Our Mission: To identify and address social, cultural and educational NEEDS of North American Telugu Community in particular and Telugu people in general.

OHIO VALLEY T7 TOURNAMENT 2021

Venue: Busch Park (4990 Olentangy River Road Columbus, OH 43214)

Date: June 26th, 2021 Time: 7:30 AM – 10:00 PM EST

RULES & REGULATIONS

GENERAL RULES

- All teams are expected to report at the TANA front desk at least 15 minutes prior to their first game.
- Every team has to register at the front desk 15 minutes prior to their first league game and need to collect their match balls.
- Schedule will be strictly followed and teams reporting late will be deducted 1 over for every 5 minutes.
- Tournament Coordinators will communicate only with the team captain; team captain should explain the rules to their team. Team captains are expected to coordinate, convince and control their team members.
- A team failing to observe any of the foregoing rules may be disqualified. The organizers also reserve the right to disqualify any team for failing to appear promptly to play. The decision of the organizers will be final in case of any dispute.
- Water will be provided to all teams. Food will be available for Sale.
- All teams should cooperate with the organizers in maintaining Grounds clean and neat.
- Sledging is strictly not allowed. 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.
- There will be several designated areas for garbage disposal. Water bottles and other trash items should be disposed in the designated areas only. Each team captain is responsible to make sure your team members comply.
- Players are requested to carry their own reusable water bottles.
- Alcohol is strictly prohibited in the Ground premises.
- Nivia Hard Tennis balls will be used for matches.
- Every team has to bring one set of stumps to the match.

TEAM RULES

- Max 7 players are allowed per game. Team can have maximum 10 players in their roster.
- Every team will play 3 games during league stage.
- No player is allowed to play for more than one team. Violation may lead to suspension of both teams from the tournament.

• A player should have played at least 1 of the 3 league games to qualify for the playoff stage. Violation may lead to suspension of the team from the tournament.

GAME RULES

- Max 7 overs for each innings and last not out batsman have no chance.
- No power play but two fielders should be inside the circle all the time.
- Only 1 bowler can bowl a maximum of 3 overs in an innings. Remaining bowlers can bowl maximum of 2 overs.
- The distance between wickets will be 22 yards.
- Wicket Keeper (Only) is allowed to wear regular wicket keeping gloves as measure of safety.
- No Mankading. If the batsman is backing up too much, bowler or fielder can appeal, and Umpire has the right to dismiss that run if the team repeats after warning.
- 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.
- There will be neutral main umpire and batting team has to provide leg umpire for league games. Will have both neutral umpires from playoffs stage.
- If there is a dispute of any sorts with any call, Organizer's call will be final.
- If any concern or issues, you can reach out to our volunteers who will be available at each and every field.

POINTS SYSTEM AND PLAYOFFS FORMAT

- Teams will be divided into 9 pools (A, B, C, D, E, F, G, H, I)
- In the league games, winning team gets 2 points.
- In case of an abandoned or tied game in the League stage both teams shall receive one point each.
- The criterion of seeding within a pool is based on 1. Points 2. NRR 3. Head to Head

PLAYOFFS

- Top 2 teams from each group will qualify for playoffs.
- Top ranked team from each group will be ranked from 1 to 9 based on points and then NRR.
- Second ranked team from each group will be ranked from 10 to 18 based on points and then NRR
- Top 14 teams will qualify directly for Pre-Quarters.

Oualifier 1: Rank 15 vs Rank 18

Pre-Ouarter Finals will be as below

•	Q
Pre-Quarter Finals will be as below	
PQF 1: Rank 1 vs Qualifier 2	PQF 2: Rank 2 vs Qualifier 1
PQF 3: Rank 3 vs Rank 14	PQF 4: Rank 4 vs Rank 13
PQF 5: Rank 5 vs Rank 12	PQF 6: Rank 6 vs Rank 11
PQF 7: Rank 7 vs Rank 10	PQF 8: Rank 8 vs Rank 9
Quarter Finals will be as below	
➤ QF 1: PQF 1 vs PQF 8	QF 2: PQF 2 vs PQF 7
> QF 3: PQF 3 vs PQF 6	QF 4: PQF 4 vs PQF 5

Semi Finals will be as below

➤ SF 1: Winner of QF 1 vs Winner of QF 4

SF 2: Winner of QF 2 vs Winner of QF 3

Finals: Winner of SF 1 vs Winner of SF 2

Oualifier 2: Rank 16 vs Rank 17

Tied games in playoff will be decided by Super Over. If super over also ends in Tie, then will follow ICC rules.

NO-BALL RULES

- Ball clearly above the waist on full (Irrespective of spin or pace bowling). (No Free-hit).
- Any ball passing above the shoulder height of batsman and below head height is a warning and a following one will be no ball. (no free hit)
- Overstepping by the bowler (free hit).
- Back foot of the bowler crossing the side crease. (free-hit)
- Bowler hitting the stumps while bowling (free hit)
- Fielders standing outside the circle exceeds max allowed (despite 1 umpire warning) (No free-hit)
- Fielder substituted during the game without notifying the umpire (No free-hit).
- Only ways out for a no ball are run out/obstructing the fielder. Any runs scored will be added to the 1 run given for no ball.
- 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.

SCORING

- Scoring will be done online on CricClubs.
- If the ball goes over the straight boundary directly, 6 runs will be given to the batsman. If the ball rolls to the boundary line, 4 runs will be given to the batsman.
- If the ball goes over the fence on the off side, leg side or behind the wicket keeper, 1 run will be declared. If the ball rolls and goes outside the fence, 1 run will be declared [dugout entrance].
- If the ball hits the side/back fence and stays in the field, the batsman has to run between the wickets to make runs.
- 1 run declared for ball crossing the fields on either side or if the ball gets stuck in the fence, based on the field that the game is played. Same batsman should face the next delivery.
- If the fielder throws the ball intentionally over the fence, then batsman can run until fielder goes and throw the ball inside.
- No LBWs (leg before wicket) and no leg byes. Byes and overthrows apply.

RULES RELATED TO CATCH

- Batsman is out if a catch is taken by the fielder who is in contact with the fence. However, the ball should not be in direct contact with the fence during the catch.
- Batsman is not out if the fielder takes a catch off the bounce from the side fence.
- Batsman is NOT OUT if the catch is taken beyond the limits.
- If ball is caught outside the fence it is not out but it is out if fielder goes beyond the fence after catching the ball.

RULES RELATED TO SUBSTITUTIONS

- A fielder can be substituted only if the fielder going out is at the ground. Substitutions will not be allowed at the beginning of the innings or if the player leaving is not at the ground premises.
- If a fielder leaves the field for the last 2 overs in the innings, he will not be allowed to bat for the first 2 overs.

• A retired batsman can only return to batting on the fall of the wicket. A retired batsman cannot replace a retiring batsman at the crease.	
• If a bowler walks out of the field for 1 over, the bowler needs to stay on the field for at least 1 over before bowling the next over.	
Wicket keeper can be substituted.	
Help runners are not permitted.	

NOTE	
SAFETY - As in any physical sport, there is a risk of injury. Participants are deemed to acknowledge and accept the risks.	
DECISION RELATED TO ANY RULE NOT MENTIONED HERE WILL BE TAKEN BY ORGANIZER	
DECIDION RELATIVE TO THAT REED THE TAIL HAVE ALLE ALLE ALLE ALLE ALLE ALLE ALLE A	