

Champions Trophy 2017 – Rules & Guidelines

1. It is Captains responsibility to make sure that all players are registered on website <http://www.cricclubs.com/ABC/> with valid email address before the start of the league. New Players can be added to any team during the league phase of the tournament by registering on the website as long as the player is/was not part of any other team during the tournament. Any player who is playing in a match has to be added on the team's roster before the game starts.
2. New Players can be added to any team during the league phase of the tournament after informing the organizing committee as long as the player is/was not part of any other team's roster. New player can join their respective team but only till league stage. Each player should play at least one match in league stage to qualify for playing knockout matches. No new players will be added during the knockouts / Playoffs.
3. Home Team is responsible for setting up the ground before scheduled start time of TOSS, which includes – Crease layout, wickets, mark the boundary line and inner circle with flags and cones respectively.

Game Schedule

TASK	Team	Umpires
Match Timing	1800 to 2200	1800 to 2200
Reporting Time	1730	1730
Toss	1745	1745
Start of first innings	1800	1800
Water Break after 10 overs	1840 to 1850	1840 to 1850
End of first inning	1930	1930
Inning Break	10 minutes	10 minutes
Start of second inning	1940	1940
Water Break after 10 overs	2020 to 2030	2020 to 2030
End of second inning	2120	2120

5. The umpires shall control the game as required with absolute impartiality and shall be present at the ground at least 10 Minutes before the scheduled start of Toss
6. Match timing can be postponed to a maximum of 15 minutes if there is a heat warning or excessive heat.
7. Each Teams need to have at least 7 players to start the game, in case a team cannot produce 7 players within 15 min of the First inning start time, then they will forfeit the game. For every 4 minutes lost,

an over will be deducted from the delaying team's batting quota. Umpire will take the final call on which team is responsible for the delay.

8. OC will have neutral umpires for the games and the team that fails to send both the umpires by scheduled start time of first innings. No Exceptions unless genuine reasons AND OC is fully informed at least an hour in advance before the Start of the Toss (5:45 PM MST). For every no show an amount of \$25 and 1 point per umpire will be reduced for the team.
9. It is the duty of the captains to make sure fair play is warranted by their umpires. They should let only those players stand as umpires who have basic understanding of the cricket rules and have shown good judgment on prior occasions. Captains are encouraged to report any major umpiring mistakes/ignorance occurred during their games to the organizing committee and if an umpire is found guilty, the umpiring team will be asked to not appoint that person as an umpire again during the tournament.
10. FAIRNESS AND TRANSPERANCY RULE -- NO PLAYER CAN PLAY on 2 TEAMS. It is the Team's Captain's responsibility to make sure none of his players have appeared for another team anytime in this tournament. No Excuses for the Captain or the Player. A Player cannot change teams during a tournament. If a situation arises where a player has played for another team, then the match in play will be awarded to opposing team irrespective of the state of match (in progress, to start, to end, has ended in favor of the player-in-question team).
11. If any team has doubts about a player, at the start of the match team's captain can verify the identity from the submitted player list and clarify with other captain (before the match). All players playing in the should have registered in the tournament site before start of the game.
12. Any other issues arising before a match should be negotiated between captains before the game starts. If needed, they can approach the organizing committee. Unless rules defined in this document, all other issues/rules to be followed according to <http://www.lords.org/laws-and-spirit/laws-of-cricket/> web site.
13. Substitute runner will be allowed only incase if fielding Team captain agrees for it.
14. In case of on field illness (which includes dehydration, cramps, etc.) batsman will be allowed to retire. Such batsman will be called retired hurt. Retired hurt batsman can come back only at the end of the innings, after all other batsmen are out. In case of retired hurt because of any on field injury, ICC rules will be followed, which allows the batsman to return after any wicket is down.
15. Substitute player
 - a. BOWLING FIRST
 - i. Substitute can be used for first 6 overs for the playing XI player. If the main player reports after 6 overs, then he is not entitled to bowl throughout the first innings. However, if he reports within the first 6 overs, he can bowl only after number of overs have spanned

equal to the number of overs he was out of field. (e.g. If the main player joins in 5th over, he will become eligible for bowling the 9th over)

b. **BATTING FIRST**

- i. Player if reports after 6 overs have been bowled then such player will not be able to bat but if he reports within first 6 overs then such player will be able to bat immediately after wicket goes down

16. If ground is not in playable condition e.g. Rain, Dust Storm, Very Bad pitch area then OC will take the decision and if game play doesn't happen in such case match will be draw with 1 point for each team. No rescheduling of matches in the league stage. During the knockout stage match will be rescheduled based on the ground availability & it can be during the morning time. It will be a fresh match starting with toss.
17. If match is abandoned due to lights then match will be rescheduled and this applies to league and knockout stage. It will be a fresh match starting with toss.
18. In case of a Tie game, points will be shared by the two teams in the league phase. In play offs the result will be decided by a super over. The super over rules will follow the international standard where the team that batted first during the match will bat second, a team can lose a maximum of 2 wickets and the bowling team will designate 1 bowler to bowl the super over. The team scoring more runs in the super over will win. If both the teams score same amount of runs in their super overs, the winner will be decided by a team hitting max number of 6's Super Over; if that again matches, winner will be decided by team hitting maximum no. of 4's in match. If none of the above decides the match, we shall be deciding the winner with toss.
19. The umpires will provide an oral or written report to the organizers on the team's behavior and any team which is reported for misconduct will be reviewed by organizing committee and can subject to actions per the Disciplinary Violation.
20. Only the captains have the right to speak with umpires in case of a doubt and discuss any on-field issues politely, however the umpires have the right to end the discussion at any point. No other player will be allowed to engage with the umpires. We will try to have one OC to be present for every match to handle on field disputes, if required.
21. It is the captains' responsibility to warrant fair play from their players. The umpires have the right to dismiss any unruly player(s) from a game and from this point; the team will NOT be able to field substitute players. Also the dismissed player(s) may be punished by the organizing committee and may lead to player's disqualification from the Tournament.

31. Any movable objects added during the course of the game must be removed before proceeding. If the object cannot be moved for some reason it is the responsibility of the captains and the umpires to point out the interruption and find out a way to circumvent the interruption. Any object that is identified as an interruption to the field would be considered as interruption from the next ball. Example: If a catch is taken because of a new object in the field which was not identified till the catch was taken by both the captains and the umpires, then the catch is valid only if the impact hasn't made significant change the natural fall direction. Umpires and Captains would have to work together to circumvent the object in the field before the next ball is bowled.

32. Bouncer: If the ball, after bouncing, crosses the batsman between his shoulder and his head, it's called a bouncer. If the ball bounces higher than the head, it is called a Wide Ball. If ball bounces higher than the head but batsmen somehow touches it then such ball will neither be No ball or wide ball (provided first warning is not already served in the same over otherwise it will be called No ball).

1st bouncer will be a warning from umpire and subsequent bouncers in the same over will be called No-ball. Entitles for a free hit.

33. Dead ball - A delivery could be declared dead by the umpire if the ball bounces more than once before reaching the batsman (not the wickets, as generally perceived). In case it is not clear how many bounces the ball took before reaching the batsman, it can be declared dead only if the ball did not rise above the ground at all.

34. No Ball:

i. Front Foot No Ball: If the bowler bowls without some part of the front foot (either grounded or raised) behind the popping crease. Entitles for a free hit. (In Free hit - The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no ball) is on strike. However if the wicket keeper is standing up at the stumps he is allowed to move back to a more traditional position for safety reasons).

ii. Side No Ball: If the bowler bowls with the back foot not wholly inside the side crease. Entitles for a free hit. (In Free hit - The fielding team is not allowed to change the field on the free hit ball, if the same batsman (who received the original no ball) is on strike. However if the wicket keeper is standing up at the stumps he is allowed to move back to a more traditional position for safety reasons).

iii. Waist High Full Toss: If a full toss ball reaches the batsman (in an erected position of the batsman) above his waist, it will be called a No Ball. - Entitles for a free hit.

35. Wide Ball:

a) Judging a Wide

i. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if,

according to the definition in below (ii), in his opinion the ball passes wide of the striker where he is and which also would have passed wide of him standing in a normal guard position.

- ii. The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

b) *Delivery not a Wide* : The umpire shall not adjudge a delivery as being a Wide,

if the striker, by moving, either (i) causes the ball to pass wide of him, as defined in a(ii) above or brings the ball sufficiently within his reach to be able to hit it by means of a normal cricket stroke.

c) *If the ball touches the striker's bat or body.*

36. Call and signal of Wide ball

a) *If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant of delivery, even though it cannot be called Wide until it passes the striker's wicket.*

b) *The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or body.*

c) *The umpire shall revoke the call of Wide ball if a delivery is called a No ball.*

37. *Ball not dead: The ball does not become dead on the call of Wide ball.*

38. Runs resulting from a Wide - how scored

a) *All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 penalty runs, all runs resulting from a Wide shall be debited against the bowler.*

39. Out from a Wide

a) *When Wide ball has been called, neither batsman shall be out under any of the Laws except Hit wicket, Obstructing the field, Run out or Stumped.*

40. *If a bowler deliver a no ball, Front Foot or Side No Ball, it costs 1 run and his next delivery is designated a "free-hit". In this circumstance the batsman can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball. There should not be any field changes for the same batsman on the Free-hit Ball else umpire can declare it as a No-Ball and the Free hit will be carried to the next ball. In case of batsman change the field changes can be done.*

41. *Bowler's Guard: According to Cricketing Law 24.1, the umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire **may** call and signal No ball. Bowler has to specify the side at the start each over. Alternatively, umpires can also ask the bowler of the guard if he misses to mention it explicitly.*
42. *Beamer - If a fast full toss ball is over the batsman's waist, it will be called a beamer. A bowler will be taken off attack and will not be allowed to bowl in the rest of the match if he bowls 2 such deliveries in the match. The umpire will decide if the waist high full toss is deemed a beamer or not. The general rule is if the delivery seems dangerous for the batsman, it should be called a beamer.*
43. *Wide ball - The judgment of wide-balls should be based on the position of the stumps (and not the batsman) at the point of the ball crossing the batsman.*
44. *Mankad Out: The bowler can run out the non-striker only before entering his delivery stride. As the bowler's back foot lands, the non-striker can move down the pitch without risk of run out. In the spirit of the game umpire may serve one warning or check with fielding umpire to confirm on bowler's appeal before giving mankad out to non-striker*
45. *Switch hit/Reverse sweep:*

After bowler has started running to bowl and if a batsman switches his side and plays shot with reverse side then batsmen's both sides will become offside and wide will be only given when ball is above or outside of wide line.

However, after bowler run up has begun and before the bowler's delivery stride - if the batsman comes back to his original stance then normal wide rules apply.

Field Restrictions

46. *During the first six overs, a maximum of two fielders can be outside the 30-yard circle, power play overs.*
47. *Not more than 2 fielders behind deep square-leg.*
48. *After the first six overs, a maximum of FIVE fielders can be outside the fielding circle.*
49. *If any of the above rules is violated, an umpire will call the delivery as No ball.*

Dress Code

50. *Dress code for the entire tournament:*
- a) *Jerseys will NOT be provided by the OC. It is up to the respective teams to arrange their own Jerseys (Not Mandatory).*
 - b) *Players with **Shorts/Half Pants/Bermuda's** will not be permitted to play a match.*
 - c) *Player(s) wearing anything other than sports shoe will not be allowed in the ground.*

d) *In all the aforesaid situations, there won't be any warning issued to the player rather the player in question will not be allowed to play the Game unless in proper sports attire.*

Violations

51. *Any violation on the field can be reported by any of the captains or the umpires assigned to the game. Such report should contain details about the violation.*
52. *The Final Decision lies with the Organizing committee in assessing any violation and making the decisions.*
53. *Any violation received by the organizing committee, OC will form a committee to look into the violation and take the decision in consultation with umpires and captains of both teams.*
54. *Any violations and penalty awarded has to be approved by 2/3 majority by the organizing committee.*

Disclaimers

55. *Any violations/incidents, pertaining to the Tennis Ball Cricket Tournaments, which have not been covered in this rules sheet, will be handled by the organizing committee on a case by case basis.*
56. *Organizing committee shall provide basic First Aid for minor injuries and shall not be responsible to any personal injuries to the players in and around the field. It is Captain's responsibility to ensure safety for his team.*
57. *The organizing committee reserves the right to refuse to hear any complaints/explanations/comments from an individual or a team if derogatory remarks have been made towards them.*
58. *Organizing committee's decision will be final in any disputes.*