



Tournament Rules and Regulations (2018)

1. Each game shall be played between two teams of eleven (11) players. A match consists of a maximum of 20 overs (six balls per over) bowled by each side. A team shall not be permitted to declare its innings closed.

First six overs are mandatory power play.

Maximum 2 players allowed outside inner circle.

2. The tournament may consist of three (3) stages Round Robin, Knockout & Finals.

3. In the event of tied scores in Group matches, Knockout rounds and Finals, each team has to ball a super over each. Subject to weather conditions, one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the referee. In normal circumstances it shall commence within 5 minutes after the conclusion of the match. Super over will take place on the same pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match referee. Prior to the commencement of super over, each team elects three batsmen and one bowler and nominated players are given in writing to match referee. For the super over rule, umpires select which end to bowl from and both teams use the end to bowl & bat their over (6 balls). And, each umpire shall stand at the same end at which they finished the match. No field restriction is in place during super over. that is, 5 fielders outside 30 yard circle can be set but at least 4 fielders have to be inside that same circle. no catching fielder is mandatory. Team batting second in the match will bat first in the one over eliminator. The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over. The loss of two wickets in the over ends the team's one over innings. In the event of the teams having the same score after super over (tied) has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the super over shall be the winner. If the number sixes hit by both teams is equal, the team whose batsmen score the most number fours in its two innings (main innings + super over) will be the match winner.

4. The maximum time allowed for the length of a match shall be 3.25 hours including 10mins innings break and 2 min Strategic Time-out.(30 mins grace time between matches for umpires)

Match toss at 8:45 am.

First innings starting time 9:00am----finishing time 10.30am.

Break 10.30am-10.45am.

Second innings 10.45am to 12.15pm.

Second match toss 12.45pm.

Second match first innings 1.00pm to 2.30pm.

2.30 to 2.45 break

2.45 to 4.15pm second innings.

5. Each team can play twelve (12) players during each match. However, only eleven (11) players are allowed on the field at any time. At the exchange of teams/toss of the coin, each captain must nominate their twelfth (12th) player. That player is allowed to bowl the maximum individual number of overs, field for the full duration of the innings and bat at any point. Bowlers/fielders can be substituted throughout the innings and be permitted to bowl immediately.

6. As the tournament progresses new players can be added to the squads by registering with 'Cricclubs', this should be done by Wednesday 8 pm for a player to be eligible to play for that weekend. If a player registers after the deadline he will not be eligible to play for that weekend but will be eligible from the successive weekend.

7. The teams cannot swap player with other teams or bring in new players to the team once the tournament commences. Also, a player must play a minimum of TWO group stage matches to be qualified for the knockout or Final.

8. Underarm bowling is prohibited.

9. There will be no continuation for the remaining batsman if Ten (10) wickets fall before twenty (20) overs are completed. The inning should be completed at the fall of the tenth wicket.

10. A “wide” shall count as one (1) extra run to the batting team and an extra ball shall be bowled. Over the head height will be called a “wide” and Leg-side wide rule will be applicable.

11. A “no-ball” shall count as one (1) Extra run to the batting team and an extra ball shall be bowled in accordance with free hit rules. A full delivery over the waist height, ball bouncing passes the batsmen above shoulder height (2nd Bounce) and front foot will be called a “no ball”. Any runs scored from a No-ball (off the bat, byes, or leg byes) will be credited in addition to the extras for the No-ball. If the ball pitches on grass and called a “No” ball then there will be no free hit.

12. A Substitute Fielder will be permitted If the fielder becomes ill or injured during the game, subject to the umpire’s approval, but he (substitute) will not be allowed to bowl or bat. The Substitute shall be a member of the fielding team and where possible will have already batted. The replacement must come from the nominated 15 players for that particular game.

13. The ball used in all matches will be cricket game balls. All balls used will be same for all the teams. Match balls will be provided by the Competition Co-ordinators.

14. All players are to wear proper runners. No spikes, No Thongs or barefoot permitted for safety reasons.

15. In each of the Round Robin games, the winning team shall get (4) Points and losing team shall get (0) Points. In the event of a Draw (Due to rain or emergency), teams shall get (2) point each. The top four teams on the Points Table at the completion of the Round Robin rounds will be qualifying for the Quarter Final/knockout stage.

- In the quarter final round the top four teams from each group shall play the top four teams of the other groups in reverse order as below

A1 vs B4, A2 vs B3, A3 vs B2, A4 vs B1

- Same Rules apply for the Semifinal round (1 Vs 4, 2 Vs 3). However, for Semifinal only Quarter Finals Net Run Rate will be considered. If the Quarter Final is abandoned or cancelled (Due to weather or emergency) the Semifinal will be played between A1 vs B2 & B1 vs A2.

16. Points will be rewarded to best three Individuals for their Batting, Bowling and All-Round performances in each of their Round Robin rounds, Knockout rounds and Finals.

17. Highest points earning Individuals will be nominated as the Best Batsmen, Best Bowler and Best All-rounder of the tournament.

18. One player from each team shall be nominated as a team Captain for the competition. Captain shall be responsible for nominating the eleven players for the competition, batting and bowling orders, for the conduct of the team and acting on behalf of the team in the event of any disputes.

19. Match fixtures (who-plays-who) shall be set, in advance, by the organizers on a random-pick basis and shall be communicated to respective team captains before the competition.

20. Game Coordinators will allocate Individual scores for each match. All score sheets and point allocations need to be fully completed, signed off by the captain of each team at the completion of each match.

21. All decisions by umpire on the field of play and the Competition Coordinators /Tournament management in all matters shall be final. Any player showing unreasonable dissent in the opinion of the umpires shall follow due warning or disqualification from further play in the competition.

22. Any subsequent appeal into the Match Referee's determination must be referred to the Competition Referee within an hour of the completion of the match.

23. The Competition Referee will consult playing rules and conditions, team captains, match Umpires in considering the matter. The Competition Referee's determination will be final.

24. All teams are to provide their own bats and other equipment.

25. Playing teams must be on the grounds on time. If not present:

- A match can be played with a minimum of 7 players on field, if not the batting team will be declared a win.
- Any team turning up late, umpire can deduct overs according to delayed time

26. Match stopped for any reason (natural causes like rain) may result in Duckworth-Lewis Method calculation for match outcome after 5 overs of second innings.

27. OBSTRUCTING THE FIELD:

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

28. Umpires have the rights to deduct the match duration in case of rain or emergency

29. If a team fails to turn up, the registration fee will NOT be refunded.

Additional Rules & Prizes

- Free hit for any kind of “NO” ball (Exclude the ball pitched on the Grass)
- 16 or 18 teams, 2 groups, 4 teams from each group will play Quarter finals
- No Reserve day for Group stage (1st round) or Quarter Finals
- There will be 1 reserve day for Semi Finals and 1 for Final
- 1 Bonus point will be given to the batting team if they win before the start of 16th over. Bowling team will get 1 Bonus point if they finish opponent's inning before the start of 16th over and win the game.
- Without playing at-least 2 first round match a player won't be eligible to participate in the knockouts or finals.
- Every team member must wear color Jersey. No Shorts, White color Pants, White Jersey or White long sleeve Skins/Sportswear are allowed (Umpire's Decision will be final)
- Only way of communication is via FB message or e-mail
- Every team must register their Team and players at <https://www.cricclubs.com/OriginCricketCup> by 12th of September. Without an account players won't be able to participate. Using someone else name or account may cause point deduction or disqualification from the competition.
- As the tournament progresses new players can be added to the squads by registering with 'Cricclubs', this should be done by Wednesday 8 pm for a player to be eligible to play for that weekend. If a player registers after the deadline he will not be eligible to play for that weekend but will be eligible from the successive weekend.
- Players must use their Full Name/Passport Name while registering
- Every Team must maintain manual scorebook (Management will provide)
- Leg Umpires for the group stage matches shall be provided by the batting team and will help the main umpire only with line calls and counting the number fielders inside/outside circle. The leg umpire will not make any height calls. In all cases the main umpire's decision is final and abiding.
- Leg Umpires for Knockout stages will be provided by organizers.
- Fair play Trophy will be given by the Management (Umpires will select one deserving Team)
- A Batsman with most number of Sixes will get \$100
- “Hit and Win” \$100 – A 6 must hit directly to the sign (No bounce is allowed)
- \$500 for “Plate Championship”. Teams ranked from 9th-12th will play knockout round among themselves to be the Plate Champion. Ranking will be determined by their total points after 1st round and NRR will be considered if two teams points are same .
- -1 point for misbehaving teams (Umpires will Decide if required)
- If any rule is not written here then we will follow <http://www.icc-cricket.com/cricket-rules-and-regulations> for Standard T20 rules
- Remaining balance must be paid by 15th of September or teams will be disqualified
- During a game any decisions made by the umpires will be final
- 5 runs will be added to the batting team if the ball hits water bottles, abandoned cap, clothing or helmet. Its fielding teams responsibly to keep the field free of water bottles or any other obstacles
- If a rule is not mentioned here or on <http://www.icc-cricket.com/cricket-rules-and-regulations> then Origin Cricket Cup Management's decision will be final.

I do hereby agree on behalf of myself and my team members to accept and play by the rules and to conduct ourselves as fair a decent sports for the duration of the tournament.

Captain's Signature: Date: