



## CKFA CORPORATE AMATEUR CUP RULES & REGULATIONS

### Participating Teams

SR NO.	NAME OF THE TEAMS
1	SATYAVAMA PROJECTS PVT. LTD.
2	UNITED-E-SERVICES
3	TCS
4	KOHINOOR INDUSTRIES
5	SPEEDWAYS GROUP

1. The Matches will be played on the turf pitches and **NO one will be allowed to use bowling spikes** while bowling or batting during the matches.
2. All matches will be played on **Saturday, Sunday and Public Holidays** as per the availability of the ground(s). Each ground will host a maximum of two matches in a day. The matche(s) will be played in two shift - First Shift (Morning) and Second Shift (Afternoon).
3. **EVEN DISTRIBUTION OF MATCHES:** Each Team will have to play in every ground provided by us on Saturday & Sunday and in every shift on a rotation basis.
4. **UNIFORM:** All players must be in Cricketing uniforms. Players who are NOT in appropriate cricket uniforms will NOT be allowed to play.
5. **REFRESHMENT & ACCESSORIES:** The Committee will NOT provide any type of refreshment or cricket accessories to the participating teams. Only Water to be provided by the committee. During the **FINALS** Food, Water & Soft drinks to be provided by the committee.
6. At the start of a game, both teams will be given score sheets. During the initial stages of the tournament teams may be given BLANK score sheets without the names of the players. **The captain from the respective team should fill the full names of the players in BLOCK LETTERS and NOT there nick names like Monty, Pintoo etc. in the respective team's score sheet.**

As the tournament progresses these sheets will be pre-populated with the names of registered players of a particular team. The respective captains just need to place a 'tick' against the playing XI. **NO overwriting / scribbling / scratching** will be allowed on a score sheet under any circumstances except such being allowed by the umpires / organizers in special cases.

During a match, each team is liable to submit their players list to the concerned umpires after filling in all the columns clearly and correctly **before the toss**. Under **NO** circumstances will **over writing and scratching** be allowed on the list once submitted.

7. Once the match is completed, the Captains from both the teams **must verify the contents of the score sheet** with the match score book. In case of any discrepancy same must be brought to the notice of scorer and umpire and rectified then and there. Thereafter the Captains of each team must **sign** the score sheets of both the teams.

In case the Captain(s) do not sign the score sheet it will be assumed that the score sheet is correct in all respect.

**NOTE: Any complaint regarding error in the score sheet will NOT be entertained later.**

8. No postponement of a match will be given to any team under normal circumstances. However, the organizing committee reserves the right to postpone / cancel any match on the spot even if the fixture is given.
9. **PROTEST:** Protest regarding a match, division players **(2018-2019 & 2019-2020)**, without original identity of the player shall be lodged after the match/any time of the tournament. If a player found playing division **(2018-2019 & 2019-2020)** or played outstation player at **any time** of the tournament then the committee has the right to **scratch the player** from that particular team and **points** will also be reverted to the opposition in such cases (if that team wins matches).

Note: **If a player found playing division or played division (2018-2019 & 2019-2020), then all match points for that particular player will be reverted to the losing teams.**

10. **WALKOVER:** If any team gives walkover in any match, the opponent team of such Walkover match will be **awarded full WIN Points** for that particular match.

The committee at its discretion may dis qualify any team found to be misusing or giving frequent walkover.

In case any team is disqualified in the **league stage** of the tournament due to walkover clause, **all match results till that point will stay as it is and full WIN Points will be awarded henceforth** to the teams whose matches are remaining against the disqualified team. The net run rate will not be affected for the matches awarded due to walkover or disqualification.

11. **SUBSTITUTE PLAYER:** NO substitute player will be allowed for a player who chooses to leave the match / ground in progress for any other reason except in case of on-field injury. The validity of such claim will be decided by the on-field umpires only. However if the two captains mutually agree then substitution for other reasons may also be allowed.

- 12. DISPUTES:** In case of disputes regarding fielding on the boundary or regarding a 6 or a 4, the on-field umpires have the final say in the matter. They may, however question the concerned boundary fielder in this regard. The opinion of those watching the match from outside the playing field is absolutely immaterial in such cases and **CANNOT** be taken into consideration whatever their opinion might be. The organizers are empowered to settle any dispute and can amend any rule and regulations from time to time as deemed fit and proper and the same will be binding on all the participating teams.
- 13.** Any rules (Tournament By-laws) not covered herein shall be decided by the CKFA Organizing Committee on a case to case basis.
- 14. TROPHIES:** The Tournament will be played for **Gold Cup**. Your co-operation will be earnestly solicited. Fair play and fellowship are the main motto of the tournament.
- 15.** The tournament will be played amongst **05 teams**, categorized and grouped as (A).

**16. The teams would be ranked for the knockout stage as under:**

GROUP	TEAM RANK	QUALIFY FOR
A	A1 + A2	GOLD (SF)
A	A3 + A4	GOLD (SF)
A	A5	ELIMINATED

**The Schedule for the Knock out phase will be as under:**

MATCH NO.	TROPHY	STAGE	SCHEDULE
1	GOLD	SEMI FINAL	A1 VS A3
2	GOLD	SEMI FINAL	A2 VS A4
3	GOLD	FINAL	WIN OF 1 VS 2

- 17. REGISTRATION OF PLAYERS:** The maximum number of players registered by a team during the tournament shall not exceed 20 in number. Registration of a player will be considered complete only after all necessary documents (as detailed below) and photograph are submitted to the committee. **NO** current and **Ex-Ranji Trophy players** (minimum 3 years restriction prior to the season in question) can be registered by any team. **NO current CAB 1st Division / 2nd Division** players can be registered by any team. **NO ICL & IPL** players can be registered by any team.

**18. ADDRESS PROOF**

One among the following **address proofs** should be submitted to the organizers before the player plays his first league match:

- A. Voter Identity Card
- B. Passport
- C. Driving License
- D. Employee Card
- E. Players Full Name in Companies Letter Head

**Apart from the above documents any other document shall have to be endorsed by the committee and the player's eligibility will be decided by the committee.**

19. NO protest will be accepted regarding residence against any player during the tournament once his residence proof is verified by the committee. If any CAB registered / Ranji player is (are) found participating in the tournament, proper and reasonable action will be taken against the team concerned. Any player found to be defying this clause will be immediately **scratched** from the tournament.

20. The positions of the teams in the league table after the completion of the league phase shall be determined on the basis of maximum points secured by a team according to the table of points provided here-under :

**Win: 4 Points :: Washout / Abandoned: 2 Points :: Loss: 0 Points**

If, however, two or more teams score equal points in the league stages, then their position will be determined as under :

**Total Runs Scored / Total Overs Played - Total Runs Conceded / Total Overs Bowled**

21. All league matches & knock out matches will comprise of two innings of **20 overs** each and the time allotted to each team to bowl the requisite overs is **100 minutes** including the drinks break. The innings break will be of **15 minutes** duration.

22. Strict discipline regarding time schedules have to be maintained by all teams and teams reporting late for a match are liable to be docked a certain number of overs depending upon the time of delay. **1 over will be deducted** from the batting quota for every 5 minutes of delay. Kindly note that the reporting time for 1st shift matches is **8.00 AM** and that of 2nd shift matches is **12.00 PM**. In case a team fails to report at the ground till 9.00 AM (for 1st shift matches) and till 1 PM (for 2nd shift matches), the opposition would be awarded a walkover. The 1st shift matches will begin at **8.30 AM** and the 2nd shift matches would begin at **12.30 PM**.

<b>Time</b>	<b>1st Shift</b>	<b>2nd Shift</b>
Reporting Time	8.30 AM	12.00 Noon
Starting Time	9.00 AM	12.30 PM

Walkover Time	9.30 AM	1.00 PM
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**23.** From the starting time to walkover time, matches can be started at any time and in that case the defaulting side / sides will be penalized for certain number of overs at the rate of 5 minutes / over.

**24.** If any team, for any reason decides to walk out while a match is in progress the concerned match will be treated as WALKOVER and walkover rules will apply in such a case.

**25.** All matches shall be decided on the result of one innings of each side. A result can be achieved only if both the teams have had the opportunity of batting at **least 5 overs**. And for matches in which one or both the teams did not get the opportunity of batting at least 5 overs, the team batting second neither surpasses the opponent's total nor finishes their innings within the stipulated overs, shall be treated as **ABANDONED in the league / knock out phase**.

**26. INCLEMENT WEATHER:**

**League Stage:**

In case of inclement weather during a league match, the on-field umpires will try to get a complete match comprising of two innings of minimum 5 overs each and the time allotted to each team to bowl the requisite overs is 25 minutes including the drinks break. The innings break will be of 5 minutes duration.

- i. In case any particular match is abandoned after the toss in the league stage due to inclement weather, both the teams would be awarded 2 points each.
- ii. In case any particular match is abandoned without the toss in the league stage due to inclement weather both the teams would be awarded 2 points each.
- iii. In case any particular match is abandoned without the toss in the league stage due to inclement weather for the 2nd time, both the teams would be awarded 2 points each.

**Knock Out Stage:**

In case of inclement weather during a knock out match, the on-field umpires will try to get a complete match comprising of two innings of minimum 5 overs each and the time allotted to each team to bowl the requisite overs is 25 minutes including the drinks break. The innings break will be of 5 minutes duration.

- i. In case any particular match is abandoned before / after the toss in the knock out stage due to inclement weather for the 1st time, the match will be rescheduled.
- ii. In case any particular match is abandoned before / after the toss in the knock out stage due to inclement weather for the 2nd time, **then:**
  1. The team ranked higher in the table in either Group in the league stage will be declared the WINNER.
  2. If still equal, then the team having more points in either Group in the league stage will be declared the WINNER.

3. If still equal, then the team having better Net Run Rate in either group in the league stage will be declared the WINNER.
4. In the highly unlikely event that teams cannot be separated by the above this will be done by **TOSS**.

25. We have to understand that the umpires are humans. They can also make mistakes. This happens even at the highest level. To consider an umpire's mistake as partiality or cheating is highly unbecoming of a sportsman and we, at CKFA vehemently oppose such attitude. All umpiring decisions will be final and binding upon the participating teams. The committee requests all the participating teams to be polite while discussing an issue with the umpire. The panel of umpires selected by us is one of the best that is available with years of experience in their trade. Hence, to doubt their competency and observation skills amounts to a total disregard for the laws and spirit of the game and we strongly discourage participation of such teams that initiate such unpleasant episodes on the field.

27. **New Pink balls** for the match shall be provided by the committee. In case the ball has been lost or become de-shaped, the umpire shall change the ball with one in similar wear and tear, in comparison to the old one. The balls shall be returned by the teams after completion of the innings to the umpires. The balls are the property of the committee for re-use in case of lost or damaged balls in upcoming matches.

**28. POWER PLAYS OVERS:**

The first 6 overs of an innings will be the POWER PLAY OVERS.

- i. During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery
- ii. During the NON Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.

**29. FREE HIT:**

One bowler shall be allowed to bowl a maximum of 4 overs / 1/5th overs of the total number of overs bowled in the innings. If the umpire declares a NO-BALL the next ball will be a FREE HIT and no player will be given out except in case of a run out.

**Field changes are not permitted for free hit deliveries unless:**

- i. There is a change of striker.

OR

The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion. The captain of the fielding side will also not be allowed to change the field until and unless the batsmen have crossed ends.

30. A bowler shall be limited to one **fast short-pitched delivery** per over. A fast short pitched ball is delivered as a ball, which passes or would have passed above the shoulder height of the batsman standing upright at the crease. In the event of a bowler bowling more than one short pitched delivery in an over, either of the umpires shall call and signal a **NO BALL** on each occasion.

**31. SUPER OVER:**

In case of a TIED match, we will have a 'SUPER OVER', i.e. a 1 OVER match will be played.

**Rules of Super Over:**

- a. 3 (three) Batsmen and 1 (one) Bowler are chosen by each team.
- b. Each team bowl one over each on the same pitch with the same ball.
- c. The same ball used in the match will be used in super over.
- d. The team which bats second in the match will have to bat first in the super over.
- e. If two wickets fall then the team is out and no more balls will be bowled and the innings is deemed to be over.
- f. Team batting first in the Super Over will score some runs in the first over and team batting second needs to chase it successfully to win the match. In case, it is unable to chase, team batting first wins.
- g. In case scores are level, the team losing the lesser number of wickets in the match (excluding the Super Over) shall be declared as the winner of the match.
- h. In case of tie in such case, the team hitting the maximum number of sixes in the match (excluding the Super Over) shall be declared as the winner of the match.
- i. In case of tie in such case, the team hitting the maximum number of fours in the match (excluding the Super Over) shall be declared as the winner of the match.