

Tape Ball Cricket Tournament 2021

FORMAT: 8 Teams / knockout basis

- Any team losing any match will be automatically eliminated from the tournament.
- Team needs to win at least 2 matches to qualify for final.
- Teams will be awarded forfeiture, if the team members are not ready to start within 15 minutes of the announced play time.
- Matches will be played in Tall timbers south Brunswick cricket field.
- **Only team captains may converse with the umpires regarding issues of the match.**
- **Umpire's decision will be considered final. Please do not argue or disrespectful to Umpires.**
- **Any player or team found arguing excessively with the umpire will be disqualified from the tournament, if reported by the umpire to the organizing committee.**

WIDE BALL:

- There will be a 30 inches' mark on the off side of the off-stump
- All balls outside the marked guide on the offside will be considered a wide.
- All balls outside the led stump will be considered a wide. An exception to this rule will apply if the ball travels between the batsman and leg stump.

NO BALL:

- As per standard ICC rules
- Overstepping No-ball (FREE HIT)
- Any ball that goes over the shoulder will be considered a No-ball. (No FREE HIT)
- Any ball that goes over the head will be considered a wide ball. (No FREE HIT)
- Full-toss balls bowled above the batsman hip will be considered a No-ball (Free Hit)
- The next ball after a front foot no-ball or above batsman hip is a free-hit.
- All no-balls and wides will be granted one extra run in addition to the runs scored in that ball and the ball will have to be repeated.

The following rules are **NOT** allowed:

- LBW
- Leg Byes

The following rule are allowed:

- Byes
- Over throws
- Free-Hit

SUPER OVER:

- In case of tied scores at the end of the game, there will be a super over. The super over will consist of one over per side and the team that scores that most runs in that over will win.

Match Governing Rules

- Tournament will be limited to 8 overs per inning
- Each team must utilize at least 4 bowlers with a limit of 2 overs
- No Field Restrictions.
- Teams can have max: 13 players in roster, all names must be sent to the Organizers of the tournament
- At least 1 game must be played by a player to qualify to play in Final.
- Pitch length will be 22 yards
- Should a set of portable stumps be used its base will be considered part of the wickets.
- No Fiber BAT
- Boundary 150 feet
- 2 Neutral Umpires / Game
- Teams are encouraged to decide the color of their shirts; the shirt colors should not match with that of ball which is white

Detailed Rules

A. Match timings and Punctuality

- Teams not reporting in time will be disqualified and their opponents will get a bye and 2 points.
- Both captains have to be present for the toss at 5 minutes before the schedule time. If the captain is not available, that team will forfeit the toss. The first ball of the match should be bowled at scheduled time
- All teams are expected to be prompt and ready to play
- Coin toss will be completed off the field, and both teams will be fully prepared to take the field as soon as the field is available.
- Teams completing a game are expected to exit the field in an orderly and efficient manner.
- The game will not be held up due to the absence of any player of either side
- Any side not ready to take the field (or an incomplete team) will forfeit, or must take the field with 'player(s) short'.
- There should be at least 8 players from a team to start the match.
- It is expected of all teams to finish one innings in 30 minutes

B. General Rules

- The organizers are not responsible for providing any cricketing gear
- There should be one wicket keeper behind the wickets at all times
- All players (not just Captain) need to sign and bring copy of Waiver and Liability Form which will be provided separately.
- **Only team captains may converse with the umpires regarding issues of the match.**
- **Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the umpires shall be disqualified**
- **Player involved in the physical abuse of umpire will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. Also that player will no longer take part in the tournament. Only team captains may converse with the umpires regarding issues of the match**

C. Umpires and Umpiring Duties

- Neutral umpires will adjudicate each game
- They are the final authority during the game. Their decisions are final
- They will remain impartial at all times on the field
- Umpires should check the condition of the ball and decides on replacement
- Umpires decision will be final. However, umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire or can decide. If he thinks he was wrong. His priority is to give the right decision

D. Captain's Responsibilities

- One player from each team will act as Captain for the duration of the competition
- They should control the behavior of all his team players
- They should respect the umpire's opinions and decisions
- They will be responsible for going over the rules and regulations with their players. They should encourage the bowlers to bowl with the standard bowling action
- Captain of a team can retire his batsman only at the end of an over unless the batsman is really hurt

E. Innings Break

- There will be a 5-minute turnaround time between innings
- All the players should be available and ready to take the field as soon as possible

F. Code of conduct/Discipline

- Everyone involved should follow the rules and regulations of appropriate conduct on the field. Moreover, everything that happens falls under the jurisdiction of the **South Brunswick police department**
- As far as the cricketing code of conduct is concerned; We expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers
- We encourage the participating teams to play in line with the laws and spirit of the game.
- We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other cricket gear D) Spectators
- Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player
- Determination of what constitutes unruly > or unsportsmanlike behavior will be based on the umpire and adjudicators combined opinion
- It's the duty of the captain to maintain discipline and decorum on the field
- A team can be ejected for bad behavior based on organizing committee's decision