SOCAL KNIGHTS CHAMPION'S TROPHY 2016

RULE BOOK

VERSION: 1.0

Contents

Version History

Version	Details of Change	Date	Author
1.0	Initial Draft	05/25/2016	SCK Regulations Committee
1.1	Section 7	06/09/2016	SCK Regulations Committee
2.0	Post Teleconference on 06/22/2016. Updated Sections 6, 6.2, 6.5,8,9,10, changes have been made in green making it easy to identify.	06/23/2016	SCK Regulations Committee

1. Tournament format.

➢ Total of 16 teams will be divided into 4 groups.

➢ Each team play 2 games during group stage.

➢ All games will be played for 15 overs.

➢ Winning team gets 2 point and losing team 0 point

➢ After the group stage, the top two teams within the group will progress to the quarter finals.

➢ QFs will be based on highest ranked team within a group playing with lowest ranked team from another group.

➢ See schedule for more details and find how a team could progress to win.

2. Over Limits.

For a 15 over match...

• The maximum limit per bowler is three.

3. Time

The Toss will be made 15 mins prior to the Match. One player from each team should be available for the Toss.

If none of the team member's show up or there are less than six players or there isn't a bowler or batsman to continue 15 minutes after the scheduled start time, then the game will be called off in favor of the opponent team regardless of how many players they might have. If both the teams don't show up , then game is called off with no points to any time.

➢ If a game is delayed by 15 minutes by the team bowling first then two overs will be deducted for the team while batting.

➢ If a game is delayed by 15 minutes by the team bowling second then the target for the batting team will be revised, the overs remain the same. See illustration of how to achieve the revised target.

➢ If a game is delayed by 15 minutes by the team batting first, then the target for the team batting second is reduced .See illustration for how to achieve the target.

➢ If a game is delayed by 15 minutes by the team batting second then two overs is reduced for the batting team, the target remains the same.

➢ The objective here is to make sure no team which is punctual gets affected by another which is late. The rule will be enforced by the umpires in consent with organizers based on the situation. The teams cannot claim to penalize the other.

Illustration:

Assume if team batting first scored at a run rate of 4 and the total is 48. Then if the 15 minute delay is because of that team, then 2*(1.5* 4) runs will be subtracted from the total, which is 48-12= 36.

Run rate = 4 | Total = 48 | Penalty is 12 | Adjusted total = 36.

4.   Wickets and Boundaries

The distance between the wickets will be 22 yards. The side crease will be one and half bats (one full bat and a handle of any normal bat) measured from the middle stump. Wide line will be one bat from the middle stump. The boundaries are relative to the ground and the umpires will explain it to the captains of the participating teams.

5.   How is the Net Run Rate Calculated?

The team's standings are calculated based on the net run rate.

NRR = [(Total runs scored) / (Total overs faced)] – [(Total runs conceded) / (total overs bowled)]

➢ If a team is bowled out, it is not the overs actually faced which their score is divided by; instead the full quota of overs to which it would have been entitled is used.

➢ If a match is abandoned as a No Result, none of the runs scored or overs bowled count towards this calculation.

➢ If a match has revised targets then, the revised numbers are used for NRR calculation.

6.   Identified Conditions of play.

Below is the list of conditions of play that applies to the tournament. All the rules are the same as listed in ICC rule book. If there is a deviation from the tournament rule compared to ICC rules then we have made an effort to mark it in red. If a rule is not stated here then ICC rules will be applied, contingent on organizing team's discretion to protect the best interest of the game.

6.1 Field Restriction:

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side. Bowler and keeper are not counted in the 5 fielders. Umpire shall call No-ball if the fielding team fails to comply with this rule. No free hit for this no ball.

6.2 Calling the Guard

It is the umpire's responsibility to ask for the bowler's style and convey it to the batsman. It is the batsman's right to know the style of the bowler. If the umpire fails to notify the batsman, he is encouraged to ask the umpire and holds the right to pull off when the bowler is in stride. If a ball is delivered without the umpire notifying the batsman then, he can pull off or play the delivery. If he attempts to play or plays the delivery, it means he has waived the right to know the bowlers style and the ball is considered a legitimate one. All conditions that apply to a legitimate ball are applicable. E.g runs

scored, getting out, wide etc. Conversely if the batsman pulls out then it's a dead ball and all rules for dead ball applies.

6.3 <u>**Dead Ball:**</u>

There is no dead ball for ball bouncing more than once or rolling without bouncing before reaching the batsman. But umpire shall call dead ball in circumstances like batsman pulling out during bowler's delivery stride or bowler pulling out or bowler couldn't complete his bowling action properly for whatever reason that umpire deems reasonable. This is purely umpire's discretion

6.4 <u>**Wide.**</u>

Any ball outside the wide line marking or on the line marking is deemed a wide.

Any ball outside the leg stump of the batsman is a wide.

Any ball above the head is also deemed a wide and it is counted as one bouncer for the over.

If the batsman ends up playing the delivery bowled above the head then ***it is not a*** wide ball.

6.5 <u>**No Ball**</u>

The bowler's back foot must land within and not touching the return crease (side lines). The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease (front line). If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No BALL.

The delivery following a no ball called for a foot fault 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 (e.g. run out). Field changes are not permitted for free hit deliveries unless there is a change of striker.

Above the waist no-ball - A full delivery that is above the waist of the batsman in his normal stance shall be called no-ball. No free hit for this no-ball.

If the bowler in action breaks the wicket while delivering the ball (not in an attempt to run out the batsman –Mankading), then the ball is a No ball and all conditions that apply to No ball applies.

6.6 <u>Bouncers</u>

One bouncer, which, after bouncing, passes the batsman above SHOULDER height and below the head in his normal stance, is allowed per over. One bouncer warning should be given to the bowler. Any subsequent bouncers of this nature shall be called a NO BALL by either umpire. There is no free hit for this no ball.

6.7 <u>Leg byes</u>

There are no Leg byes in the tournament. There is no- run for the leg byes and there is no Run out. The ball is deemed dead after it hits the batsman's leg.

6.8 <u>Byes</u>

Byes are allowed and all rules pertaining to byes are applicable

6.9 <u>Mankading.</u>

While Mankading is perfectly legal and is allowed in the tournament. However if the bowler continually tries to get the batsmen out by mankading it's considered not upholding the spirit of the game. A first unsuccessful attempt to mankade is permitted. A subsequent unsuccessful attempt will lead to the bowler being terminated immediately from the bowling for the remaining of the match. An attempt is defined as action attempting to knock off the stumps/bails.

6.10 <u>Bowling vs. Chucking.</u>

A bowler's action is perceived relatively, while some umpires find it legal while others deem it as chucking. The umpires can express it to the player but not call him off the bowling.   For a bowler's action to be called chucking, four umpires have to have registered their opinion. The umpires will need to inform the organizing committee after which the bowler will be requested not to bowl by the organizing committee.

6.11 <u>Obstructing the field</u>

If an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to affect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not.

6.12 <u>Tie:</u>

In the event of a tie each team will be awarded a point in the group stages.

In the knock out stages however there will be super over. At the end of a tied regular match and before the Super Over, each team nominates three batsmen and a bowler. The team that scores the most runs in their Super Over is the winner of the match. In the event of tie in the super over, another super over will be played until one team emerges as the winner. The teams can nominate different players for each super over.

6.13 Batsman Retiring:

A batsman may retire at any time during his innings. The umpires need to be informed of the reason for a batsman retiring. If a batsman retires because of any injury sustained during the game he is deemed as **_retired – not out_**, he is entitled to resume his innings at the fall of any wicket or retirement of another batsman.

If a batsman retires for any reason other than as in above he is deemed **_retired - out_**, he cannot resume his innings.

6.14 Run out

In case a stump is already dislodged and batsman is safe in terms of run out, the stumps has to be lifted with the ball in any hand to get a run out.

6.15 Abandoned Match.

In case of abandoned match because of a team not showing up or showing up late, the opponent team will be awarded two points. If match is abandoned for no mistake of the participating teams then each team is awarded a point each.

6.16 By Runners

A by-runner is not allowed under any circumstance.

6.17 Substitutes

The umpires shall have discretion to allow a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time. A substitute bowler cannot bowl, bat, keep the wickets or act as a captain. Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'. Max substitution allowed is 1.

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

When a player leaves the ground due to injury and is replaced by a substitute fielder, he/she is not permitted to return and immediately resume bowling or batting. The injured player is required to spend a period back on the field at least equal to the time that they were absent before resuming bowling or batting.

7. Switching Teams

Any player found switching teams will disqualify him and the team he is currently playing for the rest of the tournament.

8. Declaring the Playing Eleven

It's the responsibility of the individual captains to list the playing eleven and handover to the opponent team and also request for the playing eleven list from the opponent team. The list has to be handed over to the opponent team before start of the play. There will be no change once the game has started. The substitutes can be any one listed on the roaster and not outside of it.

9. Handing over the score cards

It's the responsibility of the batting team to record the scores. It is the responsibility of the fielding team to vet the scores at the end of each over to be in sync. In case of dispute umpire hold the final authority to make a decision. After the match is completed, the captains of the participating teams and the umpires will need to sign of the two score sheets approving the legitimacy. The umpires are responsible to collect the score sheets and hand it over to the organizing committee at the end of the match.

10. Nominating the Man of the Match

Man of the match will be nominated by the officiating umpires at the end of the game. The trophies will be handed to the MOM by the organizing team or the umpires.

11. Code of Conduct/ Discipline /Behavior Expectations:

➢ Everyone should follow the rules and regulations and appropriate conduct on the field.
➢ We encourage the participating teams to play in line with the laws and spirit of the game. Sledging is strictly prohibited.
➢ Umpires decisions are final during the game. Arguing or intimidating the umpire is NOT ACCEPTABLE and could lead to suspension of player(s) and team(s)

- Any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other cricket gear is not allowed. Umpire shall disqualify the team responsible and award the points to the opponent team. If both team found guilty umpire shall disqualify both teams.
- When player(s) violate the code of conduct, umpires shall issue a warning to the team captain about the player's unacceptable behavior. If the player continues to violate the code of conduct, Umpires will issue a second warning to the captain; a subsequent violation will lead to the player being asked to be removed from the match by the umpire or the organizing team. A replacement for the ejected player is not permitted. A failure to exclude the player from the match will lead to forfeit of the game and points will be awarded to the opponent team.
- The Organizing Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition. Committee holds the right to cancel any team for misconduct with no refund.

12. <u>Disclaimer</u>

SCK or its organizers are not responsible in any form or manner for any person or persons getting injured or property damaged as a result of playing cricket during the tournament matches. Teams and/or individuals are responsible for their own safety and the safety of others on the field.

13. <u>References</u>

1. http://www.icc-cricket.com/cricket-rules-and-regulations
2. https://www.wikipedia.org/
3. https://www.lords.org/mcc/laws-of-cricket/