

Karnataka State Chartered Accountants Association

Organizing

Cricket Tournament for Chartered Accountants-2022

Date: 04th December 2022

Venue: Gopalan Cricket Ground, Bengaluru

General Rules and Regulations from the Tournament panel:

1. In case of any dispute during the match, it shall be resolved by the organizing panel and team captains only. KSCAA organizing committee's decision shall be final in case of any issue or concerns and no objection whatsoever shall be entertained.
2. The decision of the umpires stands final no objection whatsoever shall be entertained. The excessive appeal is restricted.
3. The participating team is requested to bring their own kits. Playing balls and wickets will be provided by the organizers.
4. Lunch will be served from **1.00 pm to 2.30 pm**. The lunch facility is provided by the organizers at the ground premises itself. **There will not be a separate time break for lunch**. The players shall manage time to have lunch according to their match schedule.
5. The captain's responsibility is to uphold the spirit of the game by his team. Any interaction regarding the team shall only be with the team captain and the organizing committee.
6. The playing eleven shall be decided by the captain before the commencement of their respective match (Before the Toss).
7. A player can represent only one team at any given stage of the tournament.
8. Opposition team shall be declared as the winner in case any team reports beyond five minutes after the scheduled time of commencement of their respective matches.
9. All the Captains should send the team squad along with their membership number and contact number, and email id by **28/11/2022 to info@kscaa.com**.
10. **The members are eligible to play either box cricket (eligible for 40 Years and above) or 60 Yard cricket only. The intention of box cricket is to increase the participation of senior members.**
11. There shall be no compulsory dress code. Kindly avoid shorts.
12. All the matches would be played in **FLX green tennis balls**.
13. The Organizers have the right to change/modify the rules and regulations.
14. Only **KSCAA Members having membership numbers** can participate in the tournament, non-members are not allowed strictly. Members are expected to carry valid proof to prove membership. In case, at a later stage, we get to know about any member not having KSCAA membership, the entire team will be disqualified.

Rules -60 Yards Cricket:

15. There are 16 teams and there would be 16 Round Robin matches of 6 overs each comprising Group A, B, C, D & E(4 teams in each group). THE **TOP TWO** teams in each group (5 groups 10 teams) have to play (second round) quarter-finals to enter semi-finals. The winning team in the semi-finals goes to the final. The Detailed model fixtures will be finalised and shared by 26th November 2022.
16. The maximum number of players in each team shall be 13. In case any team does not have 11 players the team should approach the organizing committee and the committee decision shall be final.
17. **Minimum 5 bowlers** shall bowl the required number of overs as specified above. For 6 over match, **only one bowler can bowl a maximum of 2 overs.**
18. Minimum **Four fielders** (apart from the bowler & keeper) must field within 30-yard circle throughout the innings.
19. First match will start at **8.00 AM sharp**, the teams playing the opening match shall be at the venue by **7.30 AM (Reporting Time)**, failing which the team would be disqualified and **no refund of fees** will be entertained.
20. Each match must be completed within 50 minutes (24 minutes of 2 innings and 2 minutes for changeover). Hence Fielding team must complete 6 over innings within 24 minutes. With this calculation, if within 20 minutes, the 6th over has not yet started, then ONE Fielder must stand within a 30-yard circle for the last over.
In case of injury to any player, injury time will not be included while calculating the above-said timings. In case the player doesn't get recovered within 2 minutes, he should leave the ground and the substitute player should be replaced.

The batsman must be ready for play within one minute of the wicket falling. Otherwise, the batsman will be given out.
21. In case of a draw/tie match, both teams would be provided **1 over (super over)** to break the tie. In case of a tie even in super over, the winner shall be chosen based on the result of bowl out.
22. While deciding the Top 2 Teams of the group, if 2nd and 3rd Team has the same points **and**
 - a. Both teams have played against each other; **and**
 - b. Team which wins against the other team is having **lower NRR**Then the Super Over Rule will be made applicable and Super Over will be played between 2nd and 3rd teams to decide the 2nd Qualifying team from the group.

Refer to Annexure 1 for the detailed explanation.
23. **Mankad rules** shall be applicable for all matches.
24. In case of checking (**Throw bowling**) by any bowler during the match, he shall be warned after each check and shall be suspended to bowl throughout the tournament if the same checking is reported for more than **two instances in the match**. Checking shall be decided by umpires and the appeal for checking shall be done by the batsman. Each check shall be considered as **No ball**.

25. Free hit shall be given for No ball (any type of No ball).
26. One bounce per over shall be allowed. In case of a second bounce, it shall be called as a No ball.
27. Any injured players can request for substitute. Substitute players are allowed only in case of any injury to the current layers and the injury should occur during the match. The substitute player should be on the team list submitted to the organizers. Request for substitution shall be made to umpires and the decision of umpires stands final. **No help runner is allowed.**
28. Overthrows and byes shall be included. There are no Leg byes and LBW.
29. If the match is stopped due to rain or any other untoward circumstances, there shall be a bowl out of 1 over each.
30. In case of each team in a group wins 1 match then the qualification for the quarter-finals shall be decided based on the Net Run Rate (**displayed in the Crichero's / Cricscore app**) of each team in the respective group.

Rules -BOX Cricket:

1. **The maximum of 6 teams is allowed. The tournament will be a knock-out model.**
2. The maximum squad in each team shall be 9 (the **playing squad is 7**). In case any team does not have 6 players the team should approach the organizing committee and the committee's decision shall be final.
3. **Six Overs inning: 5 bowlers** must bowl one over each. 1 bowler can bowl 2 overs.
4. **Stand and Throw (stand at ease Mode) Or Bowling (Without run-up) both are allowed.**
5. Out of the 7 playing squads, any 6 players are allowed to bat in pairs. Accordingly, there will be 3 pairs of batsmen. 1 pair of batsmen shall be allowed to play 2 overs. Any form of out will be considered as **negative 3 runs** to the score. After 2 overs, the pair shall change and the next pair must come to play.
6. There will be an inner boundary at 30 yards and an outer boundary at 35 yards. If the ball lands in between the inner boundary and outer boundary, then it shall be considered a SIX. The batsman who hits the ball over the 35-yard circle will be given OUT.
7. In case of a draw/tie match, both teams would be provided **1 over (super over)** to break the tie. In case of a tie even in super over, the winner shall be chosen based on the result of the bowl out.
8. No Free hit for any type of **No Ball**.
9. All matches are bowled in **FLX tennis ball**.
10. The Organizers have the right to change/modify the rules and regulations.

Note: Rules are mandatory and breaking rules will be strictly prohibited and the team will be disqualified.

For any further clarifications regarding rules and regulations, contact Tournament Panel:

CA Prabhav Hegde – Chairman, Sports and Cultural Committee
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For more details please visit – www.kscAA.com

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Annexure 1

Super Over Rule

KSCAA- Super Over requirements at League Stage:

Since all the teams are not playing against all teams of the group, hence mere applying NRR in case of teams with the same points will be unjust to the teams. Hence, we are introducing the Super Over rule. The applicability of the Super Over rule is discussed in detail.

As per rule no. 22, while deciding the Top 2 Teams of the group, if the 2nd and 3rd Team has the same points, then the applicability of super over will be decided as under:

Group Structure for understanding:

A	B
C	D

In the league stage, as per the above Square Chart, each team will play 2 matches and 3 types of outcomes are possible, i.e.:

1. Two Teams win 2 matches each
2. One Team wins 2 matches and 2 teams win 1 match each
3. All four Teams win 1 match each.

Situation 1: (Two Teams win 2 matches each):

In this case, Super Over is not required. The Team which has the highest NRR will be ranked first & another team will be ranked 2nd.

Situation 2: (One Team wins 2 matches and 2 teams win 1 match each):

In this case, One Team that wins 2 matches will qualify for 2nd round and the team which does not win a single match will be eliminated.

For the calculation of the qualification 2nd team, there are two possibilities.

1. Team A & Team C **or** Team B & Team D wins each match: In this situation, both the Teams have played against the same opponents, hence team which **has the highest NRR will be qualified.**

2. 2nd Possibility is adjacent Team wins each match (for example Team A or B/ Team B or C/ Team C or D / Team D or A). Here we can further classify into Two:

- a. Between Two Teams ONE Team wins against the SECOND team and the FIRST team has a higher NRR compared to SECOND Team: First Team will qualify for the 2nd Round (as the Second Team of the group).
- b. Between Two Teams ONE Team wins against the SECOND team but the FIRST team has Lower NRR compared to SECOND Team: **In this case, Super Over is required to decide** the 2nd Qualifying Team. Since Each team has one + Point & One - Point (win against the Team & NRR).

Situation 3: (All four Teams win 1 match Each.):

In this case, Team having the highest NRR will qualify as First Team and Lowest NRR will be eliminated. And for the 2nd Team qualification, we need to apply the same process discussed in the 2nd Situation. I.e.

For the calculation of qualifying the 2nd team, there are two possibilities.

1. Team A & Team C or Team B & Team D wins each match: In this case both the Teams played against the same opponents, hence team which has the **highest NRR will be qualified**.
2. 2nd Possibility is adjacent Team wins each match (for example, Team A or B/ Team B or C/ Team C or D / Team D or A). Here we can further classify into Two:
 - a. Between Two Teams ONE Team wins against the SECOND team and also FIRST team has a higher NRR compared to SECOND Team: First Team will qualify for 2nd Round (as Second Team of the group).
 - b. Between Two Teams ONE Team wins against the SECOND team, but the FIRST team has Lower NRR compared to SECOND Team: **In this case, Super Over is required to decide** the 2nd Qualifying Team. Since Each team has one + Point & One - Point (win against the Team & NRR).

Summary:

Super Over Applicable only in this Situation:

1. If 2nd and 3rd Team of the group are having equal Points, and
2. Both teams have played against each other, and
3. The Team which wins against another team is having lower NRR.

If all **THREE** conditions are satisfied then Super Over is applicable.