

#Sports4Sewa CRICKET

RULES

Waiver Form : **MANDATORY**

All Players need to complete the online [General Waiver form](#) at least one week prior to their initial game. Please also carry your ID. Players who DO NOT complete the waiver one week prior to their initial game, will be charged **\$10** as paper documentation **fee**, before being eligible to play. **A player is allowed to play only in one team after signing the waiver.**

Sorry guys, but we can't let you play if you haven't signed this. The organizers have the right to disqualify any team that violates this requirement.

Punctuality

All teams are suggested to report at the field **30 minutes prior** to the start time of their game as this will allow time to go over rules and do the toss.

Any team that arrives more than **10 minutes** later than their scheduled time will [lose 2 overs](#) and [arrive](#) more than **15 minutes** later will automatically be knocked out of the tournament. Any team which does not have more than **six (6)** players who have signed the waiver on the field, will be considered knocked out.

Each innings has to be completed within the stipulated **35 minutes**. In cases where a side exceeds their allotted time, sides fielding first will lose overs (when batting) at the rate of **1 over per 4.5 minutes**. For sides fielding second, runs will be deducted from the final score (target score set by them) at the original asking rate with each **4.5 minute accounting an over**.

Umpire's decision will be final in all matters

Both umpires can discuss and have a right to revert their decision, but once the decision is given, it will be considered final and both teams have to agree with the same.

Other Rules

All matches will be played with "hard tennis" cricket balls. We will provide wickets and 1 new ball per innings. The games will be played as per **ICC Cricket rules** with some exceptions.

The exceptions and other tournament rules are as follows:

- The tournament will be played in a **knock-out** format.
- Each game shall be played between two teams of **eight players** each. Each game shall have a maximum of **EIGHT** 6-ball overs per side.
- Each bowler shall bowl a **max of 3 overs**.
- Bowling change: Fielding Captain can only change the bowler when exactly 0, 3, or 6 legal deliveries have been bowled in an over.
- The overs shall all be bowled from one end of the pitch, as determined by the umpires.

- There will be **no LBWs or leg byes**, which means **no run-out or stumping** if the batsman tries to run during this process.
- A ball bowled shall be deemed a **wide**, by the umpire, as per markings on the pitch. The umpire has the final word on each call.
- **Last player** batting is not allowed

Fielding restrictions will be applicable throughout the inning; at any point in time there must not be more than **4 fielders at either side** of the pitch. This rule is not applicable on bowler and wicket keeper.

A ball shall be deemed a no-ball if:

- If no part of the bowler's front foot is inside the box, it will be called a NO-BALL. Similarly, if the back foot is outside the Return crease or touching/outside the sideline, it will be called a NO-BALL. Side-lines are bat & handle length from the middle stump.
- For NO-BALL due to full toss above waist, even if the batsman steps out of the crease, the ball can be called a no ball, based on the judgment of the umpires that it WOULD have been above the height, had the batsman remained in his crease in an upright position.
- *The ball is called a WIDE if its rising above the HEAD of the batsman in a normal batting stance* (No warnings or no exceptions for the first one)
- One bouncer (ball above shoulder but below the head) is allowed in an over
- It's a NO-BALL if field restrictions are not obeyed; there must not be more than 4 fielders at either side of the pitch.
- If, other than in an attempt to run out the non-striker, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.
- It is considered wide ball if it bounces too high to be playable
- During switch hit, the original stance of the batsman will be considered)

A ball shall be deemed a dead ball if the ball bounces twice before crossing the batsman crease. And an extra ball shall be bowled.

Substitute fielders shall be permitted, for injured players given they have signed the waiver. The substitute cannot bowl or bat. Batting team's captain and umpire need to agree for the substitute fielder. So, as to keep in the spirit of the game. Also when the time fielder is not on the field, the person has to wait for the ball. At the end of each over, the batting team's captain can decide whether he wants to retire a batsman. The batsman who is retired can play only after all the other batsman have played in the innings.

No new player will be allowed in the quarter-finals. All Eight players should have **played in at least one prior game**. If players switch a team before quarter finals, they should first consult the organizers and the opposite captain. If both agree to go ahead, only then players will be allowed to play.

It will be both captains' responsibility to clear any doubts or concerns before the game. If any issue arises, both teams will have to obey the umpire's call.

To help conduct the tournament efficiently and impartially, each team will need to **nominate two umpires** for the next game before their toss.

Each team should have at least **6 players** on the field (and registered) to begin playing a match.

In the event of a **tied match**, when both teams have an identical number of runs at the end of the allotted 8 overs - the winner shall be determined using the following tie-breaker:

- Each team will bat an extra over. Anyone can bowl and bat in that over. Winner will be decided based upon total runs scored in tie-breakers.

- If both the teams scored the same number of runs, the winner will be decided based upon the number of boundaries hit in the tie-breaker.
- If both the teams hit same number of boundaries, winner will be decided based upon number of sixes hit in the game (Not Tie breaker)
- If both the teams hit the same number of sixes, the winner will be decided based upon the number of fours hit in the game. (Not Tie breaker)

Players shall be allowed to **use any regulation cricket equipment** including gloves (batting and keeping), pads (leg and elbow), loin-guards, etc. **All players are highly encouraged to use loin guards and other protective equipment during the game.**

Boundaries shall be clearly defined. Before their game starts, rival captains should clarify the exact boundaries by talking to the umpires.

Teams should be conscious of their cumulative **Net Run Rate (NRR)** in the tournament. The organizers will use NRR as a metric to rank teams, as and when needed (See schedule for more details).

It will be the responsibility of the winning team's captain to confirm their scores at the registration desk after the game.

Net Run Rate = (Total runs scored / Totals overs faced) - (Total runs conceded / Total overs bowled)

(In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.)

All **tournament rules are subject to change** by the tournament committee and/or the umpires.

FAQ

- 1) What are the rules for substitutes
 - a) Captain has to declare the team before the start of the match. Every player has to field at least half of the overs.
 - b) If a player has a substitute from the beginning of the match then he cannot bat or bowl till that many overs.
 - c) These rules will not be applicable if the player is injured during the game
 - d) Captains need to consult umpires and umpires will decided by talking to both captains and considering the spirit of the game and the tournament