



Muthoot Pappachan Group (“MPG”) invites all local and street Cricket Teams from the economically backward villages, colonies and other set of people (“Teams”) to register and if shortlisted to participate in **Muthoot Blue League of Dreams**, a tennis ball Cricket Tournament for Men (“Tournament”).

The following terms and conditions governs the registration and participation of Teams. By registering for the Tournament, Teams agree to follow the terms and conditions. Teams are instructed to refrain from registering for the Tournament if any of the terms and conditions are not agreeable or acceptable.

Eligibility and Participation

1. Teams across India are eligible to register and participate in the Tournament.
2. The member of the Team registering for the Tournament shall be of age group 21 – 59 Years.
3. Each Team member shall submit a medical certificate which affirms the fitness of the member to play intense sports and MPG shall have the right to deny the participation of any Team member if his medical condition is unsatisfactory.
4. The Team member shall not be undergoing any punishment sentence pronounced by Court of Law.

Playing Rules and Regulations

1. The tournament will be played with a Tennis Ball.
2. All players will be given Jerseys, Track pants and Caps.
3. All players must strictly wear the apparel provided.
4. A maximum squad of 14 players per side.
5. Each team will be assigned a ‘marquee player’ as part of the playing 11.
6. Each captain will nominate 11 players in writing to one of the umpires before the toss of every match.



7. All the leagues will 8 overs a side.
8. Both playoffs and finals will be 10 overs a side.
9. Coin toss will be completed off the field, and both teams will be fully prepared to take the field as soon as the toss is over, and the field is available (if another game is in progress).
10. The length of the pitch will be standard 22 yards.
11. For 8 overs match, only two players shall be allowed to be outside the 30 yards circle in the first two overs (power play). From the third to eighth over, minimum 4 players (excluding bowler & wicket keeper) should be inside the 30 yards circle. For 10 overs match, only two players shall be allowed to be outside the 30 yards circle in the first three overs (power play). From the fourth to tenth over, minimum 4 players (excluding bowler & wicket keeper) should be inside the 30 yards circle.
12. Each team will play 3 games in the qualifying/round robin stage. 2 points will be awarded to the team for winning a match.
13. Top two teams after the league stage will qualify for the final.
14. In case of a tie-on points for qualification between teams, the team with better Net Run Rate (NRR - calculated as per ICC regulations) shall qualify.
15. In case of a tie, we shall have a Super Over. The team to score the highest number of runs in the super over shall be considered the winner. In case of a tie in the Super Over, the team with maximum number of boundaries (6s + 4s) in the match (excluding Super Over) shall be declared the winner. Even then if it's a tie we will then have a 'bowl out' with 5 chances taken by 5 different players. In case we have a tie in bowl out as well, then the winner will be decided by "sudden death".
16. All the matches will be played as per the rules of the International Cricket Council (ICC).
17. Each over will consist of 6 balls.
18. One bouncer allowed per over.
19. No beamers allowed.
20. Full toss above waist high will be treated as a 'no ball'.
21. Free hit for the next ball when the no ball is bowled by the bowler by overstepping the line and not otherwise.
22. Bowling must be done over arm.



23. There will be a 30 inches mark on the off side of the off-stump. Any ball passing outside of this mark will be judged a wide ball, the batting side will be awarded 1 run plus any other runs that they can get through bye-runs.
24. Any ball passing behind the legs of the striker, provided it's outside the leg stumps will be a wide ball too.
25. In an 8 overs match, a maximum of three bowlers can bowl up to two overs each. Rest will be allowed to bowl a maximum of one over each. In a 10 over match, a maximum of two bowlers can bowl up to three overs and the rest will be allowed to bowl a maximum of two overs each.
26. A 'Runner' will not be allowed under any circumstances.
27. In case the batsman is not able to continue his innings because of injury/tiredness he can retire suo-moto and come back any time after the fall of a wicket.
28. All games to begin as per the published match schedule.
29. If the game is not completed due to bad light or bad weather, then the points will be split equally between the two teams. There will be no rescheduling of the games.
30. The organizers are not responsible for providing any cricketing gear.
31. A batsman can use batting gloves if they desire.
32. Transfer of players between teams are not allowed unless otherwise approved by the Scheduling Committee.
33. The decision of the Umpires will be final and binding on all the participating teams.
34. The usage of foul languages, sledging or physical intersection between the players are not allowed. Any Team member who is guilty for the above stated acts will be banned from the rest of the matches.

Terms and Condition

1. Teams shall use the web-based application of MFL (www.muthootblueleagueofdreams.com) to register for the Tournament.
2. Registration for the Tournament will open on April 12th and close on April 29th, 2018.



3. Registration for the Tournament is free of cost.
4. From the pool of registered Teams, 4 (Four) Teams will be selected by way of online voting and such selected 4 (Four) Teams will get a chance to participate in the Tournament, to be held at Air India Ground, Kalina, Mumbai (“Venue”) on May 16th and 17th, 2018.
5. MPG reserve the sole rights and discretions in screening/checking/finalizing the eligibility of the registered Team(s) and thereafter shortlisting the final four Team(s). Any such decision made by MPG cannot be challenged and it will be free from any claims and actions.
6. Each Team shall have a minimum of 12 and a maximum of 14 players. All Teams that meet the above requirement shall within 48 hours of receiving the intimation of selection, confirm through email whether they are traveling and playing in the Tournament.
7. MPG shall take reasonable steps to intimate the selected 4 (Four) Teams through the mobile contact number provided by such teams in the website and shall also publish the details of the selected teams on the website.
8. Any efforts made, or methods adopted by the Team(s) other than by way of online registration or online voting to get registered after the timeline for registration or to get selected in the final four respectively won't be entertained by MPG and MPG without any reservation at its sole discretion shall have the rights to disqualify such Team(s).
9. MPG will not be liable for unanswered calls or technical or network problem, preventing MPG from intimating the shortlisted Team.
10. In the event a selected Team fails to confirm the participation or fails to affirm the full team participation for the tournament, the next most popular Team will be intimated and selected.
11. MPG shall provide the team members of the selected 4 (Four) Teams two-way train tickets and hotel accommodation on sharing basis close to the Venue.
12. Team members shall strictly follow the schedule given at the beginning of the train journey and any changes in schedule is not permissible.
13. Team members are not allowed to consume liquor or use tobacco/narcotic drugs and shall maintain strict discipline during the train journey and throughout the Tournament. MPG will not be responsible for any illegal acts and its consequences.



14. Each individual player shall bear all other expenses towards telephone, sightseeing, conveyance and others.
15. The family members and/or friends & relatives may accompany the Team members at their own costs and risk. Those who are accompanying the Team members as stated above are not permitted to mingle, stay or travel during the Team's traveling, boarding and playing.
16. MPG will not be liable to compensate or provide hospitalization charges or other medical expenses for any injuries incurred by the players while playing or participating in the Tournament or during the transit to and from their homes.
17. MPG reserve the right to withdraw or discontinue the Tournament at any stage without any liability or obligation whatsoever.

General Condition

18. Since the registration is through web application, MPG accept no liability for any technical problems affecting the registration process. In the event of any technical problems, MPG will try to rectify the same; and in the event the same cannot be rectified in time, no Teams will be selected.
19. MPG reserve the right to withdraw or discontinue the Tournament and /or to modify the dates and terms and conditions of the Tournament at any time without prior notice or announcement.
20. Teams agrees that MPG reserve their sole and final judgment as to all matters concerning the Tournament and interpretation of terms and conditions of the Tournament; and Teams agrees to be bound by the same.
21. Team agrees that, by participating in the Tournament, MPG may use the Team's name, its group photo in any manner and in any medium for its promotional purposes without any additional compensation or further consent, except where prohibited by law.
22. Team agrees that the registration, selection and/or participation in the Tournament does not give any rights or entitlement to the Team against MPG



Liability Statement

By participating in the Tournament, Teams agrees to release and hold harmless MPG; and any of its employees, affiliates, subsidiaries or agents representing or related to the companies and its business products from any criminal or civil liabilities or claims or damages or losses arising out of injuries, death, (either direct, indirect or consequential, incidental or punitive), including any third party claims arising from or relating to, in whole or in part, including registration and participation in the Tournament.

Jurisdiction

The Tournament is governed by the laws of India. Any dispute including any dispute arising out of all matters with respect to the Tournament shall be subject to the exclusive jurisdiction of the courts of Trivandrum.