

KW-ROCKERS-2019

Hard Tennis Cricket Tournament

Rules & Regulations

All the teams and its respective members are expected to follow the rules and guidelines defined by the league's management.

General

1. All Team Captains, Vice Captains and Managers will be responsible for the actions of their players while involved in all league activities.
2. All players must respect the decisions of the umpires assigned to the game. Umpires' decisions are final.
3. Players, scorers, and team members WILL NOT USE ANY ABUSIVE, OBSCENE LANGUAGE WHATSOEVER. All players will face disciplinary action in the event of non-adherence to umpires' decisions.
4. Time is of Essence. Each team is required to be present at the assigned playground 30 minutes prior to the scheduled commencement of the respective match.
5. Individual players may be penalized for infraction of league and games rules and regulations.
6. No Shorts allowed.
7. Once a team is registered and fees are paid (either in full or a portion thereof), no refunds will be made available.
8. Players are not allowed to consume any alcohol or illicit drugs before or during the game.
9. **Power play: Teams need to inform the Umpire before the start of the over for 'Power Play' to take effect.**
10. All team captains please make sure that all 11 player's name is updated in the score sheet.
11. Players are self-responsible for their safety and any injuries (internal or external). Organisers are not responsible for insurance of players.

Team Composition & Points

1. Registration of player is necessary. Team list comprising of 15 players is must before the commencement of first game. Players name cannot be changed once registered.
2. Team should have an assigned captain and vice-captain. Only the captains should interact with the umpire or organizing committee in the event of any questions, clarification or dispute during a match.
3. A team must have 8 players to begin playing the game. If a team does not have enough players the game can be played with the 8 players. Hence if a team only brings 8 people, then the game can continue with 8 vs. 11. If a team has less than 8 players, it will be considered as walk over to the opponent team, provided opponent team has minimum of 8 players.
4. The following point system will be used: Win - 2 pts, Tie - 1 pts, Loss - 0 pts.
5. If a team is late by more than ½ hour for a scheduled match then the game is considered forfeited and the team that is not late gains 2 pts. If both teams are absent then the game is considered abandoned and both the teams do not get any point.
6. For an abandoned match (e.g. rained out), both teams will be allotted 1 point each. Umpire will decide based on the ground and playing condition. Semis and Finals in case of rains –Will wait for rain to subside else matches will be rescheduled which may also be future dates based on ground availability.
7. In the event that teams are equal on points, precedence will be given to the team with the higher net run rate.
8. Teams are required to fill the score sheet which should clearly mention the names of the playing 11 and the scores/bowling figures for each team member.

Cricket Rules

1. League matches will have 12 overs for each innings. Semi-finals and Finals will have 15 overs for each innings.
2. All bowling must be overhand (underhand/ throwing of the ball is not allowed).
3. The maximum number of overs per bowler is 3 overs during Semis and finals. The maximum number of overs is 3 overs for two bowlers during the league matches.
4. All normal cricketing rules apply except for Leg before Wicket (LBW). Legs byes are not allowed.
5. Power Plays can be made only at the commencement of a fresh over and Batting and Fielding Power Play will apply for 2 consecutive overs (3 overs for semis / final) once the decision is made by the Batting Side or Fielding side.

Power Play for 12 overs game: 2 overs fielding-PP & 2 overs batting-PP.

Power Play for 15 overs game: 3 overs fielding-PP & 3 overs batting-PP.

6. For League games: Fielding power play of 2 overs within the first 6 overs and Batting side power play must be taken before 10 overs. Batting power play can only be requested after the fielding power play. If fielding power play is not taken, then overs 5 and 6 become fielding power play by default. If batting power play is not taken, then overs 9 and 10 automatically become batting power play.
7. Semi-Finals/Finals: Fielding power play can be taken anytime within the first 8 overs and batting power play must be taken before 12 overs. If fielding power play is not taken, then overs 6, 7 and 8 automatically become fielding power play. If batting power play is not taken, then overs 10, 11 and 12 automatically become batting power play.
8. When in power play only 2 players are allowed outside the 30 yard circle. All other times a max of 5 players are allowed outside the 30 yard circle. If the fielding side fails to follow this rule, a no-ball will be awarded to the batting side.
9. For every 'no-ball' batting side will get a free-hit. Except for a run-out, no other form of getting out will be considered for the free-hit ball. (Any form of getting out credited to bowler is not out in free hit). If the batsman has not changed the side, fielding side should keep the same fielding that was set prior to the applicable free-hit ball.
10. Bouncer, wide and no-ball. First Bouncer above head is a wide and a warning. The next bouncer over the shoulder/head will be termed as no-ball. First bouncer between the shoulder and the head will be a warning. The next bouncer above the shoulder/head will be termed as a no ball. Beamers above waist will be called a no ball.
11. Only captains can seek clarification for umpire's decisions.
12. Players harassing the umpires or being disruptive to the game will be warned once in conjunction with their captain. If said player or another player from the same team repeats the behavior, then that player (player of second offence) will be asked sit out for the said game. Organizing committee reserves the right to remove such a player from rest of the tournament depending upon the nature of harassment or disruption or offence. No substitution will be allowed.
13. All fielders within the ground are not supposed to shout/support once the bowler starts his running. Umpire has every right to term it as No-Ball without a warning.
14. All balls down the leg side are to be considered wide. The leg side of a batsman in his normal stance will be considered as leg side.
15. Runs can be taken on wides / byes/overthrows/ no balls (in which case, the extra must be added to the runs taken). For wide, no stroke needs to be played. No leg byes (including body). If the ball touches the batting glove portion then it's termed as batsman run. When ball touch the batsman glove position and if gets caught. Batsman will be termed out. Batsman glove area will be human hand (Hand before wrist)
16. A batsman who is retired hurt may return later in the innings after all other remaining players are out.
17. No Runners for injured players is allowed.
18. No more than 5 fielders allowed on either side (leg or off-side) at any time. The fielding captain is responsible and the umpire will call no ball without notice.

19. Bowlers allowed the width of the turf to deliver the ball. Bowlers can also deliver the ball from behind the bowling crease.
20. Bowler has to say arm and side in the beginning of his bowling .Bowler may not say if he continues his second consecutive over .In case he comes after break he has to say his arm and side from where he is bowling.
21. If the bowler touches (unintentionally) the stumps while he is bowling, it is considered as a no-ball if the bails come apart from stumps.
22. If the batsman touches the ball with the bat or his body* in order to stop it from hitting the stumps, he will be termed not-out. Although he cannot take a run once he double touches the ball. * Batsman cannot use his hands to stop the ball from hitting the stumps. If he does so, he will be termed out.
23. If the start of match is delayed due to any reason, overs will be reduced in order to finish the match in time. If a team arrives late, penalty runs will be given to the other team. Penalty runs will be 6 runs per over. Overs deducted will be calculated at 4 mins per over. If a team is late by 8 mins then 2 overs will be deducted from the match. So, if it's a 12 over match, it will now be a 11 over match (1 over deducted from each side) and $2 \times 6 = 12$ runs will be given to the other team provided the other team is on time with minimum 8 players. If a team is late by 12 mins then 4 overs will be deducted from the match. So, if it's a 12 over match, it will now be a 10 over match (2 overs deducted from each side) and $3 \times 6 = 18$ runs will be given to the other team provided the other team is on time with minimum 8 players.
24. If rain stops the match and if both the teams have not played their designated overs, match will considered as tie and 1 pt will be awarded for both the teams.(This is during league matches)
25. Mankading is allowed without warning.
26. Batsman and the wicket keeper are allowed to use the gloves for their protection/grip.
27. Proper wooden bats should be used. Fiber bats are not allowed. Umpires decision on the inspection of the bats is final.
28. Super Over will be considered in case if match is a tie during Semis and Finals. When it's a tie during league matches then each team will share a point.

I _____, Captain of _____ fully understand the rules and regulations and will abide by it.

Signature of Captain.