



Independence Day Cricket Tournament Rules & Regulations

1. General Instructions

- 1.1. All professional cricket rules are applicable to this league with some special exceptions, the explanations are given below.
- 1.2. IDCT Organizers and/or IDCT Board can't be held responsible for any sort of injuries or accidents caused while playing or outside the game during this tournament.
- 1.3. In case of any discrepancy where the on field umpires could not resolve a conflict, the Organizing committee's decision is final and shall not be contested during this tournament. If a team feels that there should be an update with respect that particular situation during a future tournament, it can be debated with rest of the captains and organizers during the setup of that future tournament.
- 1.4. Captains are solely responsible for the conduct of the players. In case of dispute only the team captain shall voice his concern to the umpires during or after the match. Umpire is a fellow playing member from this tournament; please do not try to bully him. Also Captains are required to send qualified players to umpire so that the tournament happens in a peaceful manner.
- 1.5. Captains will be representing the teams in case of the dispute on or off the field.
- 1.6. Umpires' decision shall remain FINAL. There shall be no arguments during the game in the field regarding the decision. Organizers are open to debate in a peaceful manner after the game – One of the main objectives of this league is to make this entertaining to everyone.
- 1.7. Personal abuse against the umpires or players will not be accepted. If this rule is violated by any team then IDCT Board will review the situation and can take stringent action against the player/captain/Team violating the rule.
- 1.8. If the committee finds any of the above rules not followed then IDCT Board may take stern action against the player/captain/team, which may lead to debarring the team and its players from the present and future Cricket League events.



Independence Day Cricket Tournament Rules & Regulations

1.9. There can be no bad language under any circumstances against opponent's team or Umpires during the match.

Only Captains should raise concerns to umpires if any. Umpires should also refrain from getting into arguments.

1.10. If a player is found using bad language against the opposition or having bad conduct like indulging in personal/physical abuse, the captains can raise the issue with umpires on field and IDCT Board. Umpires can warn the offending players and captain. IDCT Board after consulting with officiating umpires will decide on the issue. If the player found guilty, can be suspended from a game or tournament. If team members repeat the offense then captain and/or the entire team can be suspended from IDCT. IDCT Board's decision will be final in such case. Replacement of this suspended player will not be allowed as well.

1.11. Any suggestions, complaints, concerns can be sent to topueceucf@gmail.com

2. Roster and Schedule Maintenance

2.1. Maximum allowed players in a roster for the team is 15.

2.2. All players should be Bengali (who can speak & understand Bangla at least).

2.3. Teams have to submit a pool of maximum 15 and minimum 11 players prior to their first game to the IDCT Board or the Organizing member who is responsible to maintain the roster of all teams. First Name, Middle Name, Last Name and Nick Name should be provided to the IDCT Board or the Fixtures Maintenance Committee member.

2.4. The playing 11 name along with substitute player name should be submitted to the umpires before the TOSS for each game.

2.5. A player, who has registered with a team, cannot be transferred to another team after the team had played a single game, even if he was not a part of the playing 11. If the team cancels their participation from the



Independence Day Cricket Tournament Rules & Regulations

tournament without playing a single game, then the player can join any other team only if the team (he is joining) hasn't played a single game and the team has not filled with maximum 15 players on their roster.

For all this Final decision will be with the committee.

2.6. Teams should send umpires on time to start the games, irrespective of whether the playing teams show up.

3. Team Follow Ups:

- 3.1. Teams should try to wear similar colored shirts & trousers (i.e. team uniform if they have or a white colored shirt / blue pant could be considered as a uniform). No player will be allowed to play wearing shorts during the entire tournament.
- 3.2. Each Team can have maximum 12 players (11 playing and 1 substitute) and a minimum of 6 players to start a match.
- 3.3. Games have to start by scheduled time promptly. The scheduled start times will publish soon. If a team doesn't turn up on time one over will be docked for first 15 minutes delay. Every subsequent 10 Mins one more over will be deducted. If a team doesn't have 8 players beyond 30 minutes of scheduled start time, the opposition will be declared the winner. The team that doesn't show up or not have the minimum number of players to start a game will get a point deducted as well.
- 3.4. Scheduled start times, "minimum number of players" rule should be followed strictly.
- 3.5. All group matches will be for a maximum of 10 overs and Finals will be decided during the course of the tournament and all will be notified well in advance, if there is a change.
- 3.6. During the 10 over matches, any bowler can bowl a maximum of 2 overs.
- 3.7. First 3 overs (1 to 3) are mandatory power play overs during which, teams can have only two fielders outside the inner circle. For overs 4 to 10, team can have maximum of 5 fielders outside the inner circle.



Independence Day Cricket Tournament Rules & Regulations

- 3.8. A minimum of 4 players apart from the bowler and wicketkeeper should be present in the inner circle during the entire course of the game. (This is stated explicitly as sometimes team playing with less players could face the scenario of what is important - the number **inside** or outside).
- 3.9. If the match is affected by rain, then Umpires and/or The IDCT Board will decide the number of overs in a match. If 6 overs have already been bowled in the second innings and game has to be stopped due to any reason (can't be continued), then run rate at the end of that over will be counted and compared against the opposite team's run rate. If they are same, then number of wickets lost at that point by each team will be considered. So teams should make sure to enter runs and wickets at the end of each over in the score sheet. If 8 overs cannot be completed then IDCT Board will try to move the match to a reserve day as possible, otherwise teams will split the points.
- 3.10. A substitute from the roster can field for a player, with the Umpire's approval. The substitute is not allowed to be the wicket keeper, and is not allowed to bat or bowl. Substitute can only field on behalf of one of the playing
11. Umpires decision will be final on this.
- 3.11. Bye runner is not allowed as this might give an undue advantage to one team. (As per the new ICC rule).
- 3.12. The keeper will be allowed to wear gloves.
- 3.13. The keeper can catch the ball only after the ball crosses stumps for stumping the batsman out.
- 3.14. Only batsmen can object to the bowling action (chucking) of a bowler. The umpire in such an event can call a NO-BALL, if the bowler's action is illegal. If Panel is available and can record the action and immediately show it to the umpire and it is proved to be chucking for the neutral umpires, then umpires can make a decision to call no ball. If panel is available, then panel's decision is final and shall not be appealed. If panel members are not available, Umpire and Leg umpire can decide. If the bowler is declared as a chucker, the entire over has to be restarted (Runs and Wickets are considered void).



Independence Day Cricket Tournament Rules & Regulations

3.15. No kind of mankading is allowed. If the runner is taking an unfair advantage, the umpire should intervene and give a warning to both the Captain and the player. If the non-striker continues to gain an unfair advantage (even after the umpire's warning), the umpire and/or Organizing committee has the authority to deduct 1 point at the end of the game. The declaration of the point deduction should be announced during the innings, to avoid any confusion after the innings / game.

3.16. Over throws are allowed. The runs scored will be added to the batsman's score. If there are overthrows during byes then the overthrow runs are counted as byes.

4. Games Rules

4.1. Extras

4.1.1. There is no NO-BALL for not telling the side that the bowler bowls from first time Umpires should ask the bowler this before starting the over. Subsequent overs he doesn't have to unless he is changing the sides or going to bowl with different hand from the previous over.

4.1.2. A NO-BALL is given when the bowler's entire foot crosses the front line; if any part of the bowler's foot is behind the line then it is not a NO-BALL.

4.1.3. One bouncer per over will be allowed. Bouncer is defined as the ball that after bouncing once goes above the shoulder, in his normal batting stance.

4.1.4. Under the instance where the batsman decides to not make any contact with the ball any ball above the batsman's head (in normal batting stance) is a WIDE-BALL. Also, any ball above shoulder other than allowed one bouncer is a NO-Ball.

4.1.5. Any ball which is full toss and is above the batsman's waist (in normal batting stance) is a NO-BALL.

Umpire can exercise his judgment when the batsman steps out and ball goes above his shoulder/waist. Also



Independence Day Cricket Tournament Rules & Regulations

more than 2 balls above the waist will be considered as dangerous bowling and the bowler cannot continue to bowl in that innings.

4.1.6. Runs scored on a NO-BALL will include the additional runs of the NO-BALL i.e. if you hit a run on a NOBALL the team will get 2 runs.

4.1.7. If the keeper moves after the bowler starts his run-up, the umpire can call it a NO-BALL

4.1.8. There will be a free hit, if there is a no-ball bowled by the bowler. Field changes are not permitted for free hit deliveries unless there is a change of striker. Below is the ICC rule for ref. 24.2 Free Hit after a no ball... the delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

4.1.9. There is no run/run out for a leg bye. Once the ball hits the batsman's body (other than wrists) without hitting the bat, the ball is considered a legitimate ball and no runs can be taken, and the ball is considered dead.

4.2. Scoring And Dismissal

4.2.1. If the batsman is standing on the crease then he can be run-out, a batsman needs to have the bat or some part of his body on the ground inside the crease to be safe.

4.2.2. If any part of the fielder's body touches or crosses the boundary then it is a six/four, as the case maybe

4.2.3. If there is any dispute on whether fielder has crossed the boundary line or not, while taking a catch, fielder should hold the position till the umpires go and see, where he is standing and judge it. If he steps even a



Independence Day Cricket Tournament Rules & Regulations

little bit in or out deliberately, umpire can call it a six or a dead ball depending on the context/situation (sometimes fielding team just to get rid of the six, they can claim a catch and move, in this case umpire can call it a six and if there is a real doubt, then he can call it as a dead ball). Main Umpire can consult the leg umpire. Umpires will make the final decision.

4.2.4. There are no leg byes, also leg before wicket is not out.

4.2.5. Pad/leg and bat is not out i.e., if the ball hits the leg and then the bat in the same motion and then is caught should be NOT OUT.

4.2.6. If the bails are used and due to wind if one of the bails fall when the ball is live, then the batsman can be run out by dislodging the other bail. If both bails have fallen, then stumps have to be uprooted with the ball touching the stumps.

4.2.7. Usage of bails depends on the umpire and both playing team's captain's agreement.

4.2.8. If the bails are not used and fielding team hits the stumps to claim a run out first time and batsman is in the crease, then fielder has to uproot the stumps while trying to get the batsman run out again while the ball is still alive.

4.2.9. Teams should use CricClub app to do the scoring and score sheets should be uploaded.

Note - IDCT Board will decide on individual awards, depending on the availability of funds and good data.

5. Umpiring

5.1. Each team has to Umpire, if a team doesn't send its Umpires, 2 overs will be docked from their next game and they will also lose one point from their points. For subsequent misses point's deduction and fine can be increased as decided by the IDCT Board.



Independence Day Cricket Tournament Rules & Regulations

5.2. If the umpires turn up late by 15 minutes of the scheduled game time, then one over from their next game will be deducted. This applies, only if the teams are ready with minimum number of players and boundaries and stumps are set up.

5.3. If there are more than two complaints from umpires on any of the teams about bad behavior on field, 2 overs from their next game will be docked. Umpires /umpiring captain should communicate that to the IDCT Board. IDCT Board will decide on how to handle the situation and if any fines/penalties need to be imposed.

5.4. The leg umpire can't overrule the main umpire's decision unless when asked for. If such a case occurs the main umpire can revert back to his decision. But, umpires can always consult each other for any clarifications and disputes.

5.5. If the ball is not visible, only the batsmen have the right to ask the umpire for a change of ball and the bowling team cannot object to change of ball. Umpire's decision is final on this.

5.6. Punctuality Rules

5.8.1. Both the scheduled umpires need to show up at start time for the match. The start time of the match is the one posted.

5.8.2. The captains of the playing teams have to notify the delay from umpires to the committee to know and apply the rules. The confirmation will be needed from both the captains

6. Pitch Details

6.1. The length of the pitch will be measure 22 yards (66 feet) between the 2 wickets

6.2. The wide line limit will be 29.5 inches from the edge of both off and leg stumps. However the umpire can give any ball down the leg side a wide 6.4. Pitch Details followed Here:

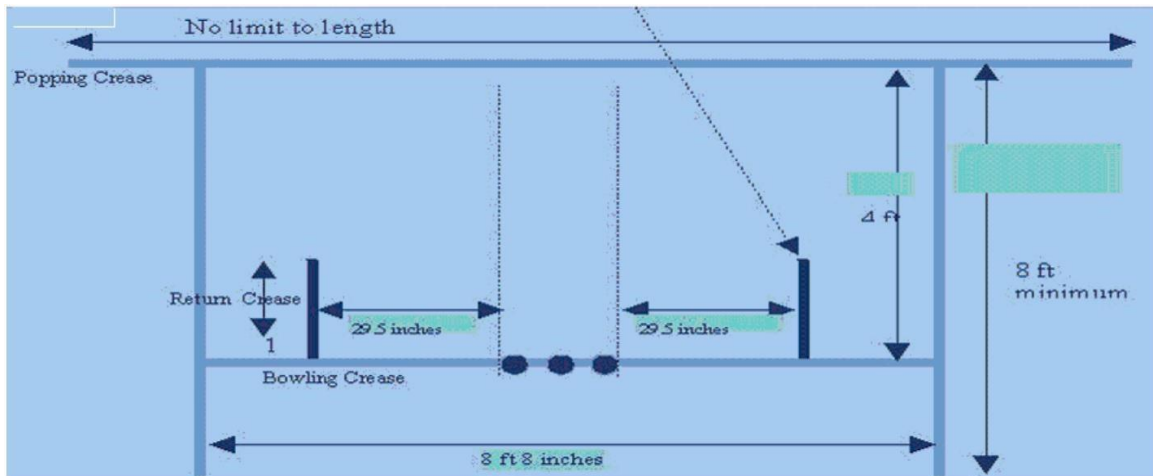


Independence Day Cricket Tournament Rules & Regulations





Independence Day Cricket Tournament Rules & Regulations



7. League and Points Structure

7.1. Winner of the match will be given 4 points and the loser will get 0 points.

7.2. In the case of a tie in the league matches the teams will split the points equally

7.3. Tournament format is described below in Section 10

7.4. If there is a tie in the number of points won by the participating teams, then NRR (Net Run Rate) will be considered to decide, if it's still a tie than head to head result between the teams will be considered. If there is a 3 way tie, then net run rate in the league games will be taken into consideration. Net run rate calculation is given below.

7.5. Net Run Rate is calculated as follows

$$(\text{Cumulative Runs Scored} / \text{cumulative Overs Faced}) - (\text{cumulative Runs Conceded} / \text{cumulative Overs Bowled})$$



Independence Day Cricket Tournament Rules & Regulations

- 7.6. In the case of a tie in the final match there will be a super over. In Super Over, each team will select three batsmen and one bowler from the playing eleven and there will be a match of one over between the teams, with only selected players can bat or bowl. Rest of the team members, can only field/wicket keeping
- 7.7. If there is a tie in the super over, then each team will get one ball each (Super Ball), till one of them wins. Here also, bowler and batsmen should be from the playing eleven
- 7.8. If a team is bowled out, the entire overs will be considered bowled/ faced in the innings for NRR calculations.
- 7.9. Selection of best batsmen, best bowler and MVP will be decided by organizing committee with the match data references from online scoring with CricClub.

8. Club and Score Managements

- 8.1. A club will have players and Teams. The number of players is 15 as per the IDCT rules and a team can have 11 players + substitutes as per the rules of the game

9. Format of the League

- 9.1. Group LEAGUE (1 Group, 3 Teams per Group)
- 9.2. FINAL Game (Top 2 teams from the group)

10. Awards

- 10.1. **Winners Trophy + Medals**
- 10.2. **Runners Trophy + Medals**
- 10.3. **M of the Match(MOM) for each Match**
- 10.4. **Man of the Tournament(MOT) for Tournament**