

Long Island United T20 Cup Rules



LONG ISLAND UNITED T20 CUP

On Labor Day Weekend

Total Prize

\$12,500 PLUS TROPHIES

First Prize

\$7,000 PLUS TROPHY

Runners

\$2,500 PLUS TROPHY

3rd Prize

\$1,000 PLUS TROPHY

4th Prize

\$1,000 PLUS TROPHY

BEST BATSMAN OF THE TOURNAMENT \$500 PLUS TROPHY
BEST BOWLER OF THE TOURNAMENT \$500 PLUS TROPHY

Registration fee \$1000



For More Information Please Call

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DATE

**AUG 30,31 SEP 01,02
2024**



Asim Malik

Long Island

ONLY LOCAL PLAYERS ALLOWED

Management of The Tournament

LONG ISLAND UNITED CRICKET CLUB



All The Matches Will Be Live On **YouTube**

"LONG ISLAND UNITED T20 CUP 4 DAYS OF CRICKET ACTION!
JOIN US FROM AUGUST 30TH TO SEPTEMBER 2ND AT HECKSHER STATE PARK. 15 TEAMS, 3 GROUNDS, AND ENDLESS THRILLS THIS LABOR DAY WEEKEND. BRING YOUR FRIENDS AND FAMILY TO SUPPORT OUR LOCAL CRICKETERS AND ENJOY THE FUN!"

Below are rules to be followed by all players and teams for the 2024 Long Island United T20 Cup Tournament from August 30th to September 2nd, 2024.

Important: In case of bad, inclement weather or light, management has the right to change match overs.

- Players must be registered for each team in Cricclubs, and the official scoring must be done in app.
- International players are not allowed unless they are a part of their regular club cricket team. This includes any players who have played domestically for the West Indies. If a player from an international background is a part of the participating team's CCL/LIPL/NYNCL team, then only are they eligible to participate.
 - Players who are eligible must be regular New York/New Jersey players who have played in the CCL, LIPL, or NYNCL.
- The toss will take place FIFTEEN (15) MINUTES before the start of play
- A team must have at least Seven (7) players present at the ground wearing proper jerseys before the toss. Otherwise, the team will not be allowed to conduct the toss or be on the field
- Players List to be submitted before TOSS. During and After the TOSS, no changes to the player list can be made once the player list is submitted. NO EXCEPTIONS
- Each team will have an absolute maximum one hour and twenty minutes (1:20) to finish their side of the innings. However, teams are expected to be efficient between overs. Umpires can penalize teams for excessive time delays.
- Failure by any of the captains/toss representatives to be present during the toss will award the opposition the win on the toss, i.e., the delayed team forfeits their right to toss.
- At the toss, the umpires will explain the boundaries, roles, and responsibilities of the captains and their teams
- In the case of a catch out close to the boundary line, either umpire will verify whether the fielder crossed the boundary line or not. They will NOT rely on the fielder's opinion
- The late team will be penalized at one (1) over every 5 minutes of delay. NO EXCEPTIONS
- An unregistered player playing under the pretense of a registered player name will result in an immediate forfeiting of the current game and losing two (2) points
- In the case of a FIRST ELEVEN player not taking the field throughout the twenty (20) overs while fielding, that player is not eligible to participate in that game any further

- If one of the FIRST ELEVEN players fails to show up in the first inning, then he will not be
- eligible for the second inning
- No jeans, T-shirts, flip-flops, sandals, barefoot, and any non-cricketing attire will be allowed during gameplay
- No metal spikes shoes are allowed
- Mandatory Powerplay is the first six (6) overs in total
- If the fielding side has ten (10) players, then only ONE (1) player can stay outside of the circle during the powerplay. If the fielding team has 7-9 players present, then NO player can be outside of the circle during the powerplay
- NO chucking or ball tampering allowed. If a complaint is lodged during the game, the umpire will monitor the bowling action and if the bowler is found to be chucking. The umpire will give the bowler a warning for the first offense. The umpire will restrict the bowler for the second offense, where another bowler must complete the over. The bowler can no longer bowl for the game
- During an ongoing game, as per the umpire's observation, any intentional delays by any player will result in One (1) run is deducted per one minute from the responsible team if batting. One (1) run penalty is awarded per one minute to the batting team if the party responsible is bowling
- After investigation, if any player, team members, including individuals in management, are found guilty of physical altercation in the vicinity during an ongoing game, which affects gameplay, the team will forfeit the ongoing game
- During an ongoing game, umpire decisions are final. Both teams must resume the game within three (3) minutes. If the game does not resume within three minutes, the umpire will take action as Intentional Delays rules. One (1) run per minute of delay will be penalized without any warning
- In the case of contesting decisions, only the team captain has the right to walk on the field with the umpire's permission
- Along with basic tree-hitting rule, in some cases when a ball in the air hits a tree directly, Umpires will make judgements based on the field dimensions and tree heights, among other factors, to decide whether to signal a boundary or not
- When the ball hits the nail or falls outside of the matting: i. If a ball pitches/bounces more than once on the mat, it is deemed as a No Ball ii. If a ball lands outside of the regular matting area, it is deemed a No Ball iii. If a ball hits/touches the nailing on the mat, it is deemed a No Ball as the nailing is positioned slightly outside of the regular matting area
- For all other playing condition rules, the MCC rules governing cricket apply.
- Umpire fees per match are to be paid by each team and are \$75 per team.