

NTCL Power 10 Cricket Tournament (2021)

We strongly recommend that all captains, vice-captains, scorers and umpires read this document closely.

1. For organizing, management and logistical reasons, the playing teams must arrive on the ground at least 30 minutes before the scheduled start of their matches so that if the previous game finishes early the next game can begin immediately to save time for the remainder of the games.
2. Every participating team should make sure necessary safety precautions are taken to ensure player safety (ex: protective equipment, medical kit). Individual safety of the players is not organizer's responsibility.
3. A heavy tennis ball (Nivea Green) will be used. Mat shall be laid, and games are played in Baseball fields under lights (6-10 pm max) and teams playing should take care of installing mat and putting cones inner circle and boundary.
4. If the ball gets lost/torn/wet or any unplayable condition AFTER end of 3 overs, the replacement ball shall be another USED ball.
5. Based upon the baseball field location we will have some specific scoring rules for situations like ball going into dug-out, crosses infield and goes out of ground. Such rules will be explained to captains at the start of the game.
6. Uniforms are not mandatory, but it will be good to have.
7. Each team must have a minimum of playing 09 and a maximum of 20 in the squad.
8. Players registered with a team for POWER10 cannot change a team once the tournament begins and a player has played a game.
9. A minimum of 6 players are required from both teams to start the game.
10. During the league phase, team Captains can make changes to their roster of 20 by logging in to <https://cricclubs.com/PowerCricketTournament/> on or before Friday of every week. Rosters will be automatically locked every Friday at 11:59 p.m.
11. Players not listed in their current team rosters before deadline every Friday are ineligible to participate in league games that weekend.
12. Teams playing with players not registered on cricclubs.com roster will be penalized by the on field main umpire by not allowing the unregistered player to participate in that game. It is the responsibility of the playing team Captains to verify playing 09 before toss. Once the Captains sign off on the playing 09, there will be no change to the result of the game once play begins.
13. Teams not showing up for their league and playoff games with a minimum of 6 players will forfeit their game and 2 points will be awarded to opposing teams.
14. Teams will be penalized \$100 for every forfeited game in the season. They will be eligible to register their team for a new season only after clearing any pending forfeit dues from the past seasons.
15. League or playoff games if forfeited by any one of the teams at any point of the game will be constituted as a game. Team that forfeits the game will lose the game. Run

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rate will be calculated by Cricclubs based on the final scores registered by both teams. There will be no changes made to the run rate by the organizers irrespective of when the game is stopped.

16. If a team decides to forfeit the game for any other reason other than short of players, the organizing committee shall have the right to NOT let the team participate in any of current or future Power tournaments conducted by the same organizing group.
17. Once the knockout stage begins, rosters are locked, and it cannot be changed.
18. To be eligible to play in the playoffs (QF, SF and Finals) a player must play at least one league game.
19. Rain affected league games will be considered as an eligible game if the players' names are listed in the playing nine. Washed out games are not considered as an eligible game.
20. **Main umpire for the games will be a neutral umpire who is not part of the two playing teams. Teams playing at 6 PM will have umpires from teams playing at 7:30 PM and Teams playing at 7:30 PM will have umpires from previous game at 6PM. If the games happen to be on adjacent fields at same time, teams playing at field 1 will umpire at field 2 and vice versa. This will be decided when the organizers schedule the event and the event of teams not showing up for umpiring will lose 1 point from points table.**
21. Batting team will provide the leg umpire for the duration of their batting innings. Leg umpire shall provide feedback to main umpire only when specifically asked by main umpire. Leg umpire encouraging / discussing with striker and non-striker will be given 1st official warning by main umpire. Second offense will result in deduction of 1 point from team's points table.
22. A registration fee for the tournament is \$250.
23. All games will consist of 10 overs per innings, **only 2 bowlers per team can bowl 3 overs.**
24. **There will be power play for the first 3 overs of each innings with only 2 fielders allowed outside the inner circle (no grass area). After the initial 3 overs, only 3 fielders are allowed outside the inner circle. A NO Ball will be declared by the main / leg-umpire if this field restriction is violated.**
25. Teams fielding with less than 09 players - Any number of players do not present on the field of play will be counted as outside the inner circle.
26. There is no restriction on how many number of fielders are placed on leg side.
27. **There is free hit for every no ball.**
28. No LBW (Leg before Wicket).
29. No LEG BYES. There will be no run outs if a batsman attempts a runoff a leg bye.
30. BYES are allowed.
31. Runs for OVERTHROWS are allowed. Overthrows will result in runs for the batsman who was on strike for the ball that was bowled before the overthrow and will not go down as extras. Scorers need to be aware of this!
32. In the case of a dispute, only the captain and/or vice-captain of any team can talk to

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the umpire. Hence all communications must be channeled through the captain or

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vice-captain. 1 point will be deducted from the team (Captain, Vice-Captain, player or supporters) that resorts to running onto the field of play without the consent of the on-field umpires.

33. No cheering/clapping/talking by players on the field or change of fielder position is permitted after the run-up is started and until the ball is completed. Umpire can declare a NO BALL if it happens.
34. When a bowler breaks the non-striker's end stumps in the delivery stride it will be declared a "No Ball"
35. Full toss above the waist is a NO BALL (even for a spinner, in order to avoid confusion);
36. One bouncer -**above the shoulder and below the head top of the batsman** -per over is allowed . **If the ball pitches and goes above the head of the batsman then it is a wide as long as the batsmen does not touch the ball. If he touches the ball it is a valid ball.**
37. More than two beamers in a game will result in the bowler being suspended from bowling for rest of that game.
- 38. Deliveries that bounce more than once before reaching the batsman shall be called NO BALL, and not dead ball.**
- 39. If the ball pitches outside the turf pitch, then it is a NO ball.**
40. A batsman cannot be stumped off a NO BALL. If, and only if, a batsman is attempting a run from a NO BALL, the wicketkeeper may run-out the batsman.
41. If the leg umpire feels the bowling action is suspect, he should inform the main umpire. Main umpire and organizer present at the ground will determine the course of action.
42. A bowler may run-out a non-striker who has strayed outside the popping crease after the bowler has started his run up, but, only before he has entered his delivery stride.
43. All balls passing down the leg-side shall be called WIDE, except if, and only if, the ball goes over the stumps.
44. Umpire's decision is FINAL. Argument with the umpire or improper behavior of the team will be taken as an offence. Only the captain and/or vice-captain can politely talk to the umpire if needed. In case of protest/arguments/misbehavior by the team members the captain will be issued a warning by the umpire to get the team under control. If such behavior by the team continues further the umpire will contact the organizers and they reserve the right to disqualify the team from the tournament.
45. Any team / player found guilty of unsportsmanlike conduct which includes verbal abuse or taunting of an opponent by the on-field neutral umpire and on-field organizer will be given warning as first offence, 1 point will be deducted as second offence, player/ team will be disqualified to participate in the tournament on third offence.

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46. The winning team will be awarded 2 points, the losing team 0 points and teams involved in a tie (i.e. both teams having scored the same number of runs, irrespective of how many wickets were lost by each team) will be awarded 1 point each.
47. A WALK OVER will be declared on a team if the team is not prepared to start the game on the scheduled time. The walked over team will get 0 points and the other team will get 2 points. If both teams are not in a position to start the game on scheduled time, NONE of the teams gets any point. Both the teams will be awarded 0.
48. The tournament has 20 teams divided in 3 groups with 7 teams in one group and 6 teams each in other two groups.
49. After round 1, top 2 teams from each group will proceed to playoffs. Teams which stay on Top 2 across groups (all 3 combined groups) would directly get into semis. Remaining 4 teams would play a qualifier to reach semis.
50. The seeding for the pairing of teams for the playoffs is as follows:

Quarter Finals Format:

Qualifier 1:

Seeding 3 vs Seeding 6

Qualifier 2:

Seeding 4 vs Seeding 5

Semi Finals Format:

League stage ranking is considered for this and NOT the QF results.

SF1: Top most seed qualified for the Semis v Least Seeding Winner from Qualifier game .

SF2: Second highest seed qualified for Semis v 2nd least seed winner in the Qualifier game.

51. In case of a tie of scores in the Final, Semifinal or the quarterfinals match, a SUPER OVER will be used.
- Team batting second in the match shall bat first in the super over.
 - The loss of two wickets in the super over ends the team's one over innings.
 - The team that scores the most runs wins.
 - If the two teams are tied on runs even in the SUPER over, then the team that loses fewer wickets will be the winner.
 - If this also doesn't resolve the tie, then another super over game will be played until a result is produced!
52. Before the toss of every match the captains of the playing teams will list their playing 11 in the cricket clubs scoring app. This will be approved by the umpires.
53. Power10 Rain Rules / low visibility / wet ground conditions :- Power10 will follow Duckworth Lewis method to calculate target for games which might be affected by rain / low visibility / wet ground conditions games. This is the link we will use to calculate the target - <http://www.boltoncricket.co.uk/DLcalc.html>
- For every 5 mins lost due to rain / wet conditions, 1 over shall be deducted from each team's innings, with each team getting at least 4 overs to bat.
- Powerplay overs for rain curtailed games, if both innings is

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10 overs - 2 overs of powerplay - 2 bowlers - 3 overs max
9 overs - 2 overs of powerplay - 2 bowlers - 3 overs max
8 overs - 2 overs of powerplay – per bowler - 2 overs max
7 overs - 2 overs of powerplay – 3 bowlers - 2 overs max
6 overs - 1 over of powerplay - 2 bowlers - 2 overs max
5 overs - 1 over of powerplay - 1 bowler - 2 overs max
4 overs - 0 overs of powerplay – 1 over per bowler

Minimum of 4 overs played by both teams will constitute a game.

54. **In case of washout due to rain during league phase , the matches will be held on the reserve days towards the end of league stages and before knockouts.**
There will be 2 reserve days only and it could be 2 Saturdays/2 Sundays or a weekend based on ground availabilities.
If any game washes out again in the reserve day, then the points are shared between the teams.
Washed out games include the games which could not have at least 4 overs bowled for each team due to rain.
Depending upon the total number of games to be played in rain reserve weekend, the games could be shortened to a 4 overs game to the least.
55. **Knockout games will have a reserve day in case of wash out on the scheduled day of play.** If the match cannot be continued on the same day; match shall be restarted from the beginning.
56. Participating teams should come to the ground on a rain hit day unless notified by the organizers.
57. Scoring must be done in the cricclubs mobile app.
58. **Bonus Point rule - There is no bonus points awarded for this league.**
59. **A normal win will fetch the winning team 2 points. A tie in league stages will result in rewarding 1 point to both the teams in league stages and super over in playoffs.**
60. The 12th man (substitute) can only come in as a fielder and must be the same player for the entire length of a match. Before the 12th man is brought onto the field, the umpires must be notified.
61. All other regular cricket rules as per ICC shall apply.
62. Organizers reserve the right to come up with approaches to resolve issues and unforeseen circumstances and deal with them at their discretion.

***Majority of the rules are from NPL2020/21 rules document.**

*** Mention of RAIN in the whole document could mean any natural cause which could affect the continuation of the game.**