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Inaugural Over Arm Tennis Cricket Tournament

12th & 19th November 2016

Arya Bhaskar Ground Goregaon East

Rules , Regulations, Terms & Conditions

1. A team comprises 12 players including 1 reserve player. The 12 players have to be intimated in advance & can change till the beginning of the tournament. Once the final 12 are registered on the tournament date, no changes will be allowed. If the teams are found to have made any change post the registration, 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. If after a match starts and the balance players still don't arrive in time for their bowling, the match will again stand forfeited. Teams are requested to report at least 30 minutes before their scheduled matches. All are requested to adhere to the timings so that all matches can be smoothly organized causing minimum delays & inconvenience to teams
3. A match consists of 6 overs per innings. Minimum 5 bowlers are required to bowl the six overs. At the maximum only one bowler can bowl two overs.



4. A maximum of 3 fielders are allowed to be placed behind outside the circle in the power play overs which will be applicable in the first two overs per innings. If the same is not the case, it will be termed as a no ball
5. Any no ball will give a free hit to the batsman on the next ball.
6. In all group / league matches each team in a group will play the other teams in that group 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 knockout stages. There will be no carry forward of points / run rates from the group stage. Winners of the group will be ranked using the following criteria
 - a. the team having the maximum points tops the group
 - b. if the points are equal, then the team having more wins in the group
 - c. if still equal, then the team winning the head to head in the group
 - d. if still equal, then the team having the higher net run rate
 - e. if still equal, then by a toss of the coin
7. 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.
8. All other standard cricket rules apply.
9. Umpires / Organizers decision is final in case of any disputes. Only the team captain is allowed to discuss any points with the umpires. The umpires have the right to call off a match, if there are continuous arguments by a team and grant a win to the opponents.
10. The league match schedules and timings shall be put up on the website www.nsportz.com on 10th Nov 2016. A copy of the same will also be there at the venue. The schedule put up is indicative and subject to change as there could be last minute changes in the teams / players.
11. Spot entries will be allowed to a corporate on the tournament dates against



any vacant slots available at a premium of Rs 5000/-. Payment for the spot entries has to be done on the spot. Registration rules as per point 1 in this document have to be complied with

12. Alcohol consumption at the venue is strictly prohibited. Any player / company supporter found doing so can result in the entire team being disqualified from the tournament & is liable for any action as deemed fit by the venue authorities
13. While basic first aid will be available at the venue, the organizers / venue authorities are not responsible for any injuries happening to the players or their supporters.
14. The entry fees of Rs 20000/- per team are payable to NSportz before the tournament dates. The last date for giving entries is 8th November 2016. 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.
15. 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
16. Trophies will be awarded to Winning Team, Runners Up and the Semi Finalists.
17. Refund policy : No refund will be given for any other reason including Force Majeure as below.
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 conduct of the tournament shall be excused provided that NSportz notifies the Corporate Client as soon as practical of the existence of such condition.

18. 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.

