



## **ABU DHABI T10 SUPER CUP**

**(February 5, 2022 – February 27, 2022)**

10 overs per innings – league format  
Maximum of 46 group-stage games (3 per group) followed by Quarter Finals, Semi Finals and Finals

### **Tournament Rules and Playing Conditions**

**ALL MATCHES WILL BE PLAYED UNDER THE LATEST EXISTING ABU DHABI T10 PLAYING CONDITIONS AND MCC LAWS OF CRICKET IN ADDITION TO THE FOLLOWING VARIATIONS**

<https://www.lords.org/mcc/the-laws-of-cricket>

#### **Format:**

- A game of T10 is 10 overs per innings.
- Mandatory Powerplay in the first 2 overs, an additional floating powerplay over can be chosen by the batting team between overs 3 and 9.
- The tournament will be played with a White Leather Ball.
- Played on concrete wickets at the new Community Ovals at Abu Dhabi Cricket
- Minimum 5 bowlers to be used and each bowler can bowl maximum of 2 overs per innings.
- 6 groups of 4 teams each.
- Each team to get a maximum of 3 league games.

**NOTE:** Abu Dhabi Cricket Council appoint a Tournament Director who may meet the umpires and captains prior to the commencement of the match to secure uniform interpretation of these Playing Conditions (unless otherwise specified), and to adjudicate, if necessary, should there be any dispute.

#### **Fee Structure:**

- Entry fees per team is 1500.00 AED
- Maximum of 24 teams participation.
- Winning team gets a booking of Mohan's Oval FOC
- Runner Up Team gets a booking of Community Oval FOC
- Tournament will commence in February 5<sup>th</sup> 2022 and conclude on February 27<sup>th</sup> 2022

#### **Eligibility:**

- Participants born on or before September 1, 2004, are eligible to participate in this tournament.



- All participants must be a registered player under Abu Dhabi Cricket Council.

**Fixtures:**

- Draws and fixtures made by the Abu Dhabi Cricket Council will be final and will not be changed except for inclement weather or by Force Majeure
- ADCC has the right to postpone/abandon any match if deemed necessary due to un-avoidable circumstances.

**Match Timings:**

- Each team will be expected to attend games as per the circulated fixture list
- Teams should report to the venue no later than 30 minutes prior to the start time.
- Time slot per innings is 42.5 mins. 10 minutes break between innings to change.
- Teams not able to toss 10 minutes before the start time will automatically lose the toss
- The allotted overs and batting time of the team reporting after the 'Match Start Time' will be reduced by one over for each 4.11 minutes lost of the match until the cut-off time
- Team reporting after 15 minutes from the 'Match Start Time' or not present at that time will deem to have conceded a walkover. The umpire (s) present will award a walkover to other team provided they are present at the stipulated time with minimum eight (8) players
- If both the teams arrive later than the cut-off time the match will be considered as cancelled and no points will be awarded to either side
- If both the teams arrive after the match start time, but before the cut-off time, both will be penalized by deduction of 10 balls from their allotted quota and the play time will be reduced / adjusted accordingly
- If any match is postponed by Councils due to bad weather or the reasons beyond the control, then it will be played as per the revised date decided by ADCC or the match will be called off and considered abandon and the respective teams will receive a point each.
- Minimum of eight (8) players shall take the field for the commencement of the match

**Clothing:**

- All participating teams should wear non-white team uniforms
- No participant will be allowed to wear different colour batting leg guards/ Wicket keeping leg guards. Each Team's Captain/Manager to ensure all players have the same colour matching leg guards and wicket keeping leg guards before entering Field of Play.

**Fielders/Batsman leaving the field:**

If a fielder fails to take the field with his side at the start of the match or any later time, or leaves the field during play:

- The umpire shall be informed of the reason of his absence
- He shall not thereafter come on to the field during the play without the consent of the umpire



- If that fielder or substitute comes into field without the permission of the umpire and handles the ball before the ball becomes dead, 5 penalty runs will be awarded to the batting side and the ball will be declared dead ball
- If the player is absent for 4 minutes or longer:
- The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent ( referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 20 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
- The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

#### **No Balls:**

- A bowler shall be limited to one fast short-pitched deliveries per over.
- A fast short- pitched delivery is defined as a ball which passes or would have passes above the shoulder height of the striker standing upright at the crease.
- In the event of more than one fast short-pitched deliveries per over being bowled, the Umpires shall call and signal 'No Ball' on each occasion. The call a 'No Ball' for fast short-pitched delivery will be the responsibility of the umpire standing at the bowler's end
- If there is a second instance of the bowler being 'No Balled' in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his first warning for the innings.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal 'No Ball' and umpire shall advise the bowler that this is his final warning for the innings
- Should there be any further instance by the same bowler in that innings, the umpire shall call & signal "No Ball" and when the ball is dead direct the captain to take the bowler off forthwith
- If a bowler delivers a [no-ball](#) by overstepping the [crease](#), it costs one run and his next delivery is designated a "free-hit". In this circumstance the batsman can only be dismissed through a [run out](#).
- Any delivery, which passes or would passes on the full above waist height of the striker standing upright at the crease is deem unfair, whether or not it is likely to inflict physical injury on the striker. The umpire at the bowler's end shall, call and signal no ball, when the ball is dead, caution the bowler and issue a first and final warning.
- In addition to the above 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 legitimate delivery (any kind of no ball or wide ball) then the next delivery will be become free hit for whichever batsman is facing.



### **Wide Balls:**

- A ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- Umpires will apply strict and consistent ruling with regards to this law to prevent negative bowling. One run will be awarded to batting team for every WIDE BALL in addition to number of runs scored of them.
- If the batsman changes his batting stance at the time of delivery when ball pass the leg side umpire will not call a wide ball.

### **Limitation of Fielders & Power Plays:**

- No more than two fielders are allowed behind the square leg line throughout the innings.
- A Mandatory Powerplay will be taken in the first 2 overs, following which the batting team has to choose a floating powerplay over between overs 3 and 9.
- During the power play only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- During the non-power play overs, no more than 5 fielders shall be permitted outside the 30 yards circle.

### **Scoring:**

- All matches will be available online on the CricClubs scoring platform
- All participating teams are required to provide their own scorers to sit with the official scorer who shall be responsible for the recording of score and to ensure that the score sheets are neatly and properly filled in and handed over to the umpires at the end of the match.
- It is the captain's responsibility to check the correctness of the score sheet before signing and handing it over to the umpires as no protest in regard to any discrepancy or mistake in the score sheets will be entertained at any stage.
- Scoring on the any other website or application is strictly prohibited. Any team found scoring on any other App, will be disqualified from the tournament.

### **Playing Squads:**

- Each participating team is allowed to use the services of 20-players, with approval of ADCC and is to be submitted prior to tournament along with their Cricclubs ID.
- The captain shall submit a complete list of minimum 12-players, duly signed before the toss for innings to the umpire. Players must not be listed with the single name for various administration reasons. (Captains or Managers are responsible for providing player's full names).
- A player must play at least one match before the final game.



- In case a protest is lodged for the violation of any of the clauses the team captain will be restricted to play for the rest of the tournament and the player will be banned for the season and the match will be awarded to the opponent team.

#### **Code of Conduct & Discipline:**

- Teams are expected to ensure that proper Spirit of the Game is maintained during the matches. In case of any breach of this code, strict action will be taken by the Umpires are required to report immediately during or after a match any breach of these rules or as required under Laws of Cricket. Umpires will report any case of obvious dissent or misconduct, even though the player's captain may have taken effective action.
- All misbehaviours on the ground are to be recorded formally with the umpires who shall forward the same with their report to the ADCC.

#### **Covid-19 protocols:**

All participating teams should strictly adhere to the following COVID 19 safety protocols:

- Sharing of cricket balls to be limited
- No bodily fluids are to be used on the ball.
- No sharing of protective equipment (incl. Helmet, thigh pad, gloves, batting pads, abdominal guard, bat)
- Water bottles are not to be shared. Each player must have their own drinking apparatus.
- No kids between the age of 12-16 to be participating in the match.
- Every user must download the ALHOSN app and ensure any testing is loaded into the app with their UAE Emirates ID number and is to be shown at the Hygiene Station upon entry.
- Face masks should be worn at all times by everyone at the venue, expect whilst eating, drinking or when undertaking strenuous exercise. Fines are in place from the authorities.
- At all times, everyone should maintain a minimum 2m social distance with any person from another teammate. It is critical that people maintain this social distance at all times and avoid congregating/gathering.
- Should you or anyone you have been in contact with test positive for COVID-19 please contact us as soon as possible:  
Email: [info@abudhabicricket.ae](mailto:info@abudhabicricket.ae)  
Call: (02) – 55 88 331

***Abu Dhabi Cricket Council and all officials and members shall not be held responsible for any loss, injury or death during the course of this tournament. All Teams and Players participate at their own risk.***