



Rules & Regulations

Tournament Co-ordinator : Salim Kaiser

1.0 **TOURNAMENT FORMAT**

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

Division I will have **20** teams divided into 4 pools.

The teams in each Pool will play on a straight league basis. The top 2 teams from each Pool will qualify to play in the Quarter-finals.

1.2 **Division-II** will have **16** invited teams, divided into 4 pools. The top 2 teams from each Pool will qualify to play in the Quarter-finals.

All the league matches, the Quarter-finals, the Semi-finals and the Finals, will be of **20 overs** duration per side.

1.3 The tournament will commence **on 16th September, 2011** and will be played at **WEST BAY QCA CRICKET COMPLEX**. The Final matches are scheduled for **9th Dec., 2011 @ New Ideal Indian school grounds**.

Timings for the FINAL MATCHES: The first innings of both the divisions will be played in the morning session, while the second innings of both the divisions will be played in the afternoon session.

1.4 Eight matches will be conducted on every Friday at the following timings:

Morning Matches : Will commence **at 07: 00 Hrs**

Afternoon Matches : Will commence **at 13:15 Hrs.**

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

1.5 Any new team being given entry will play in **Division I**. They have to pay a one time **Registration fee of Qr.2,000/- (Qatari Riyals Two Thousand only)**.

1.6.1 Each team has to pay **QR 750/- (QR Seven hundred and fifty only)** as a Entry Fee for he tournament. The players will be provided refreshment during the matches. **Captains of each team will deposit the fees before the Draws for the tournament.**



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

Sr. No.	Name of the Member	Office	Mobile	Fax
1	Salim Kaiser	44402451	55110220	44601844
2	Gul Khan	44421600	55558149	
3	Iqbal Mullaji	44656415	55610806	44621138
4	C.V.R.Murthy	44765792	55208694	44765802
5	Tahir Mehmood		55477261	
6	Shabbir	44606947	55533213	
7	Haroon Rasheed	44254456	55519823	
8	Arif	44864056	55701044	
9	Mohd. Sabir	44321910	55313049	
10 & 11	Kris Vasudevan & M.I.Farid			

3.0 TOURNAMENT RULES & REGULATIONS

3.1 **& Umpires 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.

All captains shall give their proposed umpires (2 nos.) and one scorer (Quality umpires + Scorer) from their team (may or may not be from the nominated 15 players list) to the organizing committee member prior to the draw.

They shall also make sure that the umpires are in proper outfit (Black trouser + white shirt + shoe) during their umpiring. It is the respective umpires' responsibility to bring the wickets from store yard and keeping them back after completion of the match. Umpires are not allowed to carry mobile phones during the match.

If umpires / scorer do not show up within the grace period of 15 minutes and come after the grace period for the scheduled match, the concerned umpire or scorer will be suspended for their team's next match. (if he is nominated from the 15 players, if not, their team captain will be suspended for their next match). If they do not show up at all, their team captain + 2 of their main players (committee will choose) will be suspended for their next match.

Even the team failing in sending quality umpires + scorer, the above penalty clause will apply.

Sending quality umpires + scorer is mandatory for all the playing teams. If any team thinks they can not fulfill the requirement, They are advised to withdraw from the tournament. It is not at all possible to run the tournament with out the proper cooperation from the playing teams.

3.2 **Players :**

(a) **Teams:** Each team will comprise of the same 15 players

(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.

In case any player once having played in the Qatar Veterans league moves to the Hardball league in the same season, the Captain of the said team will be banned for the full tournament. The concerned player will never be allowed in the Qatar Veterans league.

(c) **Age:** Players under 25 year of age will not be allowed to play in the Veterans' League under any circumstances.



Division – I - 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 as on **16th September, 2011** and having valid QVC ID cards.

Division II – Player under 30 yrs of age will not be allowed to play the Division II. Two players of the age between 30 – 34 yrs will be allowed to play in each team of Div-II. All other players must be over 34 years of age as on **16th September, 2011** and having valid QVC ID cards. If any team is found violating the rules, their complete team will be suspended from the on going and next tournament. **Players who are shifted from Division-I to Division II, must have completed 34 years of age as on 16th September, 2011 .**

- 3.3** All players participating in the Qatar Veterans League shall hold a valid residence permit / work visa / work visit visa. In the case of players on a business visa or a visit visa, their participation will be subject to approval of the management committee AND payment of a special fee of QR 100/- per player.
- 3.4** **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.
- 3.4.1** **Replacement of players:** In general no replacement of players be allowed. In special circumstances, i.e. an injury or forced departure (cancellation of RP) forces a player to leave a new player will be allowed on payment of a registration fee/fine of QR. 200/-.
- 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. **All the team captains shall submit their 15 players list along with data (for new players) at the time of the draw.**
- 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 :** All cards are to be checked prior to the start of the match by the Umpires/Scorers. No player in the league non-playing Captain/Manager has any authority to check cards of any team other than his own team. In case of any discrepancy, he has to contact any 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** **League matches:** All the teams **MUST** play all their schedule league matches, whether or not they stand a chance of qualifying for the semi-finals, so as not to deprive the other teams of improving their net run-rate to qualify for the semi-final or the other players of improving their overall best performance. **Penalty detailed in 3.34 will be applied for the teams giving walkover.**



- 3.10 **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, **the penalty detailed in 3.35 will apply.** Teams will be given a further grace period of 15 minutes if players are “on the way”. On players not reaching within this time, a walkover will be given and two points will be awarded to the opposite team. **Penalty in 3.34 will be applied if it is a walkover.**
- 3.11.1 **Players reporting late:** If a player of a team batting first is not present before the retired batsmen resume their innings, he can play only as a substitute (only to field), he will not be allowed to bat, bowl & wicket-keeping
If a player of a team fielding first is not present before the 11th over completed for both Divisions, he can play only as a substitute (only to field)
- 3.11.2 If in a team batting second, a player who has fielded is unavailable for batting, will be penalized 12 balls i.e. the team will play 12 balls less of their allotted 20 overs. This penalty will start if the batsman is not available prior to the first retired batsman starts batting second time. The batsman if returns afterwards can bat as a retired batsman. **This rule will not apply in case of any injury during the match on the field.**
- 3.11.3 The penalty will be effective from the starting of the 12th over. If the batsman has not returned until then. If after the 12th over the batsman returns, he will be allowed to bowl, but the penalty enforced will stay in place.
- 3.11.4 If in a team fielding second, a player who has batted is unavailable for bowling as the last bowler, will be penalized the maximum runs scored in 1 over. i.e. The opposing team’s target will be reduced by the max. runs scored in over over. But the batting side will still play the allotted overs..
This rule will not apply in case of any injury during the match on the field.
- 3.12 **Team Penalty (short of players):** The team can bat for 20 overs even if they are short of players. However, they will field only with the players available.
- 3.13 The allowing of a substitute fielder / By runner on the ground is purely at the discretion of the umpire. Request for a substitute is to be made to the Umpire. Opposition team captains cannot object to a substitution. He will however not be allowed to bat, bowl or keep wickets. The substitute shall be from the team’s nominated players list.
- 3.14 **Playing end & delays:** All matches will be played from both ends at the West Bay grounds and only one end at the Ideal Indian school ground. Officiating umpires and the captains of the teams will ensure that no delays are caused in starting the match and during the match.
- 3.15 **Batting:** Every batsman has to retire after facing a maximum of 12 legitimate balls or after scoring an initial maximum of 30 runs, whichever is earlier. (preliminary, semifinal / Finals). 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. Batting side has to provide a person to operate the Score-board when in use.**
- 3.16 **Bowling:** **Initially, ALL the players of Divn-1 & Divn-2 team will have to bowl one compulsory over each.** Please note the former rule of replacing a bowler who bowls three consecutive wides no longer applies. **A bowler can bowl maximum 3 overs in the league match / Finals.**



- 3.17 **Bowling Run-up:** Bowlers are allowed a run up of maximum 7 steps, which will be marked by the organizers.
- 3.18 **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. **Wicket Keeper may stand up to the stumps. Umpires have been known to insist the keeper stays off the concrete or seven steps behind the wicket – this is not a rule and teams do not have to adhere. A change of wicket-keeper does not have to be intimated to the Umpire.**
- 3.19 **“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.
- 3.20 **"Wide Ball":** Any ball bowled out of the batsman's reach will be declared a **"Wide Ball"**.
- 3.21 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.
- 3.22 **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.**
- 3.23 **LBW:** There will be no **“leg before wicket”**.
- 3.24 Three fielders are allowed behind the square leg umpire.
- 3.25 **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.
- 3.26 **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.
- 3.27 **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.**
- 3.28 **Team that wish to lodge a protest will have to do within 24 hours of the match. A protest fee of QR 300 is to be paid along with the official protest. Should investigation of the protest show it to be genuine, the QR 300 will be refunded in full. If however the protest is frivolous, the fee will be confiscated.**
- 3.29 **Inclement Weather - minimum overs:** In the event of inclement weather, a minimum of **10 overs** will have to be played by each team failing which the match will be considered as "Wash Out" and **each team will be given one point each for the league matches and in the knock-out stage, the result will be decided by toss.**



3.30 **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.

3.31 **Inclement Weather - overs not completed :** In the event of stipulated overs not being completed due to bad weather, the team which has scored the maximum runs at the point of match stopped- will be declared the winner.

3.32 **Tied match:** If the same number of runs are scored by both teams in a match, one point each will be given to both teams in the league matches. For knock-out matches, the number of wickets fallen would be considered to decide the winner. In case of tie again, the total runs scored in the first 10 overs will decide the winner. In case of tie again, then the winner will eventually be decided by toss.

3.33 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.

3.34 Walk-over / Teams not reporting: Any team which does not turn up for a scheduled match without valid reason (all team members) will not be allowed to play the complete season. This penalty will not be applicable for the guest players. They can still play for their original registered team.

3.35 **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.

3:36 **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): **Smoking is strictly prohibited inside the Ideal Indian School premises, including behind the stage.**

(e): **All rubbish must be disposed off in the garbage bins available near the stage, and must not be littered on the stage or the ground.**

(f) : **As Qatar veterans cricket is following most of the ICC rules, We insist the teams to use the bats with the following revised specifications:**

Bat blade width is maximum of 120 mm

- **No chemical / abrasive coatings are allowed on the blade contact surface. Only the protective adhesive tapes are allowed.**



3.37 In the event of a dispute over a matter that is not covered in these rules, the decision of the Committee will be final and binding on all parties.

3.38 **Snacks / Water:** The organizers will provide snacks / drinking water to the players, umpires and the scorers at the venue of play.

3.39 Division I - Teams standing at bottom of the for three tournaments in one season will be shifted to division –II

Division II - Teams winning two tournaments or reaching finals three times in one Season will be upgraded to division -I.

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

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 }

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.

4.7 **Special Prizes:** Any player who takes a hat-trick, 5 wickets or scores 75 runs in a 20 overs match will get a special prize.

5.0 **Man of the Match:**

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.
- 7.3.1 **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.

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

***The Organizing Committee wishes all the participating teams
"Good Luck"***

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Addendum: It has been noticed that Umpires/Scorers assigned to matches do not show up with the result that a replacement has to be found at the venue. The replacement has to be agreed upon by both Captains who will sign for the change on the score-sheets.

