

ARIES SILVER JUBILEE CORPORATE CRICKET T20 LEAGUE

Rules & Regulations

- The Tournament will be played on a League + Knockout basis. All matches will be played on Turf wickets and Grassy grounds with white balls and will be of T20 Format. However, the tournament committee reserves the right to shift the venue or revise the format under unavoidable circumstances.
- The Venue of the Tournament will be JMR Sporting, Sharjah and will be conducted from 1st October to 23rd October 2022. In the event of any forbidden circumstance including rain, were play cannot be conducted, the matches will be pushed to subsequent Saturdays and Sundays.
- Quality Team Dug outs with washroom facilities will be provided at Facility.
- Qualified Health Care Professionals & First Aid Team will be available to treat any injuries sustained while playing as well as for Medical Support.
- 8 Players from the Playing XI should be the Employees of the respective Organization / Group of Companies having Visa mentioning the same. Every team will be required to furnish the names, passport with visa pages & emirates ID copy of the players representing them in the format during the time of registration.
- Every Team has a right to introduce maximum 3 Guest Players of any level in the Playing XI.

Guidelines for Guest Players:

- Guest Players shall be of any level or nationality.
- Guest Players should represent only one Team in the Tournament.
- Guest Player names should be included in the initial list submitted to the Organizer.
- Guest players have to produce relevant visa documents.
- The Acceptance and Entry Forms must be sent from participating Company's official email address. The Tournament committee have the right to request for additional ID proofs if the submitted ID proof being found suspicious.
- Each Team should nominate a minimum of 15 and maximum of 20 players (including Guest Players) who would represent their Company in the particular Tournament. For every match played in the tournament, the team of 11 must be selected from this list.
- The Substitute Player should belong to the requesting Team's 20 members list. Substitutes are only allowed for a genuine reason after consulting with the umpire, if a fieldsman leaves the field and if he is absent for 8 minutes or longer, he shall not be permitted to bat or bowl for the duration absent there of considering the genuine reason for leaving the field. Substitute is not allowed for a player who is not present in the ground.

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- Corporate T20 matches will be played as per the weekly schedule / fixture (Saturday & Sunday) given to the teams in advance by Organizing Committee.
- All Players should only wear respective uniforms, which will be provided by committee. Besides, it would be compulsory for all the players to appear fully kitted with right protective equipment. This is mandatory to avoid the risk of injuries and any Players not doing so will not be allowed to participate in the match.
- The teams must report to the Ground at least 30 minutes before the Scheduled start of the match. If a team fails to report even after 15 minutes of the scheduled time, the opponents will be given a walk-over. By the term 'reporting,' it is intended that the captain should hand over the list of players, be ready for the toss, and should be ready to take the field as and when the umpires want them to.
- If one team is ready and the other team is not ready to take the field at the scheduled start of play, the overs of the team not ready will be reduced at the rate of full 4 minutes per over. The team which is ready will get their full quota of overs. If both teams report late at the venue, then the umpire might call off the match or deduct overs of the match.
- The tournament committee reserves the right to reduce the overs if, in its opinion, there is no sufficient time to complete the overs. If there is any interruption before the scheduled start, or during the match, the overs shall be reduced at 4 minutes per over.
- No bowler will be allowed to bowl more than 1/5th of the total overs in an innings. The balls to be used will be the ones provided by the Tournament Committee (White Ball). Teams will be allowed to choose from a box of new balls provided by the Tournament Committee, but teams cannot use any other balls apart from those provided by the organizers. Change of ball during play will be at the sole discretion of the umpires.
- Teams should use colored batting pads.
- No spiked footwear shall be permitted while batting.
- Each Team will get 90 minutes to complete their allotted 20 overs including 10 minutes drinks break after 10 overs. 15 minutes break would be allowed between changes of innings. Failure to bowl 20 overs will result in reduction of overs or penalty runs whichever is applicable.

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- Repeated beamer in an innings will lead to the bowler being taken off and cannot bowl for the remainder of the match. No bouncers are allowed and the first bouncer will be declared as No-ball and the 2nd bouncer in the same over will lead to the discontinuation of bowler.

- A runner for a batsman when batting is not permitted.

- The Umpires shall have the discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.

- No Player can play for more than one team in the Tournament which will lead to disqualification of Team.

- All scoring would be done in the CricHeroes App & Electronic Score board will be available. The Official match scorer's notations will be considered final.

- All matches will be covered by Pitch vision & the video footage will provide after the matches.

- Qualified and Professional panel Umpires will be posted for this tournament. Teams are expected to respect the Umpire's decision always. Improper behavior, profane language, or any abusive instances against the umpires/ players will not be accepted.

- The Tournament committee reserves the right to frame / change / modify any of the rules at any stage of the competition if found necessary.

- Except for the rules specified above, " ICC - The Laws of Cricket - 2000 code" shall apply to all other incidents during the matches.

- Procedure for One-Over Super Over.
 - a). The Team batting second in the match will bat first in the One-Over Super Over.
 - b). New Balls will be used for One-Over Super Over.
 - c). The loss of two wickets in the over ends the team's one-over innings.
 - d). In the event of teams having the same score after the One-Over Super Over, the team whose batsmen hit the most number of boundaries (Both 4 & 6) combined from its two innings of main match and the subsequent One-Over Super Over shall be the winner.

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- 2 Points will be allowed for a win and in case of a tie in Points, Net Run Rate will be considered and if the stale mate continues with 2 teams, the team who won the in-between league match will Qualify. Further if required, the team with most number of Boundaries (4 & 6) will be considered for next round.
- Last date of Admission to Tournament will 30th August 2022.
- Fixture will be announced 2 weeks before the Tournament.
- Tournament Meeting of Team Captains / Nominees will be called for, 1 week before the start date and Jerseys will be provided.

I hereby read and agree to abide the rules and regulations governing to this event and accept to participate in good spirits upholding the gentlemen ship of Cricket.

Team Name :

Signature of Captain :

