



# TABALA SPORTS MELA CRICKET RULES

## Rules and Regulations for Sports Mela - Cricket

All matches will be played in the **Baseball fields** with "**Hard Tennis**" cricket balls

In case of a tie, while determining standings in a group, NRR calculations will be used. The net run rate in a tournament is the average runs per over that a team scores across the whole tournament, minus the average runs per over that is scored against them across the whole tournament calculated to the 6th decimal places.

- In case of NRR being equal, the team that has taken the highest number of wickets will rank higher.
- If the wickets taken are equal as well then, the team that lost the least # of wickets will rank higher.
- If the wickets lost is equal, then higher rank of the team is determined by a toss.

## Authority and Conduct

1. The main umpire directs the match from the start until the end with the help of a secondary umpire. During the match the main umpire's decisions are FINAL. The main umpire and secondary umpire can switch umpiring positions between bowling end and square of wicket.
2. Any player approaching the umpire aggressively, using foul language against players or the umpires, approaching the players or umpires aggressively (either verbally or physically, on field or off) will lead to suspending the player/team for a game without warning. If the same has been repeated more than once, player/Team will be suspended from the tournament'. We expect the team captains to take responsibility in controlling their players.
3. All teams are expected to report to the field 10 mins before the schedule start time of the game. The organizing committee reserves the right to forfeit a team's game if they are not available on time for a scheduled game.

The games will be played as per the **MCC Laws of Cricket** with some exceptions. **The exceptions and other tournament rules are as follows:**

1. The tournament will be played as per the schedule and format published the organizing team.
2. **Each game shall be played between two teams of nine players each.**
3. Each game shall have a maximum of **ten** 6-ball overs per side.
4. Only two bowlers can bowl a **maximum of 3 overs**.
5. The overs shall all be bowled from one end of the pitch, as determined by the umpires.
6. There will be **no LBWs**. However, **leg byes will be permitted** as long as the batsman has attempted a shot.
7. A ball bowled shall be deemed a **wide**, by the umpire, if **at the point** at which it crosses the batsman (in normal batting stance and hasn't touched the ball)
  - a. it is more than 1 bat in length away from the middle stump, or
  - b. anything leg side of the batsman and away from Leg stump



# TABALA SPORTS MELA CRICKET RULES

- c. the ball is over the head of the batsman, while the batsman is standing in upright position, first bounce called as wide. If batsman hits it bowler gets first warning for over the head.
  - d. The umpire has the final word on each call. However, the umpire shall mark with a chalk (or tape) the 1 bat length point to help make the decision easier.
8. A ball shall be deemed a no-ball if:
  - a. the bowler has over-stepped the popping crease, i.e., entire foot should be outside, or
  - b. the ball is a full-toss above the waist height of the batsman - in normal stance, or
  - c. the ball is over the shoulder of the batsman after one bounce more than once in an over.
  - d. There is **one warning for a ball over the shoulder per over** (one per over is allowed)
  - e. The umpire can warn the bowler **once** for crossing his back foot over the return crease (the side lines). If bowler continues then the umpire can call a no ball.
  - f. **No free hits for a non-ball.**
9. **Substitute fielders** shall be permitted, for injured players - if they cannot return to the game. A substitute player cannot bowl or bat.
10. If a **fielder retires** in the middle of the match for some overs, then the player has to spend one over on the field before he can bowl.
11. **By Runner** – No by-Running option, however if a batsman gets injury/dehydrated and both Umpires and opposition captain agrees then an injured player can be allowed to come back and bat.
12. **No Last man** batting is allowed. Each team will be permitted to register a maximum of 11 players, although only 9 can bat or bowl in any one game. All 11 players should be registered and should have signed the waiver form and should not have played in any other team. The teams should submit the playing 11.
13. Each team should have at least 6 players on the field (and registered) to begin playing a match.
14. In the event of a tied match after the group games, when both teams have an identical number of runs at the end of the allotted 10 overs - the winner shall be determined using **Super Over**. **"NO super over in group stages"**.
15. **SUPER OVER**
  - a) A new toss will be done for Super Over.
  - b) Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over. The umpires will decide which of the ball (from either innings) to use.
  - c) Both the teams need to provide the three batsmen and bowler before the toss for Super Over Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins.



# TABALA SPORTS MELE CRICKET RULES

- d) In case scores are level, the team hitting maximum sixes in the super over will win. If it is also the same, then team with maximum fours in the super over wins the match. If still the same then the team that got higher number of wickets in the super over will be considered winner. If still same, then one more super over will be played
  - e) No last man batting will be allowed for Super Over i.e if two batsmen are out then the team is considered all out for Super Over
  - f) Super Over Runs will not be counted towards Net Run Rate
16. **Field Restrictions:** At any point there should be 3 players inside the 30-yard circle. Wicket keeper should be present all the time.
17. Players are allowed to **use any regulation cricket equipment** including gloves (batting and keeping), pads (leg and elbow), loin-guards, etc.
18. **Boundaries & inner circle dimension** shall be defined and explained to rival captains at the start of every game.
19. All **tournament rules are subject to change** by the tournament committee and/or the umpires.
20. If the **tournament extends** due to unforeseen circumstances (weather, etc.), matches could be rescheduled. TABALA will let the teams know of the new schedule.
- a. If last matches of the group stages and playoff stages are interrupted by the rain DLS Method will be implemented and TABALA uses below link to determine the result.
21. <http://wicklowcountycricket.com/duckworth-lewis-calculator/>
22. Umpires' decision is final during a match; both teams should accept his ruling.
23. A player has to play **at least 1 league match to be qualified to play in playoffs**
- a. (If the team is through to playoffs).
24. A player can only play for 1 team

## **Additional Rules:**

1. Both Wides and no-balls shall count as 1 extra run and an extra ball will have to bowl in the over. Any runs (byes, leg-byes, etc.) scored off Wides or no-balls will be credited as well.
2. A batsman can be, stumped off a wide ball and run-out off a wide or a no-ball.
3. If a bowler bowls a ball that makes two bounces before the bowling crease on the batting side i.e., the stumps on the batting side, then the ball may be called a Dead ball by the umpire. Any kind of batsman dismissal, scoring rule is invalid with Dead Ball. An extra ball should be bowled.
4. In a situation where all the stumps are knocked down and the batsmen are looking to run an extra run (in an over throw situation), if there is a possibility of a run-out again – the **fielding team** have to fix at least one stump back in an upright normal position and then knock the stumps down again or carry one of the stumps together with the ball in hand. In case of spring stumps, entire set can be considered as a single stump.
5. **Mankadding**- A Team gets total of 2 warnings per game if the non-striker comes out of the crease before bowler bowls the ball. After 2 warning the umpire can give out the non-striker.



# TABALA SPORTS MELA CRICKET RULES

**Recommendations for Pitch dimensions: The on-field Umpires/Organizers make the final call.**

1. The stumps should be placed approximately 22yds (66ft) apart with three stumps at one end in line with the three at the other.
2. Then paint the bowling crease, 4ft in front of the wicket line, and should extend 4ft either side of the return crease
3. The boundary will be at the max 190ft  $\pm$ 10 ft where the space is available.
4. A wide should be painted 1 bat in length away from the middle stump

**GROUND RULES:**

- Yet to be determined.

**Note:** Rules are subject to change.