

6th Annual Col. CK Nayudu Cricket Cup

Tournament Rules and Regulations

1. Fundamental Rules:

- 1.1. Seven (7) overs/innings and Eight (8) players in a team are allowed per match and 10 in the roster.
- 1.2. New yellow NIVIA hard tennis ball will be provided to the captains for every match innings by the match umpire.
- 1.3. A player is **not allowed** to play for more than one team in the tournament, it may lead to disqualification of both teams.
- 1.4. A player should play at least one league match to be eligible for the playoffs. The violation of this rule may lead to team's suspension or disqualification from the tournament.
- 1.5. Maximum **4 fielders are allowed field outside** the circle at any time.
- 1.6. One bowler can bowl a **maximum of 2 overs per innings**.
- 1.7. Wicket keeper is a must, and that person has the option of wearing keeping gloves. Wicket keeper can bowl.
- 1.8. In an event of dispute, the main umpire's decision is final. The main umpire has the authority to overrule the leg umpire's decision at any point of the match.
- 1.9. If a team has only 4 players after 10 minutes' grace time, it's a team call to either play with 4 or give a walk-over to the opposite team. Team with less than 4 players must forfeit their game and the opposite team will be given walk-over.
- 1.10. Forfeiture of a match in league stages means that the forfeiting team played seven overs without scoring any run which will reduce their Net Run Rate (NRR) accordingly; it doesn't affect the NRR of the winning team.
- 1.11. All participating teams are requested to bring one pair of stumps.
- 1.12. A rematch will be conducted only if less than 4 overs were completed in the 2nd innings due to rain or any unforeseen event.
- 1.13. In any interrupted match where at least 4 overs were completed in the 2nd innings, the scores of the two teams will be compared at the exact overs when the match was stopped. In case of a tie, then break tie using the number boundaries scored, and finally by a toss.
- 1.14. Committee has every right to change the venue or the specific ground in case of emergency situations and continue the game from the point it got stopped if there is no possibility must follow the point 15 or 16 or possibility at other ground.
- 1.15. Whenever the batting team lodges a complain regarding a specific bowl in case of **suspect bowling action**, the two on-field umpires (Main and Leg) will take the decision (continue the bowler or deem the bowler ineligible for the rest of the innings).
- 1.16. Only the **team captains** can discuss contentious decisions with the on-field umpires. No other team member will be allowed to be part of this discussion. The rules committee may be brought into this discussion, at the discretion of the umpires.
- 1.17. Maximum four (4) fielders allowed outside the baseball diamond. (The grass areas)

2. Group and Playoffs Games:

- 2.1 16 Teams will be divided into 4 Groups through a random draw telecasted on Facebook Live (A,B, C and D) with 4 teams in each group
- 2.2 8 teams will qualify for the quarter finals, semi and final.
- 2.3 In the league matches, winning team gets 2 points and in case of a tied match both teams shall receive 1 point each.
- 2.4 **Tie:**
 - 2.4.1 Group/League – tie will result in split of equal points
 - 2.4.2 Playoff – tie will result in super over; if still a tie, then maximum boundaries (4/6) and if equal then toss
- 2.5 NRR Calculation:
 - 2.5.1 <http://www.espnricinfo.com/ci/content/page/429305.html>
 - 2.5.2 (http://icc-live.s3.amazonaws.com/cms/media/about_docs/524ac4ae08b48-04%20Standard%20ODI_2013_19%2009%2013.pdf)
- 2.6 **Top eight (8) teams i.e., two teams from each group from the playing 16 teams will automatically go to next round.**
 - 2.5.1 The ranking of the teams in league stage will be based on NRR and points and top eight (8) teams will go to quarter final.
 - QF1 = Rank 1 vs Rank 8 (Ground 1)
 - QF2 = Rank 2 vs Rank 7 (Ground 2)
 - QF3 = Rank 3 vs Rank 6 (Ground 3)
 - QF4 = Rank 4 vs Rank 5 (Ground 4)
 - SF1 = Winner of QF1 vs Winner of QF4 (Ground 1)
 - SF2 = Winner of QF2 vs Winner of QF3 (Ground 2)
 - Final = SF1 vs SF2 (Ground 2)
- 2.6 Tied games in Quarterfinals, Semi-finals and Finals will be decided by "Super Over" where each team will send 1 bowler to bowl, and for the batting side, 3 batsmen (i.e., 2 wickets/outs), highest score during the super over wins the tie. No field restrictions or Power Play in Super Over. If the super over is a tie, winner is decided by the highest number of boundaries (4's and 6's combined) and then a coin toss if the number of boundaries is also a tie

3. Scoring:

- 3.1. Scoring runs will be as per the ICC rules of cricket.
- 3.2. If the ball goes over the fence on the offside, leg side or behind the wicket keeper, 1 run will be declared. If the ball rolls and goes outside the fence after a specific marked point on the ground, then 2 runs will be declared. The batsman keeps the strike.
- 3.3. If the ball hits the side/back fence and stays in field, the batsman must run between the wickets to score runs.
- 3.4. If the ball hits/touches the fielder before rolling outside the fence, then batsman must run between the wickets to make runs.
- 3.5. If the ball stuck in fence, 1 run will be declared. The batsman keeps the strike.
- 3.6. If the ball touches a fielder and runs into declared zones, then the ball is considered LIVE. In this case, the batsmen can continue to run – no declared run. However if the umpire feels if the ball cannot be fetched (eg. travelled into bush, crowd, another ground, water puddle, etc.) then default 2 runs will be declared. The batsman keeps the strike.

4. No Balls

- 4.1 There is **no** free-hit for a NO BALL.
- 4.2 Ball clearly above the waist on full is a NO BALL.
- 4.3 A bouncer is defined as any delivery that bounces over the shoulder.
- 4.4 First bouncer over the shoulder is a WARNING
- 4.5 Second and subsequent bouncers will be given as NO BALLS
- 4.6 A bouncer over the head is a WIDE ball
 - 4.6.1 If the striker touches the ball, then it is NOT a WIDE – the batsman will be deemed OUT if it is caught
 - 4.6.2 Overstepping by the bowler
 - 4.6.3 Back foot of the bowler crossing touching, or completely outside the side crease.
- 4.7 Fielders standing outside the circle exceeds maximum allowed (despite 1 umpire warning).
- 4.8 Fielder substituted during the match without notifying the umpire.
- 4.9 The umpires shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
- 4.10 A batsman is deemed out on a no ball via run out/hitting ball twice/obstructing the fielder. Any runs scored will be added to the 1 run given for no ball.
- 4.11 A delivery is deemed dead ball if the ball bounces twice before reaching the batsman or the popping crease.

5. Wides

- 5.1 Wide ball rules are normal and the batting side will be awarded 1 run.
- 5.2 Any ball passing outside of wide marker mark will be judged a wide ball; the batting side will be awarded 1 run.
- 5.3 Any ball passing behind the legs of the striker provided its outside the leg stumps will be a wide ball too.
- 5.4 Ball bouncing above the batsman's head will be termed as Wide and it is considered as 1st bounce.
- 5.5 Any byes taken will be added to the 1 run given for wide ball.

6. Catches

- 6.1 ICC rules for catching holds good except for the below instances:
 - 6.1.1 Batsman is out, if a catch is taken by the fielder who is in contact with the fence. However, the ball should not be in direct contact with the fence during the catch.
 - 6.1.2 Batsman is NOT OUT if the fielder takes a catch off the bounce from the side fence.
 - 6.1.3 Batsman is NOT OUT if the catch is taken beyond the fence/field (not boundary limits).
- 6.2 Catches caught on the boundary or near the boundary, the fielder is requested to stay there for the umpire confirmation.
- 6.3 If the catcher after catching travels with the ball across the boundary or declared runs line then the batsman is NOT OUT and the runs are counted in declared areas.

7. Pitch

- 7.1 All matches will use a pitch that measures 22 yards or 20.12 meters in length.
- 7.2 Wide markers: Markers that will be used for the calling of wide balls shall be placed at one bat length from the middle stump.

8. LBW

- 8.1 We do not consider LBWs in our matches, hence it is "Life Before Wicket". So, a batsman should not be ruled out because LBW.
- 8.2 We do not consider leg byes. No runs score on leg byes. So, there are no run outs on those balls too.

9. Players Hurt on field:

- 9.1 If a fielder leaves the field for the last 2 overs in the innings, he will not be allowed to bat for the first 2 overs.
- 9.2 A batsman can be substituted at any time of the play with another batsman who has not yet batted. The retired batsman can only return at the end of the innings.
- 9.3 If a bowler walks out of the field for 1 over, the bowler needs to stay on the field for at least 1 over before bowling the next over.
- 9.4 No substitute (by) runner allowed under any circumstances.
- 9.5 A substitute fielder cannot keep wickets. And a fielder can be substituted during the match by notifying the umpire – a substitute cannot bat or bowl.
- 9.6 If a bowler is hurt and cannot finish a total of 6 legitimate balls in his over, then he can be replaced by another bowler to finish that over. However, the injured bowler will not be allowed to return to bowl in that innings.

10. Tied Matches in Playoffs:

- 10.1 In playoffs, tied matches with same no. of runs will be decided by the super over.
- 10.2 Team batting first in main match will bat second in the super over.
- 10.3 All 8 players can field, however only 3 can bat (equivalent to two wickets) and one can bowl.
- 10.4 Batting and bowling teams must announce 3 batsmen and 1 bowler, respectively, before the start of the super over. A tied super over will be decided based on 1) the number of wickets, 2) boundaries scored (total of sixes and four)
- 10.5 Tie in a playoff means Super Over, team batting 2nd in regular match, will now bat first.

11. Last but not the least!!

- 11.1 All teams and their players must abide by the rules and regulations of the park they are playing, like no alcoholic drinks, no public indecent exposure or adhered by the park rules.
- 11.2 Mankadding is allowed, but only after an official warning has been given to a batsman (one per batsman, not per team) in front of the umpire. After that, all subsequent appeals can be upheld or withdrawn by the fielding captain.
- 11.3 The batsman is not considered out if a fielder catches the ball in the declared zone, or even runs into the declared zone after catching the ball.
- 11.4 The tournament committee reserves the right to amend the rules at any time if it considers such action to be in the best interests of the competition. Committee holds the right to disqualify team/s for misconduct. (Registration amount non-refundable)
- 11.5 The BCC or members of the Executive Committee will not be held liable for any accidents or injuries that a player may suffer while traveling to/from the grounds, while playing, or even simply watching a match.

FINAL NOTE

All teams and their players must abide by the rules and regulations of the park they are playing in; like no alcoholic drinks, no public indecent exposure, failing which may lead to the disqualification/suspension from the tournament.

The Tournament Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition. Committee holds the right to cancel any team for misconduct (money not refundable).

This tournament will abide by the latest available ICC standard playing conditions, and the associated Laws of Cricket. Any rules or regulations not mentioned above will follow as per ICC INTERNATIONAL RULES. In the event of conflicts, the rules as stipulated by this tournament shall supersede.

THE ORGANIZERS WOULD LIKE TO SEE TEAMS RESPECT THE RULES AND PARTICIPATE WITH THE TRUE SPIRIT OF SPORTSMANSHIP

SAFETY AND INSURANCE

The DICC organization is not responsible for accidents or injuries that a player may suffer while traveling to/from the grounds, while playing, or even simply watching a game.

The DICC organization or members of the Executive Committee will not be held liable for any accidents or injuries that a player may suffer while traveling to/from the grounds, while playing, or even simply watching a game.

All the teams should sign the registration & waiver form before the first game. This waiver absolves the DICC organization and its management of any liability from injuries, caused to players from participating or watching the games, or damages to property sustained by any participant or spectator.

COVID-19 Guidelines:

Mandates:

- 2 Sign the waiver.
- 3 People sitting in the dugout, please follow social distancing unless wearing a mask.
- 4 If you are sick or have symptoms, stay home and quarantine.
- 5 Refrain from spitting at all times, including in dugout areas and on the playing field.

Recommendations:

- 6 If sitting in the dugout, please wear a mask.
- 7 Use Sanitizer frequently
- 8 Try to avoid Handshakes/Personal Contact Celebrations.
- 9 Try as much as possible to keep your hands away from face/eyes.
- 10 Carry personal water bottles / drinks vs shared stuff.
- 11 Use Batting Gloves / Baseball Gloves while batting.

