

ILLINOIS CAPITAL CRICKET TOURNAMENT 2021

CRICKET – BYLAWS

PREFACE: The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with captains, but extends to all players, umpires, and supporters.

- Respect is central to the Spirit of Cricket. Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Cricket is a gentleman's sport, all players need to wear full pant and shirt/t-shirt for the game. Strictly **NO** shorts.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when an umpire's call or the match does not go your way.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the umpires and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different places, cultures and religions, especially when played within the Spirit of Cricket.

Section 1 – GAME FORMAT

1. Toss for all games will be **15 minutes** before the game. Match should begin within **10 minutes** after the toss.
2. Minimum 7 players from the roster should be available at the time of toss.
3. Maximum of 12 players can be part of playing team. Team must be announced at the time of toss to umpires and opposition captain. If failed doing so, the player shouldn't part of the game.
4. All games will be played in a 12-overs format – 4 over's of power play where maximum of only 2 players are allowed outside inner circle.
 - Mandatory 1st & 2nd over power play.
 - Mandatory 1 over of bowler's choice power play, between overs 3 - 12.
 - Mandatory 1 over of batsman's choice power play, between overs 3 - 12.
 - Batting and Bowling power plays cannot be taken in the same over.
 - Once the batsmen nominated their mandatory powerplay, bowling team have option to switch between the bowlers.
5. In the case, where bowling or batting team powerplay has not been called before the start of 11th over. By default 11th over will be bowling power play and 12th over will be batting powerplay.

6. A team who are short of players can bring external players as substitutes who are allowed to **ONLY** field excluding wicket keeping. Number of substitutes **DO NOT** count towards minimum player requirement.
7. Runners are **NOT** permitted for any reason.
8. In the event of inclement weather or washout:
 - Both the captions should coordinate and come up with a common date (Reserved dates will be provided) to reschedule the match.

Or

 - Points will be shared between the two teams.
9. Match interrupted or delayed due to rain, **Duckworth-Lewis** method will be implemented.
 - Rain interrupting 2nd innings: Teams 2 chasing target will be scaled down by the ratio of resources.
 - Rain interrupting 1st innings: Team 2 chasing target will be increased based on ratio of resources.
10. After the powerplay, no more than **five** fielders will be allowed outside inner circle.
11. Team roster should contain maximum of 20 players and a **player shouldn't be part of any other teams** playing in this league. Rosters will be locked before their first game and changes are **NOT** allowed until the end of the tournament.
12. A player has to play at least 1 match in the league stage in order for him to eligible to play in Final. Team breaking these rules will be penalized by awarding the opposition (declared winners) full points for the game.
13. Runs for **OVER-THROWS** and they are awarded to the batsman who was on strike.
14. In every inning, each of the bowlers can bowl a maximum of **3 overs**.
15. Bowling teams will be allotted **forty-five (45) minutes** to finish the stipulated 12 overs. Teams are expected to start and finish their matches on time.
16. 10 min break after the innings.
17. Umpires can cut down the break time if there is delay in proceedings of the game.
18. The inner circle will be 80 ft (26.66 yards) and the boundary will be 160 ft (53.33 yards).

Section 2 – SCORING

1. Batting team will do the scoring. It's advisable if the extra player from the fielding team watch scoring.
2. Score Card/app will be used for scoring. If there are any scoring mistakes after the game, bring that to the attention of organizers on the same day for corrections. Corrections will not be honored after the game day.
3. Points for Win = 2 Points
4. Points for Super Over Win = 2 points
5. In the event of a tie match, multiple super overs will be played until we get a result.
6. A team's run rate is calculated as: Average runs per over scored by that team - Average runs per over scored against that team.

Section 3 – PENALTIES

1. Minimum number of players not showing up at the time of Toss – WIN is declared in the favor of opposite team. If either of the teams min count is not present or the teams doesn't show up at all, then zero (0) points will be awarded to both teams.
2. Umpire should be at ground **15 minutes** before the match schedule time for the toss.
3. Violation of team roster = **Minus 2 points**.

Section 4 – UMPIRING

1. There will be two neutral umpires per game.
2. The main umpire will call wide ball, line no ball, run out, extra, short run, catch, warning etc.
3. The leg umpire will call stumping, run out, short run, catch, height no ball and wide.
4. Leg umpires can also call no ball and wide ball if the main umpires failed to detect or blocked by a player.
5. Main umpire can consult the leg umpire before he makes a final decision for any undecidable situations.
6. Player's interference is strictly **PROHIBITED** in umpiring duties.
7. Umpire position changes after 6 overs. Captains will make sure umpires are changing ends for equal and fair judgments.
8. Umpires shall ensure both teams have listed the names of the players on the Score Card.
9. Umpire decision **SHOULD** and **WILL BE** considered **FINAL**. Other than the main captains, **STRICTLY NO** other players or team members should take up the discussion or concern with the umpires, during or after the match.
10. If umpires cannot resolve the issue i.e. when the rule is not documented here, then the umpires will bring it to the notice of organizers who will finalize the decision.
11. Bowler **CHUCKING** is **NOT ALLOWED**. Batsman can appeal, if he feels so. Leg umpire will decide in the next ball if the bowler can continue or not.
12. Bowler has to complete the over once started, unless injured. Umpires will take a call for bowler change if player is injured.

Section 5 – GAME BALLS, TROPHIES

1. Newhard tennis ball will be used for each inning's.
2. Captains will be provided with game balls before the match.
3. In the event of a ball lost, another ball is provided that has condition similar to the lost ball.

Section 6 – DISMISSALS

1. Bowled.
2. Voluntary retirement is considered as BOWLED. Bowler at the bowling grease will get the wicket.
3. A batsman who is INJURED – RETIRED can return to bat any time after a wicket falls. Umpires will decide the seriousness of the injury.
4. Caught.
5. Hit Wicket.
6. Run Out – Batsman can be RUN OUT when attempting a run off the bat or extras (Section 7).
7. Stumped Out – Batsman can be stumped OUT by the keeper no matter it touches any part of the body, bat or nothing.
8. If the ball touches any part of the batsman's body (excluding bat), he is considered **NOT OUT** if a fielder excluding wicket keeper tries to run the batsman out. (As there are NO Leg Byes).
9. Mankad – Batsman receives a warning for first offence in the innings. Next offense will be declared OUT.
10. Obstructing the field deliberately.

Section 7 – ADDITIONAL RULES & EXTRAS

1. Line Wide.
2. Line No Ball.
3. Full toss over waist high is No Ball.
4. Any ball down the leg side is wide. If a batsman moves across and the ball is going over the stumps it is a legal ball.
5. In case batsmen playing 'switch hit' and ball go to the leg side in between the wide line that is a legal delivery.
6. In case if batsmen play reverse sweep all the rules to his batting side applies as usual.
7. Beamer No Ball: A bowler is no longer allowed to bowl in the innings if two beamers are bowled throughout their 3 over spell.
8. There are byes.
9. No LBW's or leg byes.
10. Two (2) bouncers are allowed per over. A delivery is considered as a legal bouncer if the ball passes in between top of the head and shoulder of the batsman, when he is standing upright in their popping crease.
 - If the ball passes over the head of the batsman, it's called a WIDE (if untouched by the bat). A warning is given as first bouncer.
 - If the ball passes over the head of the batsman, and if it touches the bat then it's a LEGAL delivery. A warning is given as first bouncer.
 - If more than two deliveries passes above the shoulder, then it's called a NO-BALL no matter if it touches the bat or not.
11. If a bowler pitches the ball outside to the side of the pitch/mat, it will be considered a NO-BALL.
12. Any number of fielders can field on any side of the ground, but exceptions apply. Refer Section 7.13, 7.14 for exceptions.
13. If there are more than 5 fielders outside the inner circle at any point of the game, any umpire can call it as a NO-BALL.
14. At the instant of the bowler's delivery there shall not be more than two fielders other than the wicket-keeper behind the popping crease on the leg side otherwise any umpire can call it as a NO-BALL.
15. It is not required to announce bowling guard to the umpire at start of the over. Umpire and batsman can enquire with the bowler if needed. Bowler needs to announce the guard changes (If any) to the umpire in the middle of the over.
16. It is not required to announce keeper change to the umpire if the player is part of initial playing XII.
17. Keeper must announce to the leg umpire if changing his position during the over like coming up to the stumps. If not announced, it is called as a NO-BALL.
18. Captain/Players must announce to any of the umpires if there is a substitute for a player part of initial playing XII. If not announced, it is called as a NO-BALL.
19. If the bowler breaks the wicket while delivering the ball, it is called as a NO-BALL.
20. If the ball bounces more than once or rolls along the ground before it reaches the batsman, it is called as a NO-BALL.
21. Every NO-BALL is followed by a **FREE-HIT**.
22. Any **RULES** not explicitly described here will follow the regular **LAWS of Cricket**.