



# BLITZ 2014

## Rules & Regulations

## ACC BLITZ Tournament 2014 Rules & Regulation

1. Six a side team – Each team shall comprise of a maximum of 8 players, nominated prior to the tournament. No team shall play any player other than those originally nominated in their squad.
2. Captain - One player from the team shall be represented as Captain for the duration of the event. Captains shall be responsible for naming the six players before each game, for time keeping, for the conduct of their team and for acting on their behalf in the event of disputes.
3. Bowling / match rule- balls per over with 5 over per side
  - a. A wide = 2 runs + extra ball. One Day International Wides.
  - b. No balls = 2 runs + extra ball. If it's a front foot no ball, the next legal delivery will be a 'free hit'. The batsman can only be dismissed via a run out of a free hit delivery. Any full-toss ball above the waist height (for both fast/spin bowlers) shall be considered a no ball but will not result in a free-hit.
  - c. Only one over is allowed per bowler.
4. **Timing:** Timing is crucial and teams will have to be present on time; walkover will be given to the attended team if the other team is not present on time.
  - a. Each match should last for 45 minutes (20 minutes per innings and 5 minutes break after first innings to changeover)
  - b. Captains must toss at least 5 minutes before the scheduled start of the game and, prior to the toss, notify the ground management team selection, batting and bowling order, Captain, Wicketkeeper and substitute.
  - c. After the fall of a wicket, the next batsman will have maximum of 90 seconds to get in to the crease. 5 run penalty may be imposed by umpires.
5. **Last Man Standing**

If five wickets fall (not including batsmen retiring) the last remaining batsman shall bat on with the 5th out batsman acting as runner. The last remaining batsman must always take strike. He shall be declared out if his partner is declared out. The innings shall be completed at the fall of the sixth wicket.
6. **Points System:**

The side having the highest score at the completion of the game shall win.

  - a. In the event of tied scores, the side losing fewest wickets shall be judged the winner.
  - b. In the event of both teams still being equal, the side that conceded least extras shall win and, if still equal, the team hitting the most sixes shall win.
  - c. Two points shall be awarded to the winning side and any team losing a tied game shall earn one point.

- d. Should teams have equal points at the end of a round robin stage, the superior position will be judged according to the following criteria:
- i. The teams will be ranked according to total runs scored including extras, divided by number of legitimate balls received. In the event a side is all out before completion of their allotted overs then the total runs scored will be divided by 30 (max no. available). A legitimate ball is defined as a ball delivered fairly which is then not called either a wide or a no ball. Run rates will carry forward from round to round.
  - ii. If net run rate is equal, then the team loosing the least number of wickets will get preference, if still equal then number of sixes.

Semi Final / Final /Prizes rules:

There will be 10 teams in total in the tournament.

- Tournament is scheduled to start at 09:00AM but Teams should be arrived before 08:30 AM to complete the registration & other formalities.
- Teams will have to be present on time; walkover will be given to the attended team if the other team is not present on time.
- Any issue or concern within or outside the field has to be brought to the Umpire's attention by the Team caption ONLY. Should there be any issue the player is requested to communicate it to his captain only.
- Umpire decision is always final and any sort of arguments on the Umpire decisions will not be entertained.
- ACC provide few common equipment such as Batting pads, Gloves, Bats, Helmets. 3 new balls in total would be provided by ACC for this tournament. 2 balls would be used for preliminary rounds and 1 ball for semi final and final. –
- PRIZES: Winner and Runner teams would be awarded with respective CUPS (Winner cup should be rotated every year). Best batsman, Best bowler and best catch of this tournament would be awarded.
- ACC recommends to all players to use either their own L-Guards and optionally ACC provided safety/protective equipment such as Pads, Gloves and most importantly the Helmet in order to avoid any injuries or accidents quite likely to happen in the game of Cricket. ACC will not take any responsibility for any such injuries. Also please note that ACC is not providing insurance to any players.
- Fixtures will be circulated to all teams in advance. No changes to the format or the fixture will be possible on the day of the tournament.