

TCS CANADA (GTA) CRICKET CHAMPIONSHIP - RULES

General rule & discipline

1. All Team Captains and Vice Captains will be responsible for the actions of their players on and off the field during the tournament.
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**. If found guilty will be warned for the first time and will suspended from playing if found guilty second time.
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 matches.
5. If the team does not show up on time for the Match then the opponent will be considered as winners of the match by walk over.
6. Players are not allowed to consume any alcohol or illicit drugs before or during the game.
7. All team captains please make sure that all 11 player's name is updated in the score sheet before the start of the game.

Team Composition

1. 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.
2. 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.
3. Team will have to showcase minimum 8 players at the ground during the toss which will commence 15 mins before the scheduled start of the play. Failing which the , **team will not qualify for the toss and opponents will be considered to have won the toss**.
4. This is a TCS tournament, So only TCS associates will be allowed to participate. No outsiders will be allowed. The Match Referee or the Organisers can randomly pick up a player for employee identification. If the player is found to be outsider then the player will be immediately rested from play, team will be disqualified.
5. Captain will be answerable to HR.

Cricket Rules

1. This is a Knock-Out tournament; hence losing team will be eliminated.
2. First round of the tournament will be played with 10 overs a side. The bowling team has to complete their overs within 45 mins. Failing which the umpires may decide to reduce the no. of overs that the team will face in the second innings.
3. If the team which is bowling second is the reason for delay then the team will be awarded penalty in form of runs (Based on the current rate).
4. The Rules for delayed overs will be purely umpire and match Referee's call, players cannot claim it.
5. All bowling must be overhand (underhand/ throwing of the ball is not allowed). Batsman can appeal to umpire in such case. Umpires can review the action. If umpires are convinced, then the bowler will be taken out of the attack for the match.
6. All normal cricketing rules apply except for **Leg before Wicket (LBW) and leg byes**.
7. For a 10 over match, a bowler can bowl a maximum of 2 overs. For a 12 over match 2 bowlers can bowl a maximum of 3 overs. For a 15 over game 5 bowlers will be allowed a maximum of 3 overs.
8. Only one bouncer (between shoulder and head) is allowed in an over. Bouncer above head is straight away a wide. Beamers above waist will be called a no ball by the leg umpire. But Main umpire can override the decision of the leg umpire.
9. Only **captains and bowler** can seek clarification for **umpire's decisions but please try to be polite with match officials**.
10. 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.
11. 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.
12. Runners for players injured during the game must be approved by both team captains.
13. Bowlers allowed the width of the pitch to deliver the ball. Bowlers can also deliver the ball from behind the bowling crease.
14. If the Batsman at the runner end takes off for the run even before the bowler delivers the ball. The bowler can take out the bails at the non-striker end to claim an out.

15. If a batsman is out, the next batsman should be in the ground within next 1 minute. Failing which the batsman can be declared out.
16. 12th man with drinks for the batsman cannot enter the field without umpire's permission.
17. If a batsman wants to leave the field because he is tired/de-hydrated is or wants to retire himself to make way for next batsman he will be declared Retired-out. He will not be considered as Retired hurt and will not be allowed to bat again in the innings. Batsman injured during the play can leave the field as retired-hurt if umpires are convinced that the player is genuinely injured, Opponent team cannot argue for retire-out.
18. If the match is delayed due to any reason, overs will be reduced in order to finish the match in time.
19. Since this is a knockout Tournament, Matches must be result oriented. In case, if the rain suspends play, result of the game will be decided with help of super over or bowl out. Same rule will be applicable if the game ends in a tie.
20. Minimum fielding restriction will be applicable. No Power play, but Fielding Captain has to ensure 4 fielders within the 30 yard circle at any time of the match if not umpire can call it No Ball.
21. At any point of the game, Fielding team cannot have more than 5 fielders on the On-Side. If the bowler is coming around the wicket with 5 fielders on the On-Side then umpire can call it a no-ball.
22. Wicket Keeper is allowed to use keeping Gloves. Batsman is allowed to use all possible safety equipment as per their need.
23. Batsman is not allowed to use fiber bats. Allowed to use only wooden bats.
24. Batsman can choose run for Over through and Bies.
25. ENJOY YOUR CRICKET.