

Maine Premier League (TAM Trophy)

Organized by Telugu Association of Maine (TAM)



Date: 31st May 2011

Where: South Portland middle school, Wescott Rd, South Portland

Organizers: TAM (Telugu Association of Maine) www.mainetelugu.com

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Number of teams Participation: 6

Teams: Idexx Snappers, Infy Royals, Maine Jaguars, Maine Lions, TD Blues, WEX Warriors

Number of overs: 12 overs except Finals (15 Overs).

Balls Used for Tournament: Hard tennis Ball

Rules and Regulations

Umpire's decision will be final in all matters

All matches will be played with "Hard tennis" cricket balls. We will provide wickets and balls. Teams have to bring their own bats and other necessary equipments. The tournament rules are as follows:

1. Each game shall be played between two teams of 11 **players** each.
2. Each game shall have a maximum of **12** overs per side.
3. 2 bowlers can bowl a **maximum of 3 overs**.
4. There will be **no LBWs and no Leg byes**.
5. A ball bowled shall be deemed a **wide**, by the umpire, if at the point at which it crosses the batsman (in normal batting stance and hasn't touched the ball) it is
 - More than 30 inches away from the off stump on the offside, or
 - The ball rises over the batsman.
6. A ball shall be deemed a no-ball if:
 - The bowler has over-stepped the popping crease. **One free hit will be given to the batsman for front foot over stepping of crease.**
 - The ball is a full-toss above the waist height of the batsman - in normal stance, or rising above the shoulder at normal stance.
7. In the event of a **tied match**, when both teams have an identical number of runs at the end of the allotted 12 overs - the winner shall be determined by super over rule (see at the end for rule details).
8. In the event of rain once a match is started and min. of an over bowled by a team. The match will be considered a draw and each team gets 1 point.
9. In the event of rain or unavailability of ground, Match will be rescheduled by TAM.

Other Rules:

1. Both wide and no-ball shall count as extra run and an extra ball will have to bowl each extra wide or no-ball.
2. Runs for Byes are allowed
3. A batsman can be stumped off a wide ball, or run-out off a wide or a no-ball.
4. A ball shall be deemed a dead ball if the ball bounces more than once before reaching the batsman
5. In a situation where the stumps are knocked down and the batsmen are looking to run an extra run (in an over throw situation), if there is a possibility of a run-out again - the fielders have to fix the stumps back in an upright normal position and then knock the stumps down again.
6. Wicket Keeper is allowed to bowl in the tournament.
7. Top 4 teams will play semi finals. To reach finals 1 plays with 4 and 2 plays with 3.

Match Timings

1. All matches are scheduled to start on time 6:00 PM on weekdays and 9 AM on weekends and second match on weekend starts at 11.30 AM.
2. Either captains or designated captains should be present for the toss before the start time.
3. Teams not reporting in time will be disqualified after 2 times of not showing up on time.
4. All teams are expected to be prompt and ready to play.
5. Coin toss will be completed off the field, and both teams will be fully prepared to take the field as soon as the field is available.
6. All team members should be present before the match on the field. The game will not be held up due to the absence of any player of either side.
7. Any side not ready to take the field will forfeit the match if the rival captain doesn't agree to play on other day.
8. It is expected of all teams to finish one innings in 1 hour and the match within 2 hours. In order to accomplish this teams are expected to show up at least 15 minutes before the scheduled start time. This will allow time to set up the pitch and boundary markers. It takes at least 15 minutes to setup the ground.
9. \$150 per team will be collected towards the participation in the tournament.
10. Players from one team cannot play in other team during the entire tournament
11. Teams can submit up to 16 players, once the players list is submitted no additions can be done during the entire tournament. There is no modifications to the team once the tournament is started.
12. Only wicket Keeper can wear gloves.
13. At the end of each match its team captains responsibility to clean any bottles or trash and collect flags from the ground.
- 14. Abusing players or umpires are not accepted during the tournament. If there is any dispute only captain is allowed to discuss with the umpire for not more than 3 min.**
- 15. Final decisions for any disputes during the play will be taken by Match referee.**
16. Any batsman who is declared injured or retired hurt by umpires can only come back for batting as a last batsman.
17. Decision of allowing a by runner will be taken by the Umpires by considering the opinion of captain of fielding side. By runner must be from the playing 11.

18. Waiver Form is mandatory and all the players must sign on the waiver form and captain is responsible for collecting the signatures.
19. All teams and spectators should comply with South Portland Middle School ground rules.

Rule for Free Hit

In the event of a no ball for bowler overstepping the front foot line, a free hit is allowed. In a free hit, the batsman will not be out by any means except by run out.

The free hit applies to all foot fault no balls and not just front foot no balls.

A free hit will apply to the next delivery after a bowler either oversteps with his front foot or if his back foot cuts or does not land within the return crease.

Free Hit after a foot-fault no ball... the delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the batsmen can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless the batsmen switch ends.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

Rule for Super Over

- 1) The team that batted 2nd will bat 1st
- 2) Each team will nominate three batsmen and one bowler.
- 3) The bowler will bowl one over and the side batting 1st will score as many runs as possible.
- 4) If any of the opening batsmen get out within the over then the batsman no 3 will get to bat.
- 5) If the 2nd wicket also falls before the over is completed then the team is declared all out.
- 6) The other team then bats in the same manner and the team that takes the lead wins.
- 7) In case there is tie in super over then number of sixes hit by each team is considered. The team with highest number of sixes becomes the winner.
- 8) If there is still a tie then number of 4s hit by each team will be considered.