

MEN'S CRICKET RULES & REGULATIONS

GENERAL

- The umpires ruling on a play is final.
- The Al-Wahda Tournament Committee Officials reserve the right to modify these rules at any time.
- The Al-Wahda Tournament Committee Officials reserve the right to eject anyone, player or spectator, for inappropriate conduct.
- The Al-Wahda Festival has a zero-tolerance drug and alcohol policy for all participants and guests.

1. 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 of potential of health and injury to themselves due to the playing surface.

2. POINTS SYSTEM

Win 2 points

Draw 1 point

Loss 0 points

If there is a tie in points during the league stages, position standing will be determined by Net Run Rate.

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

3. RULES

- Every player must have the corresponding team kit jersey / T-shirt on during a team match.
- Teams must be on the ground 10 minutes before the 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 3rd over, he will not be able to bowl until the end of the 6th 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 3rd over while they are batting, he may only come to bat after the 6th 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.
- Each team will have 4 league games before the playoffs, for any player to be available to play during the playoffs, they should have played a minimum of 2 games during the league stages.
- Each team must have the playing 11 listed before the toss and confirmed with the scorer. The 12th man may be used if a member of the playing 11 needs to leave the field for any reason. Changes may only happen at the end of an over with the umpires approval. Once the member of the playing 11 returns, he may not bowl or come into bat until the same amount of time has passed while he was off the field. (i.e. If a player spent 3 overs off the field, he has to wait 3 overs to be completed while on the field to be able to bowl. If a player spent 3 overs off the field and the bowling innings completed, he would have to wait 3 overs before coming into bat subject to a wicket falling).

4. 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".
- There shall be no boundary (4 or 6) directly behind the keeper within a specified portion. This will be identified to all teams. Every team must have a wicketkeeper at all times during their bowling inning

5. 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.
- While "mankading" has been a point of concern / contention very so much lately, it is important to understand a batsmen caught short of his crease is technically run out. A fielding team may claim the wicket if they feel so inclined, however the spirit of the game should be taken into consideration and a warning will be issued for a first offence to the team.

6. 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.

7. 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.

8. 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 out- side the inner circle
- A no ball will be called if the correct amount of fielders are not adhered to whether within the power play or after with the batting team being awarded a free-hit.