

Welcome Captains/Team Managers to ISGVF Cricket Tournament 2018.....!!

How it works

- ☒ A regular PENN / Equivalent tennis ball taped completely with a white 3M electric tape shall be used for all the games
- ☒ Total of 8 players shall be playing at any given time including the bowler and wicket keeper
- ☒ Up to 11 players can register for a team but the playing 8 for the game need to be announced before the start of that particular game
- ☒ An individual can register into max 2 teams, however, for any schedule clash / conflict, they will have to choose their team based on their and captain's discretion/agreement.
- ☒ This is a limited overs game. Maximum number of overs bowled will be 7 per side.
- ☒ One bowler can bowl maximum of two overs in the game
- ☒ Team will be considered out if team loses 7 wickets (no last-man batting).
- ☒ Any batsman can retire at any point of time during the innings, provided, it is at the end of over or loss of wicket.
- ☒ Substitute players (other than 8 playing) will not be allowed to bat or bowl during that match, however, the team can choose fielders / wicket keeper if they are short on fielders (max. 2 substitutes in a match).
- ☒ There will be league games, where the teams will be split into 5 groups or 6 groups (depending on 15 or 18 team participation)
- ☒ Neutral umpires will be provided through the teams who have least interest in the outcome of the game. The captains of the respective team will be responsible for providing the neutral umpires. The organizers will publish the UMPIRING duty as per the timeline mentioned above.
- ☒ Normal limited overs rules shall apply to declare the winner of the game.
- ☒ Umpires decision will be FINAL for any 'on the ground' issue. The umpire/captains may choose to call upon the organizers for any un-resolved issues. Organizers will have a final word for any conflicts / issues overall (on / off the ground).
- ☒ All the participants - players, vendors, sponsors, audience etc. are certifying they have adequate medical and any other applicable insurance to cover any kind of eventuality during such an event. It is mandatory for each player to sign Waiver form (link/document will be shared with the team contact person). The Captain of

the team will be responsible for submitting the same before the team plays their 1st game on the day of the tournament. To avoid any last minute rush, please ensure that the signed hard copies of the same is “ready” ahead of the tournament day. Any delays in game start due to this will invoke the penalty clauses as laid out in this document (TIMING section).

☒ In case the event is rained out or had to be canceled due to any unavoidable circumstances on Sep 23rd, we will publish one rain or make-up day at a later date (to be announced). We request everyone to make arrangements to come and play on the alternate day, there will not be any requests entertained to further change the date. If the event can't be conducted even on that day due to unavoidable circumstances, the teams shall be returned 80% of the registration fees.

Rules of the game

☒ If it has not been exclusively mentioned, normal cricket rules shall apply

☒ Please refer to the “Field” section to understand the field dimensions and layout

☒ Overthrows are allowed

☒ No byes, no leg byes, no LBWs

☒ No Run outs or overthrows are applicable for situations where runs are not allowed / permitted (e.g. byes, leg byes).

☒ No ball rules: No ball shall be granted in the following cases:

- Overstepping the popping crease
- Side stepping the return crease
- Bowling guard has not been given
- Direct above the waist (it should be clearly above the waist) with batsman in his batting crease
- Above the shoulder after it pitches with batsman in his batting crease
- If it bounces more than twice before reaching the batsman/popping crease.

☒ A run will be granted for each no ball. Any other runs scored off the no ball shall also be added to the score.

☒ There will be no “FREE HIT”

☒ If the ball crosses the batsman wide of the wide ball line (will be marked), a wide ball shall be granted and along with it 1 run and an extra ball.

- ☒ No under-arm bowling is allowed.
- ☒ Any ‘after the fact’ decision reversal on a ‘NO-BALL call’ will be considered as a normal ball except that the batsman will not be given catch-out if applicable. If there are too many reversals, the umpire may need to be replaced on organizers discretion
- ☒ There are no fielding restrictions throughout the game except that All fielders have to be standing within ALL boundaries (ONEs, TWOs and FOUR) at the time of the delivery.
- ☒ It is mandatory to have a wicket-keeper for the entire bowling span.
- ☒ Replacement Ball (Lost Ball / Damaged Ball) – The umpire will try to replace the ball with a similar ‘worn-out’ ball. On occasions, this could require rubbing the ball against the ground / surface or using a ball from previous matches as required, in agreement with the captains.
- ☒ Runs awarded for ball crossing/touching the boundary:
 - ☒ ONEs Boundary – 1 run declared if the ball touches / crosses over the fence, no run outs, no overthrows, batsman switch with runner for batting. If the fielder touches the fence while fielding (with ball in his hands), it's still considered as a valid fielding, no ‘declared’ runs.
 - ☒ TWOs Boundary
 - Catch is considered as valid outside the ‘TWO’s boundary.
 - No runs ‘declared’, max 2 runs can be taken if the ball crosses the ‘TWOs boundary’. AFTER completing 2 runs (running) on a shot, there will be no runs / runouts / overthrows considered.
 - If a ball crosses the TWOs boundary before crossing the FOURs boundary, the TWOs boundary rules will be applicable.
 - ☒ FOURs boundary shall follow standard cricket run scoring rules (including SIXES).

Timing

- ☒ Game timings are going to be very very strict. There are penalties in case the games are delayed due to any team(s) absence
- ☒ The games must start within 5 minutes of the scheduled time. Post that team(s) responsible for delay in start of the game will start losing 1 over for every 5-minute delay in game (0-5 mins – no penalty, 6-10 mins – 1 over penalty, 11 – 15 mins – 2 over penalty etc.)

- E.g. Team A is ready at 7 AM game start, but Team B is not there by 7:15, Team B will get only 5 overs of batting. If both teams are not available to start till 7:15, the whole game will be shortened to 5 overs a side. Minimum 4 overs a side will be required to play to count as a valid GAME (basically, if a team is late by more than 20 minutes, it will be considered as a WALK-OVER for the other team, assuming that the other team is on time).

- ☒ We can't stress enough the importance of on time start and finish of the game. We are trying to finish 25 games in 1 day and it is running simultaneously on 2 fields.

- ☒ Team Captains must be at their assigned grounds 10 minutes before the scheduled start of their game and report to Field Marshall / Organizer to go through the initial game instructions / toss.

FIELD

- ☒ A baseball diamond shall be used.

- ☒ Batting will be done on one side only.

- ☒ Batting side wickets shall be put near the "home plate"

- ☒ Bowling side wickets shall be put 21 yards from the batting side wicket and will lie somewhere between pitcher's mound and the second base

- ☒ Fence at the back and sides will be considered as "ONEs" boundary

- ☒ Extending from fence on the side going all the way to the "FOURs" boundary will be considered as "TWOs" boundary

- ☒ The "FOURs" boundary will be drawn 66 yards from the batting wickets and extend on both on and off sides till the respective "TWOs" boundary

- ☒ Please see below for the full field overlay

- ☒ A wide ball line shall be drawn about 1 bat away from the middle wicket on the batting side.

- ☒ Flags and markers will mark the respective boundaries, crease and wide markers.

Games / Points

- ☒ Total number of groups in the tournament will be five (15 teams overall) or six (18 teams overall).

- ☒ There will be 3 teams/group, each team will play the other to find out the top first team in each group.

② All the top teams in their respective group and 2 (or 3) more teams with the best competitive average across ALL the groups totaling 8 teams shall move to quarter final round.

② 4 knockout games will be played in quarter final, where 4 winning teams will move to semi final

② 1 final will be played to determine the winner and runners up of the tournament

② For each WIN – 2 points, LOSS – 0 points and TIE – 1 point will be awarded in league rounds.

② In knockout rounds, “Super-Over” will be played with ALL rules same. One side can lose maximum 3 wickets in super over. The side scoring more runs will win the super over. In case of a tie in super over, TOSS will be done to decide the winner.

② To decide the TOP team within a group, the below hierarchy will be followed:

a. Points within the group

b. NRR within the group

c. # of wickets within the group

② To decide the remaining teams (two or three), the following approach will be followed:

a. Points across ALL the groups

b. NRR across ALL the groups

c. # of wickets

② To decide the overall ranking of 1-8 teams, the following approach will be followed:

a. Points across selected teams

b. NRR across selected teams

c. # of wickets

Quarterfinals (Subject to Change depending on total teams)

Rank 1 vs Rank 8 (QF1)

Rank 2 vs Rank 7 (QF2)

Rank 3 vs Rank 6 (QF3)

Rank 4 vs Rank 5 (QF4)

Semifinals

Winner (QF1) vs Winner (QF4) – SF1

Winner (QF2) vs Winner (QF3) – SF2

Finals

Winner (SF1) vs Winner (SF2)

VENUE

☒ Primary venue for all the games will be:

MILL ROAD PARK

1400 MILL ROAD, MALVERN, PA 19355

☐ Games will be played simultaneously on 2 baseball fields.

☒ The fields will be named as Field 1 and Field 2

SCORING

☒ Scoring sheet will be provided or Cricclubs App can be used for scoring.

☒ Each team is responsible for keeping the scores and then reporting it back to the field marshal/organizers

☒ Both the teams should tally the score at the end of each over along with the umpire