

# 2nd NRNA Rup Smirti & Everest Cup (RSE Cup)

Playing Guidelines

**NRNA NCC USA & EVEREST LIONS FRIENDSHIP ASSOCIATION PROUDLY PRESENT**

**2<sup>ND</sup> RUP SMIRTI & EVEREST CUP**  
CRICKET TOURNAMENT 2024

**FIRST PRIZE: \$5000**

**SECOND PRIZE: \$3000**

REGISTRATION FEE : \$800  
**REGISTRATION NOW OPEN**  
REGISTRATION DEADLINE ON FEB 28TH // MAXIMUM 12 TEAMS

**MAY 25<sup>TH</sup> - 27<sup>TH</sup>** | **FIELD: 99 ADAMS ST**  
MEMORIAL DAY WEEKEND | MANASSAS PARK, VA 20111

FOR MORE INFORMATION & REGISTRATION  
ABHIJIT RAI- 703-678-3317 // ARJUN DHOJ KHADKA- (608) 320-4646

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2nd NRNA Rup smirti & Everest cup

## 1. Introduction

1st Rup Smriti Saathi Cup was started by Saathi Baltimore of Maryland in memory of Rup Karki (<https://www.enepalese.com/2021/02/304000.html>) in 2022. Continuing the tradition, the second edition is being organized in Virginia in 2024 by Everest Lions Friendship Association(ELFA) with collaboration from NRNA, supporting Nepali youth and sports through cricket. This second edition will be called “2nd Rup Smriti and Everest Cup 2024”.

Website: <https://cricclubs.com/EverestLionsCricketClub>

Facebook Page: <https://www.facebook.com/ELFAfb>

Website for Prior Editions: <https://cricclubs.com/SaathiCup2021/>

## 2. Laws of Cricket

International Cricket Council (ICC) Twenty20 rules are followed. Links to Laws to Cricket and Twenty20

Playing Conditions are:

<http://www.lords.org/mcc/laws-of-cricket/>

<http://www.icc-cricket.com/world-t20/about/370/playing-conditions>

## 3. RSE Cup General Rules

- **To uplift community engagement, all players must be of Nepalese diaspora who can speak one of the languages from Nepal and is of Nepalese origin.**
- Boundary and Inner Circle are 50 yards and 30 yards respectively from the center of the pitch.
- Matches are played with a hard-tennis ball supplied by RSE Cup. Protective gears are recommended but not required.
- Leg-Before-Wicket (LBW) dismissals are not supported. Leg-Bye runs are not supported. However, either batsman can be adjudged “RUNOUT” if they are out of their crease even if the ball only made contact with the body/clothes.
- If the ball bounces twice before it reaches the popping crease, it's a no ball
- Captains need to ensure that their bowlers do not have any “suspect” bowling actions. Umpires will issue a warning to a bowler if his bowling action seems “suspect”. If there is a repeated

occurrence, then the umpires can prohibit the bowler from bowling in the match. Another bowler will need to be used to make up the bowling over/quota.

- The Wicket-Keeper is allowed to bowl anytime. He does not need to wait for any time period.
- After the bowler starts his run-up, fielders are not allowed to talk or move side-ways. Such actions will result in the umpire signaling a No-Ball.
- Sledging is strictly **NOT ALLOWED**.

#### **4. League Format**

Total of 12 teams will participate in the 2024 edition of the RSE Cup. Teams will be divided into 4 groups and each team will play two group stage games with each other. After group stage games are completed, table toppers will advance into Semi-final games. Winners of Semi-final games will advance into Final. The league will consist of a total of 15 games. Group stage games will be played on May 25 and May 26. Semi-final and final will be played on May 27.

#### **5. Point System**

- Winning: 4 points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.
- Tie: If the total scores are the same, then points will be shared for group stage games and the tiebreaking decision will be resolved by a Super-Over ONLY for play-off games.

#### **6. Super Over**

- Team batting second in the regular match will bat first in the Super Over.
- Each team will select 3 batsmen and 1 bowler to play the Super-Over.
- The team scoring most runs at the end of the Super-Over will be deemed winners of the match.
- If the batting team loses 2 wickets in the Super-Over they will be considered 'all-out'.
- If scores are still tied after the Super-Over, then another Super-Over has to be played until a winner is identified.

## 7. D/L Method

D/L Method(<http://www.boltoncricket.co.uk/DLcalc.html>) will be used for rain/bad light/any other reason interrupted games and hence the games won't be rescheduled if any one of the following conditions are met.

- If 50% overs have been completed in the second innings or
- Batting second team has scored more than or equal to 50% target runs or
- Fielding second team has taken more than or equal to 5 wickets.

## 8. Communications

- League will have a captain's group in whatsapp. Please install whatsapp on your cellphone. The captains group will consist of a maximum 3 point of contacts(POCs) from each team.
- **Link to group:** Organizers will communicate all the updates ONLY to this captains group. So please make sure your team POCs are added to this group and ask them to monitor all the messages from Organizers.

## 9. League Roster Size

- Each team can have a maximum of 20 players.
- Player management deadline is May 18, 2024, all players with appropriate photos must be added by that time.

## 10. Balls Distribution

- We will provide balls for each game before the start of the game.
- Only one ball will be used for each batting innings.
- All league games must be played with balls provided, balls sourced from other sources will not be acceptable.

## 11. Manage Your Team

- Captain and Vice-captain are default admin to the team. They can login and manage their Team before deadline.
- Use "Forgot Password" to reset your password if you don't remember.
- Once you have your password, then login to cricclubs app for making changes.

## 12. Players

- All teams need to upload their team player rosters and player images to the cricclubs website prior to the provided deadline.
- All player pictures must be clear and current head-shots (passport-style work best) so that the player is clearly recognizable.
- All players should have their ID cards available in the event that the umpire or opposing team captain needs to verify a player name against the roster lists uploaded on the cricclubs website. This is to ensure that no ineligible player is participating in the league/elimination rounds of the tournament.
- If a player fails to provide adequate identification, to the umpire's satisfaction, then they may be asked to sit-out the game unless the opposing team is satisfied with their identity.

## 13. Toss

- The toss is done 10 mins before the start of the game. However if the previous game is not completed 10 mins before the scheduled start of the next game, then the toss is done only after the previous game is completely done.
- If umpires are not present at the time of toss, the teams can do the toss and start the game.
- Each team should have a minimum of 8 players at the time of toss.
- Captains should proactively identify the present players to the umpires.
- If a team has less than 8 players while the other team has 8 or more players, a team with 8 or more players will automatically win the toss.
- If both teams have less than 8 players then the team with the most number of available players will win the toss.
- If both teams have less than 8 players with same # of players, then the toss can take place.

## 14. Match Start

- The match should start only if both the teams have a minimum 8 players at the time of scheduled start.
- If both teams have 8 or more players, but for some reason the match cannot be started on the stipulated start time, then the teams should play a reduced-over match based on the

time lost.

- To calculate the revised number of overs, umpires should reduce 1 over for every 5 minutes delayed. e.g. If a match starts 10 minutes late, then the match needs to be reduced by 2 overs.
- For games that start late, both umpires and captains need to ensure that the match ends by the stipulated end time by minimizing/canceling drink breaks and or innings breaks to make up for any lost time.
- Umpires will ensure that teams do not waste time by frequent huddling/discussing strategies especially during tight games.
- The first ball needs to be bowled by the designated start time of the match to ensure that no matches get interrupted due to late starts.
- Umpires and Captains need to ensure that any pre-match warm-ups on/off the pitch do not result in a delayed start to the match.
- In the event that one or both neutral umpires do not show up by the match start time, both captains need to agree to start the match by utilizing an umpire(s) from the batting side.

### **15. Minimum Player Rule (MPR)**

- A minimum of 8 players are needed to play a match.
- A 60-minute grace period is allowed from the scheduled start time (not actual start time of the match) of the match for late-arriving players.
- If any delayed players do not arrive before the grace period expires, then the player can't play the game.

### **16. Forfeiture**

A match will be considered as a 'Forfeit' under one of the following conditions with the impact of the opposition will be declared as the 'match winners' and awarded the points only for league games. No NRR allocation will be applied to forfeited games.

**Play-off games:** If a team is forfeiting a play-off game, then the team which was defeated by the forfeiting team in the previous play-off game or next rank in the pool will play the play-off game. In any case, the identified team is not ready to play the play-off game, then the chance will be given to the next ranked team and henceforth.

- A Team is a No-Show for a match or refuses to play the match.
- A Team violates the Minimum Player Rule (MPR).
- A Team/Player violates RSE Cup conduct policy - resulting in the umpires calling the game off and awarding it to the opposition.

## 17. Field Restrictions

### Power Play:

- **Over 1-6 are applicable to Power Play**
- The bowling team is subject to fielding restrictions stipulating that nine (9) fielders must be inside the fielding circle for the first 6 overs of each innings.
- A maximum of 2 fielders can be outside the 30 yard circle in the first 6 overs.
- It is not necessary to have 2 fielders outside the 30-yard circle in the first 6 overs.
- If a team is playing with less than 11 players, then they need to ensure that 9 players are within the 30 yard circle during this power play period. E.g. If a team starts the match with 10 players, then 9 players need to be inside the circle, and only 1 player will be allowed outside.
- If a team starts the match with 9 players, then all 9 players need to be inside the circle. They will not be able to field anyone outside the circle during the Power Play.

### Non Power Play:

- For the remaining 14 overs a minimum of 4 players need to be inside the 30 yard circle (not including the bowler and wicket-keeper).
- Only 5 fielders can field on the leg side at any point of time.
- Only 2 fielders can field between square leg and behind the wicket keeper of the leg side.
- There is no limit of fielders on the off side. All the 9 fielders can field on the off side.

## 18. Bouncers / Beamers and Wide

- **Bouncer above Head:** Considered as a Wide ball and counted as one for the over.
- **Bouncer Below Head and Above Shoulder:** Legal delivery and counted as one for over.
- Only once bouncer allowed per over.
- Any **beamer** above waist will be called a No-ball. The batsman's movement in the crease right before the delivery is bowled will be taken into consideration (i.e. a bouncer above the head

becomes a legal delivery for batsman charging down the wicket, same for beamers above waist height)

- Any **beamer** above waist that hits stumps is no ball and batsman is not out.
- The leg umpire will be the primary authority for signaling a No-ball due to height. The main umpire should consult with the leg umpire before declaring a No-ball due to height.
- The bowler can't bowl in the remainder of the match if he bowls 2 beamers in one over.

### **19. Overstep No-Ball – Free Hit**

- **All no-balls result in a free hit:** delivery following a no ball called for a foot fault/overstep 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.
- Field changes are not permitted for free hit deliveries unless there is a change of striker.

### **20. Out/Runs – Free Hit**

- Batsmen can be out as follows only on a free hit: Run out or Obstructing the field.
- Runs taken while bowled out on a Free hit, the batsman can take a run if possible and the run will be counted as a bye.
- In all other circumstances the batsman can take a run, even if he was out caught on free hit and the runs will be awarded to the batsman.

### **21. Wide-Ball**

- Both Umpires need to be consistent about whether they will call a Wide-ball from a mark on the pitch or on the merit of the ball, for both innings.
- Both captains should be clear about how the umpires are going to call before the match to ensure no arguments take place during the game.

### **Reverse Sweep:**

- If the batsman makes changes to his batting action to do a reverse sweep, he effectively has two off sides for the purposes of calling wides.

### **22. Mankading**

- The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.

- The umpire shall call and signal “Dead ball” as soon as possible if the bowler fails in the attempt to run out the non-striker.
- Before attempting to dismiss, **no prior warning is needed.**

### **23. Substitutions**

- Substitute fielders from the playing roster are allowed to be used during the game but only after the end of each over.
- Umpires need to be approached for all fielding substitute requests. Umpire's get to make the decisions on all the above scenarios based on their best judgment of the onfield circumstances.
- Teams may only use players from their 20-person roster as substitutes. However, prior to doing so they need to get the approval of the umpire.
- Substitute runner for the injured batsman is not allowed, the batsman may retire-not out.

### **24. Catches on Boundary Lines**

- Umpires will make the decision on this subject based on his/their best judgment. Umpires can take the catcher or the next close in fielder input if they need to but it is not mandatory.
- Batting team/Fielding team players should not interfere in this situation nor should they charge towards the boundary line or into the field.
- Captains should instruct their players to hold their position for any controversial catches/fielding attempts near the boundary prior to the match.
- If a player moves from their position after the play or catch, and the umpire is unable to pinpoint the exact spot, then the benefit of doubt should be given to the batsman.

### **25. Caught Behind Decisions**

- Caught-behind decisions need to be made by the main umpire. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision.
- Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (e.g. deflection, deviation, angle, etc of the ball).

### **26. Umpires Reversing their Decision**

- Umpires decision will be final. However umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire for clarification or can decide himself to reverse his decision promptly if he thinks he was wrong initially. His priority is to make the right decision.

- Umpires should take their time in making a final and correct decision and not feel pressured from either of the teams.

### **27. Breaking Stumps during Run-Outs/Stumping Appeals**

- If the stumps have been broken once i.e. bail(s) have been dislodged, or stumps been hit (if playing without bails) during the course of an on-going play, then to successfully appeal for an ensuing run-out / stumping, the fielding side will have to manually uproot at least one of the standing stump(s) with the ball in possession.
- If none of the stumps are standing up due to an earlier displacement, then the fielding side needs to re-insert one stump and then uproot it again with the ball in possession in order to successfully appeal for a dismissal.

### **28. Non-Playing Field Condition**

- If it has rained the previous night or is raining and the game has not already been called off, then a pitch inspection should be performed by the umpires and captains.
- If the umpires deem play possible, then the match should be played that day. Umpires should take into consideration the ground conditions to ensure a safe match.
- If there is no chance of starting play that day , the match will be called-off and points divided.
- The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires.
- The final decision with regards to rescheduled/forfeit games will rest with the Organizers. Efforts will be made to find a ground to reschedule any lost game as much as possible.

### **29. Ineligible Players**

Players are considered “ineligible” to play the matches for the following reasons:

- Players not listed in the roster before the deadline.

### **30. Match Scoring**

- Batting team should announce the score at the end of every over to avoid any discrepancies with the fielding team.
- Batting team should ensure that correct bowler name is entered during scoring
- Batting team should ensure that the correct name is entered for all fielders during scoring and all dismissals are logged correctly.
- Batting team scorer should signal to umpire to ensure all umpire calls are logged correctly.

### 31. Parking

- Players and Umpires are asked to park only in the permitted parking spaces.
- Parking in any non permitted spaces will lead to one match suspension of the team captain. This suspension will be enforced in the team's next game.

### 32. Trash

- Teams are asked to carry out their team's trash/debris after the end of their match. DO NOT THROW any trash inside or outside the field.
- Teams are advised to ask the fielders to collect/remove the water/juice canes/bottles left on the field once the team leaves the field after their bowling is done.

### 33. Awards

- **Winners:** \$5000 Cash Prize, Team and Player Trophies, certificate.
- **Runner-up:** \$3000 Cash Prize, Team trophy and Player medals, certificate.
- **Most Valuable Player(MVP) of Series:** One Trophy
- **Man of Match for each game:** One Trophy

### 34. Captains Responsibilities

- One player from each team will act as team Captain for the duration of the match.
- Only the captain should be coming forward for the coin toss unless he is either not playing or has not arrived on the ground. Under these circumstances, another player can fill in for the toss duties and will act as the captain until the captain shows up.
- They should control the behavior of all his team players. (Conduct of his team.)
- Ensure the team players respect the umpire's opinions and decisions.
- They will be responsible for going over the RSE Cup Rules and Regulations with their players.
- The umpire should not be pressurized in any circumstances. It will be the captain's responsibility to make sure nobody crowds or threatens the umpire. Neutral umpires in conjunction with the Organizers will have authority to abandon a game and award points to whoever they think is the deserving winner in case of a fight/controversy.
- Captains need to ensure that they have at least the minimum # of players available at the coin toss in order to start the match. Failure to meet the MPR rules will result in the match being declared as a forfeit.

### 35. Umpires Responsibilities

- Neutral umpires will be assigned to adjudicate each game.
- Umpires need to be present at least 15 minutes prior to the stipulated match start time.

- They are the final authority during the game and their decisions will be considered final however an umpire may alter his decision provided that such alteration is made promptly.
- The coin-toss will be conducted in the presence of the neutral umpire before the stipulated match start time. The team winning the toss will declare its decision immediately. Captains or their representatives for the toss should be ready for this ahead of the match start time.
- Umpires will be the authority to grant a fielding substitute to the fielding side if the situation merits it.
- They will keep track of the number of overs during which a fielder has left the field.
- Umpires will keep time of all breaks, and notify the captains as to when to resume.
- They should file a complaint about any misconduct by a player or a team on the field with the RSE Cup Organizers.
- Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards, including the suitability of the outfield for play when it rains. They should periodically check the condition of the ball and decide on a replacement if applicable.
- The Organizers will make decisions in cases of disputes and misconduct that could not be resolved during the game by the neutral umpire. Evidence provided by the neutral umpire and the two captains will be used to make a final and binding decision that will need to be abided by.
- When deciding on a mark between two cones or flags, the umpire should consider the boundary line to be a straight line between those points, as opposed to an imaginary arc. A straight line between 2 points will serve as the boundary to mark against.
- The main umpire will have authority to override leg-umpire ' decisions except on stumping, run-out, and no-ball (due to height) decisions.
- The leg umpire's jurisdiction covers decisions on run-out/stumping/no-balls due to height decisions at the striker's end. Additionally from his vantage point, a leg umpire can opine on whether a wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and leg/off side fielder counts.
- The leg umpire should never initiate a discussion with the main umpire or approach him on items out of his jurisdiction. The main umpire can initiate a consult if he is in doubt about a verdict or needs clarification on a rule.
- Umpires should direct all in-game issues, concerns to captains/stand-in captains only.

### 36. Player/Team Conduct

- Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the Umpires/Organizers shall first be warned for misconduct.
- Repeated offenses may result in disqualification from the match and/or tournament.
- Any player involved in the oral and/or physical abuse of umpire and/or opposing team player(s) after a first warning will be suspended from the game immediately, and the team will not be allowed to field a substitute in his place. The Organizers will take any appropriate action/penalty of his actions.
- Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts his bowling run-up to the instant the ball is either played or crosses the normal batting position of the batsmen.
- Under no circumstances should players from the pavilion enter the ground to dispute any onfield decisions. The batting team captain will be responsible for ensuring that players stay off the field.
- If there are any questions/concerns then only the captain should inquire off the umpires for clarification. Teams/players will be suspended from that game or future games based on the reports of the incident can be penalized for entering the playing field to dispute decisions and causing a match delay.
- All questions/concerns related during the match need to be addressed and directed towards the umpires. Communicating with opposing team players is not advised as it generally does not resolve the issue.
- **Sledging on the field** – Umpires will warn the offending player once. If the behavior continues then umpires have the authority to penalize the player by asking them to sit out for 3 overs (continuous). (Bowling restrictions will not apply in this instance). This will apply to fielders, bowlers, and batsmen. Sledging referred here is as mentioned in the first paragraph of [http://en.wikipedia.org/wiki/Sledging\\_%28cricket%29](http://en.wikipedia.org/wiki/Sledging_%28cricket%29)

### 37. Player Safety

- RSE Cup takes player safety very seriously! If any player(s) engages in physical or verbal abuse of another player, umpires, or spectator, then RSE Cup reserves the right to take disciplinary actions against any of the involved player(s).
- If a player engages in behavior that instigates others, or conversely reacts to others in a derogatory manner, then they will likely be subject to penalties ranging from suspensions to getting disbarred from participating in the league.

### **38. Conduct and Penalties**

- The Organizers are focused on providing all teams with a fair, safe environment to play cricket through its leagues while ensuring that all teams comply with the stipulated Rules and Regulations.
- Any team(s) found to be guilty of any rule violations or misconduct will be liable for getting penalized as deemed appropriate by the Organizers. Penalties can range from warnings, point deductions, forfeiture of deposit, match cancellations, disqualification, to getting banned from future leagues, etc.

### **39. Adherence**

- All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g. no consumption of alcoholic drinks, smoking within park areas, public misconduct, trash removal, etc.
- The RSE Cup Organizers reserves the right to amend these Rules and Regulations at any time if it considers such action to be in the best interests of the competition.
- The Organizers hold the right to remove any participating team for their mis-conduct and reserves the right to withhold the security deposit.
- Organizers take input from the Captains and Neutral umpires and players involved and will make a final decision on all controversies, rule infractions and disciplinary issues.
- Organizers' decision is final and no further deliberation or negotiations will be entertained.
- By participating in the RSE Cup league, teams hereby agree to abide by the RSE Cup Rules and Regulations.

### **40. Smoking**

- Smoking within the field premises is strictly prohibited. If any team member is found violating this rule, the entire team will be disqualified.
- Additionally, Virginia state rules dictate that no alcoholic drinks are allowed in any recreational parks and playgrounds. If any team member is found with alcohol, the team will be disqualified and removed from the tournament.

Tree branches within the boundary area of the field pose a potential interference risk. If the ball strikes these branches, it will be declared a dead ball. However, if the ball crosses the boundary lines and hits the branches, it will be considered a legal delivery, and any runs scored will count as they are.

#### **41. Substitutes:**

1. Once approved by the umpires, the opposing captain cannot object to a substitute
2. A substitute cannot bowl, bat, or serve as the captain. A substitute is allowed to keep wickets

#### **3. Bowlers:**

- a. A bowler who had a substitute must field for 3 overs before he can bowl again in the innings
- b. Any member of the fielding side who had a substitute, must field for 3 overs before the first innings ends. If the innings ends without the fielder taking the field for a minimum 3 overs, then that player cannot bat for 6 overs or before the fall of 5 wickets, whichever is earlier
- c. Changing bowlers within an over is only allowed if the bowler is incapacitated or barred from bowling due to disciplinary action. Further Details below:
  - i. The relief bowler will finish the remaining over.
  - ii. The relief bowler can be anyone from the playing 11 and cannot be the bowler who has bowled the preceding over
  - iii. The relief bowler cannot bowl any part of the following over.
  - iv. The maximum number of overs a bowler can bowl still applies

#### **4. Batsmen:**

- a. Runners are not allowed for a batsman
- b. Retired batsmen can resume innings at the fall of any wicket or retirement of another batsman. If a retired batsman is unable to resume his innings despite having the chance to, will be recorded as Retired-Out, otherwise he will be recorded as Retired-Not Out

**42. Any rule that has not been mentioned in this document will be decided by organizers.**