

Vibha Premier Cup 2021

RULES

Players

Each team will be permitted to register a maximum of 10 players, although only 8 can be on the field at any time. All the 10 players should be registered and should have signed the waiver form or signed an online waiver and should not have played in any other team. **Each team must have 3 or more Women players. Teams can also be formed without any men players.**

Umpiring

Each team is required to designate at least one volunteer Umpire. The tournament organizers will try to appoint the umpires to matches immediately prior to the match from which the umpire hails. It is preferable that the volunteer umpire has previous experience.

Scoring

Scoring will be performed by candidates of both teams. The scorers will be provided scoring sheets and will be located next to each other in positions that have a clear view to the umpires. In case the fielding side does not have enough members to designate a scorer, a scorer will be provided by the organizers.

Or

Online scoring will be decided by Vibha organizers before the start of the games.

Match timings and Punctuality

1. All matches are scheduled to start on time.
2. Both captains or designated captains should be present for the toss before the start time.
3. All teams are expected to be prompt and ready to play. Any deliberate delay in the start of a game will result in the guilty team being penalized for overs or, ultimately, disqualification from the competition.
4. Coin toss will be completed off the field, and both teams will be fully prepared to take the field as soon as the field is available.
5. Teams completing a game are expected to exit the field in an orderly and efficient manner.
6. All team members should be present before the match on the field. The game will not be held up due to the absence of any player of either side.
7. Any side not ready to take the field will forfeit the match, or must take the field with 'player(s) short'.
8. It is expected of all teams to finish one innings in 60 minutes and the match within 120 minutes. In order to accomplish this teams are expected to show up at least 30 minutes before the scheduled start time. This will allow time to sign waiver forms and coin toss.

Penalty for taking the field late

In case one team is not able to take the field due to players arriving late the following rule will be used to deduct overs. If a team is able to take the field:

Before or on Time: No Penalty

After 5 minutes: Deduct 1 Over

After 10 minutes: Deduct 2 Overs

After 20 minutes: Deduct 4 Overs

After 30 minutes: The waiting team will get a bye

Game Rules

All matches will be played with medium hard tennis balls. We will provide bats, wickets and balls. Teams are welcome to use their own bats and safety gear. The matches will be played on Softball Fields. The games will be played as per the following rules:

- The tournament will be played in a knock-out format
- Pitch length will be 16 yards (48 feet) and boundary length will be 55 yards (165 feet).
- Women players can choose to throw the ball directly while bowling or use proper bowling technique.
- When men players are bowling against women players, only spin should be used. No throw bowling allowed for men players.
- Minimum 3 women players should be on the ground anytime during the play.
- Maximum of 6 overs will be allowed by men.
- During the batting, men players should be accompanied by women players and the combination continues until all the maximum 3 women players are out.
- In every inning there will be a Bonus Over, Batting side gets to choose the bonus over and bonus over is available only between Overs 1 to 6, if not then by default 6th Over is the Bonus Over.
 - ❖ Bonus Over from Batting Perspective – Every Run scored in this over gets doubled at the end of the over. For example: If the batting side scores 10 runs then a total of 20 runs will be added to the grand score.

 - ❖ Bonus Over from Bowling Perspective – For every wicket in bonus over will score 5 negative runs to the Batting side. For example: If two wickets fell, then 10 runs would be deducted from the grand score.

- Each game shall be played between two teams of 8 out of the registered 10 players.
- Each game shall have a maximum of ten overs per side.
- Each bowler can bowl a maximum of 3 overs.
- The overs shall all be bowled from one end of the pitch, as determined by the umpires.
- There will be no LBWs or leg byes. 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) it is:
 - More than 30 inches away from the off stump on the offside
 - On the leg side
 - The ball rises to an unplayable height above the batsman.
 - The umpire has the final word on each call. However the umpire shall mark the 30 inch to help make the decision easier.
- A ball shall be deemed a no-ball if:
 - The bowler has overstepped the popping crease, or
 - The ball is a full-toss above the waist height of the batsman - in normal stance, or
 - The ball is rising above the shoulder of the batsman in a normal batting stance.
- Player rotation is only allowed once per each player after informing the umpire

- Last man batting is not allowed.
- In the **event of a tied match**, the winner will be determined based on the outcome of a "Super Over". Each team nominates three batsmen and one bowler to play a one-over per side. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their Super Over wins.
- Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), pads (leg and elbow), lion-guards, etc.
- Boundaries shall be defined and explained to rival captains at the start of every game.
- All tournament rules are subject to change by the tournament organizers and/or the umpires. If the tournament extends due to unforeseen circumstances (weather, etc), matches will be played on the following weekend.
- Both wides and no-balls shall count as extra runs and an extra ball will have to be bowled in the over.
- Any runs (byes, off the bat) scored off the wides or no-balls will be credited as well.
- A batsman can be stumped off a wide ball, or run-out off a wide or a no-ball.
- A ball shall be deemed a dead ball if the ball is pitched before the halfway point of the pitch. And an extra ball shall be bowled.
- In a situation where the stumps are knocked down and the batsmen are looking to run an extra run (in an overthrow situation), if there is a possibility of a run-out again - the fielders have to fix the stumps back in an upright normal position and then knock the stumps down again.
- Mankading-out is allowed: 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.