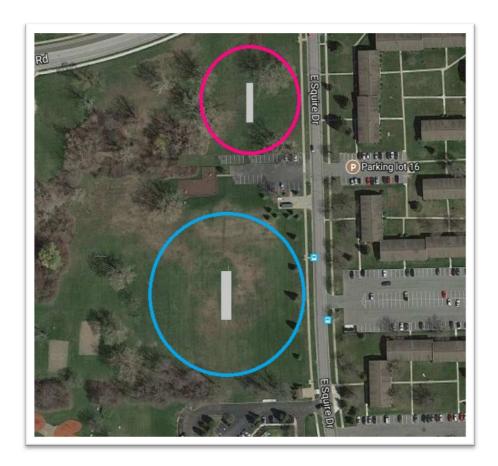


INFORMATION & RULE BOOK

All matches will be played with "NIVIA" hard tennis balls. Rustic Cricket Club (RCC) will provide balls and wickets for all the matches.

The matches will be played at Rustic Cricket Ground @ 999 East Henrietta Rd, Rochester, 14623

Tournament Ground Layout:





Tournament Format:

The tournament will proceed in a round-robin format followed by the finals.

- Each win will be awarded 2 points
- In case of a tie, during the round robin matches, 1 point will be awarded to both teams playing that match
- If a game is cancelled for some reason or has no result, 1 point will be awarded to both teams
 playing that match
- The two teams with the highest value of points after the round robin will qualify for the finals
- In case there are multiple teams with same number of points, the teams will be differentiated in the following order of precedence:
 - Net run-rate.
 - o If net run-rate is same up to 3 decimal places, then head-2-head will be considered
 - o If the net run rate is same and head-2 head is a tie game, there will be a coin toss
- In case of a tie during the finals, the winner will be decided by a bowl-out, the rules of which are explained in sections below.

Tournament Specific Rules:

- The size of the pitch will be 15 yards and the size of the boundary will be 35-40 yards
- Each game shall be played between two teams of eight players each
- Each game will have a maximum of Eight (8) overs per side; Each over is defined as six legitimate balls
 - ➤ A legitimate ball can be delivered in the following modes
 - Run Up and Throw Over Arm
 - Stand and Throw Over Arm
 - No Run and Bowl Over Arm
 - Run Up and Bowl Over Arm
 - Take Few Steps and Bowl Over Arm
 - > A legitimate ball cannot be delivered Under Arm or Hide the Ball and Throw
- Bowlers can bowl a maximum of two over's each per match
- All the overs are bowled from one end of the pitch only, as determined by the umpires
- There will be no LBWs, no byes and no leg-byes



- There will be no overthrows. The ball is considered dead after the throw by a fielder (or multiple throws by fielders) has reached or crossed the pitch. You can run a maximum of 4 runs
- There will be no free-hits for no balls
- Maximum 4 fielders only are allowed at any point on leg side of the field. A violation will result
 in no ball
- Every win will result in 2 points; in case of a no-result 1 point will be awarded. In case of tie, the team with less no of wickets lost in an innings of that match will be declared as winner. In case of Tie even with no. of wickets, a bowl out will be conducted as explained later
- The toss for a game will be conducted during the innings break of the preceding match; this roughly translates to one hour before the game. In case a team captain does not show up the toss will be awarded to the other captain
- The match will start at the scheduled time, the team has an option to start with a min of 5 members they have present. If they choose to wait, they lose an over in their batting innings per Five (5) minute delay
- A delay of 25 minutes will lead to automatic walkover for the opposition team
- If wicket does not have bails, touching the wicket will be considered out
- A bowler can run out a non striker who strayed outside her crease after she has started her run up, but before she has entered her delivery stride. This is applicable after a warning by bowler through field umpire.

Dead Ball:

- If the ball bounces twice before reaching the wickets on the striker side it will be a dead ball.
 There will be no wickets and/or runs scored of a dead ball
- The dead ball will have to be re-bowled
- If a bowler concedes Three (3) or more dead balls in an over, the captain has the option of asking another bowler to complete the rest of the over. The substitute bowler cannot however, bowl more than Two (2) over's during the match

Change of Balls:

- Broken/Burst Balls: The ball before the "discovery" moment is declared a dead ball and game starts with similar or new ball (in absence of similar ball). The bowl will have to re-bowled. Run and/or Wickets will have to adjust accordingly
- Wet Balls: A ball can be changed if it is wet and/or compromises the safety of batswoman.
 Umpire's call. ONLY captains can bring it to the notice of umpire. Ball can be changed with similar (if available) or new



Wide Ball:

- A ball bowled shall be deemed a wide by the umpire, at a point it crosses the batswoman (in normal batting stance and has not touched the ball) if it is:
 - o more than 30 inches away from the off stump on the offside, or
 - o at least 3 inches away from the leg stump on the leg side
- The umpire has the final word on each call. However, the umpire shall mark with a chalk or tape the 30 inch and 3 inch points to assist in making the decision
- In case of switch hit/reverse sweep, the offside-leg side for the batswoman continues to remain the same (as it was in the batswoman's initial stance) and the wide ball will be judged accordingly
- An un-played (untouched by the batswoman) ball that rises above the head of a batswoman in her normal stance is a wide ball

No Ball:

- A ball shall be deemed a no-ball if:
 - o the bowler has over-stepped the front line of batting crease (foot-fault), or
 - o the ball is a full-toss above the waist height of the batswoman in normal stance, or
 - at umpire's discretion, a bowler might be barred from bowling for the rest of the match if she bowls two waist high full tosses in a match
 - a second bouncer (ball that travels above shoulder height in a normal batting stance)
 is bowled in the over

Fielders, Substitutes and Runners:

- A substitute fielder shall be permitted, for injured player. The substitute fielder cannot bowl or bat. If a player from the fielding team retires in the middle of the match for some overs, then the player is required to spend as many overs on the field before the player can return to bowl. (E.g., If a player retires for 2 overs, then the same player is required to return to the field and field for 2 overs before she can start bowling)
- A bye-runner shall be allowed if both umpires and opposition captain agree. A player acting as
 a runner for a batswoman should be a member of batting team and shall, if possible, should
 have already completed batting in that innings. The regular run out/stumping rules are
 applicable to the player acting as a runner
- There is NO last women batting. The inning is completed at the fall of the 8th wicket



- Each team is permitted to register a maximum of 14 players, although only 8 players can bat or bowl in any one game. Only two substitute fielder is permitted. All 14 players should have been registered, signed the waiver form, and should not have played for any other team in the tournament. The teams should submit the playing 8 at the beginning of the match
- Each team should have a minimum of five players (registered only) on the field to begin playing a match

Tie Breaker:

In the event of a tied match, when both teams have an identical number of runs at the end of the allotted 8/10 overs. The team with less no of wickets lost in an innings of that match will be declared as winner. In case of Tie even with no. of wickets, the tie is broken with a one over per side Bowl Out:

- Each team will nominate six people who will bowl one ball each
- The bowlers objective will be to hit the wicket in a normal bowling action
- Underhand, throw ball or any other such illegal bowling action is not permitted
- No Ball rules will apply. The ball will be counted, however, if a wicket falls, it won't be counted
 o Wide ball will be counted as a legitimate ball
- The team that hits the wicket most number of times in six balls, wins the match

If the **Bowl Out** ends in a Tie, the six nominated bowlers will keep bowling till a result is yielded in a sudden death

Miscellaneous:

Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), guards (elbow and loin), etc

Boundaries shall be defined by the tournament committee and explained to both captains at the start of every match

All tournament rules are subject to change by the tournament committee and/or the umpires

If the tournament extends due to unforeseen circumstances (weather, etc.), matches will be played on a date communicated by the organization committee in the following week

Generic Rules to remember:

Both wide and no-balls will count as extra runs and an extra ball will have to bowled in the over A batswoman can be stumped off a wide ball, or run-out off a wide and/or a no-ball A ball shall be deemed a dead ball if the ball has two pitches before stumps at the batswoman's end. An extra ball shall be bowled.



Team Registration and Release Forms Sign up:

Upon arrival each team has to visit the registration desk and sign a Release Forms

Every player will have to sign a release form waiving any claims against Rustic Village Apartments, any groups or individuals associated with this event, and the organizers of this event for injury or illness, including death that may result directly or indirectly from their participation in this event.

Code of Conduct:

Foul/abusive language and insulting/threatening behavior WILL NOT BE TOLERATED. This includes the use of offensive nicknames.

Only the Team Captain is allowed to raise an issue with the umpire. No one else is allowed to stall the game by arguing, criticizing etc.

No alcohol/drugs are allowed on the ground. Persons under the influence of drugs/alcohol and/or exhibiting inappropriate behavior will be asked to leave.

Rustic Cricket Tournament volunteers have the authority to request proper behavior, or, if there is no response to this request, you may be asked to leave the premises.