



SAT VITAVER HARD TENNIS TOURNAMENT 2017



Organizers: Sports Association of Tallahassee

Trophy Sponsors: Vitaver and Associates, Inc.

Venue: Tom Brown & Woodville Fields

Dates: Feb 25th – Apr 9th

Tournament Rules & Regulations

League Games:

- Please refer to the schedule provided by the organizers or you can also refer to the schedule in the League website using the team login.
- All the teams will be in a single group and each team will play with each other team twice during the league stage (double round robin).
- The number of league games will be decided on the number of teams participating in the tournament. For example if there a total of 6 teams there will be 15 League games which will be divided into 4 or 5 weekends excluding the long weekends.
- Team will be awarded 4 points for a win; 0 points for losing and 1 bonus point (see bonus point rules).
- In case of a tie or a game is cancelled due to weather conditions or cancelled based on mutual consent each team will be awarded 2 points.
- In case of one team abandoning the match the other team will be declared as the winner and awarded 4 points.

Playing Conditions:

- All the League games will be 16 overs per innings and each innings should not exceed the given time limit (80 minutes/innings in this case). The total duration of the each game will be 3 hrs. with a buffer of 30 mins for any operational delays.
- The final game will be 20 overs per innings with 105 minutes/innings and the total time for this game would be 4 hrs. with a buffer of 30 mins for any operational delay.
- There will be a 15 min break between innings and also a 5 min timeout at the 9 over mark of each innings.
- Marking of boundaries, creases and the inner circle should be taken care by the umpires for that game with the help of the playing teams.
- Umpires decision on the field shall remain FINAL and there shall be no arguments regarding the decision.
- (TBD)All the league matches will be on a Saturday and Sundays from 8:30 AM – 11:30 AM or 9 AM – 12 AM or 3:30 PM – 6:30 PM depending on weather conditions on that day. If both teams agree then the match can be played on next day or the day before but the game will not be postponed further than that.
- Each team will play only one match per weekend just to keep the schedule non-rushed and this will also give teams ample practice between games.

Game Rules:

1) Power Play

- There will be a total of 7 over power play.
- The first 3 overs will be mandatory power play. During this only 2 players are allowed outside the inner/30 yard circle.
- Batting power play/Bowling power play is 2 overs each which can be opted by the batting side or the fielding side between 4 – 16 overs. In case of batting/bowling power play only 3 fielders are allowed outside the inner/30 yard circle.
- Both power plays cannot be implemented simultaneously. The team to notify the umpire first will be given precedence.
- If either team did not use the optional power plays. The overs 12-16 will be a forced bowling/batting power play.

2) Limits and Pitch

- Each team will have 9 players that can be on the field for any given game. Team roster can have a maximum of 14 players. All the 9 players from each team should be present at the scheduled time to start the game. In case of a team not having 9 players for a game they can play with 8 players after consulting with the opposite teams' captain.
- In case of a 16 over innings 1 bowler can bowl a maximum of 4 overs. Others can bowl a maximum of 3 overs.
- In case of a 20 over innings all bowlers can bowl a maximum of 4 overs.
- The length of the Pitch is stump to stump 23 yards and wide line will be 2 feet from the off stump.



- Final wicket single batting is not allowed.

3) *NoBall, Free Hit and Byes*

- Any form of NoBall (*Bowler crossing the crease, full toss above the waist, second bouncer, not following field restrictions etc.*) gets eligible for a free hit.
- In case for free hit batsmen can only get out by stumping or a run out.
- There are no leg byes allowed, as there is no LBW (leg before wicket) rule enforced and thus batsmen cannot take a run in case of leg bye and also cannot be run out/stumped.
- There are byes allowed and all rules apply as in case of a normal run.

4) *Match Result*

- In case of a match result winning team will get 4 points and losing team will get 0 points.
- There is also 1 bonus point (see bonus point rule below) for winning team.
- In case of a tie in league matches each team will be awarded 2 points.
- In case of tie in qualifier/semis/finals there will be super over (please refer to super over rules at the end of the document) to decide the result.

- **Super over Rule:**

In case of a draw match in qualifier (if any) and Final's, where both teams score equal runs there will be a "Super Over"

As for a Super over, each team nominates three batsmen and one bowler to play a one over "mini-match". Each side bats one over bowled by the one nominated opposition bowler. If the batting side loses two wickets, their innings is over. The side with the higher score from their over wins.

If the teams finish tied on runs scored in that one over, the side with the higher number of sixes in its one-over eliminator will be declared the winner. If the teams are still tied, the one with the higher number of fours will be considered for the winner.

- **Bonus Point**

Please note that we are following the standard ICC procedures for calculating the bonus points. 1 bonus point will be rewarded for the team that achieves victory with a run rate 1.25 times that of the opposition. A team run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face. A normal win will fetch the winning team 4 points and a win with bonus point will fetch the winning team 5 points. A tie will result in rewarding 2 points to both the teams.

General Rules & Umpiring:

- "In case of any discrepancy the organizing members' decision is final and shall not be contested."
- Captains will be solely responsible for the conduct of the players. Players are not allowed to run on to the fields. In case of dispute only the team captain shall voice his concern.
- Umpires' decision on the field shall remain FINAL. (There shall be no arguments regarding the decision).
- No alcoholic beverages will be allowed on the ground.
- Personal abuse against the umpires or players will not be accepted.



- If any team rushes to the ground for an argument or dispute with an umpire/ fielders other than Captain of the team, then 15 runs will be deducted from the team who created offense after umpires discussing with the Committee. This is also applied to the fielding team.
- Each team has to Umpire during the league matches, so if that team doesn't send it's Umpires on time they can be penalized and 2 overs would be deducted in their next game. The final decision lies with the organizing committee.
- Both umpires may or may not consult each other during a decision. The final decision lies with the main umpire and always main umpire can overrule the leg umpire upon Consulting with Leg Umpire.
- Only the bowler, batsmen, wicket keeper and captains have the right to appeal to the main umpire to ask for consultation with the leg umpire. Any other player is not allowed to approach

the umpire or the pitch during such an appeal. Any intimidation, physical and verbal abuse of the umpire is not permitted and will result in the team making the transgression forfeiting the match and winner's points to the opposing side. Such a decision will be arrived at by the consensus of the two umpires.

Other Rules:

- Net Run Rate is calculated as follows:
$$\frac{\text{Runs Scored}}{\text{Overs Faced}} - \frac{\text{Runs Conceded}}{\text{Overs Bowled}}$$

If a team is bowled out, all overs will be considered bowled/ faced in the innings whatever may be the case.
- Batsman can be given out by the umpire for willfully handling the ball, hitting the ball twice willfully or willfully obstructing the field.
- There is no dead ball and every ball is live until and unless a bowler bowls intentionally an unusual ball. The decision lies with the umpire if an unusual ball is bowled intentionally.
- There is run-out for a NO-BALL and wide ball.
- There is runs for Bye and no runs for Leg Byes.
- Neither team will have right of objection to umpire's assigned by the respective teams.
- Any ball above the Batsman's shoulder (in normal stance) is a NO-BALL, irrespective of how the bat is being held by the batsman; also any ball which is full toss and is above the batsman's waist (in normal stance) is a NO-BALL. The final decision will be that of the umpire.
- Stumping should only be done behind the wickets by the wicket keeper.
- The bowler is required to bowl inside the return crease and also should cross the bowlers crease. The umpire is required to give first warning if he fails to cross the bowlers crease or bowls from outside the return crease. After the first warning the umpire should give NO-BALL.
- **There is no NO-BALL for not telling the side that the bowler bowls from.**
- **A NO-BALL is given when the bowler's entire foot crosses the popping crease; if any part of the bowler's foot is touching the crease then it is not a NO-BALL.**
- If the bowler touches the side-line while bowling the Umpire can call it a NO-BALL.
- Runs on a NO-BALL will include the additional run of the NO-BALL i.e. if you hit a run on a NO-BALL you will get 2 runs, the same applies to a wide if you take a BYE you will get 2 runs, 1 for the bye and 1 for the wide.



- A fielder is not allowed to stand in line with the bowler or the wicket keeper, in such an event the umpire shall call it a NO-BALL.
- **If the keeper moves after the bowler starts his run-up, the umpire will call it a NO-BALL.**
- There is no run out for a leg bye.
- If the batsman is standing on the crease then he can be run-out, a batsman needs to have the bat or some part of his body on the ground inside the crease to be safe.
- If any part of the fielder's body touches or crosses the boundary with ball in his hands then it is a six/four, as the case maybe.
- **A substitute (who has to be a part of the squad of 14 members) can be used on the field only after the first 5 overs; a compromise can be reached under special circumstances if the opposing captain agrees.**
- A substitute can field for a person only with the consent of the opposing team's captain. The substitute is not allowed to be the wicket keeper.
- A substitute is not allowed to bowl or bat.
- A runner is given to a player at the opposing captain's discretion, the umpire can only interfere if the batsman has been on the pitch a long time or has become injured during the course of the game; in such an event the umpire can approve a runner. The runner has to be a part of the playing 9.
- Only a batsman can object to the bowling action (chucking) of a bowler. The umpire in such an event cannot call a NO-BALL immediately. At the end of the over in which the question was asked, the umpire will call (at least) 3 panel members, who will watch the bowler during the game on the sidelines and decide if the bowler is chucking. The panel's decision is final and shall not be appealed.
- There are no leg byes, also leg before the wicket is not out.
- Teams will not be allowed to change their name or their players (the last name and the first name of the player is needed) after the captains meeting. Only the players given on the day of the captains meeting will be allowed to play.
- A team has to have 9 players in order to begin the match. (**Umpires along with organizers will be responsible for toss between two teams on pre decided time and then if the batting team is short players then it's their captain's call to start the innings or to settle down with penalty for a late start of the match).**
- **The team captain is expected to report 15 mins prior to the match start time. For Every 5 mins that the team is late an over will be docked off.**
- Pad and Bat is out i.e. if the ball hits the pad and then the bat and then is caught it is out.
- The ball is live if it hits the pad and then the bat and the batsman can take runs.
- **If a Team is more than 30 mins late, the match will be considered forfeited.**
- The keeper can catch the ball only after the stumps for stumping the batsman out.
- **The leg umpire can't make or overrule the main umpire's decision unless when asked for. If such a case occurs the main umpire can revert back to his decision.**
- If the ball is not visible, only the batsmen have the right to ask the umpire for a change of ball and the bowling team cannot object to change of ball
- If the ball hits the umpire, the ball is still live, i.e. runs can be scored and all kinds of wicket-taking will still apply.
- **Any sort of verbal abuse is not permitted. The batsmen, bowler, wicketkeeper and captains have the right to appeal to the umpires regarding any verbal abuse. Any other player has to make his complaint through his team captain. The umpires have the discretion to decide the**



validity of the complaint and arrive at a consensus giving up to two warnings to the team captain. After which the umpires will add or deduct 6 runs from the total runs to the advantage of the other team. It is the captain's responsibility to maintain the teams discipline after a warning is given.

- No physical abuse or fights of any kind are permitted during or after the match on the field. In case of a physical altercation, the match will be abandoned and the umpires will leave the fields and make a report to the cricketing committee. The cricketing committee has the authority to (1) disqualify the team or teams responsible for the fight and (2) make a decision regarding the match points. In case of disqualification of a team from a tournament, the other teams will be awarded the points for the matches they have to play versus the disqualified team.
- The umpire can make a decision on fair and unfair play including time wasting, Distracting the opposition, tampering with the ball etc.
- Can use any kind of cricket bats.

GENERAL LAWS OF CRICKET

Scoring and winning

The laws then move on to discuss how runs can be scored and how one team can beat the other.

- Law 18: Scoring runs. Runs are scored when the two batsmen run to each other's end of the pitch. Several runs can be scored from one ball.
- Law 19: Boundaries. A boundary is marked round the edge of the field of play. If the ball is hit past this boundary, four runs are scored, or six runs if the ball didn't hit the ground before crossing the boundary.
- Law 21: The result. The side which scores the most runs wins the match. If both sides score the same number of runs, the match is tied. However, the match may run out of time before the innings have all been completed. In this case, the match is drawn.
- Law 22: The over. An over consists of six balls bowled, excluding wides and no balls. Consecutive overs are delivered from opposite ends of the pitch. A bowler may not bowl two consecutive overs.
- Law 23: Dead ball. The ball comes into play when the bowler begins his run up, and becomes dead when all the action from that ball is over. While the ball is dead, no runs can be scored and no batsmen can be dismissed. The ball also becomes dead when a batsman is dismissed.
- Law 24: No ball. A ball can be a no ball for several reasons: if the bowler bowls from the wrong place; or if he straightens his elbow during the delivery; or if the bowling is dangerous; or if the ball bounces more than twice or rolls along the ground before reaching the batsman; or if the fielders are standing in illegal places. A no ball adds one run to the batting team's score, in addition to any other runs which are scored off it, and the batsman can't be dismissed off a no ball except by being run out, or by handling the ball, hitting the ball twice, or obstructing the field.
- Law 25: Wide ball. An umpire calls a ball "wide" if, in his or her opinion, the batsman did not have a reasonable opportunity to score off the ball. A ball is not called wide when the bowler bowls a bouncer that goes over the head of the batsman; such a delivery is a No ball. A wide adds one run to the batting team's score, in addition to any other runs which are scored off it,

and the batsman can't be dismissed off a wide except by being run out or stumped, or by handling the ball, hitting his wicket, or obstructing the field.

Mechanics of dismissal

Laws 27 to 29 discuss the main mechanics of how a batsman may be dismissed.

- Law 27: Appeals. If the fielders believe a batsman is out, they may ask the umpire "How's That?", commonly shouted emphatically with arms raised, before the next ball is bowled. The umpire then decides whether the batsman is out.
- Law 28: The wicket is down. Several methods of being out occur when the wicket is put down. This means that the wicket is hit by the ball, or the batsman, or the hand in which a fielder is holding the ball, and at least one bail is removed.
- Law 29: Batsman out of his ground. The batsmen can be run out or stumped if they are out of their ground. A batsman is in his ground if any part of him or his bat is on the ground behind the popping crease. If both batsmen are in the middle of the pitch when a wicket is put down, the batsman closer to that end is out.

Ways to get out

Laws 30 to 39 discuss the various ways a batsman may be dismissed. In addition to these 10 methods, a batsman may retire out. That provision is in Law 2.

- Law 30: Bowled. A batsman is out if his wicket is put down by a ball delivered by the bowler. It is irrelevant whether the ball has touched the bat, glove, or any part of the batsman before going on to put down the wicket, though it may not touch another player or an umpire before doing so.
- Law 32: Caught. If a ball hits the bat or the hand holding the bat and is then caught by the opposition within the field of play before the ball bounces, then the batsman is out.
- Law 33: Handled the ball. If a batsman willfully handles the ball with a hand that is not touching the bat without the consent of the opposition, he is out.
- Law 34: Hit the ball twice. If a batsman hits the ball twice other than for the purposes of protecting his wicket or with the consent of the opposition, he is out.
- Law 35: Hit wicket. If, after the bowler has entered his delivery stride and while the ball is in play, a batsman puts his wicket down by his bat or his person. The striker is also out hit wicket if he puts his wicket down by his bat or his person in setting off for a first run. "Person" includes the clothes and equipment of the batsman.
- Law 37: Obstructing the field. If a batsman willfully obstructs the opposition by word or action, he is out.
- Law 38: Run out. A batsman is out if at any time while the ball is in play no part of his bat or person is grounded behind the popping crease and his wicket is fairly put down by the opposing side.
- Law 39: Stumped. A batsman is out when the wicket-keeper (see Law 40) puts down the wicket, while the batsman is out of his crease and not attempting a run