



Shadow Club 2022 Cricket Tournament

Venue :-
**Shivlalpur Dallu Cricket
Ground**

Matches Starts From :- **May 2022**

• **Opening Match :- 28th May 2022**



Team Entry Fees:- ₹ 4100

- ₹ 2500 will be submitted from Entry Fees before one week of Tournament for Registration.
- ₹ 1600 on First Match of Teams before starting of Inning.

Winner Prize:- ₹51,000

Runner-up Prize:- ₹31,000

Man Of The Match:- Prize

Player Of The Tournament:- Prize

Best Catch Of The Tournament:- Prize

**Best Wicket-Keeper Of The Tournament :-
Prize**



Organizing Committee:-

The Organizing committee will be comprised of the following people: **Shubham Sirohi (Cheenu), Pritam (Pittu Bhai), Ankit Negi, Daan Singh, Sandeep (Monu), Sanjay, Harsh Salaria (Honey), Pankaj and Paritosh (Golu).**

Shadow Club is organizing the tournament with individuals listed below represent the extension of the Organizing Committee for this tournament:-

Shubham Sirohi (Cheenu) :- +91721734005

Pritam (Pittu Bhai) :- +916395276779

Ankit Negi :- +919557208218

Dan Singh

Paritosh (Golu)



Jersey & Uniform:-

1. Jersey and shoes will mandatory for all Teams. Each player playing in the game **MUST** wear Jersey and Shoes.
2. Umpires Jersey will also mandatory. (Organizing Committee will providing **Umpires Jersey**).

Protective Gear:-

- The wicketkeeper is the only member of the “fielding” side permitted to wear protective gloves.
- Both batsmen are allowed to wear gloves while batting.

Insurance:-

- Shadow Club or members of the organizing committee will not be held liable for any accidents or injuries that a player may suffer while traveling.
- Medical Kit will be provided to players on the ground, while playing, or even simply spectating a game.



TOURNAMENT RULES

General Rules:

1. A player who has played in one team is not allowed to play in another team.
2. This tournament would be played with Nivia Tennis Ball.
3. Each innings would start with a new ball.
 - a. In case a ball is being lost or broken before two over's of an innings, then new ball would be issued.
 - b. If lost after two overs of an innings, old ball [used] would be issued.
4. Knockout Matches would be of 15 overs & Semi-Final and Final will be of 20 overs a side.
5. Power Play:
 - Knockout Matches: First 5 overs are mandatory powerplay.
 - Only 3 players can field outside the 30 yard circle during powerplay over's.
 - During the non powerplay overs minimum of 4 fielders should be present within the 30



6. Innings/Match Duration:

- Knockout matches - Each innings must be completed in 50 minutes and innings break is 10 minutes. Total match duration is 120 Minutes.
- Semi- Final & Final matches - Each innings must be completed in 70 minutes and innings break is 10 minutes. Total match duration is 150 minutes.

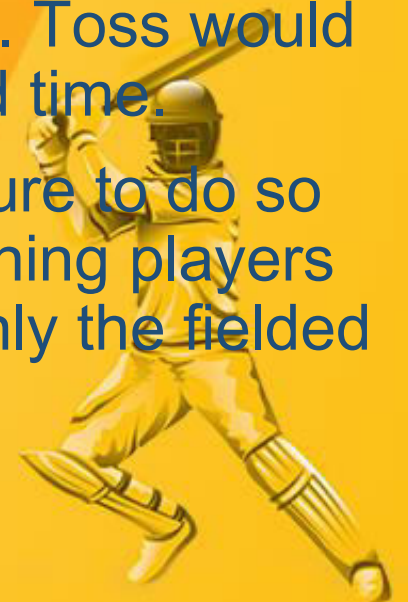
7. Team composition and Reporting time:

- If any player who did not play in earlier matches from any other team and not in the list of 15 players, could be included in the team if he is from same department as and when required with the consent of Organizing committee.
- Team should report 30 minutes prior to the scheduled match start time. Toss would be held 10 minutes before the start of the scheduled time.

8. Minimum of 7 players are required from a team to start the match. Failure to do so would yield a walkover to the opposition team. Remaining players must arrive within 5 overs. In case of a failure only the fielded 7 would be allowed to bat.

9. In case of delay in start of the match due to late arrival of teams.

- Delay upto 15 minutes, 1 over will be reduced per side.



10. Delay beyond 30 minutes, match will be awarded to the opposition team.
11. On-field umpire's decision would be the final one.
12. It is captain's responsibility to uphold spirit of the game by his team.
13. Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
14. If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament.
15. If any team misbehaves or abuses the umpires inside the field or out side the field during the match, the team will be disqualified from the tournament.
19. In knockout matches if a tie happens Super over would be held.

Rules for super over

- The team batting second in the match will bat first in the Super Over.
- 3 Batsmen from each team can bat and 1 bowler from each team will bowl.
- Entire fielding unit is allowed to field.
- In case super over is tied, below rules are applicable,
 - Highest Number of 6's (main + super over)– 1st priority.
 - Highest Number of 4's (main + super over) – 2nd priority.
 - Least Number of wickets fallen (main + super over) – 3rd Priority.Above priority order only for main match will be followed.



21. If a match is stopped due to rain, then match would be started where it was stopped.

22. Any requests for change of match timings will not be entertained.

23. In matters of doubt not covered by the tournament rules, the decision of the tournament committee will be final and binding upon all concerned as per the standard rules.

24. Dead Ball[During the course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.

25. Tournament will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & batsman will change end.

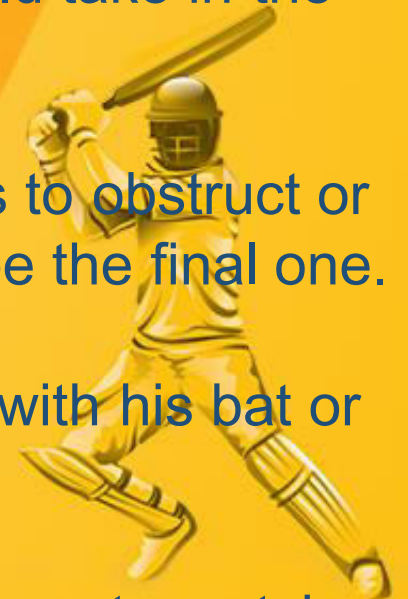


Batsman Rules:

1. LBW are not applicable for this tournament.
2. Batsman can be ruled out in any form for leg byes and run would be counted.
3. All “no-balls” (As per ICC rules: front foot, side-line, above the waist, Fielding restriction etc) result in a free hit in the next delivery, where field can be changed only if the batsman has crossed over or no ball is due to Field restriction.
4. A runner can be used only when a player gets injured during the innings or during fielding. A runner cannot be used for a player who is injured before the start of the match/tired during the match. The runner can be used only with the discretion of the umpires depending on the reason/cause and consent from the opposition captain.
5. Initial 11 only can bat during the match, irrespective of the substitutes we could take in the match.
6. All the other ICC cricket rules are applicable as it is.
7. **Obstructing the field**: If either batsman can be given out if he willfully attempts to obstruct or distract the fielding side by word or action. On-field umpire’s decision would be the final one.

Batsman could be declared out,

- a. When a batsman thinks that he is going to be run out and he blocks the ball with his bat or changes his line intentionally when running between wickets to block the ball.
- b. The striker is out should willful obstruction or distraction by either batsman prevent a catch



Bowling Rules:

1. Over's Regulations are as follows :- **15 Over's Match :- 4 – 4 – 4 – 3 (Max over's by a bowler).**
2. One bouncer is allowed per over, provided the ball passes between the shoulder and the head, However, ball passing over the head will be declared as a wide.
3. If the first bouncer is above head height and batsman gets out or scores runs, then it's considered as first bouncer and its considered as a legal delivery. Also batsman would be declared out or scored runs would be counted respectively.
4. Free hit is allowed for all No balls (all foot no-balls, above waist no-balls, no balls due to fielding restriction or some other reason).
5. **Foot no –ball can be called on following conditions :**
 - a. If the bowler bowls without some part of the front foot either grounded [first grounding point] or in the air behind the popping crease.
 - b. If the bowler back foot touches or crosses the return crease.
6. **No-ball could also be called,**
 - a. If the bowler bowls more than one bouncer per over
 - b. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease.
 - c. In case if a bowler chucks during his action of bowling.

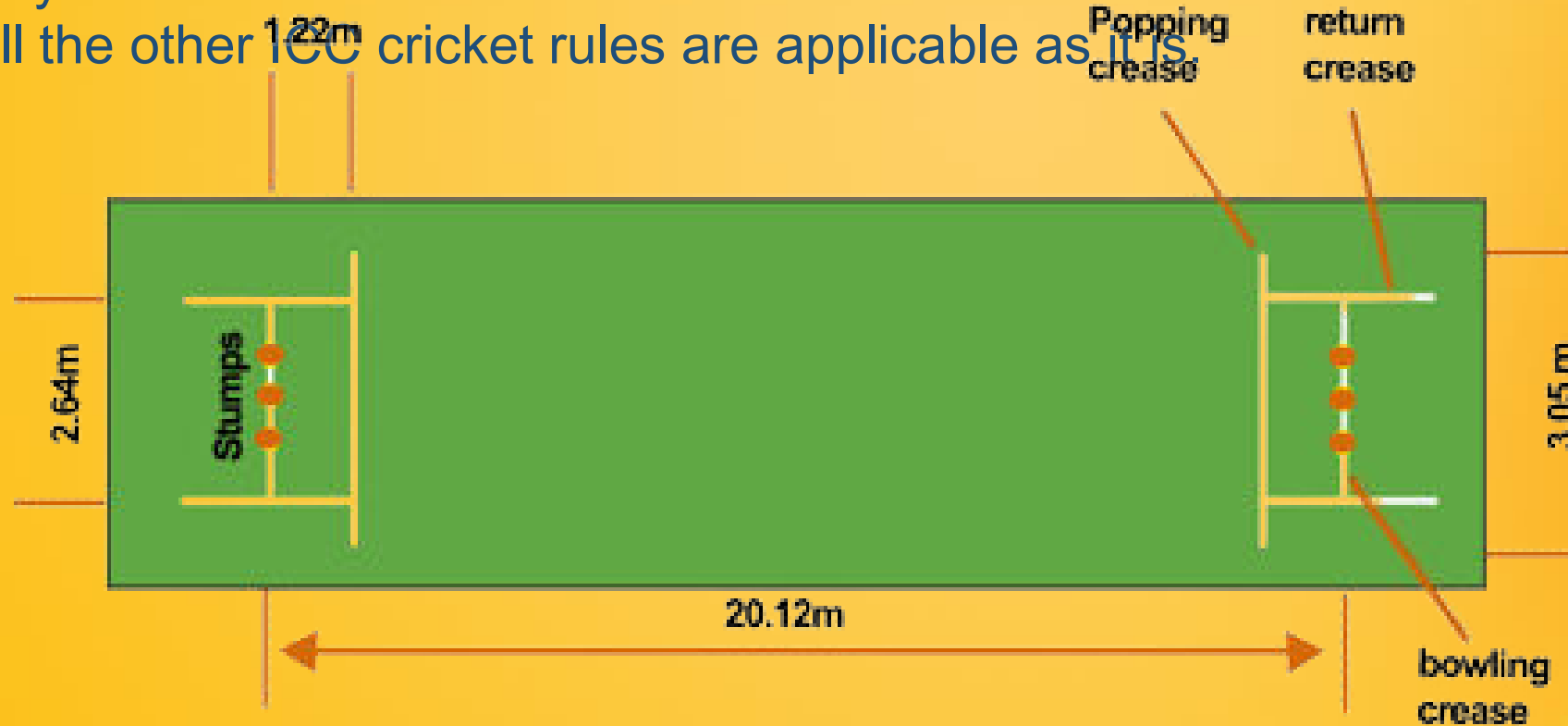


7. Chucking is strictly not allowed and if batsman at strikers or non-strikers end appeals against the action it's left to the umpires on field and organizing committee to analyze the action and if they find a problem they could warn the bowler. If the bowler continues with the same action umpires could call a no-ball.

8. Wicket keeper if wants to bowl, he could bowl but before that it's his/captain's responsibility to inform the umpire about the change of wicket keeper.

9. This needs to be ensured by fielding captain & in case missed out umpire could call the delivery as no-ball.

10. All the other ICC cricket rules are applicable as it is.



11. Length of the Pitch: Pitch length would be of 21 yards

12. Judging a Wide:- If the Bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.

The Umpire shall not adjudge a ball as being a wide if:

- a. The Striker, by moving from his guard position, causes the ball to pass out of his reach provided ball is within the identified wide line.
- b. The Striker moves and thus brings the ball within his reach.
- c. If the Striker switches the Batting Guard before ball is delivered and ball is within the identified wide line considering both the sides of wicket as Off side.

Fielding Rules:

1. Maximum of 5 fielders are only allowed in on – side field at any stage of the game.

[Including bowler if
bowler bowls around the wicket]

2. If batsman during the course of backing up leaves the popping crease before the ball is delivered, he could be

Run-out by bowler. Giving a warning is left to the fielding captain and bowler.

3. During the course of bowling action, fielders other than wicket-keeper are allowed to move



4. During the course of bowling action, fielders including wicketkeeper are not allowed to make any noise which distract the batsman. Umpire can call it as No ball, If the fielders are making such noise.
5. The umpires shall have discretion to allow, for wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time.
6. If the player is absent from the field for longer than 2 over, the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least the number of overs for which he was absent.
7. If the player is absent from the field for longer than 2 over, the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that amount of overs for which he has been absent or, if earlier, when his side has lost five wickets.
8. The above two restriction (5 & 6) shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the Match and consequently been forced to leave the field. Nor shall it apply if the player has Been absent for very exceptional and wholly acceptable reasons (other than injury or illness). This exception will be decided by on field umpires and organizing committee....

