

# ANDHERI KVO PRIMIER LEAGUE

## TOURNAMENT RULES

- 10 players are allowed for Bating and 9 players for fielding during the match for each team.
- There will be no last man.
- Tournament will be played in league and knock out format. All team will be divided in 2 groups and play 3 league matches each. Top two teams from each group will play semi final. A1 vs B2, A2 vs B1
- There will be 8 overs per innings.
- 2 points will be awarded to winning team.
- In case of tie, super over will be played. If that also ties, both team will get One point each in league only. In Semi final and Final number of sixes will be considered and if that is also same number of fours will be considered & if that also ties then the winner will be decided by the spin of coin. If points are same after league, we will select from top scoring team total of 3 matches.
- Wicketkeeper can be changed anytime during the game from within the playing 9 players, but umpire should be informed or else it will consider as no ball.
- 30 run capping for each batsman he can come again after all players of his team get out.
- Team should change 1 player in every match from the substitutes.
- **Power Ball**
  - Every 3<sup>rd</sup> Ball for each over will be Power Ball.
  - Runs scored will be doubled whereas wicket will lead to 5 runs being deducted from the score.

- Runs for batsman in power over will be calculated normally. ( bonus runs will be added as extras to team total not in a batsman total)

**Fielding guidelines :-** following is the field restriction:

- One wicketkeeper
- One bowler
- Two fielders before the bowling crease
- Two fielders between the bowling crease and the marking line pole from the boundary
- Three fielders between the marking line and the boundary line.
- If the player touches the back net while holding the ball, then it will consider to have touched/crossed the boundary. In that case it will be a four or six depending upon how the ball has travelled to him.

#### ▪ **BATTING GUIDELINES**

- LBW is not out. Hence there will be no leg byes as well. Hence no run out for leg bye.
- To consider a shot to be a sixer the ball must hit the net on the opposite side of the turf. If the ball touches the sides of the net and then hits the opposite net, then it will be a four.
- Byes are allowed (running between the wickets is required)
- Overthrow is allowed
- At any given time a batsman cannot retire.( unless he has crossed 30 runs) Except any serious injury and in that case he will be counted as out.
- 1 run will be given in case of ball goes outside the ground without touching any fielder whereas 2 runs increase have touched by any fielder.
- Batsman will have to take runs when the ball is within the playing area by running between the wickets.

- If Ball goes out above net direct it will consider as out.
- **Bowling guidelines :-**
  - MIMUMUM 6 BOWLERS SHOULD BE USED DURING ALL MATCHES 2+2+1+1+1+1
  - Only underarm bowling is allowed.
  - While bowling, the wrist need to be below the waist.
  - Side arm or “Chakri” bowling will be called as no ball
  - Bowler has to bowl from within the given box.
  - If bowler touches any portion of the box whilst bowling, it will be treated as no ball.
  - If the ball pitches on or before the centre line, it will be treated as no ball.
  - If the ball is bowl directly above batsman’s waist it will be treated as no ball.
  - If the ball bounces twice before reaching the popping crease i.e. the front line where the batsman stands - it will be called as a no-ball and will result in to a free hit.
  - There will be free hit for any no ball. In case of free hit or no ball Batsman can be out only by run out.
  - There is no speed limit during bowling.
- All players in the team should wear identical/ uniform team clothes and
- All players should wear sports shoes (without metal spikes) in the playing area.
- **Committee reserve all rights to change, alter and modify any decision with regards any point during the tournament without any prior notification.**
- **In case of any doubt or query only captain should come and talk to umpire or organizers**

# DISCIPLINARY POINTS

- Please ensure that your entire team is ready at least 10 minutes before the match. We will not make continuous announcements. Delay in reporting for match on time will be subject to strict disciplinary actions.
- Sport shoes & Track Pant is compulsory, shorts not allowed.
- Any misbehavior verbal or physical, use of foul language, arguing aggressively with player or umpire or officials, on and off the match in the tournament vicinity is not tolerable and will be subject to strict disciplinary actions.
- Physical aggression of any sort on or off the field is absolutely unacceptable and will be subject to strict disciplinary action.
- The umpire's decision will be final and binding to all. Don't forget umpires are human beings and are subject to human errors and mistakes.
- Please don't request for any changes in format or schedule or longer breaks.
- No preference for turfs will be given to any teams. They must play on the turf designated to their respective match.
- Any complaints or objections should be raised fairly without unwanted aggression. Only captain has the authority to make the objection.
- Use the changing rooms & toilets appropriately.
- Please don't litter the premises with paper or plastic.
- Smoking, consumption of alcohol, paan, paan masala,

tobacco, chewing gum etc. for all the players. is not allowed in the ground premises.

- **Please cheer all the teams.** Be till the end you are integral part of this tournament, so we want you to be till the end. Whether you win or lose.

## **SAFETY AND SECURITY ISSUES**

- Please don't wear any ornaments, jewellery, accessories. Gold, plastic, wood or metal.
- Please cut your nails.