



Support A Student, Save A Family!

EducateAKid Charity Cricket 2019

Tournament Information & Rulebook

The EducateAKid team welcomes you all to the 4th edition of our charity fundraising cricket tournament. Several teams registered this year have been supporting this cause for the past 3 years. EducateAKid team thanks all of you from the bottom of our hearts.

We recommend all the Umpires and Captains to keep a copy of this rulebook during the match. We request captains to nominate two volunteers to help with umpiring should the need arises. Please distribute this document to the nominated umpires as well as all other players.

About EducateAKid	
EducateAKid	EducateAKid provide scholarship assistance to underprivilege college students in India. This charity has no administration costs. 100% of the net proceeds from our fundraising events, including this one, will go towards to the scholarship grants.
Impact	In 2018, EAK awarded scholarships to more than 150+ students. We expect this fundraiser to help support 10-12 college students.

Important Information	
Dates	May 11, 12 and 18th 2019
Location	Pantera Park 738 Pantera Dr, Diamond Bar, CA 91765
Time	9 AM to 9 PM (some matches will be played under lights)
Deadline for Team Roaster Submission	May 10th 3PM



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General Rules and Regulations

Organizers are responsible for formulating all the rules, adding and changing those concerning specific circumstances and/or issues if deemed necessary to maintain the integrity of the tournament.

During and after the match, we request each team to pick up their trash and should leave the ground clean. Please use the park facilities appropriately without causing any damages. There will always be security patrol in the park. Consumption of alcohol on the field or premises including parking lots and the area surrounding the fields is strictly prohibited and all the park rules will apply while playing. Please be mindful about the surroundings if you are smoking. Smoking on the field is strictly prohibited. We expect strong cooperation from each team to finish the matches on time as scheduled.

Team Roster

Teams can play with a roster of maximum 22 players in each team. Players must be at least 15 years old. If needed, organizers will check the validity of any player. All players in the roster must be already registered first at CricClubs.com and should have signed the waiver form to play in the match. **Captains, please check the 11 registered players before the start of your match.** In any circumstances, if it comes to know that the player was NOT registered or registered but played for another team in this tournament, that team will be disqualified immediately from the tournament.

Note: Team Roster will be locked on Friday May 10th 3PM.

Player Behavior / Code of Conduct

We request all players to be respectful of other players, volunteers, umpires and the audience. Please understand that the organizing team and volunteers umpires are unbiased towards any team and are doing their best to conduct the tournament fairly.

We are likely to have some audience involving families and children. The goal of this specific event is to have fun and do something good to the community at the same time.

If there are any umpiring issues, just be calm, polite and talk with respect to resolve issues quickly. Captains shall not allow any other players to argue. Umpires may be allowed to talk



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to any players involved in the issues. For any severe violation of conduct, the team(s) may be penalized by the organizers.

Please refrain from using foul language and avoid discriminatory comments against any individual. If you notice such behavior from players, please let the umpires / organizers know. Organizing team reserves the right to expel players for violation of code of conduct. We request all captains to communicate this information to all players.

Tournament Format

16 teams will be split into 4 different groups such that a group contains 4 teams. Within the qualifier matches.

1. Group Qualifiers



- If any team within the group wins 2 matches will qualify to QF
- If any team within the group loses 2 matches will be eliminated
- If a team within the group loses its first match, will get a chance to play the second match and if they win, they will get a chance again to play the third match to decide the qualifier.
- If a team within the group wins its first match, will get a chance to play the second match and if they lose, they will get a chance again to play the third match to decide the qualifier

Please follow the above flow chart for the qualification process in Group matches.



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Please note that the same format was used in SoCal Knights tournament and Kerala Flood Relief Tournaments conducted in 2018. Courtesy to SoCal Knights and Senthil from CSK for sharing this idea to the cricket community.

2. Quarterfinals (4 matches)

Two toppers from each group will qualify to play for QF.

QF1: G1 (1st) vs G2 (2nd)

QF2: G3 (1st) vs G4 (2nd)

QF3: G1(2nd) vs G2 (1st)

QF4: G3 (2nd) vs G4 (1st)

3. Semifinals

SF1: Winner of QF1 vs Winner of QF2

SF2: Winner of QF3 vs Winner of QF4

4. 3rd Place

SF1 (losing team) vs SF2 (losing team)

- This will be a single over match (super over) match

5. Final

SF1(Winner) vs SF2(Winner)

Points Calculations

- The winning team will get 2 points and losing team will get 0 points
- Since the format determines the number of wins (2) in the qualification round, Net-Run-Rate may not come into the equation.
- If there is a tie in in any match, the game will be decided based on super over. If the there is a tie in the super over, then the team which lost less wickets (combined from the original game and super over) will win. If it is still equal, then the most number of boundaries (starting with 6 first and then 4) will be counted. In super over, maximum allowed outs will be 2.

Qualifying Rounds, Semifinal and Final Matches

- All matches will be of 12 overs.



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- Two bowlers can bowl a maximum of 3 overs per match.
- Each team shall finish bowling within 45 minutes in all matches
- No last man batting is allowed. This holds true even if the team has less than 11 players.
- A match can be started with a minimum of 7 players. However, a player must join the team before the completion of 5 overs otherwise he cannot bat or bowl. He can join the team immediately and no need to wait outside as a penalty for coming late.
- The toss shall be conducted no later than 5 minutes before the match start time if both teams are present on the ground. The toss-winning captain MUST let the opposing captain and umpire know of his team's decision within 3 minutes to avoid any delay.
- At the time of toss, captains can review each other's line up and physical presence.

Completion of Overs and Slow Over Rate

- Under normal circumstances, timely start and without rain delays and interruptions, all teams must bowl their allotted overs in the scheduled time as follows:
 - Team bowling first must finish the allotted 12 overs in 45 minutes.
 - Umpires and Captains have the authority to stop or continue play if an appeal is made for bad light or rain by the batting side. Umpire can direct the match to continue beyond the scheduled end time to have a valid result of the match.
 - Umpire's decision is final. If there is any dispute that umpires cannot resolve, the organizers will make the decision after hearing from umpires and both the team captains.

Substitute players, Runners and Retiring

- A team can have maximum of one substitute player per match if approved by the umpires and an approval from opposition captain is NOT required.
- A substitute player can only field. He can neither bowl nor bat or be allowed to act as a captain or a wicket-keeper. A substitute player must have been registered at CricClubs.com
- A rested player from the fielding side can bowl/keep only after he is in the field for overs when he was off the field in that match.
- Umpires reserve the right to disallow substitute fielders for late arriving players of the fielding side. A player from the fielding side will be allowed to play only if he reports before the start of the 6th over of the innings.
- A batsman may retire at any time during his innings. To avoid any confusion, the batsman who retired without any injury will be considered Retired-OUT and cannot come back to



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bat again. The umpires and opponent captain need to be informed of the reason for a batsman retiring.

- We normally want to discourage players retiring on their own without obvious injury. Unless it is a genuine injury, a player can retire only after facing at least 6 legal deliveries. Also, two players cannot retire at the same time. This means, after one player retires, the second player can retire only after facing at least 6 legal balls. Example: Players A and B have played 9 overs and player A retires at the end of 9 overs. Player B can retire only after facing 6 legal balls from there onwards.
- If a batsman retires because of illness, injury or any other unavoidable cause while playing, he is entitled to resume his innings after umpires review the case. If for any reason he does not resume his batting, his innings is to be recorded as "Retired - Not Out". However, his runs will be added to his total runs scored in that tournament.
- Wicket keeper can bowl any time
- No by-runner allowed in any situation of the match
- To avoid delay, no switching of batsman is allowed when the runs are declared.

Playing Surfaces & Markers

- We advise the teams to be present at the grounds 15 minutes before start time to have their input on setting of the field and boundaries.
- There is no inner circle and therefore no batting or bowling power play
- In case of natural obstructions or the shape restrictions of the field, a DECLARED boundary, 1D, 2D should be discussed and agreed by both the captains and umpires before start of the match. **Umpires decision is FINAL** If for obvious reason that the umpires are not following the rules then the captain(s) can complain to the organizers immediately.
- Wooden Spring stumps with bails must be used for the stumps

Field Setup and Pitch Length

- The pitch length would be 65 Feet Stumps to Stumps.
- If needed, the pitch length may be verified quickly by captains and umpire BEFORE the start of the match and cannot be modified once the play has started.
- The boundary limit is approximately 55 yards/165 Feet (some times restricted by the shape of the field). The boundaries are measured from the center of the pitch. On sides where, full-length boundary cannot be setup, declared boundary can be used as per the



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organizers direction. Umpires have to follow the dimensions specified for the grounds by organizers.

- Wide markers would be set up 36 inches (3ft) from the middle stump.
- NOTE: Side crease (known as return crease) on the bowling side for side step no ball should be measured 4ft and 4 inches from the middle stump such that the total distance between the two side creases is 8ft and 8 inches.

Approved Equipment

- All teams will be required to use cricket equipment deemed legal as per the ICC regulations. Umpires and organizers will question and remove any improper equipment used in the match.
- Each team must bring at least one stump base so that you have two team bases to start the match.
- Organizers will provide approved yellow NIVIA 3812 (not ARCL) heavy tennis ball which must be used during official matches. Each innings should be started with a new ball. No exceptions.
- Helmets and batting gloves may be allowed while batting. Any catch from the gloves will be declared out.
- No run is counted if the ball touches only the helmet and not the bat

Fair and Unfair play

- The umpire(s) may intervene at any time and it is the responsibility of the captain(s) to act where required. Umpires must intervene for:
- Deliberate wasting of time by either team
- Damaging the pitch by either team
- Dangerous or unfair bowling by either team
- Tampering with the ball by either team
- Any other action that the umpire(s) may consider to be unfair
- Please do not use offensive or abusive or profanity languages
- All of the above may result in penalty in the form of suspending a player or a team from the tournament or extra runs to the opponent or over reduction to the team that is causing the above.

Outfits



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- We recommend wearing appropriate cricket clothing during the matches. Also, bring sweaters or jackets as the weather in Diamond Bar can be very windy and cold during this season.
- **Sleeveless** shirts will NOT be allowed to maintain the decency of the game
- Also, please avoid shorts as it may not look professional and is injury prone. If you still want to play with the shorts, you are OK to do so.
- All players must wear sports shoes all the time during the matches.
- No metal spike shoes are allowed
- No sandals or office shoes allowed as they are injury prone and hence causes delay as well
- Any offensive display of any community or people will be strictly disallowed and may lead to expulsion from the match and from the tournament.
- Kudos in advance to all the teams in jersey though it is not mandatory

Wide Ball Rule

- Any ball outside the wide marker (3ft from middle stump) will be a wide. It doesn't matter where the batsman is at that time.
- Hit-Wicket, Stumping and Runout are considered OUT in wide ball and an extra run will be added to the batting side score.
- After first bounce if the ball goes above the head of the batsman standing upright on the crease, then the umpire may call it a wide. Obviously, ball should not touch any part of batsman. Once a wide is declared, any subsequent bouncer over the shoulder in THAT over will be declared NO-BALL
- Any ball over the head and if the batsman touches with the bat then it will be declared a legal ball and if caught then the batsman will be out (unless it is a no-ball bouncer – see below for no ball rules)

No-Ball Rule

- The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease
- The bowlers back foot must land within and not touching the return crease (side crease). Only the back leg should be considered for a no ball for return crease (side lines).

- Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker and can be called as a No Ball.
- One bouncer over the shoulder is allowed per over. Any bouncers over the shoulder after One warning will be declared no-ball (no ball bouncer)
- If a batsman touches any ball over the head with the bat, it will not be declared a No-Ball (unless it is a no-ball bouncer). If the batsman is caught in this circumstance, obviously, the batsman will be given out. Umpire will warn the bowler in this case as the ball went over the shoulder.
- If, in the opinion of either umpire, the ball has been thrown (chucked), he shall signal No ball immediately without any warning. The bowler can be removed by umpire after informing the captain if there is more than one throw or chucking by the bowler. The suspended bowler thus taken off shall not bowl again in that innings.
- **There should not be more than 5 fielders on the leg side of the field of the batsman at any point of time. No limit on number of fielders on the off-side of the batsman. Wicket keeper and Bowler are not counted as fielders.** Umpire can call No-Ball without giving any warning if more than 5 fielders are there on the leg side.
- There is no inner circle and therefore no batting or bowling power play
- When a bowler touches the stumps (even if bails do not fall) while the ball is delivered then it will be called No-Ball even if the ball was delivered within the crease.
- **Free hit:** Only No-ball due to overstepping will result in free hit. Any other no-ball including side step violation will NOT be a free hit. During free-hit, fielding position cannot be changed unless the batsman crossed over. Runout and stumping are allowed in free hit. If the next ball is again a no-ball or a wide then the free hit continues. Please note that even though as of July 2015, ICC rules say that all no-balls result in free-hit, we restrict to the rule of free hits only to overstepping no-ball to avoid time delay and any issues.
- Hitting the ball twice in a no-ball will be Out as well





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Dead Ball Rule

- If a ball bounces more than once before the stumps on the batting side then the ball should be called a Dead ball by the umpire
- Any kind of batsman's dismissal, scoring rule is invalid with Dead Ball.
- No runout on the dead ball.
- It is unfair if the wicket-keeper standing back makes a movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicket- keeper, either umpire shall call and signal Dead ball and remove the wicket keeper after one warning.

LBW Rule

- No LBW
- No run out on LBW

Note: If the ball bowled touches any part of the body and hits the stumps then it is OUT. Of course, at least a bail has to come off from the stumps.

Bye Rule

Byes are allowed and all regular rules on byes including over-throws will be applied as per ICC rules.

Run Out Rule

Regular run out rules apply. If any of the stumps are put down on the ground, then the entire springs stump pack has to be brought to upright position before run out is made or the entire stumps to be carried by hand with ball in the hand

Mankading - means, bowler attempting to run out the non-striker before entering the delivery stride. The umpire should then warn the non-striker once. Also the bowler should NOT have completed his bowling action in order to make an attempt for Mankading. If the non-striker continues to run after ONE warning and the bowler runs him out then the non-striker can be declared out Mankading if umpire thinks he was out of his crease.

Boundary Fielding



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In case of any potential or real dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman in this case.

Disputes

- If any team is not at all satisfied with the umpiring, consult with organizers immediately
- In case of disputes, captains need to discuss with umpires first. The issue may be escalated to the organizing team as necessary by the umpire. Umpires and organizing team will not be engaging with individual players. They will work with the captains on the field to resolve issues amicably.
- If one of the team captains disagrees with the Umpire's decision and refuses to play, then the match shall be awarded to the opponent team after a careful review done by the organizers.

Awards and Trophies

1. Man, of the Match trophy for ALL matches
2. Best Batsman
3. Best Bowler
4. Runner Up Trophy
5. Championship Trophy

Disclaimer

Organizers reserve the right to modify, add or delete any of the rules and rules addendum at its own discretion. Changes to the rules will be communicated to the teams via email/WhatsApp updates or in- person during the matches.