

10TH CHAIRMAN'S CUP CRICKET 2014

RULES & REGULATIONS

1.0 TOURNAMENT FORMAT

1.1 FORMAT :

The tournament format for 10th Chairman's Cup is provided in **Attachment 1**.

1.2 Players' outfit:

All teams will ensure that their players wear standard team kit. Kit will not be provided by the organizers. Teams without standard kit, including substitute fielders, will not be allowed to play. No difference between the kits of different players will be allowed.

1.3 Selection of players:

The rules for composition of the teams are as follows:

- 1.3.1 Each team with nominated captain will comprise of 18 players.
- 1.3.2 All players should be directly employed by the participating Company.
- 1.3.3 Player qualification will be as detailed in the **Attachment-1**.
- 1.3.4 Players of affiliated companies will not be allowed to play for a company team.
- 1.3.5 If it is proven at any stage that non-company associated players has participated in any match, the violating team would invite disciplinary action as decided by the Organizing Committee.
- 1.3.6 A player mis-representing as another player would also invite disciplinary action on the team.
- 1.3.7 It is the Captain's responsibility to ensure that only the named player takes part in the match.
- 1.3.8 The Committee at its discretion would require all teams to present the ID cards of the "playing twelve" of both teams to the match officials in any or all matches, before the commencement of the game.
- 1.3.9 If an ID review causes a disqualification of a player he shall be removed from the playing 12 before the start of the game and replaced with another player. If the disqualification is established after the start of the game, the player will be removed from the playing 12 and a replacement will not be allowed.

1.4 League matches:

All the teams MUST play all their scheduled league matches, whether or not they stand a chance of qualifying for the next round, so as not to deprive other teams of improving their run-rate to qualify or the other players of improving their overall best performance. Any evidence of match-fixing will result in both the teams being debarred from any further participation in the tournament.

1.5 Match Re-schedule

After the "Tournament schedule" is published it shall be the responsibility of the team requiring "schedule change" to obtain agreement from the other three teams affected by the change.

2.0 TOURNAMENT PLAYING RULES

2.1 Reporting time:

All teams should report at the grounds at least 15 minutes prior to the scheduled match time. It is the responsibility of the captains to ensure prompt reporting of his team at the ground. Captains should sign in match sheet available with scorers to mark their reporting time.

2.2 Late Reporting Penalty:

Teams reporting late after scheduled start time shall invite penalty as follows :

- a) 15 minutes delay – No penalty
- b) For further delay – Reduced batting of 1 over per 5 minutes or part thereof.

Before the start of the match the Umpires shall inform both the captains of the penalty of number overs as applicable to the specific team.

(Note : For calculation of NRR the reduced overs shall have no impact.

2.3 Playing Team Announcement:

The playing 12 shall comprise twelve (12) players.

Before the toss is made both the captains shall be required to declare the team of 12 and provide the list to the scorers.

2.4 Minimum players:

A minimum of eight (8) players from each side should be present prior to the start of each scheduled match. If any team fails to have the minimum required players then, after a grace period of fifteen (15) minutes from the scheduled time of the match, a walkover will be given and two points will be awarded to the opposite team during the league stage.

2.5 Playing end & delays:

All matches will be played from both the end of the wickets. Officiating umpires and the captains of the teams will ensure that no delays are caused to the start of the match and during the match.

2.6 Playing Equipment :

2.6.1 Stumps :

Normal stumps (with bails) will be used if available. Alternatively, Spring loaded stumps with bails will be used. Umpires have discretion not to use bails if the conditions are windy. If the spring loaded stumps are not available, the umpires may decide to use the steel wickets. The complete WICKET will be considered "STUMPS" for the purpose of all decisions.

2.6.2 Bats :

Only Type A bats shall be used.

2.6.3 **Wicket Keeping Gloves :**

Use of gloves for wicket keeping will be allowed. It will be the responsibility of the individual team to arrange for the required gloves

2.7 Power Play

The following power play regulations will apply:

2.7.1 Power Play - Overs:

15 Over Matches – First THREE (3) Overs will be applicable consecutively.

20 Over Matches – The power play will be for first FIVE (5) overs and will be applicable consecutively.

2.7.2 Power Play- Demarcation:

A Circle will be marked on the ground to define the Power Play field restriction demarcations.

2.7.3 Power Play – Fielding Restrictions:

Not more than THREE (3) fielders will be stationed outside the circle

Normal Play – Fielding Restrictions:

A minimum of FIVE (5) fielders shall have to be stationed inside the circle.

2.7.4 Team playing with less than 12 members:

The mandatory requirement for number of fielders as in 2.7.3 and 2.7.4 above will apply irrespective of the total number of players.

2.7.5 During Power/ Normal Play – Fielding Restrictions Judgment:

The judgment whether a fielder is inside or outside the circle would be made dependant on position of fielder at the moment of delivery. If the fielder does not meet the requirement of a legal delivery, (as per power play conditions), the umpire shall call “NO BALL”. Both the Umpires have jurisdiction to call NO BALL for this violation.

2.7.6 Power Play – Truncated Match:

2.7.7.1 If the innings of both teams are reduced then the number of overs for POWER PLAY will apply as follows :

- ▶ 19, 18, 17 Over Match – 5 Overs
- ▶ 16, 15, 14 Over Match – 4 Overs
- ▶ 13, 12, 11 Over Match – 3 Overs
- ▶ 10, 9, 8 Over Match – 2 Overs

2.7.7.2 If one team has already batted then for the team batting second the same number of power play overs will be applicable as availed by the team batting first.

2.7.7 Definition of Fielder:

The Bowler and Wicket Keeper are NOT counted as fielders for the purpose of the above conditions.

2.7.8 Other Field Restrictions:

Requirements of Clause No.2.09 and 2.10 – (Not more than 6 fielders in any half of field, or 3 fielders behind on leg side behind popping crease) will continue to apply.

2.7.9 Signaling :

The start of the power play shall be signaled by the umpire by forming a circle with his hand.

2.8 Fielding Restrictions:

Power Play Overs: Not more than 3 fielders shall be outside the circle.

Normal Overs (non-power play) : A minimum of 5 fielders shall always be inside the circle.

2.9 Bowling:

A bowler can bowl maximum 3 overs in a league match (15 over games) and 4 overs in the 20 over games. Bowlers are allowed a run up of maximum 7 steps, which will be marked by the organizers. Starting **beyond** the marked line will be called No-Ball by the umpires.

2.10 Underarm bowling :

Underarm bowling is not allowed. If ball is bowled under-arm it will be called "No Ball".

2.11 "No Ball": A ball will be declared a "No Ball" in any of the following cases:

2.11.1 Ball pitching short and going above normal shoulder height of a batsman in full stance position.

2.11.2 Bowler bowling from beyond the marked line – popping crease (bowling crease) – front foot rule.

2.11.3 Bowler bowling from beyond the marked side line or cutting the side line – return crease on the delivery stride - back foot rule.

2.11.4 Beamer bowled at a batsman's body above waist height in full stance position.

2.11.5 Violation of fielding restrictions as per Clause 2.8 above.

2.11.6 A Bowler bowling with a suspect action. This shall be governed by the following criteria :

- a) The "No Ball" call shall be made by the on-field umpires. The umpire shall however inform the bowler and captain when such a call is made.
- b) The umpires are not required to give any advance warning to the bowler.
- c) If a bowler is repeatedly called (consecutively or a number of times in the same over), the fielding captain shall have the option to replace the bowler.
- d) When a bowler is replaced for reasons of 2.11.5 c) above, the over,

incomplete or otherwise, shall be counted as a regular over for the new bowler against his quota of overs.

- e) All bowlers who are called for suspect action and their Captains shall respect the Umpires' verdict.
- f) A fielding captain may lodge a petition for review of the bowler's action (for future matches) to the Tournament Committee.
- g) The review decision on **"bowling action"** by the Tournament committee shall have no bearing on the result of the specific match.
- h) The review decision on **"bowling action"** by the Tournament committee shall have no bearing on the on-filed umpires to call a bowler for suspect action in any future matches.

2.11.7 Underarm bowling.

2.11.8 Bowler starting run-up from beyond the marked line

2.11.9 A ball bouncing more than twice before reaching the popping crease.

2.11.10 Having more than 6 fielders on off-side or on-side.

2.11.11 Having more than 3 fielders on leg side behind the popping crease.

2.11.12 Bowler attempting to run-out the non-striker (Clause 2.14 below)

2.12 **"Wide Ball":**

2.11.1 Any ball bowled out of the batsman's reach will be declared "Wide Ball". All runs off a wide ball will be recorded as wides.

2.11.2 The stance of the batsman at the moment the bowler starts his run-up will decide the on-side and off-side for the batsman.

2.11.3 The line marking on the pitch for wide balls is only a guideline and it is umpire's decision to call a ball wide if he considers it beyond reach.

2.13 **Declaration of "No Ball" or "Wide Ball" :**

A No-ball decision will overrule a wide ball decision on the same delivery.

2.14 **Run out – non striker:**

The bowler can attempt to "run out" the batsman at the bowling end (non striker) if he is trying to steal a run. Advance warning to the batsman is not required. The batsman is free to leave the crease after the **front foot** of the bowler lands on the **delivery stride**. **The Run-out attempt BALL shall be declared "No-Ball" irrespective of whether there was a successful run-out or not. If no run-out resulted from the attempt, runs can be scored as in a normal no-ball and they will be to the no-ball account.**

2.15 **Leg Before Wicket (LBW) :**

There will be no **"leg before wicket"**.

2.16 **Reversal of Umpiring Decisions:**

Umpires decision shall be final and not questionable. However, the fielding captain at his own discretion may recall a batsman who has been declared out

and inform the umpires accordingly. However, the recall can only be affected before the next ball is bowled.

2.17 **Bowler / fielder un-sighting the umpire:**

In the instance of the bowler un-sighting the umpire during his follow-through, the umpire shall warn the bowler during first instance and the captain at the second instance. Whenever unsighted by bowler or fielder the umpire shall be fully within his rights to give the benefit of doubt to the batsman.

2.18 **Use of Runner by Batsman:**

Use of runner is not permitted.

2.19 **Use of Substitutes for Fielding:**

A team shall be allowed to use substitutes only from the listed 23 players submitted as required by **Attachment 1**

Substitutes will be allowed for a maximum of two overs unless there is external injury to the player.

If a player leaves the field, he cannot bowl after returning until he has been on the field for an equivalent number of complete overs.

If a player left the field towards the end of an innings, then he cannot bat until an equivalent number of overs have elapsed.

2.20 **Team Representative with Scorers:**

Captains shall ensure the presence of a team representative with the "scorers" to identify the players on the field. Captains are responsible to sign the score sheet at the completion of an innings. If a score sheet is not signed, the organizing committee will not entertain any complaints related to the scores as recorded.

2.21 **Change of Batsman's stance during an innings :**

A batsman may be permitted to change his stance during the course of an innings after informing the umpires and the fielding team captain. However such change can be made only once during an innings at any time during the play after which the batsman will continue playing in the changed stance.

2.22 **Wide Ball when batsman changes stance after bowler commences run-up:**

The off-side/leg-side applicable for calling wides will be based on the stance of the batsman when the bowler commences his run-up.

2.23 **Change of Bowling Arm by bowler:**

A bowler may be permitted to change to bowling arm (RH to LH or vice versa) during the course of an innings after informing the umpires and the batsmen. However, such change can be made only once during an innings at any time during the play, after which the bowler will continue bowling with the changed bowling arm.

2.24 Inclement Weather - minimum overs:

In the event of inclement weather, the minimum overs to be played by each team will be as follows:

- ▶ League Stage – Minimum 8 Overs
- ▶ Knockout Stage – Minimum 10 Overs

When it is not possible to play the minimum overs as defined above, the match will be considered as "Washed Out" and one point will be awarded to each team, in the league stage. In the knock-out stage (finals) the match will be re-scheduled. If there is a second instance of "wash-out" of the same fixture, the committee may decide to force a decision on the basis of "toss of coin".

2.25 Inclement Weather - reduction in overs:

In the event the match gets delayed due to inclement weather, one over will be reduced for every five minutes' delay. The team batting second will play the same number of overs they had bowled.

2.26 Inclement Weather - overs not completed:

In the event of stipulated overs not being completed due to bad weather, the team which has scored the maximum runs in the first 10 overs will be declared the winner.

2.27 Tied Match:

League stages of Tournament: Tied matches shall result in shared points.

Knock-out Stages of tournament: In case of a tied match, the elimination over (super over) rule will apply. The conditions for this are as follows:

- 6 legitimate deliveries to be bowled
- Maximum 3 batsmen will be allowed to bat.
- If two batsmen get out, the innings is completed at that point.
- The winner will be the team scoring most runs in the over
- The batsmen & bowler to be nominated by both teams before start of the super over play.
- In case of a tie in Super Over, total number of boundaries scored in each team's innings will decide the winner.

(For Detailed rules ICC T20 playing conditions apply)

2.28 Reduced Playing Time / Shortened play:

In the case of time constraint due to unforeseen / uncontrolled delays, a match may be shortened by the Tournament Organising Committee at the very start by reducing the number of overs to be played. However, a minimum of 8 overs should be played **for 15 over matches** and 10 overs **for 20 over matches**. If this is not possible the committee would decide as follows:

- ▶ League Stage – Award 1 point each to each team
- ▶ Knockout Stage – Reschedule match or decide by "Toss of coin".

2.29 Light Failure During Night Matches:

In case of partial / complete light failure during night matches, play will be stopped and an effort will be made to restart lights. If this is not possible within a reasonable amount of time, match will be **abandoned**. Ball will be declared "dead ball".

3.0 CODE OF CONDUCT

3.1 Awareness of Tournament & Playing Rules:

The team Management and Team Captains are required to be fully aware of this section of the rules. The Umpires and match referees will be fully within their rights to enforce discipline both "on and off" the field. Unparliamentary language will not be tolerated. The team captain must ensure that all his players are aware of the provision of this section and the rules of the tournament and shall ensure proper conduct of his players.

3.2 Atmosphere of game:

All matches should be played in a festive atmosphere. Captains will ensure that matches are not disturbed or disrupted at anytime due to non-agreement of umpiring decisions etc.

3.3 Umpiring Decisions:

Players will accept the umpires' decisions honorably, which shall be final. If any player misbehaves during the match or afterwards, with the umpires, organizers, or any player, then disciplinary action will be taken against the concerned as defined in Section 3.8 below.

3.4 Players entering playing field during match:

Team captains (fielding and batting side) must strictly ensure that none of his players enter the field during the match except **when requested after obtaining the umpire's consent**. Violation of this rule will lead to an appropriate action to be taken by the Tournament Organizing Committee as defined in Section 3.8 below.

3.5 Repeated Appealing by fielding team:

Instance of repeated appealing will result in disciplinary action as defined in Section 3.8 below.

3.6 Aggressive appealing by fielding team:

Appealing to the Leg umpire for reversal of a decision already made by Main umpire (under whose jurisdiction the decision falls) or vice versa is construed as unwanted appealing. Disciplinary action will apply as in Section 3.8 below.

3.7 Fielding more than 12 players:

The fielding team will be **penalized** 5 Runs for each over (or part thereof)

bowled till the infringement has been noted.

3.8 Penalties for disciplinary actions:

Penalties will apply as follows:

3.8.1 First instance – Verbal warning

3.8.2 Second instance – Warning to Captain

3.8.3 Third instance – Debar player from any further part in the match or next match.

3.8.4 Serious instance – Captain debarred from match or next match.

3.8.5 Very Serious instance – Team debarred from tournament

Note: No replacement / substitute will be allowed for Section 3.8.3 and 3.8.4 above.

3.9 Reporting in Newspapers:

The Tournament Committee reserves the sole right to report tournament results and all related advertising in the newspapers in Qatar. No team shall advertise or make any report about this tournament in the newspapers of Qatar without prior approval of the Tournament Committee. Violation of this will result in debarring the team from the tournament or future tournaments. A report will be made to the respective Management of QP or associated companies.

3.10 Rules applicable for the tournament:

Unless otherwise stated above and for any requirements not covered above, **ICC International Rules** will be applicable. In case of any conflict, the decision of the Tournament Committee shall final and binding.

4.0 INDIVIDUAL PRIZES AND POINTS

4.1 Man of the Match

Any player, who obtains the best overall performance in a match, will normally be named the **'Man of the Match'**. This may not necessarily have to be from the winning team. In case of a tie, preference will be given to player from the winning team. The technical committee reserves the right to name the alternate player whose contribution was crucial to the match.

One player will be eligible to receive only one “man of the match” prize throughout the league stages of the tournament (preliminary & super league).. **The technical committee will name the eligible “man-of-match” player for each game and also the Best Players as required by 4.3 below.**

4.2 Points Award System

Points will be awarded according to the following table to establish individual prizes in the tournament:

- | | |
|-----------------------------|-------------|
| ▶ Each wicket taken | - 10 points |
| ▶ Each catch taken | - 05 points |
| ▶ Each Run out – direct hit | - 05 points |
| ▶ Each stumping | - 05 points |

- ▶ Each caught & bowled - 15 points
- ▶ **Winning Team Bonus** - 05 points

4.3 Prizes

The following prizes will be awarded for the team and individual prizes:

- ▶ Winner trophy and Individual prizes (18 nos.)
- ▶ Runner-up trophy and Individual prizes (18 nos.)
- ▶ Man of the Match for each match
- ▶ Best Bowler of the Tournament
- ▶ Best Batsman of the Tournament
- ▶ Best All Rounder of The tournament
- ▶ Best Fielder of the Tournament
- ▶ SPIRIT OF THE GAME award – to team showing best sportsmanship

*_*_*_*_*_*_*

10TH CHAIRMAN'S CUP CRICKET 2014

ATTACHMENT - 1

TOURNAMENT FORMAT

1. Specific Rules :

- The tournament will be played between up to **24 teams**.
- The tournament will commence on **Friday, 7th February 2014 at 07:00 AM** as per the scheduled draw.
- All teams will be seeded based on last year's performance in this tournament.
- Each player shall have been in the employment of the participating company for a minimum of 3 months as on the date of Tournament start date of **7th February 2014**.
- Minimum age limit to participate in the tournament is 25 years. All players shall have completed 25 years as on **7th February 2014** i.e. the date of birth shall be **14-Feb-1989** or earlier.
- Proof of date of birth, age and employment date shall be submitted with the initial list of players. Players Company ID copy and Qatar RP copy should be provided to the tournament committee along with the application.
- List of 18 names shall be submitted before **2nd February 2014**.
- Additional FIVE (5) Reserve players will be permitted per team to cater for shift duties and such eventualities. These 5 names shall be submitted before **7th February 2014**. No changes of players will be permitted after this date.

2. Tournament Format:

- The Tournament format will be in 4 stages as follows :

- **Preliminary League**

8 Groups of 3 teams - Each team play a match with each team of same group.

- **Super League**

2 Top Teams from each group of Preliminary League qualify for Super League. Super League has 4 Groups of 4 teams each.

- **Qualifier League**

Top 2 Teams from each group of Super League qualify to 2 groups for Qualifier League Stage

- **Playoffs (Eliminator / Qualifier system)**

2 Winners and 2 Runner Ups from Qualifier Stage go to PLAYOFF stage.

Play OFF-1: - Both Winners play each other and WINNER goes to Finals

Play OFF-2: - Both Runner Ups play each other and LOSER exits tournament.

Play OFF-3: - Loser of Playoff-1 and Winner of Play off-2 play each other. LOSER exits tournament.

- **FINALS**

Winners of Playoff-1 & Playoff-3 compete in the FINALS.

- All matches in **Preliminary League** will be of 15 overs per side and matches from Super League onwards will be 20 overs.

- c. The tournament will be played with MRI balls.
- d. Points Scoring for Matches will be as follows:
 - Preliminary league stage & Super League Stage - points scoring will be as follows:
 - i. Winner – 2 Points (League Stage)
 - ii. Loser – 0 Point (League Stage)
 - iii. Tied Match League stages – 1 point each
 - iv. Undecided – 1 point each (See detailed rules for applicability)
 - v. Group Standings Based on points
 - vi. Group Standings – if equal points then winner of the league match between the two teams in contention will be rated higher. If still the group standings are undecided, then “NET RUN-RATE” will decide the standings of the group. NRR will be applied only for the matches of the specific league stage.

D
u
k
h
a
n

C
r
i
c
k
e
t

A
s
s
o
c
i
a
t
i
o
n