

RULES AND REGULATIONS

Below are the Rules and Regulations defined by the Tournament management for the 2020 edition.

General

- 1. RESPECT each other i.e. your team, opponent team and umpire.
- 2. All Team Captains will be responsible for the actions of their players while involved in all league activities.
- 3. All players must respect the decisions of the umpires assigned to the game and Umpires' decisions will be FINAL.
- 5. Players, scorers, and team members WILL NOT USE ANY ABUSIVE, OBSCENE LANGUAGE WHATSOVER. All players will face disciplinary action in the event of non- adherence to umpires' decisions or showing dissent to umpire's decision.
- 6. Time is of Essence. Each team is required to be present at the assigned playground 15 minutes prior to the scheduled commencement of the respective match.
- 7. Individual players may be penalized for infraction of league and games rules and regulations.
- 8. Uniform is not required for Jerseys/pants/trousers. No shorts are allowed. Please be advised to wear proper shoes, Sandals/slippers are not allowed on ground by players.
- 9. All the fees paid (partial or full) are **NON-REFUNDABLE.**
- 10. Players are not allowed to consume any alcohol or illicit drugs before or during the game.
- 11. Power play for each Team: First 2 overs of the game will be called Power play and only 2 players allowed outside inner circle (generally around 30 yards).
- 12. All team captains please make sure that the entire 11 player's name is updated in the scoring app at the time of TOSS. (please refer to player registration section for further information)
- 13. Both the teams and ground should be ready for play 15 minutes before start time. (please refer team's responsibility section)
- 14. Toss to be done by both the captains and Umpire/ Organizer 10 minutes before the match start time. Minimum of seven (7) players have to **present on ground** to constitute a team.
- 15. In case, one team has not arrived 10 minutes before start time, the present team will be declared winner of Toss.
- 16. After winning the toss, toss winning captain should decide right away whether to bowl or bat.
- 17. Scoring will be done by the management/ Umpires
- 18. Match Timings as per schedule.
- 19. Team captain to make sure no garbage is left on the ground after the match.

Cricket Rules

- League matches will be 10 overs a side.
- 2. Playoffs will be 10 overs a side.
- 3. All bowling must be overhand (underhand/ throwing of the ball is not allowed). Refer to section D for further clarification.
- 4. All normal cricketing rules apply except for Leg Before Wicket (LBW).
- 5. 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. 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.
- 6. During the matches, bowler can bowl maximum 2 overs.
- 7. Only one bouncer (between shoulder and head) is allowed in an over. Bouncer above head is a wide. Beamers above waist will be called a no ball. Umpire decisions will be final call. If a bowler bowls 2 beamers in an inning, the bowler will not be allowed to bowl in that inning.
- 8. Only captains can seek clarification for umpire's decisions.
- 9. 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.
- 10. Runs can be taken on wides/ leg byes/ byes/ no balls (in which case, the extra must be added to the runs taken). For wides, no stroke needs to be played.
- 11. A batsman who is retired hurt may return later in the innings after any wickets fall.
- 12. If the bowler who sit/rest outside during the game and return, he will not be allowed to bowl for the same amount of overs he was being rested outside the ground.
- 13. No Runners are allowed for injured players.
- 14. No more than 5 fielders allowed on leg side at any time (excluding bowler and wicket Keeper). The fielding captain is responsible and the umpire will call no ball without notice.
- 15. Bowlers allowed the width of the matting to deliver the ball. Bowlers can also deliver the ball from behind the bowling crease.
- 16. The bails has to be separated from the stumps in order to be called out for Bowled, Stumping and Run outs.
- 17. If the match is delayed due to any reason, overs will be reduced in order to finish the match in time. The overs will be reduced based on the time lost and 4 minutes = 1 over
- 18. In case of rain washed out matches, it will be no play and both the teams gets 1 point each. In case of rain interruption, the winner will be declared based on RR(or D/L), subject to 3 overs are completed of the second inning . E.g. 1st inning fully completed, second inning was bowled less than 3 overs, then that will be a washed out match. In case of 1 inning fully completed and second inning finished 3 overs and it starts rain and match can not be played then the result will be declared based on run rate(or D/L), higher run rate will be winner.
- 19. Reduced over match will be based on the match timing only.

Illegal bowling action/Chucking:

Management acknowledges this issue and strongly condemns throw balling/chucking in Management. The biggest challenge is the implementation and enforcing the rule and correctly identifying illegal delivery. Considering ICC have a month's long procedure to evaluate correctly any bowler legal/illegal with high end Bio Tech labs to measure degree of flex in bowler's arm.

Considering limited resources availability and time constraints, Management have developed their own guide line for illegal action. Since we do not have any means or method to enforce 15 degree flex of elbow rule in Tournament.

Management has decided to move "Burden of Proof" on batting side to provide evidence for illegal action by the Bowler. So to be consistent and fair to batsmen and bowler see below for steps of reporting suspicious action and time frame with in which team should expect to have action/decision by Management.

Batting team will be allowed to have one appeal for the entire game. But if appeal is successful it won't be counted as used and they can again appeal against any bowler during the game. Once a unsuccessful appeal is made than batting team won't have any more appeal left.

Procedure:

Please follow below procedure for appealing against illegal action against the bowler.

During the Game:

Once batting team flags particular delivery/bowler for the suspicious/illegal action, batting team will capture the video of the bowler and show immediately to the on field neutral umpire after the said delivery is completed. Once the next delivery is bowled batting team cannot use their on-filed appeal. Only the leg umpire or the batting team captain will reach out to the main umpire with the appeal. In no circumstances be on-field discussion between leg umpire and batting team will be entertained. Video of the bowling action can be recorded by the leg umpire or any other member of the batting team (standing outside ground boundary). If on-field umpire have sufficient evidence and umpire is absolutely certain that delivery was illegal. Following penalties will and step will be taken:

- Delivery will be called as NO-Ball;

- Free Hit will be provided; and
- One warning will be given to Bowler.

If same bowler is found guilty by on field umpire in that case following steps will be taken:

- Delivery will be called as NO-Ball;
- Free Hit will be provided;
- 5 penalty runs will be awarded to batting team; and
- Bowler will not be allowed to bowl further in the game.

COMMUNICATION PROTOCOL

deccanroyalscc@gmail.com / Osmania Cup whatsapp Group

CODE OF CONDUCT

Each and every participant has to follow certain minimum level of code of conduct during the games and when present at the ground vicinity during the games.

Use of Alochol and or Tobacco/Gutkha:

- 1. Consumption of alcohol during the duration of the tournament rented premises is strictly prohibited.
- 2. Management encourages a family friendly atmosphere for all our games. Keeping that in mind anybody associated with tournament in player/umpire capacity will not be allowed to consume alcohol around the periphery of the ground where game is played and visible by umpire.
- 3. Any person associated with Management can take picture/video and escalate to Management committee for review and action.
- 4. During the game if Umpire found person chewing tobacco/gutkha during the game. Umpire will warn the player and team captain and send to committee for review and action.

Also make a note that Management does not have any jurisdiction outside Management rented premises to control consumption of alcohol. we still believe cricket is a gentlemen's game and we honor and respect fellow players and

opposition team members. Any use of abusive language and or action is strongly condemned and appropriate punishment will be given to the player. We put extreme responsibility on the teams's captain to make sure his team behaved in professional manner during games.

Abusive language in any shape of form to match official or team members will be strongly dealt with harsh punishment. Management will be using video recordings and umpires input to make the call. It's solely on management's discretion whether they want to consult other people involved in the said incident.

Covid 19 - Safety Guidelines:

Management encourages all players to follow safety guidelines :Ontario provincial guidelines for Stage – 3 Visit Ontario website for safety guidelines. Team captain and individual player is responsible for safety of own and other players. Captain of each team should make sure their individual players are fit to play.

MGMT cannot enforce provincial safety guidelines and is not responsible for safety of any players due to Covid infection. Management ground insurance does not provide any protection for Covid infection.

Its individual captain's responsibility to follow safety guidelines on ground during the game and evacuate ground once game is finished so next game can start safely and on time.

If any captain have any concerns or issue with the new COVID safety guidelines feel free to reach out to Management before beginning of their match.

If you do not have any concern Management assumes that players have read and are in agreement with the rules for Covid Safety Guidelines.