RULES & REGULATIONS
GES & CORPORATE CRICKET

1. List of 16 players with their Iqama picture and Iqama number should be submitted in the registration form as per the given date.

2. All games shall start as per time given in schedule, Toss should be done 10 minutes before match start time. Maximum 10 minutes delay will be given.

3. A team not presents having less then eight (8) players at ground by toss time, shall be deemed to have lost the toss.

4. Play shall commence at match start time. Each team must have a minimum of eight (8) players present on the ground during toss.

5. Any team not ready to play after 30 minutes of match start time will lose the game with zero (0) point, providing that the other team is ready for play and will be awarded with two (2) points.

6. Every team wears any color uniform except red and black color (preferably white) and sports shoes are mandatory for playing cricket.

7. Each innings will be of 16 overs with 4 overs max per each bowler.

8. All NO-Balls will be free hit.

9. The batsman facing a free hit delivery can only be dismissed through a run out, for hitting the ball twice, obstructing the field or handling the ball, as is the case for the original "no ball". If the same batsman is facing then fielders must remain in same position. If batsmen change ends, the field can be changed.

10. A full toss balls above waist height and any ball above shoulder height are NO-Balls.

11. All EPCA T20 rules will be applied unless otherwise stated

12. In knockout round if a game ties, "Super Over" will use.

13. If the scores in the Super Over are tied, the match is won by the team that has scored the most 4s & 6s in super innings.

14. Winning team gets 2 point and losing team 0 point. In case of draw each team gets 1 point.

15. All league matches will not reschedule due to rain, bad weather or any reasons. In that case both teams will split 1 point each.

16. In the event of teams finishing with equal points at the end of the league, their ranking will be determined on a descending order based on overall tournament NET RUN RATE calculated as follows:

    NET RUN RATE:
    - At the end of a tournament, Team 'A' scores 1200 runs off 100 over's (in five matches) and given away 1,400 runs in 100 overs, its net run rate shall be:
    - (Total runs scored/overs played) – (Total runs scored by opponents/over are played)
    - = (1,200/100) – (1400/100)
    - =1.2 – 1.4 = -0.2 (net run rate Team 'A')

Prepared by: Muhammad Bilal

FOR THE PURPOSE OF ABOVE CALCULATION:

a) In the event of a team being all out in less then its full quota of over's, the calculation of its net run rate shall be used based on the full quota of over's to which it would have been entitled and not on the number of over's in which the team was dismissed.

b) In case of a side scoring total runs in excess of that scored by the opposing side in less then the full quota of over's, then the actual number of over's played will be taken for the purpose of net run rate calculation.

ILLUSTRATION:

Team 'A' plays a total of 5 matches in a 20 overs tournament.
- In one match, it reaches the target in 18 overs and wins.
- Total over played by Team 'A' during the tournament shall be:
- 4 x20 = 80 overs.
- 1 x 18 = 18 overs.
- Over's to be used for calculation = 80 + 18 = 98.

17. Runner will not be provided by Umpires unless nine wickets are down, the injured or ill batsman has the option of retiring hurt and returning to bat at a later stage should the need and/or opportunity arise. Calculation of the period for which an injured or ill player who has been absent from the field shall not be permitted to bowl or bat i.e. penalty time.

18. Each team is responsible to carry the stumps (Spring Loaded Stumps are recommended) for one end, failing to bring the stumps will be considered "Delay Tactics" and the penalty which will be decided by the umpires on the ground or have lost the match by failure team till "Walk over Time".

19. Where stumps are used with a base, every part of the assembly including all parts of the base shall be considered part of the wicket.

20. Only company team members are allowed to play the tournament. The team will disqualify from the tournament if any player found other then the company employees.

21. Maximum of two companies can make a combined team by merging with GES, GES+ or EPC contractor teams. But incase, due to any reason, if second team quits then only one time change in the team is allowed.

22. No change in the provided team member squad will be acceptable in the knockout round. In case there is any change in the squad of any week during the pool or league matches then it should be submitted maximum by Wednesday of that particular week.

23. This is not complete rules document, new rules will be added as per need during the tournament.

24. All games will play from one end of the wicket. In case of conflict about batting end, the captains will toss to decide the playing end.

25. If a ball gets damaged, or broken, during play, so it will call dead ball and must be replaced. But in-case of boundary the advantage will be given to batsman and consider as a regular ball.

26. A player can't participate in the knockout round if he doesn't appear during the league/Pool matches.

Prepared by: Muhammad Bilal

27. In 16 overs game, the first four overs will be power play and maximum two fielders can be outside the fielding circle.

28. After first four overs, maximum seven fielders can be outside the fielding circle.

29. Each team should carry medical First Aid kit.

30. Maximum 10 minutes is the break time between two innings.

31. Incase of any conflict, only captains of both teams will resolve the dispute with umpires. If there will be any misact or misbehave found during the game then only umpire can announce the penalty against the particular player, which can be;

    i) Ban for bowling or batting
    ii) Ban for the running game
    iii) Ban for number of matches
    iv) Ban for the running tournament
    v) ETC.

32. If there is any dispute raised to the committee, then the findings and decisions of the committee will be final and shall be acceptable to all the teams.

33. If any team will give walkover to opponent team then the opponent team will get the maximum defeated run rate of that particular team (out of their all matches in the tournament).

34. Mobile phone is not allowed to use inside the boundary circle but incase of any emergency call, player can get permission from umpire and follow the umpire instruction.

35. All teams will take the print of registered squad from the website and handover to umpire with marked playing eleven before toss.

36. If any team not able to provide the squad form with marked playing eleven then the team will loss the toss and they need to provide squad on a paper before toss.

37. It's the team responsibility to do the proper scoring and complete it before handing over to umpire. Incase of poor or incomplete score sheet, one point will deduct from the points (-1).

Prepared by: Muhammad Bilal