

AGCC Women's Cricket Tournament Rules

- The tournament will be played using two Groups i.e. Group A and Group B.
- Top Two teams from each Group will be qualified into Playoffs.
- Playoffs will be Semi-Finals and Finals only.
- League Phase games will be played in North Park and East Roswell Park.
- Semi-Finals will be played on East Roswell Park.
- Final Game will be played on YMCA ground. Address for each ground can be pulled up from our website.
- For the games on Baseball Fields, each team will have 10 players.
- Pitch Length will be 17 yards.
- Boundary for Baseball fields will be 65 yards from the stumps where batting will be done.
- For the game on Cricket Field, each team will need to play using 11 players.
- A player must have played one game to be eligible to play in playoffs for the team she is part of
- No Transfer of players from one team to another is allowed after second game has been played.
- Toss will be completed 15 minutes before the start time.
- Teams should submit the playing 10 (baseball field games) / Playing 11 (Cricket Field) and the name of the substitute fielder at the beginning of the match.
- Each team must have at least 8 players for games on Baseball field and 9 players for the games on the cricket field on the ground for the toss. If not, then the toss will be awarded to the other team provided they also have their minimum required players on the field.
- Minimum 8 players for games on Baseball field and 9 players for games on cricket field must be present for the game to commence. Failure to meet this requirement will result in penalty in the form of deduction of overs which Umpires will calculate for every x number of minutes lost.
- Each game will be of 10 overs each inning on Baseball fields.
- There must be minimum of 4 bowlers to be used. One bowler can bowl a maximum of 3 overs only.
- All the overs are bowled from one end of the pitch only, as determined by the umpires.
- There will be no LBWs. However, leg byes will be permitted if the batsman has



attempted for a shot.

- Final Match will be of 12 overs each inning and bowling will be performed from both ends of the pitch.
- Players shall be allowed to use any regulation cricket equipment. Gloves not allowed while fielding.
- Boundaries shall be defined by the tournament committee and explained to both captains at the start of every match tossing time.
- All tournament rules are subject to change as deemed necessary by the tournament committee and/or the umpires.
- A substitute fielder shall be permitted, for injured player. The substitute fielder cannot bowl, wicket keep or bat. If a player from the fielding team retires in the middle of the match for some overs, then the player is required to spend as many overs on the field before the player can return to bowl. (E.g., If a player retires for 2 overs, then the same player is required to return to the field and field for 2 overs before she can start bowling). Substitute player must be from the players list registered on the website of that team only.
- If a batsman is injured or falls ill while batting, he may retire and resume his innings at the dismissal or retirement of another batsman.

What AGCC will provide:

- Cricket balls and Umpires for all the matches.
- Ground set up and Scorer for **Final** Match only.

What you need to bring:

- Cricket bats and the other gear which you need to play the game.
- Spring Stumps for your team.
- Home Team to set up the field (30-yard marking and Boundary set up) for each League Phase game and Semi-Final Game.
- Each team must have their own scorer who is scoring using the cricclubs app. All the materials and link to YouTube videos for the use of these app has been provided to team captains and Vice Captains.

The Match Rules

All matches will be played with "hard tennis" balls provided by AGCC.

The games will be played as per the ICC Laws of Cricket with some exceptions to suit the tournament.

Umpire's decision will be final in all matters



ICC rules to remember:

- Both wides and no-balls will count as extra runs and an extra ball must be bowled for each wide/no-ball in the same in the over.
- Any runs (byes) scored off the wides or no-balls (byes, leg-byes, off the bat) will be credited as well.
 - A batsman can be stumped off a wide ball, or run-out off a wide and/or a no-ball.
 - A ball shall be deemed a dead ball if the ball has 2 pitches **before** the batsman in normal stance. An extra ball shall be bowled.
- In a situation where the stumps are knocked down and the batsmen are looking to run an extra run (in an over throw situation), if there is a possibility of a run-out again the fielders must fix the stumps back in an upright normal position and then knock the stumps down again (since spring stumps) uphold stumps and ball in the same hand OR place back stumps in designated position and knock the stumps down again.
- Mankading-out is allowed: The bowler is permitted, before entering her delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball. Delivery Stride is defined as the stride during which the delivery swing is made; it starts when the back foot lands for that stride and ends when the front foot lands in the same stride.

Power Play:

- First 3 overs of each inning will be Power play.
- Only two fielders can field outside the Power Play circle and anywhere within the boundaries. The Power Play circle will be marked. A violation will result in **no ball.**
- At any point during the match, there should be two players inside the power play circle.
- Wicket keeper should be present all the time. A violation will result in **no ball.**

No Ball:

- A ball shall be deemed a no-ball if:
- 1. the bowler has over-stepped the popping crease, or
- 2. the ball is a full-toss above the waist height of the batsman in normal stance, or the ball is a bouncer that rise above the shoulder of the batsman in a normal batting stance

No-ball always takes precedence over wide and all rules of no-ball apply.

Free Hit:

- When a bowler bowls a foot-fault no ball (over stepping of the popping crease), the immediate next ball is designated a "Free Hit" In the event of a Free Hit,
- 1. The batsman cannot be ruled out in any dismissal modes other than; run out, handled the ball, hit the ball twice and obstructing the field.



- 2. The fielding positions cannot be changed and it should remain the same as before the free hit was awarded unless there was a physically taken run in that ball.
- 3. A free hit delivery will be counted as a legal ball if there is no violation of No ball/Wide ball rules
- 4. If a free hit delivery is also called for another over stepping No ball, then one more free hit will be awarded.

Tie Breaker:

- I the event of a tied match for **LEAGUE** stage games then the points will be split between the teams.
- In the event of a tied match for playoffs when both teams have an identical number of runs at the end of the allotted overs the winner shall be determined using SUPER OVER.
- SUPER OVER
 - 1. The team batting second in the main match will bat first in the Super Over.
 - 2. Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over. The umpires will decide which of the ball (from either innings) to use.
 - 3. Both the teams need to provide the three batsmen and a bowler before the start of Super Over.
 - 4. Team A will score some runs in the first over and team B needs to chase it successfully to win the Match. In case, it is unable to chase, team A wins.
 - 5. In case of tie even after super over then the first satisfied of the following criteria will determine the winner: The team with the most number of boundaries (Both sixes and four) combined from the main match and the Super Over is the winner. The team with the most number of boundaries (Both sixes and four) from the main match (that is, not including the Super Over) is the winner. Still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. Runs scored from illegal deliveries count towards the total for the following legal delivery

Rainy Day Rules and Exceptions

- There are no Reserved Days for any of the game except the Finals.
- If the game gets abandoned due to Rain, then the points will be split.
- If the game gets interrupted during the second innings of the game then D/L Method will be used to determine the result.