



# SLASSCOM CRICKET CARNIVAL 2019

## Registration Form

<b>Team Name</b>	
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<b>Company Name</b>	
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<b>Team Captain</b>	
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<b>Email and Contact number – Team Captain</b>	
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#	Name	NIC	Food Preference Chicken/Fish/Veg	Signature
1				
2				
3				
4				
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6				
7				
8				
9				
10				

We hereby confirm that the participants of this team are currently employed at our firm and we have read and understood the rules and regulations of the 'SLASSCOM Cricket Carnival 2019'.

.....  
**HR Officer**

.....  
**Company Seal**

.....  
**Date**



# CRICKET CARNIVAL 2019



## Registration Guide



## Registration Criteria

1. Team structure:
  - 1.1 Each team shall consist of a maximum of 6 (six) Male players and 2 (Two) Female players. 6 (Six) Male Players and 2 (Two) Female Players are compulsory to play the match.
  - 1.2 A team can nominate 2 (Two) additional persons as reserves in case one of the players nominated under point 1.1 are ruled out in the event of an injury. (Altogether 10 members in one team)
2. A maximum of **2 (Two) teams** per Company can be registered for the tournament. Teams will be registered on a first come first serve basis, and a maximum of 48 teams will be accommodated.
3. The HR department must certify all registration forms.
4. Names submitted with the application form will be considered final and conclusive.
5. All Registration forms should be duly signed and a scanned endorsed copy should be mailed to [shiraz@slasscom.lk](mailto:shiraz@slasscom.lk) or [suresh@slasscom.lk](mailto:suresh@slasscom.lk) before April 10<sup>th</sup>, **2018**.

## Games Rules

1. Preliminary and Final Round of matches will be played on 27 April 2019 at CH & FC (CCC) Grounds.
2. The matches would begin at 11.00 AM and would conclude with an award ceremony at 8.00 PM. All teams are required to be present at 10.30 AM for registrations.
3. League and Knockout tourney; 48 Teams. Altogether 16 Groups. League 48 matches, 2<sup>nd</sup> round 8 (Eight) matches, Quarter Finals 4 (Four) matches, Semifinals 2 (Two) matches and a final match. Total of 63 matches.
4. 16 Groups will have 3 (Three) Teams in each; Each team will play 2 (Two) matches in the first round.
5. 04 pitches will be used. Pitches 2 (Two), 3(Three) and 4 (Four) from 11 to 5.30 PM and Pitch 01 (One) from 11 to 8 PM (Semis, third place match and the Final will be played under the lights/ Pitch 01 (One).
6. 05 (Five) overs per inning. 04 (Four) Balls per over. For the semifinals and finals 05 (Five) overs per inning and 06 (Six) balls per over.
7. On the day of the tournament, the teams should report to the Recorder's table 30 minutes prior to the commencement of the tournament. If not, the rival team would be granted a walk over. A minimum of 6 (Six) players including 01 (One) female player should be present to commence each game. In case a team does not have the minimum players, the respective team would not be allowed to play.

The order of the game schedule will not be subject to any changes.

8. The cricket balls will be provided by the organizers.



9. Changes, deletions or additions to the list of original names submitted would not be permitted after the draw has taken place.
10. In the event a game is temporarily stopped due to rain or bad weather, when recommencing after the break, the decision will be taken by the organizing committee.
11. During a game, only the respective team leader/ captain would have the right to raise any question or discuss any issue related to the game with the umpires.
12. In the event any other team members along with their supporters create any difficulties or an environment not conducive for the umpires to carry out their work, the respective team would be disqualified from the tournament.

## Rules of Cricket/Points

### 1. **1<sup>st</sup> Round will be of league system basis:**

The top team from each group, will be selected to go to 2<sup>nd</sup> round.

In the event 2 teams are tied with the same points, the below mentioned process will be followed in order decide

- a) Net Run Rate
- b) If that also ties, the greatest number of Boundaries off the bat (Main and super over)
- c) If that ties again, a Toss be called

### **Winner 2 points/Tie 1 point each/ Loser 0 point**

### 2. **2nd Round/Knock-out Rounds and semi finals**

***If match is tied, it will lead to:***

- a) Super over
- b) If that also ties, the greatest number of Boundaries off the bat (Main and super over)
- c) If that ties again, a Toss be called

### 3. **Final**

- a) If ties, super over
- b) If that also ties, the greatest number of Boundaries off the bat (Main and super over)
- c) If ties again, No toss, Joint Champs.



### Scores for each over

- a. While 6 runs would be given for each no ball and a wide. In case of a no ball and a wide, the ball would be counted. The final ball of the last over of Inning should be legal by both teams.
- b. Bowler would be given only one over to bowl. Wicket keeper CANNOT ball. The wicketkeeper cannot be changed during the game.
- c. The first over of each innings will be bowled by the female player to the female player of the opposing team. The over will be considered done if the 2 female players are deemed out before the over is completed.

## Attendance

**On the day of the tournament, games will be held continuously from 11.00AM to 8.00 PM**

**Therefore, every team should remain between these times to play in their games.**

- Additional players from both teams who are to assist the SCORER should report before the commencement of play.
- A player registered under one team cannot play for another.
- The board of organizers will have the right to determine the number of balls and overs for the game. (During the 2<sup>nd</sup> round/ Knock-out round/ Semis/ Final)
- Players can ball from one place without a run up to the pitch. No Chucking/ No under-arm bowling.
- The right to make final decisions on various issues that may arise during the course of the tournament will be with the cricket organizing committee.
- We will greatly value the immense support extended by all of you to make this tournament a success.
- The draw will take place prior to the tournament date in order to decide the 16 groups. The organizers will communicate the date. It is compulsory for one representative from each team to be present on that date.
- At all times, the decision of the organizing committee will be final.

## Investment & Deadline

- **Registration cost per team is LKR 15,000/-**
- **Each company is allowed to register up to 2 (two) teams only**
- **Applications accepted till April 10<sup>th</sup> 2019**
- **[Online Payment Portal](#)**

**For any queries, clarification needed contact [shiraz@slasscom.lk](mailto:shiraz@slasscom.lk) or [suresh@slasscom.lk](mailto:suresh@slasscom.lk)**