



**L A K S H**  
Estd. 1996

*ipem*

**INSTITUTE OF PROFESSIONAL  
EXCELLENCE & MANAGEMENT**  
(ISO 9001:2008 Certified & NAAC Accredited)

## **Rules & Regulation for NSPL**

Description

***IPEM Group of Institutions** organize an Inter School T10 Leather Ball Cricket Tournament*

*GAME FORMAT-*

***Total No of Overs : - T-10***

***Total No of Teams :- 24***

***Format :- T-10, Knock Out Format***

***Date of Matches: Matches is held on 22<sup>nd</sup>, 23<sup>rd</sup>, 24<sup>th</sup>, 25<sup>th</sup> & 27<sup>th</sup> November 2017***

***Venue: Nehru Stadium, Block L, Gate No. 3, Opp. Yashoda Hospital, Nehru Nagar, Ghaziabad, Uttar Pradesh***

**Knockout Format (24 teams)**

**Ball:** Red Color Leather Ball

**No. of Players in a Team:** Every team can have a maximum of 13(11+2 Subs.) players. Only up to 11 players will be playing during game, so 11 are required. Two extra players are recommended.

**Entry Fee: Rs.5,100/- per team**

Participation is in first-cum-first serve basis and will be confirmed & accepted only on payment of registration fee.

**Prize:**

Champions Cup Winner: **Cash prize- Rs. 51,000 & Trophy**

Runners Up:- **Cash Prize – Rs. 21,000 & Momentos**

(Individual Momento and certificates for all winner and runner players)

**Individual Award – Tournament:**

Man of the Match - All Matches : **Cricket Kit**

Man of the Series: **Cricket Kit + Cash Prize Rs. 5,100**

Highest No. of 4's: **Cash Prize Rs. 2,100**

Highest No. of 6's: **Cash Prize Rs. 2,100**

Best Bowler: **Cash Prize Rs. 2,100**

Best Batsman: **Cash Prize Rs. 2,100**



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### **Facilities:**

- Red Color Leather Ball.
- Refreshment & Soft Drinks
- Good Grassy Ground with Turf Wicket

### **Rules & Regulations**

#### **Team:**

- A Team must furnish 11 Players (plus 2 substitute)
- The Player should respective a School are only allowed\eligible to participate in this tournament.
- Must produce the school student ID card.
- If a team is short of players they need to start the match with the existing numbers and any player report late will not be allowed after 2nd over.
- Matches Timings: 8.00 am to 4.30 pm on all days.

#### **Equipment:-**

- Players' equipment consists of T-shirts, Lower track with sports shoes.
- Team dress should be of white color for every match.
- No player will be allowed to play bare foot/with chapels/ Sandals or formal shoes.
- Only sports shoe is mandatory. (any sports shoes)
- All the players are requested to bring in their School Id card and to display when required.

#### **Tournament:-**

- 10 over per innings
- Only two bowlers are allowed a maximum of 2 over, rest of the over can be shared by other bowlers.
- Red Leather Ball - A new ball per innings
- There will not be LBWs. All other Cricket rules will be applied in the tournament.
- The team should report 30 minutes prior to the scheduled match time to sign the register and for briefing.
- A wide shall fetch the batting team 1 run + runs scored of the particular ball.
- A No Ball shall fetch the batting team 1 run+ runs scored by the batsman on that ball.
- Twelfth man is permitted to field in case of a player/players gets injured during the match only, with the discretion of the umpire as per standard rules. The twelfth man cannot bowl or bat.



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- One bouncer in an over is allowed in an over provided the ball passes between the shoulder and the head. However, Ball passing over the head will be declared as a wide.
- A runner can be used only when a player gets injured during the innings or during fielding. A runner cannot be used for a player who is injured before the start of the match. The runner can be used only with the discretion of the umpires depending on the reason/cause

#### **Restrictions on the placement of fieldsmen:**

- For the first 3 over not more than two fielders will be allowed to field outside the inner-circle.
- After the first 3 over not more than five fielders will be allowed to field outside inner-circle.
- At the instant of delivery of the ball there should not be more than five fielders on the leg-side.
- In the event of infringement the umpire(s) shall call and signal no ball.

#### **Bowling Throw Appeal:**

If the bowler is found that he is bowling throw without swinging his arm. The batsman can appeal for it after observing one or two balls. The batsman should not attend the ball just need to leave it and to appeal with umpire. The umpires will take decision on it.

#### **Tournament Format:-**

- Knock-out
- Teams will be divided into groups based on the Number of nomination received
- Each team has to play 1 match to qualify for the knock out Round.
- If the match results in draw there will be Ball out for the respective team.
- During Rain Result of winner team is declared through Spin off Coin.
- In case in a group, 2 or more teams with equal points qualify, placing will be done based on the Cricket Rating point method (CRPM).
- All teams will qualify for the knockout stage.
- If the Match ends in a draw (only Knockout match) there will be a Cricket Rating point method (CRPM).

#### **Example of CRPM:**

Consider a contest between 2 teams, A and B. The contest is 50 overs a side. Suppose Team A bats first and makes 270/8 in 50 overs. Team B chasing makes 272/4 in 44 overs, and hence wins the game by 6 wickets, with 6 overs to spare.

This game would be measured as follows:

Total number of runs scored in the game =  $270+272 = 542$

Total number of wickets fallen in the game =  $8+4 = 12$ .

The average cost of 1 wicket during the game =  $542/12 = 45.16$  Runs



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So the Points earned by Team A during the game is calculated as follows.

Team A scored  $270/300 + 4*45.16/264 = 1.584$

(264 is the number of balls in 44 overs, wides and no balls are not considered as they are included in the score) (PA)

Similarly,

Team B scored  $272/(44*6) + 8*45.16/300 = 2.235$ . (PB).

**Only 8 Team go for quarter final on the basis of CRPM**

**Important Note:-**

- The decision of the umpires will be final in all matters during the match.
- All players are requested to carry the School Id card if required for Id proof.
- No member of any team is to leave the field or enter the field without prior permission of the umpire.

If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament.

- Before the start of each game, Captains of both teams shall be made aware of all the rules. Also they will have a chance to ask the Umpires about any clarifications that they may need. Once the match starts, no protests on the rules will be entertained during the match or after the match.
- Matches will be played from 8.00 a.m. to 4.30p.m on all the days.
- Prize as mentioned on the Invitation.
- Please cooperate if any changed in the schedule or match timings.

**Thank you All & Best Wishes!**

**NOTE: SAFETY - As in any physical sport, there is a risk of injury. Participants are deemed to acknowledge and accept the risks. The Organizers cannot accept any liability for damage or injury to person or property sustained by any participant or spectator.**

**Dr. Sandeep Singh**  
**Overall Coordinator**