

COLLEGE CRICKET CHALLENGE

RULES AND REGULATIONS

1. Each innings consists of 20 overs and every bowler can bowl a maximum of 4 overs.
2. During the first 6 overs (Powerplay), a maximum of 2 fielders can be outside the 30 yard circle. After the power play, a minimum of 4 fielders should be inside the fielding circle.
3. Only 5 fielders can field on the leg side at any point of time (bowler & keeper are not considered as a fielders in this regard)
4. Mankad out is applicable. In this case the delivery is called as a dead ball
5. Byes, and overthrows are applicable in this tournament. But LEG BYES AND LBW is not applicable but if there is a chance of runout in leg byes IT'S OUT .
6. No ball and Wide will be penalized according to tennis ball cricket rules. One run and an extra ball will be awarded for a no ball and a wide ball. There is free hit for every no ball.
7. Umpires reserve every right to declare a no ball with or without warning, if any bowler delivers underarm or throw ball.
8. No bowler can bowl immediately after coming off the field after substitution. He will be fit only after taking the field for next two overs.
9. Batting and keeping pads are not allowed in the tournament. However, batting and keeping gloves can be used.
10. Transfer of players between teams is not allowed. If notified, the team will be disqualified from the tournament without any prior notice.
11. Any players apart from the squad given will not be entertained.

COLLEGE CRICKET CHALLENGE

CONTD..

12. The manager will be the interacting person with the organizing committee off field and the captain will be the interacting person with umpires on field.
13. Teams should report 30 minutes before the start of the play and the manager has to arrange the teams for a mandatory photo session. In case any team fails to report on time will be nullified.
14. At least 8 players must be present at the time of the toss and it will held 15 minutes prior to the scheduled time. If any team fails to reach in scheduled time, the toss will go in favour of the opposite team and late reporting team will lose one over in every ten minutes each and they will be disqualified after 30 minutes.
15. After the toss, the fielding team should set the fielding positions immediately to avoid any delay to begin the match. Batsmen will come to the crease only after the field arrangement.
16. Teams are advised to avoid any unnecessary delay before or during the game to maintain our time schedule.
17. Organizing committee will reserve full authority to intervene in such case off field and umpires will have full authority to intervene in field.
18. Each captain should nominate his playing XI before the toss. No player can be changed after the nomination without the consent of the opposing captain.
19. Substitute runners are not allowed, unless a batsman gets injured in the field during a particular match and the role of a substitute will be fielding only.

COLLEGE CRICKET CHALLENGE

CONTD..

20. A new (Hard tennis ball) ball will be provided for each innings. In case of loss or damaged ball, umpire will replace the old ball with a new one and dead ball will give in case of out only. (Run out will not consider)
21. Umpire's decisions will be final throughout the tournament. Any sort of misconducts by any players will result in direct suspension.
22. Organizers reserve the right to change the venue, date time and reduce the over of matches at short notice.
23. All team members are requested to wear appropriate dress code. Short pants are not allowed.
24. A team must be ready to play two matches in a day, if required.
25. If any match ends in draw, the winner will be adjudged by "super over"

Super Over:- if super over is tie the winner will be a team that has scored the most boundaries (6+4) in the match (main match + super over). If the above is still a tie, the team that has scored the most boundaries (6+4) in the match (main match only). If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wide, no ball or penalty runs.