

## **KBCC CRICKET**



***Get Ready...Gear-up...Pad-up...***

***prepare your Plans....***

***Execute your strategies.... Show up the Team spirit...***

### **THE SPIRIT OF CRICKET**

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

#### **Responsibility of captains**

The captains are responsible always for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

#### **Player's conduct**

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

#### **2. Fair and unfair play**

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

### **3. The umpires are authorized to intervene in cases of:**

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

### **4. The Spirit of the Game involves RESPECT for:**

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

### **5. It is against the Spirit of the Game:**

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
  - (a) to appeal knowing that the batsman is not out
  - (b) to advance towards an umpire in an aggressive manner when appealing
  - (c) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

### **6. Violence**

There is no place for any act of violence on the field of play.

### **7. Players**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

All the international Rules and below local rules are applicable

1. No LBW, No Leg Byes and No run out for leg bye.
2. Free hit for overstepping.
3. 20 Overs per innings and Maximum 4 Overs per bowler
4. If match is not started due to unavailability of ground or due to rain, match will be played in next reserve day.
  - a. Once the match is started, and then stopped due to any reason, then that match will be continued in the same ground on the reserve day. It will be a rematch if playing in a different ground.
  - b. Every team has to announce their playing XI before the match start.
  - c. In the event of if any team member played the match on the scheduled day and can't further continue to complete the match then board, umpires and opponent team's captain must be notified in advance.
    - i. Batsman or Bowler or fielder replacement is allowed and must be from the same team.
    - ii. If a batsman who is on the crease when game was stopped is not available for the next scheduled day then he would be declared as retired hurt and replacement cannot be sought.
    - iii. If a bowler, who is in the middle of the over, when game was stopped is not available for the next scheduled day then he will be replaced with different bowler from his team to complete the discontinued over considering maximum overs limit per bowler.
5. Winning Team gets 2 points and no points for losing team. No bonus points concept.
6. Boundaries for the ground are fixed and cannot be changed per match to match. 50 meters outer circle and 30 meters inner circle. For SG Endura balls outer circle will be 55 meters. However, board will hold the authority to change the boundary limits depending up on the situation.
7. Umpires decisions can be recalled after discussing with the other umpire. But Umpires decision is final. Umpires should consider that Benefit of doubt always goes to Batsman. For catches /fielding, it goes to fielder. No arguments with umpires are allowed at any stage of the game and it is the Captain's responsibility to calm down their respective player who is involved in the argument.
- 8. No more than five fielders can be on the leg side at any time.**
- 9. Power Play:**
  - **6 Overs mandatory power play for each side (2 bowling and 4 batting).**
  - **First 2 overs are mandatory bowling power play and batting power play must be taken within 3 to 20 overs. Batting power play can be split into two parts (2 overs each, it's not mandatory to play batting power play in 4 consecutive overs) and can be taken based on batting team's choice in an innings.**

**17<sup>th</sup> to 20<sup>th</sup> Overs will be considered as mandatory batting power play if power play is not taken until 16<sup>th</sup> over.**

- **During the bowling power play, a maximum of two fielders can be outside the 30-meters circle.**
- **During the batting power play, a maximum of three fielders can be outside the 30-meters circle.**
- **During non-power play overs, a maximum of five fielders can be outside the fielding circle.**

10. It is not required to inform the Side by the bowler to Umpire. It will be appreciated if informed.

**11. Bowling Action (Chucking): When a batsman / Captain of team objects the bowler's action to be faulty and not in line with ethical bowling action, both umpires will monitor the action and take the decision either Continue or stop the bowler to complete the over.**

**12. The appealed ball will be a legal delivery and any ball after the objection will be a dead ball if the Umpires find the ball delivery as illegal or chucked. The bowler has to end his spell and any remaining deliveries have to complete by another bowler.**

**13. Player Mandate Overs (PMO)**

- PMO will be for first 4 overs of an innings.**
- All 11 players can continue to field in the ground.**
- 1 player from Group 2 or 3 and 1 player from Group 4 must start the Innings for first 4 overs.**
- Every team must have 2 Players from Group 4 in the final 11.**
- In case of Dismissals during "PMO" it is must to send players from same group as above in Rule c until the players available. During ""PMO", if all allotted players from one group get out then players from other PMO group can bat. PMO (First 4 overs) will be ON until the last recognized PMO pair is batting / PMO will END soon after the completing that PMO over if there are no recognized PMO batting pair is left.**
- If all allotted "PMO" players are dismissed, the regular game will resume with remaining players**
- The Mandate Overs must be bowled by any group except group 1.**
- No PMO opening batsman pair can be the same for two consecutive matches.**

14. Above the head is wide and first warning. If batsman play over the head ball and if it gets caught then OUT!

15. Only one ball allowed over the shoulder. Second ball will be a no-ball. Above the waist is a no-ball.

16. Retired Hurt – A batsman may retire at any time during his innings and can resume his innings only in the last.

In the event of bowler wants to discontinue from bowling in the middle of the over because of injury or for any other reason, bowler may request his captain to replace him with a different bowler. Bowling team's captain will have right to use any bowler from his team to complete the discontinued over considering maximum overs limit per bowler.

17. No By-runners are allowed

18. Excel score sheet responsibilities will be included in the tournament schedule. Allocated team should update score sheet by Wednesday 11AM and it is captain's responsibility. Also it is advised to use Cric Clubs App for online scoring.

19. Super Sub (1) is allowed but it is optional. Team can have 12 players but only 11 players are allowed to play at a time. Captain should notify umpires in advance about the super sub player and who will be replaced in the initial playing 11.

It is the primary responsibility of a captain to coordinate with his team members and see that all the playing 11 are available on time to play the match. In case if any player is not able to arrive at the ground on time, captain who needs fielding support may request opponent team's captain for help. However opponent team captain will have right to either accept and deny the request and he may discuss with his team members to take a decision. Maximum limit is 2 fielders and should be up to 5<sup>th</sup> over only. This is applicable only if the player is not able reach the ground by game start time.

20. Only fielding substitution is allowed in case any fielder injured.

21. It will be considered as forfeit if a team is not showing up to play the match or not able to pool at least 8 players to play the match.

**22. Every player has to play minimum 4 matches (i.e. should be in playing XI) in 6 league matches.**

If any player doesn't show up to the match after he commits his availability to captain, Board will not treat it as violation under the noncompliance of above Rule #. However it is captain's responsibility to fit him in other upcoming matches.

23. Teams A & B are responsible to occupy the ground. Team A is responsible to post the boundary flags before the match starts. Team B is responsible to take the flags out after match is completed. Team B is responsible to provide the updated Score Sheets to Board. Umpires should be from Team C & team D.

24. Team captains are responsible to send the umpires to the corresponding matches.
25. Team should be available in ground 15 minutes prior to start of the match. This is applicable to umpires as well.
25. **Penalty:** First 15 Mins of delay, 1 Over will be deducted and 1 Over will be deducted for every 15 Mins for the Team which did not show up.
26. **Postponement:** There is no postponement once the schedule is released except bad weather conditions.
27. **Unsportsmanlike conduct** of a player will be considered as a violation of generally accepted rules and the "spirit of the game". Captains should make sure that their respective Team plays with good conduct.
  - a) Verbal abuse or taunting of an opponent -
    - a. If such a behavior is observed then that player
      - i. First time, Umpire will warn respective captain and player about penalty.
      - ii. Second time, Umpire will suspend players involved for 5 overs (Out of Field, Batsmen will retire and can come back after 5 overs)
      - iii. Third time, Umpire will suspend player for current match.
      - iv. Board, Captains (Excluding players to be banned) and Umpires will decide whether to disqualify for immediate next 1 game of the present or future tourneys.
    - b) Misusing cricket equipment - If such a behavior is observed, that player will be disqualified for immediate next 1 game of the present or future tourneys with a \$50 fine.
    - c) **Quitting / walking out of the game in the middle:** If such a behavior is observed, that player will be disqualified for immediate next 1 game of the present or future tourneys with a \$25 fine.
28. Top 2 teams will play the finals based on Match points acquired in the league stage, (if same then based on the number of total Wins, if still same then NRR, board will take a decision for all other situations if any)
29. **In case of Tie Super Over will come in to Picture:**
  - a. The Team chasing will bat first
  - b. Each team nominates three batsmen and a bowler for the Super Overs.
  - c. The two teams come back to the crease. For one over (six balls), the first team is bowling and fielding, while the second team bats. Then, the second team bowls an over, and the first team bats. The team that scores the most runs is awarded the match. Wickets can be taken as normal – a team's Super Over ends if it loses two wickets.
  - d. If the scores in the Super Over are tied, the match is won by the team that has scored the most number of 6's. If same then number of 4's.

## Award: **KBCC MEGA PRIZE**

### **What is this award:**

In all our cricket tournament(s), for each successfully completed game an amount of \$10 will be set aside. The funds for this award will be added on the recurring basis at the end of each game played in a tournament.

Team who scores 185 or more runs in T20 20 overs / 200 or more runs in T2i 20 overs will get "KBCC Mega Prize" which is the amount of \$10 pooled from every game.

"KBCC Mega Prize" amount reset to 0 once any team wins the prize and pooling of \$10 for each game will start again from the next game onwards.

### **Example:**

If 5 games played and no one wins the mega prize then you will have \$50 added to the prize money.

If some team wins the prize after 3 months, say after 10 weekends (50 games), they will win "KBCC Mega Prize" of \$500 (Amount pooled till that game). And the mega prize amount will be reset to 0 and starts pooling again from the next game.

- Any game that is involved in match fixing will not be considered for this prize.
- In a match, if both the teams score the "KBCC Mega Prize" target score then both the teams will be declared as winners and prize money will be shared.
- Also, "KBCC Mega Prize" will be shared by both the teams if they score "KBCC Mega Prize" target and if scores level in a match.
- Super over scores are not considered for this award.
- Should have the originally assigned team, will not be considered if played with replacements.