



Unity Cup 2023

Rules & Regulations

About us:

The Unity Cup Twenty20 is a cricket tournament, which will be played by all Malayali players in Evansburg Cricket Ground (Address:528 Skippack Creek Rd, Collegetown, PA 19426). All matches will be played on turf pitches. Tournament Core Committee will have the final authority on all matters regarding the tournament. *The decision of the Tournament Core Committee is final and binding to all participating teams.*

The Registration fee for all teams is *non refundable* and this amount is due before the tournament including the signed contract (registration/waiver/ and players list). The fee includes balls, umpire fees and drinks. All matches will be officiated by certified neutral umpires of USACA.

Game Rules, Delays & Penalties:

All teams and their players are expected to read rules, regulations and responsibilities before the start of the tournament and abide by these rules throughout the tournament.

"Teams are prohibited from bringing and providing **alcoholic beverages, including beer, in any team settings.**" This prohibition extends not only to players, but to all team personnel, as well as to other guests traveling with the team or who have access to team facilities." If anyone is found to breach this policy, management will disqualify you from this tournament.

The official start of each game will be notified to the team captain by phone or email.

Traveling teams should be aware of travel times and any 'road construction' before the travel. Due to time and schedule constraints, Tournament Core Committee will not be able to reschedule any games. It is the responsibility of the team to be present on the scheduled time. Any delay may result in forfeiting the game.

Tournament Format

1. 10 teams
2. Each team will play two games each
3. 20 over format
4. 6 overs powerplay and two fielders allowed outside the 30 yard circle during the powerplay and five fielders from 7-20

5. Each win will get 2 points each
6. At the end of each delivery, only a maximum of 5 players are allowed on the leg side. Any infringement of these fielding restrictions will result in the ball being called a NO-BALL

Rain Delay:

Rain delay:

For a match to be counted during a rain event, the batting team in the second innings MUST bat for at least eight (8) overs and DL Method is used to determine the winner. If there are washed out games, the format of the tournament is subjected to change to 10 overs from 20 or as required decided by the tournament committee.

DL Method calculation

<http://www.boltoncricket.co.uk/DLcalc.html>

Protective gear:

All players are urged to wear protective equipment to minimize any cricket related injuries. No batsman or wicket keeper will be allowed to bat or keep wickets without proper protective equipment (abdominal pads, pads, glows). Batsman and wicket keeper may use a helmet to minimize head injury at his choice.

Unity Cup committee will not be responsible for any cricket related injuries even with proper protective gear.

Types of Dismissals

All ICC allowed Dismissals are allowed in this tournament including mankading

Uniform:

Teams will have the liberty to choose their own team colors, color combinations and designs. There will be no restrictions as long as the players in the team wear trousers and collared or round neck t-shirts as uniform. No player will be allowed to play without the proper uniform chosen by their respective team. We highly recommend to wear color pads but if the team doesn't have it the committee will make some adjustments

Before Toss:

A list of the playing eleven should be submitted to the umpire before the start of each game. If an umpire finds a player on the field and not on the roster, the game will be considered a forfeit and will be awarded the game to the opposition team. ALL ROSTERS WILL HAVE TO BE SUBMITTED BY 11.59PM FRIDAY 26 2023

The No- ball Rule:

- One bouncer will be allowed per over. The second instance will be called a “**no-ball**” by the umpire. If the first bouncer goes above the head, it will automatically be a wide ball.
- Waist high ball is considered as a no-ball and the call will be dependent on the leg -umpire and the main umpire can overrule the decision if there is any difference in opinion.
- If the bowler hits the stump while bowling its only considered to be a no ball
- If there are more than 2 fielders during the power play overs, it’s also considered as a no ball. Also, if there are more than 5 fielders during the overs 7-20, umpire can call a no ball in that scenario too.
- If the bowler hits the bowling side stumps while bowling the delivery will be declared as the no ball
- If the ball pitches outside the turf/ pitch area it is also considered as a no ball
- **All No-Balls will be followed by free hit.**

Runners will not be allowed under any circumstances, if the batsman decides to retire he can come back at the fall of wicket or when another batsman retires

Free Hit Rule:

For any type of no-ball (waist high or front foot), the next delivery is deemed as a “free-hit”- meaning the batsman can only be dismissed in ways that he could’ve been dismissed on a no ball, even if the delivery is called a wide ball. No change in field is allowed just for the “free hit”. All fields should remain at the same positions when the original no ball was bowled unless there is a change of striker.

New Batter Rule

The new batter will take strike after catch dismissal

Tied Games

If there is a tie in the game, a **Super over** will be conducted to decide the winner.

Each team will nominate three batsman and one bowler for each innings. If there is a tie in super over the winner will be decided based on the number of boundaries scored

Delay in Start Times:

The Umpires will have the authority to reduce the number of over(s) as penalty if he finds any teams causing a delayed start. The Umpires will also have the authority to reduce the total number of over(s) for the game.

Toss Time:

The team captain must be ready to toss 30 minutes prior to the official match time.

Minimum players:

1) A participating team should have **at least eight** players on the field in proper cricket attire before the start of the game.

2) A team can field if they have **eight** players ready to play.

Substitution/player coming late

- A player(s) can only be allowed to be in the field only at the end of an over.
- Player(s) cannot come into the field while an over is in progress.
- Player(s) entering the game will NOT be allowed to bowl for the time they are out of the field, and only be allowed to bowl after they are in the field for the same number of over(s) they were absent.
- Player(s) absent for the entire batting innings may field but will NOT be allowed to bowl at any stages of the match.
- Game cannot be start with a sub player. If the player is having any health issues during the game, he can sub himself out by letting the umpire know and can come out to bat at any position

Penalties:

- If a team is not ready to play fifteen (15) minutes after the official match start time, then it will lose 4 overs.
- If a team is not ready to play after the forty-five (45) minutes of official start time, then the offending team will be automatically considered as forfeit
- The fielding team has ninety (90) minutes to complete the allotted 20 overs, unless there are no other disturbances occurring during the game. In that event, the main umpire will decide on the time limit. If a team can't finish bowling in their above-mentioned time, they will be penalized one (1) over for every seven (7) minutes.
- Upon dismissal of a batsman, the incoming batsman has ninety (90) seconds to get ready to face the ball. If the batsman takes more than 3 minutes to face the delivery, the umpire can give the batsman out, if the fielding side appeals for it.

Playoff Qualifications

- **There will be four teams in the playoff**
- **Top 4 will play in the playoff from the 10 teams**
- **Top 4 will be chosen**
 - **Based on Points**
 - **Based on NRR**

Playoff format

Top four teams from will be entering the playoffs. Four teams will be numbered 1-4 based on their points and NRR. Team 1 will play Team 4 and Team 2 will play Team 3

Sledging

'If you can't say something nice, don't say it at all' ... Verbal abuse, use of profanities etc. directed at any players of the opposing team or any spectators present will result in penalties as described below. Under no circumstances, will the safety of the player(s) or any of the fans be jeopardized.

SLEDGING WILL NOT BE TOLERATED!!!

Only the team captain has any right to talk to the umpires about any discrepancy during the game. If not the following will be in effect.

- 1) Suspension of the player.
- 2) If more than one player is involved, the team may be eliminated from the further contention of the tournament.
- 3) Team(s) may be banned from participating in future tournament(s).

THE DECISION OF THE Tournament Core Committee DISCIPLINARY COMMITTEE SHALL BE FINAL IN THESE MATTERS!!!

Game Forfeits:

What is a forfeit?

Any team that prematurely leaves the field of play without the approval of the umpires and mutual consent of both captains shall be considered as a forfeit.

ANY QUESTIONS OR CONCERNS ABOUT THE TOURNAMENT RULES & REGULATIONS, YOU MAY CONTACT THE Tournament Core Committee

Sobin Mathew Royce Molethu Sandeep Thomson Sachin Varghese

Levin Reji