

## Rules and Regulations

Players must observe the utmost respect for their fellow team mates and other players both on and off the field. The respective captains can contact the cricket coordinator for any needs and concerns. Any player facing an issue should direct the matter to their respective captain who will be the only one to approach the Cricket Coordinator for the tournament.

### **Attire -**

All players should be wearing either a Team jersey or a coordinated color among the team. Since the games are being played in the parking lot, players are asked to be conscious potential of health and injury to themselves due to the playing surface.

### **Points System -**

Win                      10 points

Draw                    5 points

If there happens to be a Tie, it shall be settled with a Super Over (based on ICC rules)

### **Rules -**

- Every player must have the corresponding team kit colour jersey / T-shirt on during a team match.
- Teams must be on the ground 10 minutes before start of play to ensure game starts on time. Each innings will be 10 overs each and is scheduled to last for 45 minutes. Total game time would be 1.5hours.
- If the entire team is not ready to play at the allocated time, then the captain must start the game with players short. The game may move forward as long as either team has a minimum of 5 players available.
- A team with less than 5 players showing up for the game, will be forced to forfeit the game as a loss. The Captain will not be allowed to proceed with the toss. A minimum of 5 players **MUST** be present for the captain to attend the match toss. Players arriving late will be allowed to join the game on arrival.
- A maximum of 2 overs per bowler can be bowled.
- When a player who is late arrives, he shall be permitted to join the game at the end of the over if fielding. The player cannot bowl until he has spent the same amount of time on field as was missed. E.g. If a player is joining a game at the end of 3<sup>rd</sup> over, he will not be able to bowl until the end of the 6<sup>th</sup> over.

- When a player who is late arrives and his team is batting, he shall be not be permitted to bat until he has spent the same amount of time with his team as was missed. E.g. If a player joins his squad in or before the end of the 3<sup>rd</sup> over while they are batting, he may only come to bat after the 6<sup>th</sup> over has been bowled ( pertaining to a wicket falling).
- If a player joins after one inning of the game has been completed, he may not be allowed to participate in the game.

### **Scoring Methods -**

- All scoring methods remain the same as international standards. If the ball were to come into contact with an obstacle within the playing area ( light posts, parking lot curbs, small trees etc. ), the ball is deemed "live". Batsman are allowed to continue physically running, boundaries will only be scored if the ball crosses over the boundary line irrespective if it has come into contact with an obstacle in its path.
- A "6" is deemed to have been scored if the ball without bouncing clears the boundary rope. If the ball on its path comes into contact with an obstacle but still sails over the boundary without coming into contact with the ground it will be deemed a "6".
- A "4" is when the ball crosses the boundary line after bouncing on the ground at least once. If the ball on its path comes into contact with an obstacle but still crosses the boundary after coming into contact with the ground at least once it will be deemed a "4".

### **Wickets -**

- All methods of taking a wicket remain the same as international standards including LBW.
- A batsman may NOT be caught out if the ball while in the air has come into contact with an obstacle eg. Tree, Lamp post etc. and then caught by a fielder from the opposite team. However, they may be run out if caught short of their crease.

### **Wides -**

- A delivery deemed to be bowled too wide of the batsman shall be called a wide with the batting team receiving 1 run and the ball to be re-bowled.

### **No Balls -**

- Only 1 bouncer may be bowled with the ball after bouncing rising to be between the batsman shoulder and head. A ball that passes over the head of the batsman will be deemed as a wide. Any subsequent ball that is bowled and passes between the batsman shoulder and head will be called a No - Ball with a free hit awarded to the batting team. A field change is not permitted during a free hit if the same batsmen to which the No-Ball was bowled to remains on strike. If the batsman have crossed the field may be altered.

- A bowler should have some part of his foot behind the bowling crease. If the bowler crosses the bowling crease while delivering the ball, it shall be called a No - Ball and the opposing team will be awarded a free hit. A bowling change is not awarded during a free hit.

**Powerplay -**

- The power play will comprise of the first 3 overs of the innings where only 2 fielders will be allowed outside of the inner circle. After the power play a maximum of 5 players are allowed outside the inner circle

*Rules are subject to amendment as deemed necessary by the organizers*