

Princeton Cricket Club - Spring 2023 - Super 8 Series

Format, Rules & Regulations

- All teams are expected to report at least 30 minutes before the scheduled start time. Toss will happen 15 minutes prior to the game.
- If a team arrives late without informing the opposition team captain and the organizers. They will face a penalty. Penalty may involve forfeit. Umpire will take final decision depending up on the reason (might result in losing the toss, deducting overs)
- No player is allowed to play for more than one team. If this happens, **both teams will be disqualified.**
- Every player has to be registered and approved in cricclubs.com/princetoncricketclub before the start of the league game.
- A player should have played at least 1 league game to qualify for the playoffs.
- Max 8 overs for each innings and the last not out batsman has no chance.
- Maximum no of overs per any bowler is 2 overs.
- In an event of dispute, the main umpire's decision is final. The main umpire has the authority to overrule the leg umpire's decision at any point of the game.
- If there is a dispute of any sorts with any decision, the Organizer's call will be final.
- Water bottles and other trash items should be disposed of in the designated areas only. Each team captain is responsible to make sure your team members comply.
- Teams must bring one set of stumps of every game.
- Wicket Keeper (Only) is allowed to wear regular wicket keeping gloves as a measure of safety.
- New batters will be on strike for the next ball even if the players in the middle cross while a catch is taken in all cricket.
- In case of weather interrupted games, the organizing committee may opt to restart the game on a different date. Any intentional delay by the player/s to manipulate the result of the game or to postpone it to a different date will not be tolerated and will imply severe penalties if found guilty.
- Players can use gloves in case it is too cold and not while bowling. No finger stripes or any other cloth/gloves not allowed while bowling.

Team Roster

Each team can have a max of 10 players and the roster will be locked before the league match starts.

Player Conduct

Sledging is strictly not allowed in any terms to teams/players/umpires. Verbal abuse, use of profanities etc. directed at players of the opposing team will result in penalty or suspension of the players. Under no circumstances should the safety of the players be jeopardized. **If an incident occurs, then both the captains along with umpires need to be involved in resolving it in a friendly manner. If the incident continues even after warning once, the impacted team's captain has the right to walk off from the game and points will be awarded to the impacted team.**

Any kind of region/language/religion/nationality-based slurs will deem a Team AND/OR Individual disqualified with immediate effect.

General Rules:

- All the traditional cricket rules in T20 international cricket apply. Some rules that are different and are explicitly mentioned in this document.
- No LBWs (leg before wicket) and no leg byes. Byes and overthrows apply.

No-Ball Rules:

- Ball clearly above the waist on full (Irrespective of spin or pace bowling). **(Free Hit)**
- Overstepping by the bowler **(Free Hit)**.
- Fielders violating field restrictions **(Free Hit)**
- Fielder substituted during the game without notifying the umpire. **(No Free Hit)**
- Bowler dislodging the stumps at bowling end while bowling. **(Free Hit)**
- Ball above the batsman shoulder height will have 1 warning. This will be warned by the leg umpire.
- Wide ball rules are normal. Ball bouncing above the batsman's head will be termed as Wide.
- Any byes taken will be added to the 1 run given for wide ball.

Rules related to substitutions:

- A fielder can be substituted during the game by notifying the umpire.
- Any player injured during the game is **retired hurt** and can come back at any time of the game, Tiredness doesn't come into this category.
- Any batsman going out of the field without injury on field is termed as retired out.
- **Help runners are not allowed** unless the opposition team captain agrees upon it.

Lost Ball:

- In case of a lost ball after power play, a semi new ball will be given to the bowling team.
- In case of a lost ball before power play, a new ball will be given to the bowling team.

Intervals:

- Time interval between the innings is 10 minutes.
- If the innings of the team batting first is completed prior to the scheduled time, the second innings will commence in 10 minutes after the end of 1st innings.

Points System:

- In the league games, the winning team gets 2 points.
- In case of an abandoned or tied game in the League stage both teams shall receive one point each. Super over will be played for Tie games from the playoff stage until some team wins.
- The criterion of seeding within a pool is based on.
 - **Points**
 - **NRR**

- **Head to Head**

Super Over: (In case of Tie in Playoff Games)

- Super over will be played for 1 over only.
- Both team captains must give a list of three batsmen and a bowler from their team to the umpire before the start of Super over.
- The chasing team at the end of the T8 game will bat first in the super-over.
- In case of Tie in Super Over, another super over will be played until someone wins

Umpires:

- The umpires shall control the game as required by the Laws, with absolute impartiality.
- Neither team will have a right to object to an umpire's decision.
- An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured, ill or any emergency.
- In an event of dispute, the main umpire's decision is final. The main umpire has the authority to overrule the leg umpire's decision at any point of the game.

Tournament/Group format:

- 8 teams will be divided into Groups 2 with 4 teams
- During League games, teams will get 2 points for one win and 0 for one loss.
- Each team will play with every other team in the group, 3 league games per team.

Playoff format:

- After league games, Top 2 teams from each group will select for semi finals based on Point and run rate if needed and will be ranked based on point and NRR.
- Semi Finals:
 - Semi Finals 1: Top 1 vs Top 4
 - Semi Finals 2: Top 2 vs Top 3
- Finals: Winner of Semi Finals 1 vs Winner of Semi Finals 2
- 3rd Place: Loser of Semi Finals 1 vs Winner of Semi Finals 2

Ball/Water/Stumps

Organizing committee will provide ball, marker, cones/flags and water for all games.

Every team at least one spring stump needs to bring it.

General Rules for everyone.

Peeing, consumption of alcohol and smoking is prohibited (15 feet from boundaries) in and around ground premises is strictly prohibited and any team player violating this rule will be banned from playing the tournament. Trash removal is the team's responsibility once the game is over.

PS: ANY RULES NOT MENTIONED HERE WILL BE FOLLOWED AS PER ICC RULES

Covid spread: It is the responsibility of the Team Captain to ensure that all members of his team are in good health and that they do not have any COVID Symptoms or similar. Please follow these steps very seriously to help everyone.