Rules and Regulations - ECL-T10 10th Edition Tennis Ball Cricket Tournament

A. TOURNAMENT TERMS AND CONDITIONS

1. Eindhoven Cricket Club also known as (ECC) will only consider the first **24** team registrations for the ECL-T10 tournament. The registration will be considered complete only after you have made the payment of **150** Euro. The registration can be done using this link till **08th Sept 2025**.

2. The participating teams and players are responsible for their own safety during the whole tournament. All the players participating in this event should wear maximum protective guards while batting or keeping the wickets. ECL-T10 organizers will not take responsibility for any minor or major injuries caused while playing during the tournament.

3. The participating teams and players are responsible for their personal belongings during the whole tournament. ECL-T10 organizers are in no way responsible for any loss or damage of any personal or team belongings.

4. After registration of your team, if due to any reasons you are planning to withdraw from the tournament, the withdrawal request must be sent formally to the ECC Club Secretary [Secretary@eindhovencc.com] via a formal email at least before **07th Sept 2025.**

5. If the decision to withdraw is sent post **07th Sept 2025**, **the registration fees paid will NOT BE REFUNDED.**

6. At all times during the tournament, you must abide by the rules and regulations of the tournament.

7. ECL-T10 Organizing Committee (OC) expects the team captain, or the team contact person to share this document with all the playing team members.

B. General rules & regulations:

1. All standard International Cricket Council (ICC) rules will be followed unless otherwise mentioned in this document. The rules and regulations of this tournament are formulated by the Organizing Committee (OC) of the ECL-T10 tournament. Only the OC has the right to change the rules and regulations. This document is final unless an updated version is released by the OC.
   For ICC rules click this link: Rules & Regulations
2. **To avoid damage to the playing pitch, Metal spikes on boots are not allowed.**
3. The ECL-T10 organizing committee will not provide any playing equipment except the ball and ground setup (stumps, playing bails, ropes etc.). The registered teams should get their own personal cricketing gear for the matches like bats etc.
4. The participating teams and players should help the OC to keep the premises clean during the tournament.
5. The participating teams and players should park their cars and bikes only in the designated parking areas as informed by the OC. The OC is in no way responsible for the safety of your vehicles.
6. The players must exhibit sporting spirit during the tournament. In case of an unruly behavior such as severe verbal abuse and physical assault the match officials post discussion with captains, have the right to disqualify such player or the team from the ECL T10 tournament. **The umpire's decision is final and should not be challenged.**

C. No of players:

1. Each team can nominate a maximum of 16 players as their squad for the tournament.
2. The Name of the players in the squad nominated must be sent to the ECL-T10 Organizing committee at least **5 days** before the first day of the tournament.
3. Before the toss for the game, the captain must handover the list of playing 11 to the match officials. No player shall be changed after announcing the playing 11 without the consent of the Match officials and the opposition captain.
4. Match officials (Umpires) must be informed if a player in playing 11 fails to mark his presence in the field at the start of the match, or if a player leaves the field during the play. The player shall not be permitted to bowl/bat in those innings after his return until he has been on the field for at least that length of playing time for which he was absent.
5. To support the organizers with better scheduling, **each team should provide at least 2 days of availability for league games.**

D. Timings

1. The teams must assemble at the playing ground at least **20 minutes prior** to their scheduled match. The toss for each game will happen during the innings break of preceding match (except for the first match of the day for which toss is done **20 minutes** before scheduled start time. **So, someone from the playing team must be available for the toss.**
2. If the playing team is not available **before 10 minutes** of their scheduled time, then the match will

be considered as **forfeited**, and the opposition team will be declared as Winner of the match and will be awarded points. A Minimum of **eight players** should be present to avoid a walk over awarded to the opponent team.

3. Each innings will be played for **10 overs** and shall be completed **within 40 minutes**. The whole match shall be completed in 80 minutes. There will be a minimal break in between the 2 innings which will be informed to the respective captains by the umpires after considering the over-rate and scheduling of other matches.
4. All teams must strive to complete their quota of their overs in the allocated time. The umpires will monitor the over rate and, in the event, if the Bowling team is behind on over rate, **all overs started after the 37th minute of an inning shall allow only 2 fielders outside the 30-yard circle.**
5. There will be no drinks break allowed during the innings except due to any injuries or health issues.
6. In case of extreme weather conditions, the match officials will take appropriate decisions in consultation with both the team captains related to innings timings and breaks.

E. Powerplay:

1. There will be **2 powerplay overs** in the match, 1 for the batting team and 1 for the bowling team to choose.
2. The **batting side** is free to choose the **first powerplay** over between overs 1- 5. If they fail to do so, the **5th over** of the innings will automatically become a batting power play over.
3. The **fielding side** is free to choose the **second powerplay** over between overs 6-10. If they fail to do so, the **10th over** of the innings will automatically become a bowling power play over.
4. During the Batting power play only **2 fielders are allowed outside the circle.**
5. During the Bowling power play only **3 fielders are allowed outside the circle.**

F. Bowling:

1. Each bowler can bowl a **maximum of 2 overs only**.
2. Only appropriate bowling action (as per ICC guidelines) will be allowed. Umpires will monitor the action and will give one warning to the bowler in case of inappropriate action. **No ball will be called** if the bowler bowls with inappropriate action even after a formal warning.
3. In the event of a bowler being unable to complete his/her over, another bowler shall bowl the remaining balls of the over. Such part of an over will be counted as a full over in terms of counting of a bowler's bowling over limit is concerned.
4. In case of any dispute or heated discussion **only the captain** of respective teams is allowed to discuss the matter with the umpires, no other member from the team is allowed. This rule is important for smooth operation of the tournament. Again, **the umpire's decision is final, and should not be challenged.**
5. **Every No-Ball will result in a FREE-HIT.**

G. Fielding:

1. The 30 yards circle will be marked to facilitate the field restrictions.
2. At any point only a **maximum of 5 fielders are allowed outside the circle.**
3. **A minimum of 4 fielders should be placed throughout the match towards the off-side of the batsmen guard**. The bowler is not counted as a fielder here, so his bowling side will not be considered for this rule.
4. In the event of infringement of any of the above fielding restrictions, the umpire shall call and signal 'No Ball' which results in a Free-Hit.

H. Other rules:

1. **LBW is not applicable** in this tournament and thus there will be **NO leg byes runs either**. The ball will be counted as a legal dot delivery and not as a dead ball. Also, **Batsman cannot be given Run-Out while trying to take run during leg byes, these deliveries are considered as DOT balls.**

I. Dress code:

1. The Matches will be played with a Fluorescent Yellow/Green Hard tennis ball. See Section J for more details. Hence players should avoid wearing clothing of the same color. If the batters complain of difficulties in sighting the ball, then the umpires will take necessary action by asking the bowler to change the dress or any accessories batsmen is wearing.

J. Balls used:

1. This tournament will be played with a hard tennis ball. The OC will share the images and all other details related to the ball before the tournament with all registered teams.

K. Awards:

1. The Winners of the ECL-T10 tournament will get a cash award along with a winner's Trophy, the cash award will be transferred digitally via online banking to the winning captains provided account number, ECC might use apps like Tikkie to make this payment digitally.
2. The Runners-up will also get a cash award along with a runners-up Trophy.
3. Other key trophies that will be provided are:
   - Man of the match in the finals
   - Best batsman of the tournament
   - Best bowler of the tournament

Note – OC might provide additional trophies based on the situation or need.

L. Tournament structure:

1. This edition of the tournament will have a maximum of 24 teams.
2. There will be 6 Groups of 4 teams each.

3. Each team will play 3 group stage matches. The table toppers of each group automatically qualifies for the Quarter final stage.
4. The team with the most wins in the League Stage will be placed in the higher position. In case of same points and same no. of wins, NRR will be used to decide final group positions.
5. 8 Teams will be playing knockout matches as per the fixture list. The fixture will include 4 quarter finals, 2 semifinals, and one Mega Final.
6. If any knockout match is tied, the teams shall compete in a Super Over to determine which team progresses to the next round. If the super over ends in a tie, then more super overs will be played till we have a result. In case of other super over's, batters and bowlers who had played the first super over will not be allowed to bat and bowl, respectively.
7. In the event of a match is abandoned due to bad weather conditions, then the knockout matches will be moved to reserve day. If reserve day is also washed out, then joint winners will be announced.

Note:

The ICC rules and regulations is the mother document and any rules which are not mentioned here will be strictly followed as per the ICC regulations.

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