



# SANATH JAYASURIYA CRICKET FOUNDATION

(SINCE 2009)

[sjcricketfoundation@gmail.com](mailto:sjcricketfoundation@gmail.com)

077 2293530 / 076 7225563

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## **SJCF JUNIOR BLASTERS CHAMPIONSHIP – UNDER 10**

### **THE SPIRIT OF THE TOURNAMENT**

Respect is central to the Spirit of Cricket. Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair. Accept the umpire's decision. Everyone admires players who play like that. The following rules and guidelines have been designed with those objectives in mind, whilst ensuring a free and fair tournament.

### **TOURNAMENT GUIDELINES**

#### **01) Tournament Committee**

1. Mr. Dilruk Mendis (Tournament Chairman)
2. Mr. Subram Ramaswamy (Tournament Secretary)
3. Mr. Preethiraj Chathuranga
4. Mr. Kumesh Uminda

#### **02) Authority and Control**

- The Tournament Committee will conduct the above tournament and will have complete control of events connected with the tournament and will be the final authority on matters relating to the tournament.
- Any matters relating to the tournament not provided for under rules and conditions, must be submitted to the tournament committee for a ruling, if and when such matters arise, the decision taken by the tournament committee shall be final and binding.

#### **03) General**

- The tournament will be conducted from the 03<sup>rd</sup> of December to the 22<sup>nd</sup> of December 2024.
- The tournament age group is Under 10
- The matches will be played in 25 overs, except,
- The final match will be played in 30 overs.
- The tournament will be conducted as per the attached schedule.
- Fifteen (15) teams will compete in the tournament.
- Length of the pitch – 20 yards
- All matches will be played on matting wickets.
- Size of the boundary shall be as follows  
Max: 45 yards & Min: 35 yards



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## 04) Entries

- Each academy/club shall submit a list of names of Fifteen (15) players on the attached official entry registration form. Players including the reserves of a team for any particular match will be selected from the **ENTRY LIST** only.
- Any team found playing an unregistered player shall forfeit that game to the opposing side.
- Should any irregularity be proven, then the team concerned shall be automatically disqualified from the tournament and shall be banned from playing in the tournament in future.
- All players should be born on or after – **01.09.2014**

## 05) Tournament Rules and Regulations

- Normal limited over match rules shall apply with each bowler permitted to bowl a **maximum of Five (05) overs per innings** for 25 overs matches.
- How Power Play works,
  - **One Power Play per inning (01 – 25 over)**  
Maximum of Five (05) fielders shall remain outside the 25 yards circle throughout the entire inning.
- The **First Six (06) overs** if the innings must be bowled by **Fast Bowlers**.
  - In the event the umpires decide that the light is not sufficient for fast bowlers, they shall so advise the fielding side captain to use spinners to continue play.
  - A minimum of Ten (10) overs should be bowled by fast bowlers in a full (25 over) innings.
  - If the number of overs in an innings is reduced, the umpires will calculate the number of overs to be bowled by Fast Bowlers.
- All players are strictly advised to be attired in White clothing and shoes, Players are prohibited to wear fancy shoes, shoes must be white including the laces.
- A minimum of Nine (09) Players should be present to start a match.
- **(A)** If a team arrives late and bats first, their quota overs will be reduced according to time lost, but their opponents will receive the full quota.
- **(B)** When a team arrives late and fields first, umpires will reschedule the match as follows. The opponents will receive the full quota of overs to bat, and the team arriving late will receive a lesser no of overs as per the time lost. (04 Minutes per over). (A grace period of half an hour is given. This will be processed after that time)
- There should not be more than Five (05) Fielders on Leg Side.
- **A Free Hit** will be granted for each No Ball.
- **Wide Ball** – The off-side wide is marked as in a normal limited overs match, and the leg-side wide is marked one and a half feet beyond the leg stump on the leg side.
- **The first 15 overs** will be bowled from one end and the **next 10 overs** after the water break will be bowled from the other end. The captain will decide which end will bowl first.
- The team bowling first must complete all overs within **Two hours**, failing which, when they bat, they will also be allowed only the number of overs they bowled.



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If the second innings fails to bowl within Two hours, the match will continue until the end of the match.

- For a complaint filed by a group, it must be submitted in writing and a sum of Rs.5000 must be handed over to the organizing committee at that time, or its representative. If the complaint is upheld, the money will be refunded.

## 06) Walkover

- If a team in a group does not show up for the match, that team will be eliminated from the tournament.
- All teams in the group in which that team is located will receive the points for the win. (However, if a match has been lost to that team before, those points will not be awarded to the losing team)
- Since the NRR of the other teams will not be calculated even if the winning points are found, the NRR of the matches played before that will also be eliminated from the other teams.
- All issues arising in this regard will be decided impartially by the Organizing Committee from thereon.

## 07) Substitutions

- A player can be added as an **Impact Substitute**.
- In case of serious injury or a concussion during the match the team coach can request a substitution, and the umpires will assess and decide on the substitution.

## 08) Benefits

- Balls are provided for all matches.
- The following Trophies will be awarded at the end of the tournament,
  - Championship
  - Runners-up
  - Best Batsman of the Tournament
  - Best Bowler of the Tournament
  - Best Fielder of the Tournament
  - Player of the Tournament
- Player of the Match trophies awarded for all matches.
- Players from all teams will receive Certificates of Participation

## 09) Tournament Setting

- **First Round** - Will be played on a League basis. Total number of teams will be divided into Three (03) Groups, where teams in each group will play each other on a round-robin basis. (04 Matches for each team)



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All League matches will be played as 25 overs per innings. The top team of each group and Top Second of all groups (One Team) will qualify to play in the Semi Final.

- **Semi Final** - The draw for the Semi Final Matches will be as follows :
  - ❖ Winner of Group "A" vs Top Second
  - ❖ Winner of Group "B" vs Winner of Group "C"
- **Final** - Winners of Two Semi Final Matches will qualify to play in the Final.

## 10) [A] Point System for first Round

▪ <b>Win</b>	-	<b>04 Points</b>
▪ <b>Tie</b>	-	<b>02 Points each</b>
▪ <b>No Decision</b>	-	<b>01 Points each</b>
▪ <b>Loss</b>	-	<b>00 Points</b>

- If a match is tied in the first round, there will be no tie-breaker and each team will receive 2 points
- If a match cannot be played or completed, it will be counted as a No Decision (No Replay).
- First round Group Winner will be determined by the following order,
  - I. **Highest Number of Points each Group**
  - II. **Highest NRR**
  - III. **Total Runs from All Matches**
  - IV. **The top 2<sup>nd</sup> of all groups will be selected in same manner after the top of each group is selected. All teams will be ranked in one group for this purpose.**

## [B] Point System for Semi Final

- Winners of semifinals will qualify for the Finals.
- If the Semi Final match ends in a Tie, a Super Over match will be played.
- If the Super Over match is also Tied, the team with the Most Boundaries in that match, wins
- If both teams have the same number of boundaries, the winner will be selected by Tossing a Coin.
- A Replay will be given if the semi-final match cannot be held due to rain.
- If the replay is not possible, the **Bowl Out Method** will be used.
  - Five players (not wicket keeper) will each bowl Two balls at a set of stumps. The team that hits the stumps more times wins
  - If the first attempt is tied, another Bowl Out, using three players (Not wicket keeper) who did not participate in the first bowl out, will be done. (2 balls per bowler).
  - If that is also tied, the wicket keepers of each team will bowl 2 balls at the stumps in a Bowl Out to decide winner.
  - The Bowl Out may be done outdoors or indoors, depending on circumstances at the time.
- If all Bowl Out attempts result in ties, the winner will be decided by a Coin Toss.



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## [C] Finals

- If the Final Match is a Tied, a Super Over Match will be played.
- If the Super Over Match is the Tied, Both Teams will be declared **JOINT CHAMPIONS**.
- If the match ends in a No Decision, Both Teams will be declared **JOINT CHAMPIONS**.

## 11) Achieving a Result

- If the start of a match is delayed due to rain or any other reason, a **minimum of 8 overs** of play should be possible for each team, to constitute a match. Otherwise, it will be declared an abandoned match.
- If the match is abandoned due to rain or any other reason, the winner of the match will be decided by the **RUN RATE** if the team playing the second innings has bowled at least **8 overs**. If the match is abandoned in less than 8 overs, it is called a **No Decision Match**.

## 12) Hours of Play

- **Morning Matches:**

Toss	8.10 am	
First Session	8.30 am	10.30 am
Break	10 Min Break per Session	
Second Session	10.40 am	12.40 pm

- **Evening Matches:**

Toss	1.00 pm	
First Session	1.20 pm	3.20 pm
Break	10 Min Break per Session	
Second Session	3.30 pm	5.30 pm

All Teams should arrive at the ground 30 minutes before the Toss.

The support of all of you is very important for the successful completion of the tournament and we highly appreciate it. Wishing all Players and Teams a successful Tournament.

**GOOD LUCK....!**

Mr. Dilruk Mendis

Tournament Chairman,

Sanath Jayasuriya Cricket Foundation.

Contact No: 077 229 3530