



**WELCOME TO**  
**CAPTAINS / MANAGERS MEETING**  
**T10 TOURNAMENT**  
**08 MARCH 2017**  
**AL FALAJ HOTEL**

## PLAYING CONDITIONS AT A GLANCE

PLAYING CONDITION	T10
Format	10 overs a side
Number of players for Toss (*)	11
Penalty for delayed start	Yes
Duration (Uninterrupted innings)	45 minutes
Minutes per Over	4.5
Mandatory Power Play	None
Min No of Overs for a result	3
Number of overs per bowler	2
Pitch Type	Astro Turf
Number of Balls per innings	One
Color of Balls	Red
Players Clothing	White
Change of innings interval	15 minutes
Drinks interval	None
Omani Player	No
Is Runner Allowed?	No

## PLAYING CONDITIONS AT A GLANCE (Continued)

PLAYING CONDITION	T10
<b>Field Restrictions</b>	
Full 10 Overs (max outside 30 yard circle)	5 players
Start Time <i>ps: (TOSS TIME 15 MTS BEFORE SCHEDULED MATCH START TIME)</i>	1st Match: 07.30 am
	2nd Match: 10.00 am 3rd Match: 2.00 pm
Bouncer / Beamer (Per Bowler entire inning)	1 <sup>st</sup> Instance No Ball + Free Hit, Final Warning + inform Captain. 2nd Instance No Ball + Free Hit and Suspend bowler from Bowling further.
<b>No Ball</b>	
Free hit after all modes of No Ball	Yes

## PLAYING CONDITIONS AT A GLANCE (Continued)

PLAYING CONDITION	T10
Result after interruption in Second Innings	<p>The score at the last completed over played by the side batting second is to be compared with the other side's score at the same point in their innings to decide the result, provided the side Batting second has faced more number of overs than the side that batted first.</p> <p>For the team batting second it shall have scored at least 1 run more than the team batting first at the same point of time, for a win.</p>
Result after interruption in Second Innings	<p>If the side batting second has not had more number of overs to face than the side that batted first, but has played the minimum number of required overs to constitute a match(3 Overs), then the winner shall be decided on average scores (up to four decimals) of the two sides calculated at the last completed over of the side batting second. The side having a higher average shall be considered to have won the match.</p>
Result after interruption in Second Innings (Minimum number of overs required for a result has NOT been faced by both teams i.e. 3 Overs)	No Result – 1 Point Each

## PLAYING CONDITIONS AT A GLANCE (Continued)

PLAYING CONDITION	T10
<b>Time Wastage (for over rate calculation)</b>	
Ball going beyond the boundary line	Min of 15 seconds
<b>Penalties</b>	
Application of Penalties as per Law 42	Not Applicable
Application of Penalties other than Law 42	Yes
<b>Scoring</b>	Provided by OC
<b>Score Sheets Submission</b>	
OC Score Sheet duly signed by both Captain's	Not more then 15 minutes
<b>Points</b>	
Win	2 Points
Tie	1 Point
Loss	0 Point

## EVENT FORMAT

### First League Round

- 24 teams will be grouped into 3 groups of 8 teams each
- All teams will play league matches within their group
- One team with highest points from each group will qualify to play the next round

### Final Round for Champions / Runner-up

- The Top team from each Group from the first round will play a league match between them.
- The team with highest points in **this round** will be declared the Winner and the team with second highest point will be the Runner-up

## EVENT FORMAT (Continued)

**In case of teams with equal points in both rounds, the top team in the first round and winner / runner-up in the final round will be based on the following sequence**

- The team with highest number of wins in that League.
- In case of this also being equal between the two teams, the team with highest Net run rate as required by CricHQ up to **four decimal points**, will be the winner.
- In case the net run rate are also equal, the winner will be the team that scored more number of runs in all the matches together in that particular league round.
- If this also being equal, winner will be selected by toss of a coin.

## Penalty for team responsible for delayed start

- Both teams should submit the team nomination sheet not later than 10 (ten) minutes before the start of the match.
- If a team submits the nomination sheet 10 minutes before the start of the match, the toss will be taken once the nomination sheet is submitted and the match shall start in 10 minutes from the time the Toss is held and both sides shall play full 10 overs.
- The side that submitted the nomination sheet on time will be added with 6 runs for a delay of every slot of 4 minutes from the scheduled Toss time by the defaulting team. (same regulations as in the OC league and knockout tournaments)
- In case a Team does not submit the nomination sheet before the scheduled start of the match, the team shall be considered to have given a walk over to the opponent team and could face disciplinary actions by OC.



## Penalty for breach of code of conduct for player

- If the Umpires report a player to have breaches the code of conduct of players and players support personnel (same as that of the OC League and Knockout tournaments, copy available in the OC Website), the player and the team captain could face disciplinary action, including suspension for one or more matches in the tournament.
- All teams and players are requested to play the game and the tournament within the Spirit of the Game and follow the playing conditions.
- Umpires shall ensure that no untoward incidences lead to bringing the game to disrepute.



## Checking the Players Registration List & Identification Card (ID) of players

- Teams should submit the Original Players List provided by OC (duly stamped & Signed) to Umpires to check the players list at the time of Team Nomination.
- Umpires to check the original Id card (Resident Card) before the Toss and compare it with the Players Registration details provided to teams.
- Under no circumstances photocopy of the Resident will be allowed.
- Resident Card of the player should be valid throughout the tournament. If the validity is expired, player will not be able to play the match.