

**The LEGENDS CUP**

**2019**

**Powered by**

****

**PLAYING CONDITIONS**

The tournament follows a League + Knock-Out structure.

**All Games:**

A) 6 legal overs per side.

B) ***2 overs maximum for 1 bowler in an innings (5 bowlers should be used in the innings).***

C) No LBW and Leg Byes.

D) All the overs in an inning will be played as per “The Laws of Cricket – 2000 Code” unless mentioned otherwise.

E) The ball after a no-ball will be awarded as a free hit to the opponent team.

**RULES**

1. The Venue for the Legends Cup 2019 will be held at Cedarvale Cricket Ground, 443 Arlington Ave M6C 3A4
2. **All players should be a Keralite / Malayalee by birth**
3. ***Zero Tolerance***: Cricket is a called a Gentleman’s Game and we expect all the players participating to respect the game , officials and players equally and the play is conducted within “The Preamble - The Spirit of Cricket”. Any action (verbal or physical) which is seen to abuse the spirit of the game or causes injury to the game itself will result in disqualification of the team. In addition, if there is to be a situation where the tournament committee feels there is a possible threat to the safety of the player(s), team or the playing property (not limited to field, playing equipment , vehicles, etc) due to an action by an individual or group of individuals, the local authorities will be informed immediately and the Legends Committee will not be liable for the repercussions then after.
4. Players are required to provide ID cards on the playing day if asked. However, tournament committee have the right to request for additional ID proofs if the submitted ID proof being found suspicious.
5. Each team should nominate a minimum of 10 and maximum of 18 players who would represent their team in the tournament.
6. All the games to be played as per the schedule/fixture given to the teams.
7. All players are requested to wear uniformly colored clothing and shoes.
8. First aid kits will be available to treat any injuries sustained while playing. Legends Cup committee or the club will not be responsible or be liable for any injuries.
9. The teams must report to the scorer’s desk at least 30 minutes prior to the Scheduled start of the match. If a team fails to report even after 15mts of the scheduled time, the opponents will be given as walkover. By the term ‘reporting’ it is intended that the captain should handover the list of players playing , be ready for the toss and to take the field as and when the umpires want them to.
10. If one team is ready and the other team is not ready to take the field at the scheduled start of play, the overs of the team not ready will be reduced at the rate of full 4 minutes per over irrespective of they are batting first or second. The team which was ready will get their full quota of overs. If both teams report late at the venue then umpire might call off the match or deduct overs of the game.
11. The total number of overs will be reduced in the match scenario even if one of the playing teams fail to report at least fifteen minutes ahead of start time. The rate at which overs deducted in such a circumstance is one per every four minutes lost. The decision of umpires will be final in such an event.
12. Minimum 3 overs are required to constitute a match. If a game being called off without the minimum required overs being bowled, the winner should be decided by the following (Rule 14.a) in an order according to ground conditions.
    1. ***Rule 14.a***
       1. *Step 1 -* ***Super over Eliminator*** *(Refer to Rule 14 and 15). If the result is tied or it is not possible, the winner shall be decided by Step 2.*
       2. *Step 2 -* ***By Spin of a Coin****.*
13. If the score are tied after the end of both innings. Points will be shared in league matches. Super over will be played in knock out stages only.
14. If a game is stopped due to bad light or bad weather, or due to any unavoidable reasons beyond the control of tournament committee the winner ***shall be decided by a spin of a coin***.
15. Procedure for **One-Over Eliminator** (Super Over)
    1. The team batting second in the match will bat first in the One-Over Eliminator.
    2. The loss of two wickets in the over ends the teams one over innings.
    3. This would be a legal over following the Laws of Cricket (as mentioned above)
    4. In Case of Tie in the Super Match , The winner shall be decided by
       1. *Step 1:* ***Number of Sixes Hit*** *- The team with the max number of 6s hit, Super Over + Main Match be deemed winner, if the number of sixes hit is same as well, winner shall be decided by Step 2.*
       2. *Step 2:* ***Number of Total Boundaries Hit*** *- The team with the max number of boundaries (4s + 6s), Super Over + Main Match be deemed winner, if the number of boundaries hit is same as well, winner shall be decided by Step 3.*
       3. *Step 3 -* ***By Spin of a Coin***.
16. In case, after the end of all league games in a pool and two teams remain with same points, the winner shall be decided by
    1. ***Rule 15.a***
       1. *Step 1 –* ***Net Run Rate*** *-The team with the highest net run rate will be the winner, if the run rates are the same as well then, by Step 2.*
       2. *Step 2 -* ***By Spin of a Coin***.
17. The tournament committee reserves the right to reduce the overs if, in its opinion, there is no sufficient time to complete the overs. If there is any interruption before the scheduled start, or during the match, the overs shall be reduced at 4 minutes per over.
18. The balls to be used will be the ones provided by the Legends Committee. Teams will be allowed to choose from a box of new balls provided by us, but teams cannot use any other balls apart from those provided by the organizers. Change of ball during play will be at the sole discretion of the umpires.
19. There will **fielding restriction** in this tournament – A maximum of only 5 fielders are allowed outside the 30 yard circle at any point during the match. Violation of this rule will result in the Umpire signaling a **No-Ball**.
20. **One bouncer is allowed per over**. However, if the ball passes over the head of the batsman in normal stance position, it shall be treated as a wide ball. Only 1 bouncer per over is allowed, further deliveries in the same over if deemed as bouncer will be called a **Wide**.
21. A runner for a batsman will be permitted, only if the batsman is injured during the match and with the approval of the umpire.
22. The umpires shall have the discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.
23. On the field during play, the decision of the umpires would be final and binding on all players.
24. Umpires will be the sole judges of unfair bowling action. If a bowler caught for unfair bowling action, he shall not be allowed to bowl in the tournament thereafter.
25. Protests, if any should be lodged only by the team captain or manager within 30 mins after the completion of the match.
26. Except for the rules specified above, “The Laws of Cricket–2000 Code” shall apply for all other incidents during the matches.
27. We expect utmost co-operation from all the team members to the smooth conduct of this tournament.
28. ***The tournament committee reserves the right to frame/ change/ modify any of the rules at any stage of the competition if found necessary.***

***Legends Committee***