



**FAST ALUMNI
ASSOCIATION**

UNITED STATES

Tournament Rules

ICC official rules and regulations will be referred for any rules not covered
in this document

1. Code of Conduct

1. No cursing or abusive language will be allowed or tolerated on and off the field against any opposing player, umpires, or committee members. Umpires or committee members will give ONE warning and after that, the player will be banned for the remaining match time.
2. If a banned player continues to misbehave on the bench, then he will be asked to leave the premises and banned for the entire tournament.
3. If a player is found deliberately insulting or verbally intimidating an opposing player, then there will be ONE warning and after that it will be a FIVE RUN penalty. This rule applies to any roster player even sitting at the pavilion and sledging.
4. Any player involving himself in a physical fight will be banned for the entire tournament.
5. No outside food is allowed at the St. Joe's facility. If committee members find that any player has brought outside food, there will be a TEN RUN penalty for the team of the said player. In the scenario where the player has no remaining games, the player will be asked to immediately vacate the facility and a penalty will be added to the next game.
6. Team captains will be responsible at ensuring there is no sledging or misbehaving from the supporters of their team. In the case that a spectator is sledging, the spectator will be asked to vacate the facility immediately, with the committee reserving the right to take formal action against the individual involved in sledging. In the case that any player from the team roster intervenes and the situation aggravates, the team will be immediately hit with a FIVE RUN penalty.
7. St. Joe's has an open cafeteria which is monitored 24/7, therefore if any player is found misusing it, St. Joe's security is allowed to take action against that player. If a player misuses the cafeteria and runs away, then we will let security get in touch with the responsible team captain to resolve it.
8. Metal cleats are not allowed at St. Joe's Indoor or Outdoor Facility.
9. It is the responsibility of each team to clean up when they leave the pavilion area with any water bottles or any other garbage.
10. Use of all tobacco products and e-cigarettes is prohibited in all campus buildings, sidewalks, building entrances, common areas, and college-owned vehicles, with the exception of use in private vehicles. This includes St Joe's Sports Dome and outdoor field.
11. Use of all banned substances, including alcoholic beverages, is prohibited in all campus buildings, sidewalks, building entrances, common areas, and college-owned vehicles, with the exception of use in private vehicles. This includes St Joe's Sports Dome or outdoor field. Any player found under the influence of illegal or banned substances will be banned from the tournament. Additionally, spectators will be banned from the tournament if found under the influence of illegal substances

2. General Rules

1. A match is played between two sides. Each side shall consist of maximum 11 players one of whom shall be captain.
2. Each captain shall nominate 11 players from their team roster before the toss. No player may be changed after the nomination without the consent of Umpires and opposing team captain.
3. Teams are expected to finalize their team roster by the deadline communicated from the

committee.

4. Captains will be the only one to have Toss with umpire or committee member.
5. Players are only allowed to wear their team T-shirts. If a player is not wearing their team T-shirt, then he will not be allowed to play the game.
6. No shorts are allowed, and only black/blue/gray/green color trousers are allowed.
7. A minimum of eight players are required to start the game. If a team cannot field eight players, then opposing team gets a walkover.
8. A substitute fielder can only stay on the field for maximum of 2 overs and only 2 substitutes allowed at a time.
9. A substitute fielder should be part of the team roster.
10. Substitute fielders shall only be permitted in cases of injury, illness, or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'. Umpires should be informed for any substitute fielder.
11. If a batsman is retired-hurt for some reasons that retired batsman can come back to crease after 12 balls or no other batsman is left.
12. One Runner is allowed at a time. And only if the batsman is injured.
13. A player if late, can join the game no later than 2 overs of the first innings and can be part of the game with bat/ball immediately.
14. In case of rain or wet field due to rain earlier in the day, then games will be moved inside the St. Joe's Dome.
15. We will have yellow tape on the balls if the game moves inside the Dome due to better visibility otherwise it will be white colored tape.
16. Batsman can request umpire to check the ball for any wear and tear of tape and replace it with the fresh-one, though it will be on Umpires discretion to change or not.
17. No fiber/coconut wood/leather/T-ball bats are allowed.
18. Bails need to fall for any wicket to be called. Though in a case where the first attempt to run out fails then next time the stumps should be in standing position (player should make sure of it) and then player must make sure that stumps fall in second attempt.
19. Gloves are allowed for wicket keeper and batsman only.
20. Use of the pitch before and after the game is not allowed.
21. No fielding restrictions or power play rules.
22. No leg-bye or bye runs.
23. If the ball hits the dome, then the game is live. Any catch taken will be considered out. This is only for dome area, which is within the boundary, anything outside will be considered a six, four, 1D or 2D.
24. Please see Appendix 4.1 for dimensions of the cricket field.
 - The pitch is 60 feet (blue line)
 - The boundary is 50 meters (yellow line)
 - 1D starts at 30 feet (green line)

- 2D starts at 90 feet (pink line)
25. All regular ICC rules for caught and bowled wickets apply unless stated otherwise.
 26. There will be no Leg Before Wicket (LBW) in this tournament.
 27. During the batsman getting caught, new batsman will always be on strike unless it is the start of the new over.
 28. Each team must complete an inning of eight overs within 30 minutes plus a 5-minute grace period unless all out earlier. Teams will be penalized after the second 5-minute period (41st minute onwards).
 29. If the delay is because of bowling team, then Batting team will get an extra 5 runs in their total.
 30. If the delay is because of batting team, then batting team will get -5 runs in their total.
 31. If a team delays the game in 2 consecutive matches, then they will be penalized by 2 over deductions in their third game.
 32. Game durations are available on the game schedule.
 33. Batting side players should always be outside the boundary line except for the batters.
 34. No bowler shall bowl more than 2 overs in an inning. 3 Bowlers to bowl maximum of 2 overs and 2 bowlers can bowl 1 over each in an inning.
 35. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler whose over limits aren't reached.
 36. 2 points will be awarded to the winning team.
 37. Only 2 teams will qualify from each group.
 38. In the event of a tied match both teams will be awarded 1 point each.
 39. The first tiebreaker is points
 40. In case teams have tied points then net run rate will be calculated, team with higher NRR will proceed to next stage.
 41. NRR will be calculated as per the CricClubs Application
 42. The NRR and points will be reset as the teams move to the playoffs from the group stage
 43. Same tiebreakers – points and NRR – will apply in the playoff stages.
 44. In case of a tied game in Final Match, a super over will be used to decide the winner. Official ICC super over rules will apply.
 45. A super over will be replayed, with different batsman and bowlers, until a winner is decided.

3. Umpire & Umpiring Decision

1. Below is the list of main umpires for the tournament
 - a. Shayan
 - b. Salman
 - c. Murad
 - d. Hasan

- e. Mustafa
 - f. Saleem
 - g. Omer Waleed
 - h. Nauman Bhai
 - i. Sajid Bhai
2. In the regular round of games, each team will be assigned one umpiring duty. The teams are expected to provide the most knowledgeable and experienced player.
 3. In the regular round of games, the above umpires (3.1) from the non-playing group will serve as the main umpire. The square-leg umpire will be from the non-playing team of the same group
 4. For the playoff games, the umpires listed above (3.1) will serve as main and leg umpires. In the case of conflicts, the committee will solicit volunteer for umpires from the non-playing teams.
 5. Please see Appendix 4.2 for the finalized schedule of games.
 6. Only Captains are allowed to bring their concerns with umpire and if any other player argues with umpire, then there will be 1st warning and later a penalty of 5 runs (+/- depending upon the inning)
 7. An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.
 8. The umpires' decision will be final.
 9. No D/L Method will be used in case a game is affected or stopped for some time due to facility issues. But if the day is abandoned by the facility or any extreme circumstances which is uncontrollable then each team gets 1 point.
 10. Umpires can penalize a team for 5 runs if either team player disrupts during the bowling run-up.
 11. In no ball case, a penalty of one extra run shall be awarded to the batting team and will be counted as bowler conceded runs. And the ball is to be re-bowled as a free hit.
 12. The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.
 13. If Bowler bowls a ball overstepping the popping crease, the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.
 14. If Bowler bowls a ball while hitting bowling end stumps, the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.
 15. If Bowler bowls a ball while both feet outside return crease, the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.
 16. If Bowler bowls a ball above batsman waist, the umpire shall call and signal no ball, and the ball is to be re-bowled overarm. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether it is likely to inflict physical injury on the striker. Umpire shall not allow the bowler to bowl more than two such balls. An exception shall apply if the ball hits the wicket, in which case the batsman shall be adjudged bowled.
 17. If Bowler bowls a ball above batsman shoulder, after the first warning per over, the

umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

18. Any ball which is above the head will be called a wide ball.
19. In the case of a delivery that is both a wide and no ball, as deemed by the main umpire, the wide call will overrule the no ball call.
20. Mankad rule:
 - a. Mankad rule shall apply when the non-striker leaves his ground before the bowler has reached his normal release point of the ball.
 - b. A non-striker cannot be Mankaded once the bowler goes past his normal release point of the ball i.e., completion of his action.
 - c. For the Mankad to apply, the non-striker will first receive a warning.
 - d. The first warning, deemed official, will be given by the umpire, if the umpire believes the non-striker is leaving the non-striker's end before the release of the ball.
21. Standard ICC Wide Ball rules will be applied, and visible lines will be marked on pitch to assist & guide umpires and players.
22. If the ball bounces anywhere outside (either the board, vertical board edge or grass) the wide line then it will be called as wide ball.
23. If the batsman does not offer a shot and starts running after ball hits the bat, this will be a dead ball. The ball shall count as one of the over and no runs shall be scored.
24. If the ball hit horizontal edge of drop-in pitch, it will be a dead ball
25. If the bowler hits the grass area before the pitch board, then the ball will be called dead ball.
26. If the ball bounces twice before the batsman crease line then it will be called as dead ball.
27. A deliberate attempt to distract striker is considered unfair play and may result in No-Ball to be called by any Umpire.
28. Deliberate distraction or obstruction of batsman is considered unfair play and must result in a No-Ball to be called by any Umpire.
29. Deliberate distraction or obstruction of fielder is considered unfair play and will result in a penalty of 5 runs to batting side or OUT if fielder was attempting to catch or run out when he was obstructed or distracted by any batsman in the middle.
30. Fake fielding, as adjudicated by the umpire, will also result in a penalty of 5 runs.
31. Should the bowler's end umpire be unable to decide whether a catch was taken cleanly, he shall first consult with the square leg umpire.
32. Should the bowler's end umpire be unable to decide whether a catch was taken from a bump ball or not, he shall first consult with the square leg umpire
33. In case of fielder moving from the fielding position, square leg Umpire will call it a no-ball.
34. If umpire feels that the batsman, in running between the wickets, may have significantly changed his direction to take advantage, Umpire shall declare the batsman as out.
35. In the event of both batsmen running to the same end and the umpires are uncertain over which batsman made his ground first, same end batsman will stay, and other end batsman

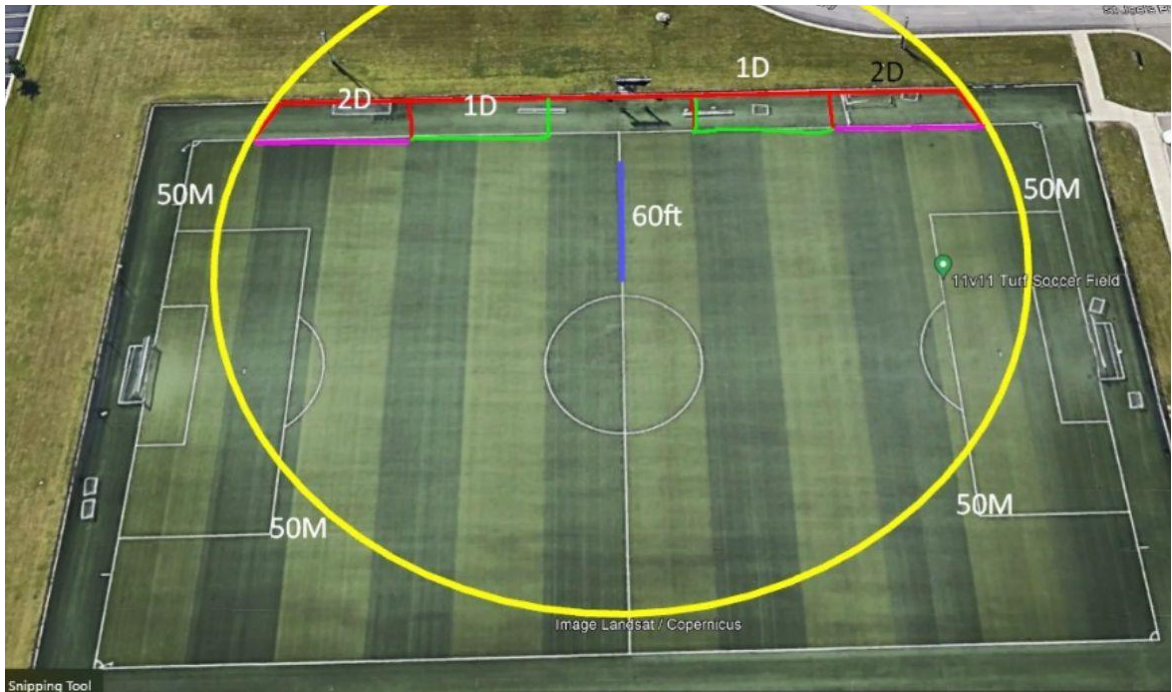
should leave.

36. In the event of a doubtful boundary decision, the umpire can consult the leg umpire following which the umpire, on his discretion, can ask the fielders. The final decision rests with the main umpire.

37. Fielders are encouraged to stop at the boundary during a catch to help the umpire with a well-informed decision. The final decision rests with the main umpire.

4. Appendix

1. Ground dimensions



2. Schedule of games

June 9 th 10:00 – 2:00 AM (3 Games each game should end in 50-60 mins with 5min buffer)	June 10 th 8:30 – 12:30 AM (3 Games each game should end in 50-60 mins with 5min buffer)	June 16 th 10:00 – 2:00 AM (3 Games each game should end in 50-60 mins with 5min buffer)	June 17 th 9:30 – 1:00 AM (2 Games each game should end in 50-60 mins with 5min buffer)
<p>Group A (10:20 – 11:20) Faisalabad Vs Lahore</p>	<p>Group B (8:30 – 9:30) Karachi Vs Islamabad</p>	<p>Qualifier 1 (10:20 – 11:20) Qualifier 1 (Group A) Vs Qualifier 1 (Group B)</p>	<p>Qualifier 4 (10:00 – 11:00) Qualifier 2 (Group B) Vs Qualifier 2 (Group A)</p>
<p>Group A (11:35 – 12:35) Faisalabad Vs Multan</p>	<p>Group B (9:45 – 10:45) Karachi Vs Peshawar</p>	<p>Qualifier 2 (11:35 – 12:35) Qualifier 2 (Group A) Vs Qualifier 1 (Group B)</p>	<p>Final (11:20 – 12:20) Top Team 1 from Qualifier Games Vs Top Team 2 from Qualifier Games</p>
<p>Group A (12:50 – 1:50) Lahore Vs Multan</p>	<p>Group B (11:00 – 12:00) Islamabad Vs Peshawar</p>	<p>Qualifier 3 (12:50 – 1:50) Qualifier 1 (Group A) Vs Qualifier 2 (Group B)</p>	