

## CAPTAINS KEY INFORMATION PACK

### ADMIN

- **Team registration & payment**

Please note that all teams must have paid the **FULL shirt & registration amount** by the start of the tournament (Winter T20 Challenge). Failure to do so may affect team's progress in the competition and other penalties.

Please email: [registration@infinityt20cricket.com](mailto:registration@infinityt20cricket.com) to update us with any information

- **Player registration**

In the Winter T20 Challenge – ALL players need to be registered and inputted into our systems prior to the commencement of the tournament.

No changes to the squad can be made after Thursday 22<sup>nd</sup> August – save for exceptional circumstances made in writing to us.

- **Shirt ordering & collection**

All team members need to be wearing correct team shirts. All teams have a minimum of 12 shirts, however you may have some players who do not have a team shirt. For this reason, the captain should take extra care in ensuring that team shirts are shared to prevent any player from taking the field without official uniform.

Shirts can be collected at the team's first match from the **match day coordinator**

- **Player information**

All player information such as email, highest level played etc will be collected during your first few matches by the **match day coordinator**.

- **Photos**

- Team photo - A team photo will be taken during the event. Please ensure team is appropriately attired.
- Player photos - All players will have a headshot taken

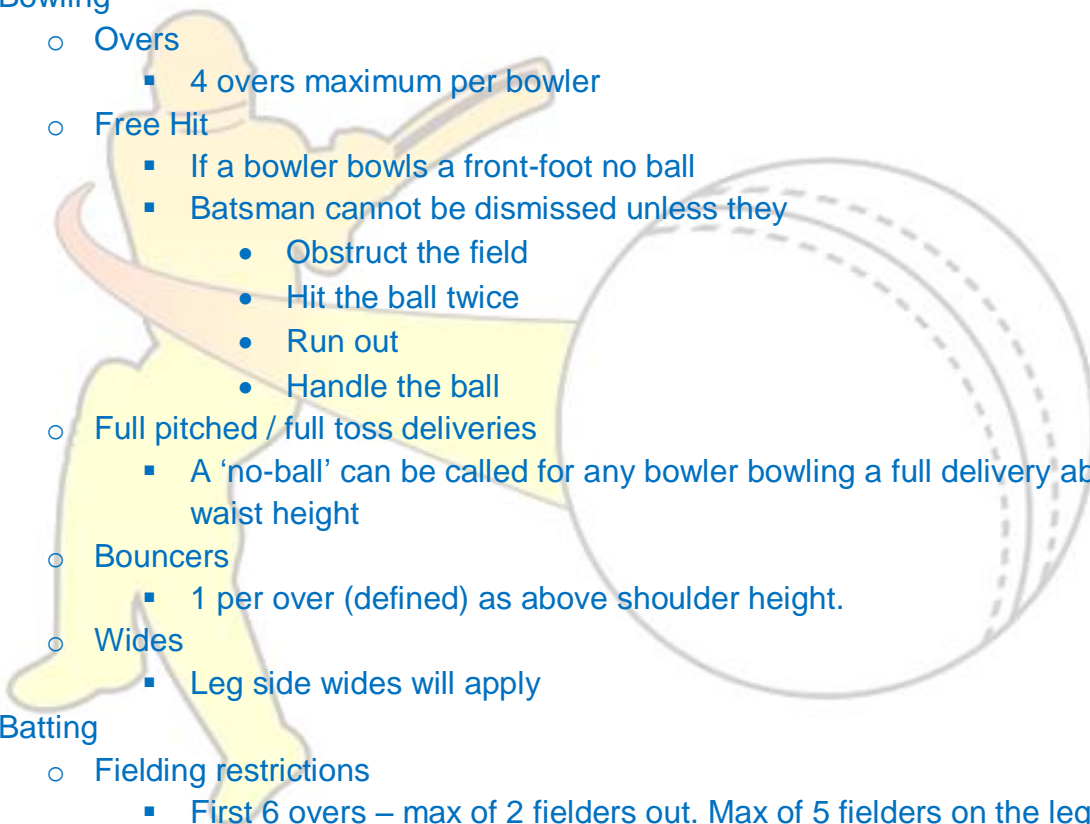
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## TOURNAMENT RULES

- Infinity T20 Tournament rules – *Please refer to separate rules document*
  - Broadly adopt the ICC International T20 Rules with variations

The following are some key rules to keep in mind. However, for precise definitions – refer to the official tournament rules document.

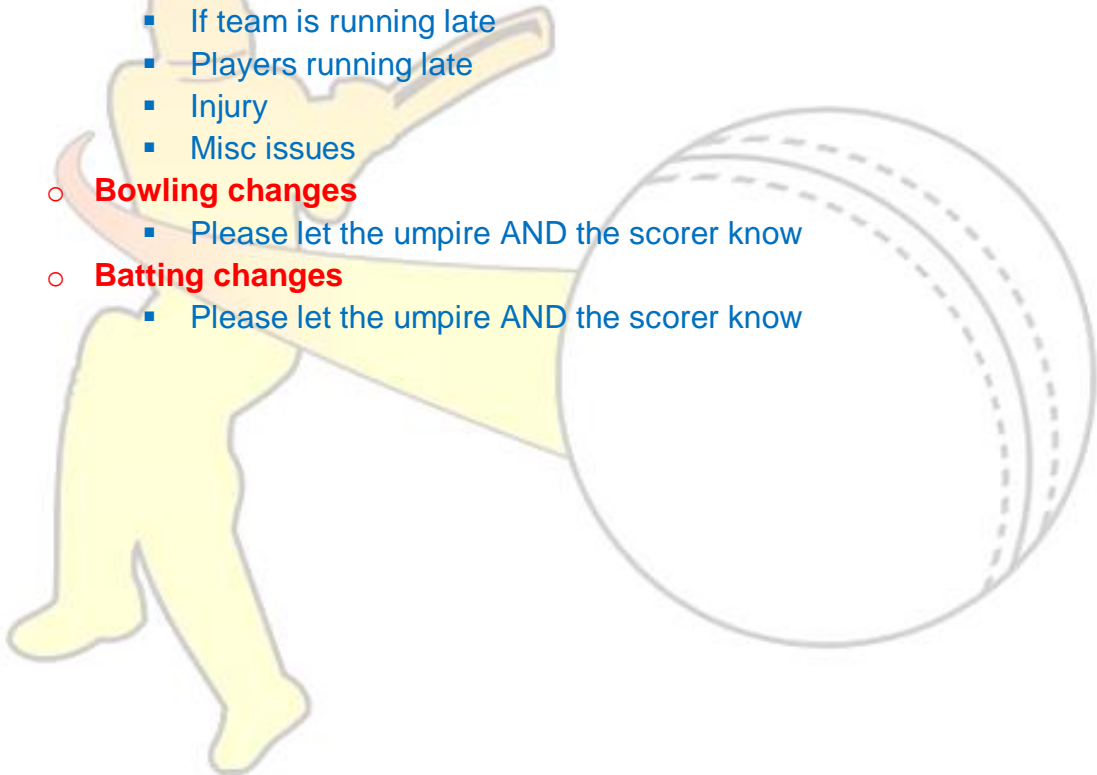
- Bowling
  - Overs
    - 4 overs maximum per bowler
  - Free Hit
    - If a bowler bowls a front-foot no ball
    - Batsman cannot be dismissed unless they
      - Obstruct the field
      - Hit the ball twice
      - Run out
      - Handle the ball
  - Full pitched / full toss deliveries
    - A 'no-ball' can be called for any bowler bowling a full delivery above waist height
  - Bouncers
    - 1 per over (defined) as above shoulder height.
  - Wides
    - Leg side wides will apply
- Batting
  - Fielding restrictions
    - First 6 overs – max of 2 fielders out. Max of 5 fielders on the leg side at any given time
- Player qualification for finals
  - Players need to play 1/3 group games (2/4 if in 'Group 2) to be eligible for finals' qualification
- Super Over
  - Only implemented from knockouts. Please refer to official rules for more details
- Penalties & misbehaviour – comprehensive list can be found in the rules



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## MATCH DAY

- Arrival at ground
  - At least 30 minutes prior to published match times
- Team lists / substitutes
  - Please verify and fill out the team sheets prior to the commencement of the match
- Communication
  - Infinity Cricket
    - If team is running late
    - Players running late
    - Injury
    - Misc issues
  - **Bowling changes**
    - Please let the umpire AND the scorer know
  - **Batting changes**
    - Please let the umpire AND the scorer know



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## SOCIAL MEDIA

Please tell your team to join us on

- Facebook [www.facebook.com/infinitycricket](http://www.facebook.com/infinitycricket)
- Twitter [www.twitter.com/ifninitycricket](http://www.twitter.com/ifninitycricket)

[www.infinityt20cricket.com](http://www.infinityt20cricket.com)

*‘Connecting people through Cricket’*

