

SPIRIT OF THE GAME

We always believe "Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself".

The affinities for the sport helps to build communities around the sport, promotes friendship and camaraderie, defines character, respect every individual whether they play the game or not and, above all, provides a feeling of home away from home. Ours is a great sport and it is upon us to make it better!

The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team.
- The role of the umpires and scorer.
- The game's traditional values.
- Management team who provides volunteer services to manage it on high standards
- Spectators / Visitors

It is against the Spirit of the Game:

- Any unlawful conduct, categorized by local, state, and federal government
- Use technologies and tactics to alter the natural results of the game
- To dispute an umpire's decision by word, action, or gesture.
- To direct abusive language towards an opponent or umpire.
- Captains and umpires together set the tone for the conduct of a game. Every player is expected to make an important contribution towards this goal.
- The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the rules.
- The captain is responsible for any misconduct or violation that occurs during the game of his captainship.
- To indulge in cheating or any sharp practice

3. Spectator / Visitor

- 3.1. There is no place for any act of violence on the field of play. Any acts of violence or hints towards acts of violence will result in expulsion of the player and/or disqualification of the team.
- 3.2. If involved in creating unwanted disturbance will result in penalties and legal prosecution

TOURNAMENT RULES.

1.1. Almost all the ICC rules enforced except, but not limited to LBW and Third Umpire decision.

1.2. Chuck bowling is totally prohibited throughout the tournament. Only the on-field umpires can determine whether a bowling is a "CHUCK". A bowler found chucking will be warned once, and in case of repeated action, the bowler will be disqualified from the rest of the innings.

1.3. In case of any interruptions (weather, lights, argument etc.), only the umpires have right to call off a game. Only the captain can have a discussion with the umpires in any regard's situations. A rematch can be played for the interrupted game only after the approval of the committee and umpires. PLEASE NOTE: If such interruptions stop the game briefly, umpires and organizing team hold the right to reduce the total playable overs for both innings. If a match cannot be continued after 10th over of second inning due to weather conditions, the organizing team holds the right to end the game via **D/L Method**.

1.4. Power play is enforced in the first six overs of an inning.

1.5. If the game is tied, the result will be decided by super over.

1.6. If the ball is pitched outside the mat, it will be a wide ball.

2. Dead Ball Rule directives:

2.1. A ball that bounces more than once before crossing the batsman's stump line will be called a dead ball.

2.2. On a full mat, if the ball directly hits a nail, it will be called a dead ball.

FIELD



1. **Pitch Type:** All games will be played on a natural pitch with cricket mats on.
2. **Pitch Measurement:**
 - 2.1. The pitch measures between both end stumps 10 × 66 feet (3.05 × 20.12 m).
 - 2.2. Batting Crease to Stumps 4 feet (122 cm) .
 - 2.3. Wide ball line on each side of the Stumps 4 Feet (122 cm).
3. Ground will be fixed Circle for each team. The diameter of the circle will be a maximum 340 feet and minimum 310 feet. Ground size will be measured from the center of the pitch using the rope provided.
4. The inner circle is measured in oval shape of fixed length, it's not exactly 30 yards as ICC recommendation, but it's nearly 40% of length of boundary.

AWARDS

Winner and runner up teams will be awarded with trophies, medals, and a cash prize. Fair Play award will also be presented to the team who upholds the spirit of the game in a fair manner. The list of individual awards are as follows:

1. **MVP**
2. **Best Batsman**
3. **Best Bowler**
4. **Best Wicketkeeper**
5. **Best Fielder**
6. **Most Sixes**
7. **Man of the Match (each game)**
8. **Token of Appreciation for Umpires**

TOURNAMENT REGULATIONS

1. **Tournament Dates:** June 17-19. (Fri-Sun).
2. **Venues:** There will be three cricket grounds used. The addresses have been provided through Harrisburg Gurkhas Cricket's official Facebook page.
3. **Squad Roster:** All teams must submit the roster of their team along with the completely signed code of conduct. All individual players in the squad must be from a Bhutanese or Nepalese origin. Anytime during the tournament, if any team/s is/are found to have included the players from other backgrounds/s, the act is subject to disqualification from the tournament without reimbursement of the initial fee/s.
4. **Substitute Players:** Substitute players must be from the 18 players squad submitted to the organizers.
5. **Umpires:** The organizing team holds the right to nominate umpires. Umpires who are selected on a volunteer basis with recommendation from profound cricket players and their past conduct shall abide by umpire's code of conduct.
6. **Tournament Type:** Knock-out T20 tournament.
7. **Length of an Inning:** An inning will be 20 overs. There will be a five-minute strategic time out in each innings after the first ten overs. Bowlers will bowl a maximum of four overs in an inning.
8. **Ball:** The tournament will be played with a hard tennis ball provided by the organizers. Nivia CT-3812.
9. **Medical Treatment:** Every player must be responsible for their own medical treatment if they get injured during the game. However, the organizing committee will have a first aid kit by the stage, players can have access to that if they need to apply.
10. **Underage Players:** Players under 18 must have written/signed consent from their parents to be able to play. The Captain/Manager/Coach of the team must sign an agreement form on behalf of their team.
11. **Uniform:** Teams must wear full cricketing uniform during the game. The uniform must be identical or of matching color to their teammates. Teams are recommended to have their name in their Jersey (Not mandatory) and must not have identical numbers in player's Jersey. Cricketing uniform includes:
 - i. Jersey
 - ii. Trouser/ Tracksuit bottoms
 - iii. Running shoes
 - iv. Hats and Sunglasses are optional, players can wear them if they prefer to.
 - v. ABSOLUTELY NO SHORTS, NO BAREFOOT and NO SLIPPERS/SANDALS!

CODE OF CONDUCT

1. Personal

- 1.1. Any activity that can be categorized as criminal in nature is prohibited under the land of law
- 1.2. No argument shall be made with the officiating member or opponent team member. If a team member has an issue, then, he must bring it to the notice of his team captain and the captain will bring it to the notice of the umpire.
- 1.3. Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the discretion.
- 1.4. If the umpires find things going beyond the limit, they will warn the player and the captain. Upon repeated warnings, the umpire will expel the player from the ground and can stop them from playing the rest of the game.
- 1.5. There is no place for any act of violence on the field of play. Any acts of violence or hints towards acts of violence will result in expulsion of the player and/or disqualification of the team.
- 1.6. Throwing trash on the field and damaging the park is strictly prohibited.
- 1.7. Cigarette smoking and use of other abusive substances is strictly prohibited inside the parks' premises.
- 1.8. **ABSOLUTELY NO ALCOHOL ALLOWED ANYWHERE NEAR THE PARK.**

2. Team

- 2.1. Teams must follow the umpire and understand that the umpire's decision is the last decision.
- 2.2. If there is any arbitration between the captains and umpires, the captains must let the organizing team know of the issues. The final decision will lie with the **Organizing Team**.
- 2.3. There is no place for any act of violence on the field of play. Any acts of violence or hints towards acts of violence will result in expulsion of the player and/or disqualification of the team.
- 2.4. Leaving any kind of trash behind is subject to penalty, team should be vigilance of any irregular activities, ignoring and not reporting may be considered as supporting the act.
- 2.5. The teams must follow time strictly. Both teams must be present in the field 15 minutes before the start of their game for toss.
 - 2.5.1. If a team is late by more than 10 minutes, they will be fined.
 - 2.5.2. If both teams are late by more than 10 minutes, the overs will be reduced, and the teams will be fined.