**Sunflower Cricket Rule’s:**

**Tournament Format:**

* In-group stage, winning team earn +4 points and losing side gets 0 points.
* If one or more teams ended up with same points, net run rate will be considered to decide the group topper.
* We would be using Cricclubs for scoring, so net run rate will be calculated automatically in the app. We request the team captains to have the login id and password ready to prevent delays in the start time of the game. Scoring should be done at utmost precision, if you think that you have put wrong scores, let the organizer know, they shall correct them.
* Winner will be decided based on “Super Over”if the match is tiein any stage of the tournament. Super over scores will not be considered for net run rate calculations.
* If the match remains TIE, the team that has scored more sixes in their innings will be winner. If it is also same the team with max fours will win.
* If the match still remains a TIE then a flip of coin will be used to decide the winner.
* If the match is abandoned due to heavy rain or bad weather, teams will share 2 points each.
* If the rain interruption is minimal then umpire and organizer call will be final to decide whether to resume the game or to abandon the game in case of bad light or short time.
* If rain occurs after half way through 2nd innings and if team is unable to complete the game in remaining time then team which scored more in 1st half innings will be declared winner. For instance in 16 overs game team A scored 80 in 1st 8 overs and team B scored 70 in 1st 8 overs then team A will be declared winner if resuming game on same day is not possible.
* During Finals, if the match is stopped due to bad weather, the match will be resume at a different time on same day decided by umpires and organizers, as we do not have separate reserve day to resume on different day. If any team is unavailable to play at different time then they will be declared as runner-up for the tournament title.
* Umpires and organizers decision will be final if the teams are concerned about bad light as well as in all rain related interruption.

**General Stuff:**

* Only 1 bouncer above shoulder is allowed per over as legal delivery. Second Bouncer shall be deemed as a “No-Ball” and a free hit is awarded (if it is above shoulder height). If it is above head height, it will be given wide.
* If batsman hits the ball above head it will be considered as legal delivery.
* Free hits are awarded for every type of “No-Ball” bowled ( Leg No Ball, Waist Height No Ball and Second Bouncer)
* Bouncer above the head will be treated as a Wide and this shall be counted towards first bouncer in over.
* All players play at their own RISK
* No LBW's and No Leg Byes
* No last batsmen batting
* There should be one wicket keeper behind the wickets at all times
* Player can go out of the field & come back. Player has to wait for 1 over to bowl
* Keeper has to field for one over before he bowls.
* No fibertech bat.
* If a batsmen thinks the bowler is Chucking, Please inform this to the Umpire. Decision will be up to the umpire to resume the over or not.

**Tournament Rules**:

* Team needs to have minimum of 8 players and max of 11 to play a match
* Matches will be played with “**Hard**” tennis balls (**Taped**). One new ball will be given for each innings. If we lost the ball at the middle of the game, match proceedings will be followed with a used ball.
* Entire Team has to be present in the ground per schedule time. We will only make exception for up to 30 minutes in case of unforeseen exigency. If entire team is not available after 30 minutes of schedule time, the team that is available will be declared winner.
* Umpire decision is final and committee will not encourage arguments. Any disrespect to the umpire is not tolerated and may result in disqualification of the team involved.
* Physical/verbal abuse on the umpire by any member of a team will cause a forfeiture of the match for that team and the player will be immediately banned from any Sunflower State Games event for the next three years.
* All the mentioned rules can be changed at any point of time and the rights are reserved with committee.
* Umpire has the right to reduce the overs for the match (To finish the matches in time) in case of unexpected delays.

**Field Restrictions**:

* Maximum of five fielders can be on leg side at any given point.
* In first six overs, there cannot be more than two fielders outside the 30 yard circle. ( For 20 Overs match)
* In first five overs, there cannot be more than two fielders outside the 30-yard circle. ( For 16 Overs match)
* There can be maximum of five fielders outside fielding circle after power play
* Wicket keeper has to field one over before he bowls

**Substitute Fielder & By Runner:**

* A fielder can be substituted any time
* Please note that strict rule regarding Substitute fielders and By Runners cannot be implemented by any one and it is up to the Playing Captains to be Considerable to such genuine requests. This will always depend on the mutual understanding between the Captains and no one should take undue advantage of the rules.
* Retired Hurt: Player can be retired hurt for a genuine injury sustained during the match or dehydration due to heat or any other problem and can return back to batting at any time during the innings (only one time allowed).
* **BY RUNNER’S are “NOT” ALLOWED.**

**Duration of the Matches:**

* A maximum of 4 overs are allowed to bowl by any bowler, For 20 Overs Match
* One Bowler can bowl a Maximum of 4 overs and rest can bowl a Maximum of 3, For a 16 overs match.

**Ways to score runs**:

* Runs from Bat
* Byes
* Over throws
* A "No Ball" can be declared for many reasons: If the bowler bowls the ball from the wrong place, the ball is declared dangerous (often happens when bowled at the batsmen's body on the full), bounces more than twice or rolls before reaching the batsman or if fielders are standing in illegal positions. The batsman can hit a no ball and score runs off it but cannot be out from a no ball except if they are ran out, hit the ball twice, handle the ball or obstruct the field. The batsman gains any runs scored off the no ball for his shot while the team also gains one run for the no ball itself.
* **A “Dead Ball” shall be declared if the ball pitches outside of the pitch**

**Ways Batsmen can be given out according to cricket rules:**

* Bowled - Cricket rules state that if the ball is bowled and hits the striking batsman's wickets the batsman is given out (as long as at least one bail is removed by the ball). It does not matter whether the ball has touched the batsman's bat, gloves, body or any other part of the batsman.
* Caught - Cricket rules state that if a batsman hits the ball or touches the ball at all with his bat or hand/glove holding the bat then the batsman can be caught out. This is done by the fielders, wicket keeper or bowler catching the ball on the full (before it bounces).
* Stumped - A batsman can be given out according to cricket rules when the wicketkeeper puts down his wicket while he is out of his crease and not attempting a run (if he is attempting a run it would be a run out).
* Run Out - Cricket rules state that a batsman is out if no part of his bat or body is grounded behind the popping crease while the ball is in play and the wicket is fairly put down by the fielding side.
* Hit Wicket - Cricket rules specify that if a batsman hits his wicket down with his bat or body after the bowler has entered his delivery stride and the ball is in play then he is out. The striking batsman is also out if he hits his wicket down while setting off for his first run.
* Timed Out - An incoming batsman must be ready to face a ball or be at the non strikers end with his partner within three minutes of the outgoing batsman being dismissed. If this is not done, the incoming batsman can be given out.
* If any rule is missing or not clearly stated we will follow ICC rules guidelines