



## D-Sports/WCA's WINTER INDOOR TOURNAMENT



# D- Sports proudly presents Winter Indoor T10 League - 2023

Rules and regulations.

## **BASIC RULES OF THE LEAGUE:**

- All the games will be conducted in Indoor facility at D-Sports, Sterling VA
- The complete playing area is with Astro Turf
- Ball is Tape Tennis Ball which will be supplied by committee
- The Bowling length of the pitch is 22 yards
- Regular Bowling action
- The length of running between the wickets for batsmen is 16 yards
- Match duration is 1 hour 15 Mins. Should be finished
- Roster of 15 player allowed per team
- Eight (8) players in a team for a game & 7 on field.
- Bowling side team can have ONLY 7 players in the field including Wicket keeper and Bowler
- Only 2 fielder is allowed at the boundary (behind the Bowler side stumps) during the game
- Run Declarations will be given when batsmen hit the ball in the net or marking zone
- The choice of innings is decided by a toss, which should be completed by team captains 5 minutes before your scheduled start time. If any team is late, the toss will be forfeited to the other team.
- There will be a maximum of 2 minutes in between each innings.
- Each *innings* consists of 10 overs with six balls/over and must be completed within 30 minutes
- Winning teams will be decided by which team scores the most runs in their innings.
- Each winning team will be awarded points as defined in cricclubs
- Should the game result in tie, No Super Over during the league game stage but at Playoffs
- Regular Rules for Super Over .
- In case of an odd number of players, the team will forfeit the two overs. Game will proceed as if its last two overs with any two players.
- A minimum of 4 player are required to conduct the game
- Create an alternate Cricclubs id for this tournament as this is indoor cricket.

## **BATTING RULES:**

- Batsmen will bat in pairs for 2 overs if not out.
- Captain can send any 2 batsmen for 9<sup>th</sup> & 10<sup>th</sup> overs.
- All wickets carry a 5 run penalty, and batsmen should change ends during the pair overs.
- Shots that hit in the side nets will be given "two" runs in the form of declaration by Umpire

Additional runs can be taken by running between wickets

- Shots that hit the top ceiling net will be given “one” run. Additional runs can be taken by running between wickets.
- Shots that hit the boundary marked nets(Long on/off) will be given as “Six” (No Additional runs unless no ball)
- Shots that hit the boundary marked nets (Long on/off) in the air count as “Eight” runs. (No additional runs unless no ball)
- The batsman will be given out either bowled/runout/stumped/hit wkt/direct catch taken by any fielder
- If the ball touches any part of net and catch is taken, it will not be considered as batsman out
- Except “6s” and “8s”, all other runs will be awarded to the batting team as the batsmen completes the full runs between wickets.
- Ball should be caught in full, then a wicket will be awarded to bowling team and 5 run penalty to batting team
- No LBW dismissals. No Leg Byes. Any intention from batsmen to take runs could yield in loss of wicket as runout. Game Umpire will make the final call.
- Intentional padding to win games will be considered as dead ball and no runs(No Wide, no Nobe ball) will be given. Game umpires will make the final call
- Any intention from batsmen to take run and then intention from fielding team to take wickets will result in overthrows
- Every overthrow hitting the side net (except the boundary) will yield in 2 runs.
- Every overthrow hitting the top net (except the boundary) will yield in 1 run.
- Every overthrow towards the boundary will yield 6 for rolling overthrow and 8 runs for full overthrow.
- Batsmen can run during an overthrow for extra runs.

## BOWLING RULES:

- Maximum of “two” overs per bowler. (Which cannot be consecutive).
- Only 1 Bowler can bowl max of “three” Overs
- Wides – Umpires will be strict on the off side and all balls that pass the batsman on the leg side will be called “wide”. Three(3) runs will be awarded to the batting team. No extra ball will be bowled
- No Balls – Three(3) runs will be awarded for all no-balls. No extra ball will be bowled but the next ball is a free hit.
- Overstepping the crease at the bowling end will be considered as No-ball
- Ball is delivered that reach the batsman on the full over waist height will be considered as No-ball
- 3 runs will be awarded to the batting team for all wides and no balls with NO extra ball delivered.
- Free Hit: Every No-ball shall result in a “Free Hit” the next ball. No extra balls are bowled
- Last over of each innings should be 6 legal balls over. I.e wides/no balls will result in extra balls.
- If, in the Umpires opinion, a player deliberately bowls a no ball, leg side or wide at any stage of the game with intent to limit the batting side's run scoring opportunity, the Umpire may ask for the ball to be re-bowled while awarding three runs to the batsman. A warning to the bowler may or may not be given at the Umpires discretion.

## GENERAL RULES:

- Its prohibited to use profane language during the entire stay of the game
- Any dispute resulting in a physical contact will result in the team forfeiting the game/tournament and the incident will be reported to Police for legal action.
- Captain will take full responsibility for any such incident and there will be no refund of the registration fee.
- Captain will share the playing 8 before the game with opponent captain
- Captain will ensure opponent playing 8 are part of roster
- Players should have played at least 1 game to be eligible for playoffs.
- Umpire/Committee will have the right to warn, evict the player & team
- All rules shall be interpreted by the Umpire in accordance with “The Spirit Of The Game”.
- This standard shall override all rules hereinafter detailed and total discretionary power shall be left with the Umpire for his final decision after taking “The Spirit Of The Game” into account.
- If not defined in this playing conditions, ICC standards will be followed and/or it will be at umpire’s discretion
- No DRS or Videos will be considered for decisions
- Scoring will be done on Cricclubs + Manually and scores will be synced after every over.
- No Players will be added or deleted from roster after the deadline

## LEAGUE GAMES FORMAT:

- Each team gets one warm up game.
- League games will be played in Round Robin method.
- Incase of 5 teams in a group, Every team gets a bye week.
- The 6th game will be played as shown below.

<b>6th Game Format -</b>
1 vs 4
2 vs 3
5 vs Random team from opposite Group

## PLAYOFF FORMAT:

- Top 2 teams from each group will qualify to play in the Semi-Finals.
- Winners from Semi-Finals will play for the championship.
- Losing team will play for 3rd and 4th position.