

Inter-school Cricket Tournament Format and Rules

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Goals

- Bring awareness of Cricket to School Children in California
- Bring awareness of CCA mission to California School Children
- All Players (irrespective of skill level) should be able to participate in some manner in each game
- Limit time duration of entire game to 2 1/2 - 3 hours
 - Reduce fouls (j

Tournament Format

- Tournament will be played amongst Four Teams
- All teams will play two matches each
- The two teams which win the first round will play the finals to determine first and second position
- The two teams which loose the first round will play for third and fourth position
- Tournament will be completed in two weekend days [Saturday, Sunday]
- Tournament will be played with incrediball or hard tennis ball
<http://www.sportsballshop.co.uk/acatalog/Incrediball-Cricket-Balls.html>
- Tournament schedule:
http://www.calcricket.org/index.php/announcements/view_announcements/28

Team Formation

- Based on availability of skilled players (who have already played cricket), we will decide on core schools around which teams will be formed. Eg. Challenger school may be one team and Collins-Garden Gate Combine 14 will be another team.

- Players who are already playing cricket who do not fall in one of the above teams will play as guests in one of the teams
- Children who respond to invitation and who are playing cricket for the first time will be distributed to teams and 14 member teams will be formed.

Team Composition

- Each team will comprise of 14 players
- All 14 players will play in each game
 - All 14 will bat
 - All 14 will field
 - If on any day fewer than 14 players are available, then only those players will play

Match Rules

- 15 overs will be allocated for each team. The finals will be a 20 overs (per team) match.
- A team gets to play all 15 overs (20 overs for finals)
 - When all the players of a team get out, the team can play a second innings if 15 overs (20 overs for finals) are not exhausted
 - If a team gets out twice within the 15 overs (20 overs for finals), it forfeits the remaining overs
- To allow democratic participation amongst players who have played and who are playing for the first time:
 - Each batsman will be allowed to play 6 legal deliveries
 - After playing 6 deliveries, the batsman will be retired
 - A retired batsman will be allowed to play only after all other batsmen retire or get out
 - If a batsman gets out, that batsman will not be allowed to play till all the other players get out
 - A batsman can get out a maximum of 2 times
- To avoid wastage of time due to fouls:
 - Limit bowling to players with good cricketing skills
 - Each team will select a maximum of 5 bowlers
 - Each bowler can bowl a maximum of 4 overs [5 overs for finals]
 - Each illegal delivery will result in 1 penalty run to the batting team.
 - 6 legal deliveries constitute an over
- To avoid wastage of time:
 - Bowling/Keeping end will be changed after 8 overs
- A batsman can not be out LBW
- All bouncers will result in 1 penalty run to the batting team
- All beamers (deliveries above waist high) will result in 1 penalty run to the batting team

Player Dress/Equipment Code

- Players should be dressed professionally. Recommended [Mandated for players who have whites] that players turn out in whites
 - Wicketkeeper is mandated to wear keeping gloves
 - Batsman is mandated to wear
 - Abdomen guard [Cup] (***Player is required to bring his own guard - available in East-West***)
 - Batting gloves
 - Batsman is allowed to wear
 - Chest guard
 - Helmet
 - Game will be played with incrediball
- incrediball