

Players NOT submitting the waiver will not be permitted to participate in the tournament.

CODE OF CONDUCT / DISCIPLINE

Everyone involved should follow the rules and regulations of appropriate conduct on the field. Moreover everything that happens falls under the jurisdiction of the respective police departments where the game is played.

As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a



tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers.

We encourage the participating teams to play in line with the laws and spirit of the game.

We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other cricket gear D) Spectators.

Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.

Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and adjudicators combined opinion.

Players abusing or threatening either umpires or opponent team members will be suspended for 1 or more matches.

It is the duty of the captain to maintain discipline and decorum on the field.

LEAGUE FORMAT

The tournament will be held on **July 29th and 30th, 2017.**

Day 1 - Tournament will be held at the following locations.

POOL A - At SULLY HIGHLANDS PARK, 13808 Wall Rd, Herndon, VA 20171

| # | POOL A |
|----|---------------------|
| A1 | Washington Khalaziz |
| A2 | St. Jude Soldiers |
| A3 | KAGW Tigers |

POOL B - 15701 Good Hope Rd, Silver spring, MD 20905

| # | POOL B |
|----|-----------------------|
| B1 | Khiladiz |
| B2 | Rockville Super Kings |
| B3 | Punnara's 11 |

Day 2 - Tournament will be held at SULLY HIGHLANDS PARK, 13808 Wall Rd, Herndon, VA 20171.

| | |
|---|-----------------------|
| 1 | SEMI-FINAL - 1 |
| 2 | SEMI-FINAL - 2 |
| 3 | FINAL |

All Game will start as we scheduled. All Teams MUST report to the ground by 8:00 AM EST. It

DURATION OF MATCHES

League Games, Semi Final & Final matches will be played in 20 overs.

Not more than 180 minutes for a 20 Over game. If its Penalty will be accessed at the end of an Inning.

5 Minute Break between Innings.

DELAY IN GAME

Both umpires should be present 15 minutes before scheduled start time.

All players from both playing teams should be present at ground 20 minutes before scheduled start time.

Toss should be done 10 minutes before scheduled start time. Any member of the playing xi can spin the toss providing 1 Umpire is available to oversee.

Both captains/representatives should have 2 printed name lists at the time of Toss and have a playing 11 marked clearly. 12th man is allowed and anyone not in the list will not be allowed to field.

At the time of start if any team that has less than 8 players, opposing team wins the toss provided they have 8 players to start the game.

If both teams have less than 8 players then each team will have reduction of overs. Every 5 minute loss will result in reduction of 1 over per team.

Any delay in starting a game on scheduled start time will subject to penalty:

Team that has less than 8 players present at scheduled start time will be lose 1 over every 5 minutes when they bat. They will bowl the allotted number of overs to when they bowl. (Any Fraction will be considered a full over Example: 6 minute delay will result in 2 over loss)

If game doesn't start after 30 minutes of scheduled time dues to a team being late, opposing team wins game.



PLAYING CONDITIONS

Playing conditions are to be determined by Umpires in consultation with the captains. In the event of any weather-related interruptions or delays, the Umpires will make the decision to continue play. Safety of the players is a primary concern.

Home teams are responsible for getting the field ready for play. Any delay due to start of play due to field not being ready will result in over reduction for the home team when they bat. (1 over for every 5 minute delay and fraction thereof)

The **Pitch should be 22 yards**. Boundary markers cannot be more than 55 yards or 180 FT from the center of the pitch. Inner Circle – 30 yards or 90 FT from center of the pitch. It will be single side batting/ bowling will always be from 1 end of the pitch.

Boundaries should be marked clearly either with flags or cones.

Batting/ Bowling crease should be a full bat plus the handle of the bat from Middle stump.

Lines should be used as wide markers.

In case of interruptions before start of a game, a minimum of 5 overs per team shall constitute a match.

In the event of weather interruptions after the start, team batting 2nd should have played at least 10 overs to get a result. The net run rate will determine the winner in an event that a game doesn't complete due to weather interruption and it's determined that play cannot continue. There will be no reschedule of such games.

If a game cannot be completed due to weather interruption, it will be rescheduled to a later time.

GENERAL RULES

The matches shall be played with hard tennis balls. (1 will be provided at the start of an inning)

The teams need to bring all gear needed to play the game.

The players/team is advised to bring its own snacks and refreshments.

➤ **No LBW Rule.** There shall be no runs for leg byes. There will be no Run Out for a leg bye. Byes and overthrows are possible means of scoring runs.

➤ **Fielding Restrictions**

1. Five (5) fielders can field on leg-side at any point of time in an innings

2. There is no limit to the number of fielders on the off side.

3. Four (4) fielders should be within the 30 yard circle at all times (excluding the bowler and keeper).



➤ Power Play

1. TWO (2) power plays are included.
2. Bowling Power Play: Mandatory Three (3) overs at the start of innings (1st to 3rd over).
3. Batting Power Play: Three (3) overs anytime during the innings by the batting team. (Default overs – 18th to 20th)
4. During the power plays, no more than Three (3) fielders outside the 30 yard circle.
5. Fielders cannot take a start outside the circle, they have to be physically present inside the 30 yard circle (at least One foot should be inside the 30 yard)
6. All the field restrictions should be met before the bowler starts his bowling strides. Umpire shall call it a no ball if any field restrictions are found under violation.
7. The above rules are applicable even when there are only 8 fielders/players.

➤ Bowler

1. Bowler shall inform the umpire about his bowling arm & side from where he will bowl only for the first time. Typically, the umpire would ask the bowler the first time.
2. Bowler shall inform the umpire ever-time, if he changes his arm/side of bowling.
3. Bowler is not required to inform the umpire of his arm/bowling side if, umpire changes.
4. A bowler shall be warned by the umpire for first beamer ball (ball without bouncing passes above the batsman waist when the batsman is at his crease). It will be called a **NO BALL**. No free hit will be given for that delivery. If Three (3) beamers are bowled by the bowler in any innings, he shall be barred from bowling again in the remainder of the match. His over will be completed by any other player in the team.
5. A Bowler can bowl 1 bouncer (over shoulder) to 1 batsman in 1 over. Any more delivery that goes over the shoulder will be called a **WIDE**.
6. A bowler can bowl a maximum of four (4) overs in a 20 over match (accordingly, a bowler can bowl a maximum of two (2) overs in a 10 over match).
7. 1 run is awarded to the batting team for wide and no ball plus an extra delivery.
8. Any delivery on the leg side of a batsman in normal stance (provided it is outside leg stump) will be called a wide if he is not able to make contact or it doesn't touch any part of his person.
9. A batsman can get out with a valid delivery that shoots thru the pitch. There is **NO DEAD BALL** called for such a delivery.



10. The Leg Umpire can signal the wide ball that goes over the head, but main umpire makes the call. The Leg Umpire can signal the no ball over the waist but it's the main umpire that makes the final call.

11. Fielding Substitutions are allowed at a reasonable level and at umpire's discretion.

➤ **Free Hit**

1. Free hit will be allowed as a result of any type of No-Ball

2. Umpire should ensure that the bowler's foot was completely outside the popping crease

3. The Batsman playing a free hit delivery and the runner batsman can be dismissed only by Run Out

4. No fielding changes are allowed for the free hit ball, if the batsman facing free-hit is the same as the one who faced the no-ball. The fielding can change, if the batsman facing is different from the one who faced the no-ball.

Rules may be further revised at the sole discretion of the organizing committee.

TIED GAME

All Matches Must Have A Result. If Scores Are Tied And Wickets Lost Are The Same At The End Of Full Match, The "**SUPER OVER**" Will Be Used To End The Tie.

SUPER OVER

Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over. The team batting second in the match will bat first in the super over. The Batting team can lose only 2 Wickets and if it does so the Innings will come to an end.

In case scores are level at the end of the Super Over, the team hitting maximum sixes in the match will win. If that is also a tie, the teams with maximum fours win the match.

UMPIRING SCHEDULES

Each team should have two persons available as umpires. Organizing committee will make reasonable attempts to ensure neutrality of umpires.

Umpiring responsibilities will be assigned out prior to the start of the tournament.

The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least thirty (30) minutes before the scheduled start of play.



An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

SCORING

Scoring duties will be on the individual teams. Batting teams score is considered official and end of the innings it will need to tally. If the Bowling team has a scorer, each team should compare scores at end of each over and eliminate disputes. Umpires need to sign off the score at the end of each inning and at end of the game.

Both Captains will then submit their Score Cards to one of the organizing committee member for records.

Please Contact for any questions:

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