**Rules**

Most of the international cricketing rules and below rules are applicable in this tournament.

**IMPORTANT RULE: No Exceptions allowed (ONLY ANTHEM Players)**

* Every Player taking part in this tournament should be part of Anthem as an Active employee/contractor on that day of the match. This is responsibility of Captain to make sure, the player is part of Anthem.
* Before every match start the captain or umpire should take entire team’s photo and share it in the captains group before the match start this is for both teams.
* A player should have played at least 1 league match to participate in Semi-final & final.
* Unacceptable behavior / using foul language during the game against the opponents/umpires will not be entertained and the team will be disqualified immediately.
* Every player should have played at least 1 game in order to play in knockouts.
* Schedule will not be modified for any reason apart from Rain / if allocated ground is not available, both the teams need to agree and play on a common ground or any other allocated ground by org team.
	+ If a player is identified not part of Anthem (even after Match is complete), then points will be immediately reversed to opposite team.
	+ If a player last day working day at Anthem is Friday, then he is eligible to play that weekend ONLY (Sat-Sun) and not eligible to play for next weekend until he has been reinstated to work in Anthem.

**Umpiring assignments: Non-Anthem umpires will be allowed with Organization committee approval in case of exceptional scenarios**

New rules can be added and existing ones can be amended with the approval from Organization committee, all 9 teams participating in the tournament should comply with Organization committee decision.

**Fees**

Tournament Fee: 150 USD

Match Timings and grounds will be changed depending upon the Weather changes.

**General Rules**

1) **If a team couldn’t send umpires for a match, then 1 point will be reduced from the point table for that team.** This is very critical

2) 20 over’s per team. Match should start on time. Team captains are responsible for teams to show up on time. Drinks break for 5-10 mins after 10 overs.

3) Unavailability: If any team is not available to play, 30 mins after scheduled timing, due to any reason, then the opponent team will be declared winner.

4) Power play rules:

a) Mandatory power play - first 3 overs per innings ---- 2 fielders outside circle allowed during this power play.

b) Batting Team can choose second power play at any given point of time, if not chosen then by default last 3 overs of the innings will be played as second power play. ---- 3 fielders outside circle allowed during this power play

c) Inner circle --- 25 yards. Outer circle --- 55 yards from mid of the pitch

d) All 11 players can play in any ground. No need to sit outside during power play, irrespective of the ground.

5) Retired Hurt – Retired batsman can come for batting, only after wicket falls

6) Mankad Rule - This totally holds true with the due appeal by the opponent captain. The non-striker will be declared technically and legally run-out by this rule, if the fielding captain sticks to his appeal.

7) Umpire can overturn their decision if realized faulty. (Example: By mistake umpire has given a decision of dismissal without knowing some rule or what really happened. He can recall the decision after discussion). Umpires decision is final. Umpires should consider the benefit of doubt in favor of Batsman.

8) Organizing committee will not provide water / food

9) If Bails is available then we need to use it for the match. If both teams, do not have bails, then it is not required to be kept

10) Teams losing in Semi-finals have to send one umpire each for finals

**Bowling/Fielding**

9) A team should use a minimum of 5 Bowlers in every innings

10) A Bowler is allowed to bowl a max of 4 overs in an inning

11) No super sub concept in APL. Only 11 players allowed. Both teams, playing 11 should be declared immediately after toss, to Opponent captain and umpires (before start of match).

12) Substitute is allowed only to field in place of injured/delayed players. He is not allowed to bowl and bat for the match. Umpires and opponent captain should be informed in any such incident.

For instance if the Main Player is out of the field for 5 overs and then resumed the fielding, he needs to

Field those many 5 overs before he can bowl any further overs. Same thing in case of batting, If the fielder is out during 10th Over and do not return to field during the rest of innings then while Team batting, He needs to wait for those many overs and after that he would be allowed to bat.

13) A wicket-keeper can bowl and keep at any time during the match. There is no limitation to field before bowling. Wicket-keeper should inform umpire & batsman, if he is changing is keeping position

14) It is not required to inform the bowling guard to Umpire. It will be appreciated if informed.

**Runs/Extras**

15) Boundaries for the grounds are fixed (before the match starts Captains agree with the boundary setup).

16) No LBW / Leg Byes / run out for leg bye

17) A ball is termed as NO-BALL in following cases:-

a) Over Stepping the Bowling Crease Line. The batting team gets a FREE HIT

b) Side Stepping - Bowling from outside of the crease line. If back foot is outside box / touches the box and front foot inside the box. Other way around is a legal delivery.

c) If you are bowling behind the stumps (before the crease), please let the umpire know and bowler’s action should be visible to the umpire

d) Bouncer – Any ball bouncing above the shoulder of batsman (Batsmen standing straight and ball flying over the shoulder) will be declared a bouncer. 1 bouncer is allowed per over. Umpire will warn the bowler as soon as he bowls the 1st bouncer in the over. Any more bouncers in that over will be declared as a NO-BALL.

e) 1st bouncer above the head will be declared as wide, any further bouncers above the shoulder or above the head will be declared as NO-BALL.

f) Beamer – A full toss above the waist of batsman (Batsmen standing straight) will be declared a beamer. Umpire will declare it as a NO-BALL and warn the bowler. If the bowler bowls another beamer in the match, he will not be allowed to bowl any more deliveries. The bowling captain will need to use another bowler to complete that over. The new bowler should not have bowled the previous over and he cannot bowl the next over.

18) In a free hit, the batsman dismissal occurs only by a run out. He cannot be given out for stumping.

19) A batsman will be given stump out only if the umpire is convinced that batsman did not intend to take the run. If there is any doubt, that batsman attempted/intended a run, then umpire can declare that as run out.

**Chuck /Throw ball:**

20) This is the most critical and controversial topic in the cricket world. It’s difficult to judge the bowler’s action due to lack of scientific methods. Hence we will follow a custom rule described below

a) Who can appeal --- only the batsman at strikers end is allowed to appeal

b) When to appeal Batsman can appeal only after the ball is released by the bowler. Appeal before the delivery is bowled (based on something seen/heard earlier), must not be entertained by the umpires

c) Batsman’s duty If a batsman feels that the bowler’s action is not legal, he must back out i.e. he must not make any attempt to play the ball. Umpire must declare the ball dead. Batsman must then appeal before the next delivery is bowled.

After the appeal

a) Both umpires must ask the bowler to ball 3 deliveries with no batsman at crease

b) Umpires must watch the 3 balls from keeper’s position

c) If umpires are convinced that the bowler’s action is not appropriate, the bowler cannot bowl any more deliveries in that match. Other bowler must complete the over. The new bowler should not have bowled the previous over and he cannot bowl the next over.

d) If umpires are fine with bowler’s action, then the bowler can continue to bowl. No batsmen will be allowed to appeal after that point\*\*

\*\* If batsman tries to appeal or continues to back out / leave the ball, umpire can declare that batsman out.

**Delays/Rains/Issues\*\***

21) If match could not be started due to unavailability of ground or due to rain, we will retry during next reserved time. If match couldn’t be played even after rescheduling, then due to unavoidable circumstances, both teams share 1 point each.

22) Once the match has started (a minimum of 30 overs have to be played) and stopped due to rain or any other reason, then that match will be continued on the same ground during next any one day of the week. Same playing 11 should be available for the match to continue.

23) The above rule holds true in the event of any disputed/unexpected situations. The organizing committee will take the final decision

**29) Points**:

a) 2 Points for winning team

b) 0 Points for losing team

c) 1 Point in case of a cancellation

30) In the event of score-tie, SUPER OVER decides the winner of the match. This is applicable to all matches in the tournament. Each team will bat for 1 over (2 wickets). Team scoring more runs will be declared as winner. Only 3 batsmen (2 wickets) can bat in this super over. If a team loses 2 wickets within an over then they cannot play remaining balls. In case of a tie in super over, each team will have to send 6 player to bowl to the stumps and whichever team hits the stumps maximum times, will be declared as the winner. Last option is toss to decide the winner.

**Pitch, Boundary and other measurements for each ground**

Please refer RPL document [Boundary Measurements Guidelines](https://www.cricclubs.com/CricketingRichmond/document.doc?documentId=66&clubId=108) for Pitch, Boundary and other measurement updated in Criclub. APL will observe same rules.

**Awards**

 Winners – Trophy, Medals for all 15 players and cash prize

 Runners - Trophy, Medals for all 15 players and cash prize

 Man of the match medals for all matches

 Man of the series Trophy

 Best batsmen Trophy

 Best bowler Trophy

**Ground Details:**

Match Grounds

1. SPMS Small and Big Ground
2. Deep Run Park
3. Strikers Park
4. Pocahontas Middle School Ground

**Reserve Grounds**

1. Byrd school ground
2. Moody

Note: - The organizing committee can change the venues due to ground constraints.

**Fielding amendments**

1. Team cannot field more than 5 players (excluding bowler/keeper) on leg side of the wicket at any point in time during the match. There is no restriction for off side, any no of players can field at off side.

 2. Only up to 5 fielders are allowed at the boundary (outside inner circle of 25 yards)

 3. Please bring your own flags for the match (to keep inner & outer circle)

**Conflict Resolution**

 **Any conflict resolutions will be done between the Captains of both the sides and the Umpires involved. The Organizing committee will be called in only when the Umpires are unable to come to a consensus on the issue resolution. However, the Organizing committee shall have the right to make all final decisions.**