

# CCT 2019

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## Rules & Regulations

All the teams are expected to follow the rules, regulations and guidelines defined by the league's management.

### **General**

1. Team Captains and Vice Captains will be responsible for the actions of their players while involved in all tournament matches.
2. All players must respect the decisions of the umpires assigned to the game. Umpires decisions are FINAL.
3. Players, scorers and team members WILL NOT USE ANY ABUSIVE, OBSCENE LANGUAGE/GESTURE WHATSOEVER.  
All players will face disciplinary action in the event of non-adherence to umpire's decisions/tournament rules.
4. Time is of Essence. Each team is required to be present at the assigned playground 30 minutes prior to the scheduled commencement of the respective match. 15 Min before match time will be toss. If captain doesn't show up before toss time, then Opponent team will be awarded as Toss winner provided opposite team Captain is present.
5. No Shorts/no flip-flops are allowed. Jerseys will not be provided by the organizers, players need to wear their own team uniforms T-Shirts/jersey (if not same design, same colour is must) during the match.
6. All the fees paid are NON-REFUNDABLE.
7. Players are not allowed to consume any alcohol or illicit drugs before or during the game.
8. All team captains are responsible for updating the playing 11 players name in the score sheet/online app before TOSS.
9. Batting team must write the scores properly in the given scoresheet/online app.
10. Every 4 overs there will be side change for Semi-final and Final matches. Fielding team will opt for bowling end to start with innings.
11. Organizers will not be responsible for any injuries occurred during play.

## Team Composition & Points

1. Each team must register their 16 members (Max) squad for the tournament along with photo and minimum 12 before start of the tournament. Playing 11 must be selected from the registered squad for all the matches. OUTSIDE players will not be strictly allowed. No changes of players in between tournament. A player needs to play Minimum 2 league matches to play the playoffs matches.
2. Team should have an assigned captain and vice-captain. Only the captains should interact with the umpire or organizing committee in the event of any questions, clarification or dispute during a match.
3. A team must have 8 players to begin playing the game. If a team does not have 11 players, the game can be played with 8 players. Meaning, if a team has only 8 players, then the game can continue with 8 vs. 11. If a team has less than 8 players, it will be considered as walk-over to the opponent team provided opponent team has minimum of 8 players.
4. The following point system will be used: Win - 2 pts, Tie or No Result - 1 pts, Loss - 0 pts.
5. If Semi-final/final match is a tie then, there will be super over until there is a winner (3 batsman and 1 bowler)
6. If a team is late by more than 30 mins for a scheduled match, then the game is considered forfeited and the team that is not late gains 2 pts. If both teams are absent then, the game is considered abandoned & NO points to both the teams.
7. For any abandoned match (e.g. rained out), both teams will be allotted 1 point each. Umpire will decide based on the ground and playing condition.
8. Top two teams from each group will go to Semi-finals. If teams are equal on points, precedence will be given to the team with the higher net run rate.
9. Teams are required to fill the score sheet or score using the mobile app which should clearly mention the names of the playing 11 and the scores/bowling figures for each team member.
10. Maximum of 2 substitutes will be allowed per side in a match. Substitute players cannot bat/bowl/Wicket keep.
11. Players joining the bowling team in the middle of the innings cannot bowl immediately. They have to be in field for at least 2 over.
12. For all matches-In case of rain or any interruption, the winner will be declared based on D/L method if atleast 7 overs of the second inning has been bowled.
  - In case of 1st innings fully completed, second innings finished 7 overs and it starts raining & match cannot be played then, the result will be declared based on Duckworth–Lewis (D/L) method.
  - In league matches 1st inning is fully completed and second innings was bowled less than 7 overs then, that will be a washed-out match.
  - In semi-finals if the match is washed out, winner will be based on topper of the group. Cup will be shared among finalist if the final match is washed-out.

# Cricket Rules

1. All league matches, semi-finals and final will be of 15 overs.
2. All bowling must be overhand (underhand/ throwing of the ball is not allowed).
3. Maximum number of overs a bowler can bowl is 3 overs per innings.
4. All normal cricketing rules apply except for Leg Before Wicket (LBW). Runs can be taken for Leg byes only if batsman attempted to play.
5. Power plays can be made only at the commencement of a fresh over. Batting and Fielding power play will apply for 3 consecutive overs respectively once the decision is made by the Batting side or Fielding side.  
Power Play for 15 overs game: 3 overs fielding-PP & 3 overs batting-PP.
6. Fielding power play can be taken anytime within the first 8 overs and Batting power play must be taken anytime after fielding power play. If fielding power play is not taken, then overs 6, 7 and 8 automatically become fielding power play. If batting power play is not taken, then overs 10, 11 and 12 automatically become batting power play.
7. When in bowling power play only 2 players and in batting power play 3 players are allowed outside the 30 yard circle. All other times a max of 5 players are allowed outside the 30 yard circle (All the time Minimum of 4 fielders inside 30 yard circle is mandatory). If the fielding side fails to follow this rule, a no-ball will be awarded to the batting side.
8. For every 'no-ball' batting side will get a free-hit. Except for a run-out, no other form of getting out will be considered for the free-hit ball. If the batsman has not changed the side, fielding side should keep the same fielding that was set prior to the applicable free-hit ball.
9. Bouncer, wide, no-ball and dead-ball.
  - First Bouncer above head is a wide and a warning provided batsman does not hit the ball. If batsman hits the ball then a warning given. The next bouncer over the shoulder/head will be termed as no-ball.
  - First bouncer between the shoulder and the head will be a warning. The next bouncer above the shoulder/head will be termed as a no ball.
  - Beamers above waist will be called No Ball.
  - Beamer above waist and also a wide delivery, then it's a No ball.
  - Umpire can declare a ball as dead, if the ball pitches twice before reaching the batsman. Ball pitching on the edge of the pitch and going out is wide and if ball comes in to the batsman then dead ball.
10. Players harassing the umpires or being disruptive to the game will be warned once in conjunction with their captain. If said player or another player from the same team repeats the behavior, then that player (player of second offence) will be asked sit out for the said game. Organizing committee reserves the right to remove such a player from rest of the tournament depending upon the nature of harassment or disruption or offence. No substitution will be allowed.
11. All balls down the leg side are to be considered wide. The leg side of a batsman in his normal stance will be considered as leg side. Unless a Player attempts a Reverse Sweep/switch hit where both the Wide Limits will come under consideration.

12. Change in Substitution or a Wicket keeper has to be brought to the notice of umpire (and only at the beginning of an over), failing which if noticed umpire will declare a No Ball.
13. Runs can be taken on wides/ leg byes/ byes/ no balls (in which case, the extra must be added to the runs taken).
14. A batsman who is retired hurt may return later in the innings after all other remaining players are out.
15. No Runners for injured players are allowed.
16. A minimum of 4 fielders on either side at any time (Bowler and Wicket Keeper excluded from the count always). The fielding captain is responsible, and the umpire will call no ball without notice.
17. Bowlers allowed the width of the matting/marking on the Turf to deliver the ball. Bowlers can also deliver the ball from behind the bowling crease.
18. The bail must be separated from the stumps to be called out for Bowled, Stumping and Run outs.
19. If the bowler touches (intentionally or otherwise) the stumps while bowling, it is considered as a no-ball.
20. If the batsman touches the ball with the bat or his body to stop it from hitting the stumps, he will be termed not-out. Although he cannot take a run once he double touches the ball. Batsman cannot use his hands to stop the ball from hitting the stumps. If he does so, he will be termed out.
21. If the start of match is delayed due to any reason, overs will be reduced in order to finish the match in time. If a team arrives late, penalty runs will be given to the other team. Penalty runs will be 6 runs per over. Overs deducted will be calculated at 4 mins per over.
  - If a team is late by 8 mins then 2 overs will be deducted from the match. So, if it's a 12 over match, it will now be a 11 over match (1 over deducted from each side) and  $2 \times 6 = 12$  runs will be given to the other team provided the other team is on time with minimum 8 players.
  - If a team is late by 12 mins then 4 overs will be deducted from the match. So, if it's a 12 over match, it will now be a 10 over match (2 overs deducted from each side) and  $3 \times 6 = 18$  runs will be given to the other team provided the other team is on time with minimum 8 players.
22. If the non-striker/runner leaves the popping crease and walks towards the other end of the wicket (so that it will take him less time to reach the other end if he and his batting partner choose to attempt a run) before the bowler has delivered the ball, he can be run-out by the bowler. (In short Mankading is allowed and there will be no warnings).
23. When batsman gets out, next batsman should be in the crease within 3 mins. Otherwise, the upcoming batsman will be declared as OUT if bowling team appeal for it.
24. If batsman accidentally hit the wickets while running between wickets it is NOT OUT. However, if found intentional it is OUT and umpire will take a call on it. Also, batsman obstructing the fielding while running between the wickets is OUT.
25. Batsman going out of the field/boundary line without informing umpire will be considered as OUT.
26. Batsman and the wicket keeper are allowed to use the gloves for their protection/grip.

27. Proper wooden bats should be used. Fiber bats are not allowed. Umpires decision on the inspection of the bats is final.
28. Bowlers must notify the umpire of his mode of delivery beginning of every Over and change in mode of delivery between over. Otherwise the umpire will give No ball.
29. Wicket Keeper can also bowl. No Need of fielding before bowling.
30. No shouting/laughing/talking/clapping or any form of disturbance during delivery of ball from fielding team. First time it will be a warning and from second time it will be a No ball.

