



QALCO DAY / NIGHT CRICKET TOURNAMENT 2017



Tournament Co-ordinator : Salim Kaiser

1.0 TOURNAMENT FORMAT

1.1 The tournament will be played in two divisions: Divn-1 & Divn-2.

For Division I - the Quarter Finalists of the 3rd M. PALLONJI CRICKET TOURNAMENT 2017.

For Division II - the top 4 teams of the pool of 3rd M. PALLONJI CRICKET TOURNAMENT 2017.

All matches will be on knock-out basis.

All the matches will be of **15 Overs** duration each side.

1.3 The tournament will commence on the **Friday, 12th May 2017**.

The Knock Out matches will be played at the **Losail QCA Cricket Complex**

The Final matches are scheduled **on Wednesday, 24th May 2017 and Thursday, 25th May 2017** at the **Messaeid Industrial City Floodlit grounds**.

1.4 **All knock out matches will be conducted on Friday 12th May and 19th May 2017** at the following timings:

Morning 06:30 AM

Evening 02:30 PM

All teams should report at the grounds at least 15 minutes prior to the scheduled time of the match.

1.5 Each team has to pay **QR 400/- (QR Four Hundred only)** as a Entry Fee for the tournament. Captains of each team will deposit the fees before the Draw for the tournament.



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2.0 The members of the Tournament Organizing Committee & their contact numbers are:

Sr. No.	Name of the Member	Office	Mobile	Fax
1	Gul Khan	44421600	55558149	
2	Salim Kaiser	44402451	55110220	44601844
3	Iqbal Mullaji	44656415	55610806	44621138
4	C.V.R.Murthy	44765792	55208694	44765802
5	Mohd. Sabir	44321910	55313049	
6	Shabbir	44606947	55533213	
7	Arif	44864056	55701044	
8	Tahir		55477261	
9	Haroon Rasheed		55519823	
10	Iqbal Bawade		55859807	
11	Prakash			
12	M.I.Farid			

3.0 TOURNAMENT RULES & REGULATIONS

3.1 Players' outfit: All teams will ensure that their players wear proper cricket kit (white / off-white / uniform colour). Players without proper cricket kit, including substitute fielders, will not be allowed to play.

3.2 Players :

(a) Teams: Each team will comprise of the same 15 players (who have participated in the 3rd M.PALLONJI CRICKET TOURNAMENT 2017 from the respective team.)

(b) Hard-ball Players: Players participating in the "Hard-ball" league in the current season conducted by QCA will not be allowed to play in this tournament.

(c) Age: **Players under 25 year of age will not be allowed to play in the Veterans' League under any circumstances.** Not more than two players of the age between 25-30 years will be allowed to play in each team of Div-1. All others players must be over 30 years of age. All the players should have a valid Qatar Residence Permit. **All players in Div-II must be over 34 years, except 2 players of age 30 to 34 are allowed in the playing 12. Ref. date for Age reference is 12th May, 2017.**

3.3 Violation of rules: Captains will check and ensure the criteria of the players. If any team violates the above rules, the team will not only stand to lose their points but also be banned from playing in the Veterans' Soft-ball Cricket Tournaments in the future.

3.4 Replacement of players: Under no circumstances will replacement of players be allowed.

3.5 I.D. Cards: Each player, playing in the QVC tournament shall have a QVC ID card. It is the responsibility of the Captain of his team to produce it on the day of the match. As of today, all players have their unique QVC registration number.



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- 3.6. Team captain / acting captain must submit the Playing team ID cards to the Umpire before going for the toss. No player will be allowed to play with out submission of valid QVC ID card. If the team fails to submit a card for any player, that player will not be allowed to play, and the defaulting team will play those many players short as a penalty.
- 3.7 ID cards checking: Umpire shall check QVC ID Cards for both teams. In case of any discrepancy, he has to contact an available committee member. ID cards shall be kept with the scorer until the match is completed. Team captains shall collect their ID cards on completion of the match.
- 3.8 **Captain to announce team:** Before start of the match, the captains of both the teams must announce and register the names of the players and hand over the respective ID cards to the Umpire.
- 3.9 **Minimum players:** A minimum of 8 players from each side should be present prior to the start of each scheduled match. If any team fails to have the minimum required player then, after a grace period of fifteen minutes from the scheduled time of the match, a walkover will be given and two points will be awarded to the opposite team.
- 3.10.1 **Players reporting late:** Player of batting team reports after the first retired batsmen walks in, he can play only as a substitute (only to field – not even for keeping).Player of fielding team is not present before the 11th over bowled for Division I and Division II will be allowed as a substitute only.
- 3.10.2 If in a team batting second, a player who has fielded is unavailable for batting, will be penalized 08 balls as per tournament format. i.e. the team will play 08 balls less of their allotted 12 overs. This penalty will start if the batsman is not available within 5 minutes of the fall or retirement of the previous batsman. The batsman if returns afterwards can bat as a retired batsman, still the penalty will be enforced.
- 3.10.3 If in a team fielding second, a player who has batted is unavailable for bowling, will be penalized the MAX runs scored in 1 over. i.e. The opposing team's target will be reduced by that many runs , but the batting side will still play 15 overs. **These rules will not apply in case of any injury or Emergency happened during the match on the field (Umpires shall approve the situation in coordination with the committee representative if required).**
- 3.11 **Team Penalty (short of players):** The team can bat for 15 overs even if they are short of players. However, they will field only with the players available (substitute will not be provided even for fielding).
- 3.12 **Playing end & delays:** All matches will be played from one end. Officiating umpires and the captains of the teams will ensure that no delays are caused in starting the match and during the match.
- 3.13 **Batting:** Every batsman has to retire after facing a maximum of 09 legitimate balls or after scoring an initial maximum of 25 runs, whichever is earlier. The retired batsman can resume his batting after all his team players have retired. All batsmen will compulsorily have to go to the crease to play. In case a batsman does not appear within TWO minutes, he will not be declared out. No time-out is allowed.
- 3.14 **Bowling:** ALL the players will have to bowl one compulsory over each. Max. overs that one bowler can bowl is 2 overs.



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- 3.15 **Bowling Run-up:** Bowlers are allowed a run up of maximum 7 steps, which will be marked by the organizers.
- 3.16 **Wicket-keeping:** Use of gloves for wicket keeping will be allowed. It will be the responsibility of the individual team to arrange for the required gloves.
- 3.17 **“No Ball”:** A ball will be declared a "No Ball" in any of the following cases:
- Ball pitching short and going above normal shoulder height of a batsman;
 - Bowler bowling from beyond the marked line;
 - Beamer bowled at a batsman's body above waist height in half-cock stance;
 - Bowler with a suspect action bowls fast deliveries;
 - Having more than six fielders on either side of the wickets.
 - Umpires cannot "no ball" a bowler for non-declaration of his bowling action/side.
- 3.18 **"Wide Ball":** Any ball bowled out of the batsman's reach will be declared a "Wide Ball".
- 3.19 Discretion to declare a **“no ball”** or a **“wide ball”** will be left to the officiating umpires only. In the best interest of the game, such decisions shall not be questioned by any player.
- 3.20 **Run out – non striker:** The bowler may attempt to "run out" the batsman at the bowling end (non striker) if he is trying to steal a run, **only after warning the batsman at least once.**
- 3.21 **LBW:** There will be no **“leg before wicket”**.
- 3.22 **Shadow on the pitch (for flood-lit night match):** Fielding side will ensure that the shadows of their close-in fielders do not fall on the concrete pitch.
- 3.23 **Umpiring Decisions:** Players will accept the umpires' decisions honorably and will co-ordinate matters with the opposite team or the umpires only through their captain. If any player misbehaves during the match or with the umpires, organizers, or any player, then the concerned player will be banned by the Tournament Organizing Committee from playing in the tournament. The nature of action will depend upon the gravity of the offence, i.e., one-match suspension (without replacement) / ban from the current tournament / permanent ban from the league.
- 3.24 **Reversal of Umpiring Decisions:** In case the umpire makes a technically wrong decision, the captains, in conjunction with the umpires, can reverse such wrong decision, but before the next ball is bowled.
- 3.25 **Inclement Weather - minimum overs:** In the event of inclement weather, a minimum of 06 overs will have to be played by each team failing which the match will be considered as "Wash Out" and the result will be decided by toss.
- 3.26 **Inclement Weather - reduction in overs:** In the event the match gets delayed due to inclement weather, one over will be reduced for every five minutes' delay. The team batting second will play the same number of overs they had bowled.
- 3.27 **Inclement Weather - overs not completed:** In the event of stipulated overs not being completed due to bad weather, the team which has scored more runs at the stage of match is stopped, will be declared as winner.
- 3.28.1 Tied match:** If the same number of runs are scored by both teams in a match, the Super over would come into play. A separate toss will take place. Each side will nominate 3 batsmen and 1 bowler.



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3.29 **Reporting Time:** Team captains will ensure that all his players report at least 15 minutes prior to the start of each match. It will be the responsibility of the captain to ensure that all his players are given a copy of the rules and the match schedule, and that every player turns up punctually for each match as specified in the draw.

3.30 Delayed start (Penalty): All the captains and umpires/scorers will ensure that the match MUST start within 15 minutes of its scheduled time. In case any team delays the match due to unavailability of its players or unduly for any unjustifiable reasons, then **one over for every 5 minutes' delay will be deducted from batting of that team.** The other team will, however, play complete allotted overs. Captains, Umpires / Scorers will record any such delay and deductions of overs on the score sheet prior to the start of the match.

3:31 **Code of Conduct:**

(a): All matches should be played in a festive atmosphere. Captains will ensure that no matches are disturbed or disrupted at anytime due to non agreement of umpiring decisions etc.

(b): Team captains (batting side) must strictly ensure that none of his players enter the field during the match except when requested by the batsman after obtaining the umpire's consent. Violation of this rule will lead to an appropriate action to be taken by the Tournament Organizing Committee.

(c): Any players found to be irregular or not reporting at their scheduled matches punctually, including participating in functions organized by the Qatar Veterans League, will not be considered for all future tournaments.

(d): All rubbish must be disposed off in the garbage bins available and must not be littered on the ground.

4.0 Tournament Prizes : (Separate prizes for Divn-1 & Divn-2)

4.1	Winner's Prize	-	Trophy + 15 Individual Prizes
4.2	Runner's Up Prize	-	Trophy + 15 Individual Prizes
4.3	Man of the Match	-	1 prize for each match
4.4	Best Batsman	-	1 prize }
4.5	Best Bowler	-	1 prize }
4.6	Best All-rounder	-	1 prize }
4.7.	Best Wicket keeper	-	1 prize

The Organizing Committee emphasizes that all the prize winners must be present at the Prize Distribution Ceremony at the end of the Final Match to collect their prizes. If the winners are not present, their prizes will be forfeited and put in the Lucky Draw.

4.8 **Special Prizes:** Any player who takes a hat-trick, 3 wickets or scores 50 runs in a match will get a special prize.



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5.0 Man of the Match:

5.1. In all matches (in case there is no clear man of the match):

- In case there is no such clear Man of the Match, the best overall performance of any player in the match i.e., batting / bowling / fielding will decide the Man of the Match.

6.0 Points Award System:

(as a guideline, in case there is no clear man of the match)

- each wicket taken 10 points
- each catch taken 05 points
- each run out (direct hit) No points
- each stumping 05 points
- each caught & bowled 15 points

7.0 Best of the Tournament: (selected from the league matches)

7.1 **Best Batsman:** A batsman who has scored the maximum cumulative runs in the league matches will be named as 'Best Batsman'. In case there are more than one player who have scored equal number of runs, the number of balls faced by the batsmen will be taken into consideration.

7.2 **Best Bowler:** A bowler who has taken the maximum cumulative wickets will be named as 'Best Bowler'. In case there are more than one bowler who have taken the same number of wickets, the number of runs given away / number of overs bowled will be taken into consideration.

7.3. **Best All-rounder:** A player whose overall performance is the best in batting / bowling / fielding will be named the 'Best All-rounder'. The total points secured, based on the above mentioned points award system, will be taken into consideration.

7.4. **Best Wicket keeper :** A wicket keeper whose overall performance in the wicket keeper will be named as Best wicket keeper. The total points secured, based on the above mentioned points award system, will be taken into consideration.

All team manager & captains are requested to ensure that all their players, together with their families, attend the Finals.

The Organizing Committee wishes all the participating teams

"Good Luck"



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