

8th Edition - Box Cricket

General Rules , Regulations, Terms & Conditions

1. A team comprises 8 players. The 8 players have to be intimated in advance & can change till the beginning of the tournament. Once the final 8 are registered on the tournament date, no changes will be allowed unless under exceptional circumstances. If the teams are found to have made any changes post the registration without the intimation to the organisers, the whole team can get disqualified irrespective of the stage of the tournament. The employee has to present a valid id proof - company photo id card or a letter from the HR / authorised signatory certifying the bonafides of the employee along with a photo id proof to the organizers at the time of the registration or at any other time as required by the organizers. Failure to produce the id proof by a player may result in the organizers not allowing the player(s) to participate in the tournament. Organizers decision in case of any disputes arising on the same will be final & binding on the player(s) / team. One player is not allowed to play in more than one team.
2. **Timings for the matches need to be strictly adhered to.** Organizers would not like to give walkovers & a maximum delay of 10 minutes will be allowed from the timing of the match. The teams will have to start playing with lesser players if the others in the team have not turned up else a walkover will be given after 10 minutes of the scheduled time. Teams are requested to report at least 30 minutes before their scheduled matches so that all matches can be smoothly organized causing minimum delays & inconvenience to teams
3. The league match schedules and timings shall be put up on the website www.nsportz.com a couple of days before the scheduled event dates. The schedule put up is indicative and subject to change as there could be last minute changes in the teams / players.
4. Spot entries will be allowed to a corporate on the tournament dates against any vacant slots available at a premium of Rs 5000/- over the entry fee. Payment for the spot entries has to be done on the spot.





5. Alcohol consumption at the venues is strictly prohibited. Any player / company supporter found doing so can result in the entire team being *ate Sports* disqualified from the tournament & is liable for any action as deemed fit by the venue authorities
6. While basic first aid will be available at the venue, the organizers / venue authorities are not responsible for any injuries happening to the players who are playing at their own risk or injuries to their supporters.
7. The entry fees of Rs 16000/- per team are payable before the tournament dates on confirming by the corporate of their teams participation to NSportz. NSportz reserves the right not to allow the corporate from playing the tournament in case the confirmation is received from the company on the participation but the actual payment is not done.
- 8. If a company confirms participation by the last date but subsequently withdraws from the tournament after the last date of entries due to any reason, the fees are still payable (in case not already paid) to NSportz. The fees if already paid will not be refunded to the company.**
9. Trophies will be awarded to Winning Team, Runners Up and the Semi Finalists & the player of the tournament. If there are less than or equal to 12 teams playing the tournament, it is the discretion of the organizers to conduct or cancel the tournament. If the number of teams is 8 or less the prizes can also be changed at the discretion of the organisers. If the tournament is cancelled due to less participation, the entry fee if paid already will be refunded to the corporate.
10. Refund policy : No refund will be given for any other reason including Force Majeure as below.
11. Force Majeure : If the tournament is not conducted for any reason due to act of God, fire, flood, or other natural disaster, malicious injury, strikes, lock-outs, or other labour troubles, riots, insurrection, war or other reason of like nature, governmental restrictions, governmental regulations, governmental controls, judicial orders, enemy or hostile government action, civil commotion, telecommunications failure (including, without limitation,





Internet failures) or due to problems or issues at the venue, which is not the fault of NSportz and is beyond the reasonable control of NSportz, then the *ate Sports* conduct of the tournament shall be excused provided that NSportz notifies the Corporate Client as soon as practical of the existence of such condition.

12. Limitation of Liability & Indemnity : Except as expressly provided, NSportz and its affiliates shall not be liable for any indirect, incidental, contingent, consequential, punitive, exemplary, special or similar damages, including but not limited to any accident, loss or damage to any body parts, injuries, loss of profits or loss of data, whether incurred as a result of negligence or otherwise, irrespective of whether NSportz has been advised of the possibility of the incurrence by a corporate, corporate employee or an individual of any such damages. Notwithstanding anything stated elsewhere NSportz's liability towards damages incurred in relation to its services provided, including as a result of any negligence on the part of the NSportz or its affiliates, shall not exceed the total amount paid by the Corporate Client for a team entry or by a team of individuals directly to NSportz for the participation in the tournament giving rise to such damages. The corporate client, corporate employee or any individual participating in the tournament shall indemnify, defend and hold harmless NSportz and its affiliates from and against any and all claims, suits, proceedings, damages, costs, expenses (including, without limitation, reasonable attorneys' fees and court costs) brought against, or suffered by, any third party arising or resulting from, or otherwise in connection with participation in the tournament organized by NSportz.

13. Umpires / Organizers decision is final in case of any disputes. Only team captains are allowed to interact with the referees / organizers in case of any disputes. If team members are found to be in heated arguments with the referee or the technical/organising committee, it could result in the entire team being disqualified from the tournament or forfeiting the match. Teams will also be responsible for the behaviour of their supporters at the venue and action will be taken as applicable by referees / organizers as if the team has behaved in that way. Above all, the sports are to be played in true spirit.



Rules Box Cricket

- Each match will be played 7 players a side and will have 1 reserve player. A match consists of 5 overs per innings. Each of the 5 overs has to be bowled by a different bowler. Balls have to be bowled under arm from below the waist (side arm not allowed) without completely lifting the leg and from within the box at the bowlers end. If the bowler's foot touches any line of the box, the same will be declared a no ball. The umpires decision is final with regards to the bowling action of a bowler. Once a bowler bowls the first ball, he cannot be changed and has to complete the over. A team will get a maximum of 15 minutes to bowl the five overs in an innings. Other rules on the bowling will be intimated at the tournament by the organizers & umpires
- There shall be two power play overs - one each for the bowling team & batting team during the 5 over innings. In the batting power play over the runs scored by the batting team will be doubled at the end of the over and added to the score. In the bowling power play over, the runs scored by the batting team will be halved at the end of the over and added to the score. Any decimals will be converted to the nearest full number. The batting power play should be taken in the first three overs of the innings (by default the third over). The bowling team can change the bowler when the batting team decides to take the power play over. The bowling power play should be taken in the last two overs (by default the 5th over)
- A wide or a no ball fetches 1 run. Full toss above the waist will be treated as a no ball assuming the batsmen has not moved from his position down the track when the ball has been bowled. The bowler has to pitch the ball (if at all) beyond the pitch line for the ball to be a legitimate delivery else again it will be termed as a no ball. If a batsman however moves down the track, the no ball (due to any reason) is nullified. A wide / no ball has to be re bowled even if a wicket falls due to a stumping or run out.
- If the ball hits the roof net, the ball is considered in play. If a catch is taken after the ball hits the roof net, the same is considered not out.
- A maximum of 3 fielders are allowed to be placed behind the bowler for all the 5 overs. If the same is not the case, it will be termed as a no ball.
- A tape will be put across the perimeter of the box. If the ball is hit directly above this tape the batsman will be declared out except on a no ball. In that case, no additional runs will accrue (except that of the no ball) & only the ball will be re bowled. In case the ball touches any part of the fielder's body and then directly goes over the tape, the batting team gets the applicable runs earmarked.



- In all group / league matches each team in a group will play a minimum of 2 league matches as per the schedule. A win in the league matches fetches 2 points, a tie / abandoned match fetches 1 point. No points are awarded for a loss. The top 2 teams of the group will progress to the knock out rounds. There will be no carry forward of points / run rates from the group stage. The winners of the group will be ranked using the following criteria
 - i. the team having the maximum points tops the group
 - ii. if the points are equal, then the team having more wins in the group
 - iii. if still equal, then the team winning the head to head in the group
 - iv. if still equal, then the team having the higher net run rate
 - v. if still equal, then by a toss of the coin
- In all knockout matches (including the finals), in case of a tie there will be a super over played between the teams. The super over will be a normal one i.e. no power play rules will be applicable. In case a batting team loses two wickets in the super over, the super over ends. In case the scores are tied at the end of the super over, the winner will be decided by the toss of a coin.
- The rules above are subject to change and any changes will be intimated by the organisers at the start of the tournament which has to be accepted by all the teams. Any other rules as applicable will be intimated on the tournament dates by the umpires / organizers.
- The decision of the umpires & organizing committee in all matters will be final and binding for all participants

