Norman Cricket Championship
3rd Edition (Fall 2024)

RULES AND REGULATIONS

1. Tournament Format:

The Norman Cricket Championship will follow the T20 format, where each team gets a maximum of 20 overs to bat and bowl. The match duration will be governed by time limits for each inning, ensuring a fast-paced and exciting game. The tournament will progress through a **league stage** followed by **playoffs** and a **final** to determine the champion.

2. Standard Cricket Rules:

The tournament will follow standard **white-ball cricket rules**, as per the Laws of Cricket, with special emphasis on the following regulations:

3. Special Regulations:

a. Bouncers: Each bowler is allowed to bowl a maximum of **two bouncers** in an over.

b. Change of Strike: After a wicket falls, the new batsman will take strike, except in the case of a run-out.

c. Dead Ball: A dead ball will be considered a no-ball, and a free-hit will be awarded after any type of no-ball.

d. No-Balls: If a batsman is inside the crease, a waist-high full toss ball will be considered a **no-ball**. If the batsman is outside the crease, the no-ball decision is at the **umpire's discretion**.

e. Bowling Announcement: Every bowler must clearly **announce** their bowling side (right or left) and which arm they are going to use (e.g., over the wicket, around the wicket) before the start of their 1st over in a spell.
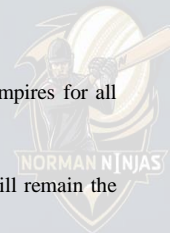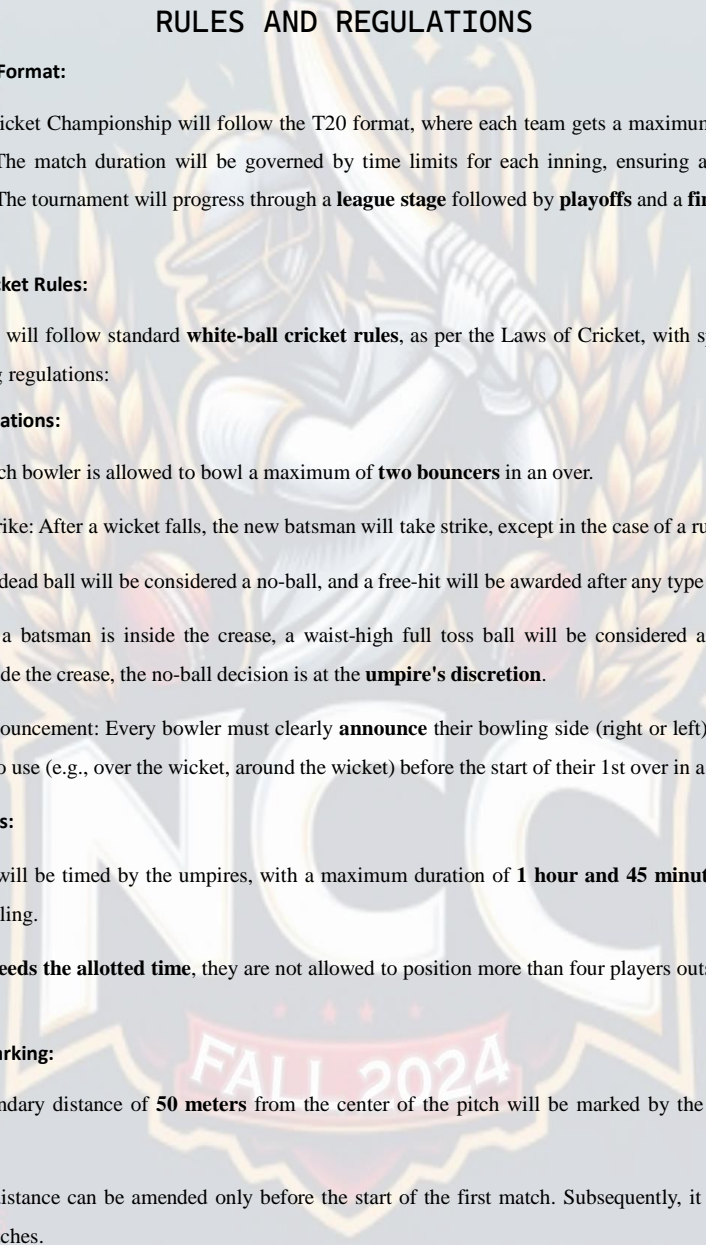
4. Timed Innings:

a. Each inning will be timed by the umpires, with a maximum duration of **1 hour and 45 minutes** allocated for batting and bowling.

b. If a **team exceeds the allotted time**, they are not allowed to position more than four players outside the 30-yard circle.

4. Boundary Marking:

A standard boundary distance of **50 meters** from the center of the pitch will be marked by the umpires for all matches.

The boundary distance can be amended only before the start of the first match. Subsequently, it will remain the same for all matches.
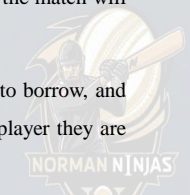
5. Breaks During Matches:

- A mandatory **5-minute break** will be taken after every 10 overs during each inning.

- An inning break of **10 minutes** will be observed during each match.

6. Umpire Decisions:

- In matters of dispute or regarding any gray area, the decision of the **on-field umpire** will be considered final.

- **Neutral umpires** from the non-participating teams will officiate all matches.

- **Scorer** to be provided by the non-participating team.

- Umpires are encouraged to **consult with each other** in case of ambiguity or contentious decisions, but the final authority rests with the on-field umpires to make decisions as they deem appropriate.

7. Squad and Borrowing Players:

- Each team will have a **16 / 17 -man** squad.

- A team with fewer than 11 players available for a match **can borrow players** from other teams with the **approval of the opposing team's captain** and the **team they are borrowing from**.

- In the case where 1 team is short of 11 players, they will be allowed to borrow a maximum of 2 players. For instance, if they have 9 of their own players, they can borrow 2 players from other teams to complete their 11. However, these **borrowed players cannot be among the top 5 performing players and Captain** of the team lending the players.

- In the case of a team with shortage of more than 2 players, the team with their 11 players gets a **walkover (win)**, and that tournament match day will proceed as a regular play day where everyone plays together, with no tournament implications. If both teams are short of more than 2 players, the match will be **abandoned**.

- Captains are required to consult their team members regarding which player they intend to borrow, and similarly, the opposition captain is encouraged to consult their team members on which player they are willing to allow for borrowing.

- Players will only be borrowed from the **non-playing team**. Captains themselves are not eligible to be borrowed.

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8. New Balls:

New cricket balls will be used for each inning.

9. Fair Play:

Captains are responsible for ensuring that every member of their squad **gets an opportunity to play in at least one match**.

10. Registration Fees:

Failure to **pay the registration fees** by any player before the start of the tournament will result in their removal from the tournament.

11. Timeliness:

- Teams must **arrive at the venue** in a **timely manner**.

- Captains must **submit their playing XI** before the toss.

12. Impact Substitute:

No impact substitute is allowed during the matches.

13. Assistance to Umpires/Scorers:

All players are expected to **assist the umpires** and **scorers** in **setting boundaries** and **collecting equipment** after each match.

14. Ground Maintenance:

Every cricket player is expected to clean up after themselves and ensure that they **do not cause any damage to the ground**, including but not limited to littering and unnecessary wear and tear.

15. Compliance and Penalties:

- Failure to comply with the rules and regulations and the code of conduct will result in **penalties** as determined by the tournament organizers.

- Failure to provide umpires and scorers will result in a **1-point deduction**.