



NANT Presents
T10 Cricket 🏏 Fest 2022



To start with...:

- ❖ *Team captains are encouraged to discuss the rules and time constraints with their opponents before each match to clarify these rules*
- ❖ *To be an eligible player should be a registered NANT member, please register (<https://nant.org.au/register>) by Thursday, 15/09/2022. The team list should be submitted by the same date.*
- ❖ *The game venue and time are subject to change, the team captain will be pre-informed of such changes.*

Note: Rules and playing conditions are based on ICC cricketing rules and intensively adapted from Iowa Premier League T10 Fall Series

1. General

1.1 The list of playing 11 must be finalized before the toss and submitted to one of the two umpires.

1.2 The toss will happen 15 minutes prior to the scheduled time. The match will start at the scheduled time sharp. Both teams have to continue even if they do not have their listed 11 players present.

1.3 The least number of players that can be present for a match to start is 8 a side

1.4 To avoid any unfair advantage to latecomers, any player of either side who is not present within 15 minutes of the start time will not be allowed to take part in the game. The decision of the umpires will be final in this regard.

1.5 If the game does not start on the scheduled time in any circumstance, Umpires need to enforce overs reduction. Umpires will decide the number of overs to reduce as per the loss of time.

1.6 At the time of toss if any team has less than 7 players then the opponent team qualifies to win the toss. Players must be present on the Ground field to be counted for umpires.

1.7 We urge the players to involve in fair play under all circumstances.

1.8 Cones will be placed at regular intervals to mark boundaries, but the fielder's cooperation is highly recommended in close boundary calls. **Boundary between two cones to be considered as a straight line.**

1.9 Fielder should not move in after taking a catch close to the boundary to avoid controversies.

1.10 In case a fielder moves inwards from the fence after taking a close boundary catch, umpire's decision would be considered final.

1.11 **Retired** - If a batsman retires without the umpire's permission, he may only resume his innings with the opposing captain's permission.

1.12 **Retired hurt** - If a batsman gets injured or ill while batting, he may retire and resume his batting at a later stage in the innings at the fall of a wicket or when another batsman retires hurt.

1.13 If he takes the umpire's permission to leave, he is declared 'Retired - not out'.

1.14 In order to get through all the matches, it is crucial that the umpires exercise strict control on the overrate and pull up either team from resorting to time-wasting tactics.

2. Power Play

2.1 The powerplay will last for three overs and allows a maximum of two players outside the inner circle (30 yards circle). Post that, five players can stand outside the 30-yard circle

2.2 If the match is reduced due to reasons specified in Rule (General) power play over will not be reduced unless the game is reduced to 7 overs or less per innings

3. Non-Power Play

3.1 Only a maximum of 5 players are allowed outside the circle during Non-Power Play over's. At any given time, there have to be at least 4 players excluding the keeper and bowler in the inner circle. The universal fielding rule is that there is no restriction on the offside, any number of fieldsmen can stand but as far as leg side (on side) is concerned, there should not be more than 5 maximum fielders, including a maximum of two behind the popping crease at the time of delivery.

4. Umpiring

4.1 Umpiring decisions will be final.

4.2 There would be two neutral umpires for each game sent by the organizing committee.

4.3 Decisions can be discussed between umpires. It is their discretion to give the decision. Again umpire's decision is final. The benefit of the doubt will go to the batsmen in case of a close call

4.4 Teams can schedule their matches in mutual agreement before or at the same time as per the given schedule without neutral umpires provided by the Organizing committee

4.5 Umpires should not declare the winner/loser for a given game if the match is stopped following a dispute between teams due to unplayable conditions (i.e. bad light, unplayable conditions). The issue should be brought to the committee and the committee then investigates the issue and shares the findings/conclusion with both teams based on the existing Cricket rules.

5. Wide Ball

5.1 Judging a Wide

(a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in his opinion, the ball passes wide of the black line offside where he is and which also would have passed wide of him standing in a **normal guard position**.

(b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

(c) If the ball goes outside of the leg stump without touching the batsman or his bat and also the ball is not between the batsman and the stumps, it should be called wide.

5.2 Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide,

(a) if the striker, **by moving**, either

(i) causes the ball to pass wide of him, as defined in 1(b) above or

(ii) brings the ball sufficiently within his reach to be able to hit it by means of a normal cricket stroke.

(b) if the ball touches the striker's bat or person.

6. No Ball Rule

6.1 By default, it is the bowler's end umpire who calls and signals No ball. When the judgment of ball height is required (for beamers and short balls), his colleague (the striker's end umpire) will assist him with a signal.

6.2 Full toss above the waist height is a NO-BALL. The call rests with the Leg umpire when it comes to deciding ball height and deciding whether the ball is a no ball or a legal delivery
Any Dilemma, both umpires will work together on such decisions

6.3 One bouncer is allowed per over. A bouncer is a ball that bounces above the shoulder and below the head.

6.4 The second such ball (and subsequent such balls) in an over will be called a no-ball.

6.5 First ball which goes above the head is a WIDE ball. The subsequent ball which goes above the shoulder/head is a No-ball (in this case bouncer is already called). The leg Umpire will assist the main umpire in this decision. If the straight umpire has any dilemma on ball height, the leg umpire's decision will be regarded as final. Again, both umpires will work together on such decisions

6.6 Foot no balls will be called only for overstepping (front leg) and side-stepping (front leg/back leg) within 8 feet of the pitch.

6.7 Some part of the foot has to be behind the front crease and within the side crease.

6.8 If the bowler breaks the non-striker's wicket during the act of delivery, it's a no-ball.

6.9 If there is talking from the fielders while the bowler starts the run-up, the umpire will give one warning to the opposition captain. The next infraction can be called a no-ball at the umpire's discretion.

6.10 Any ball that lands outside the pitch or on grass and goes past the batsman will be considered a NO-BALL and NOT A DEAD BALL.

7. Over's Rule

7.1 All games will be played for 10 overs except rain affected/interrupted matches.

7.2 No bowler can bowl more than two overs in an innings

8. Over Rate Penalties

8.1 If team A arrives late then the umpire can reduce 2 overs for their team while batting.

8.2 If both teams are late then both teams play with 2 reduced overs.

8.3 If a match starts late due to weather (30 mins—1-hour delay), the umpire has the right to cut down the overs for that match. General guidelines on our games 5 mins' loss =1 over loss

9. Super Over

9.1 All games will have a super-over in case of a tie.

9.2 The team batting second in the main match will bat first in the Super Over.

9.3 The loss of two wickets in the Super Over ends the team's Super Over innings.

9.4 Each team will designate one person to bowl and 3 batsmen to bat to play out the super over.

9.5 In the event of the teams have scored the same number of runs in the Super Over: a) The team whose batsmen hit the most number of boundaries (fours and sixes) combined from its two innings in the main match and the Super Over shall be the winner. b) If the total number of boundaries hit by both teams is equal, the team whose batsmen score the most number of boundaries (fours and sixes) in its innings in the main match (ignoring the Super Over) will be the winner. c). If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its Super Over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wide, no ball or penalty runs.

Example: Runs scored by: Team 1 Team 2

Ball 6 1 1

Ball 5 4 4

Ball 4 2_ 1

Ball 3 6 2

Ball 2 0 1

Ball 1 2 6

In this example, both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

10. Rain/Washouts/Bad Weather/Bad Light

10.1 Complete Wash-out due to any unplayable condition

10.1.1 Ground should be inspected by Umpires and both captains and all should agree if conditions are playable to play the game otherwise it will be considered a complete wash-out

10.1.2 Any wash-out games will have teams share points equally between them

10.2 Interrupted matches

10.2.1 If an interruption condition occurs before the start of the match and delays the match by half an hour and the ground is still in playable condition, the umpire will reduce overs and it will be 6 overs a side game to not affect the next scheduled games. Any further delay will be counted as a washed-out game and points will be shared equally as per rule no. 10.1

10.2.2 If the match has started and it's unplayable for more than 15 mins (accumulative during the course of the match) interrupting an ongoing match then the below rules apply.

10.2.2.1 If 5.0 or more overs of the second inning is completed then the D/L method will be used to decide the winner

The following D/L calculator will be referred

<https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>

10.2.2.2 And if less than 5.0 overs of the second inning is bowled then the points will be shared between the teams and no re-scheduling will be allowed.

Roster

10.3 NO Borrowed players from a different team will not be allowed to play once the T10 has started. The committee has the authority to reverse the result of the game even after it is completed as long as it is done during the same round as the offence is committed.

10.4 Please note that once a team member has been named as part of one team, he will be allowed to play for another team only if he has not yet played in any match.

10.5 A team can add any number of players till it reaches the maximum limit of 15. Once the maximum is reached, a team can only add a new player to the list by pulling out one existing player from it. Any change to the roster has to be communicated to the committee before 8 pm prior day of their match after which the changes would not be approved and the team has to play with their current roster players.

10.6 Changes to roaster will only be allowed at league stages. No team can change the roaster once the last league match gets over

10.7 **No interstate Nepalese players** are allowed to play in the tournament, players should be studying or working in NT. The committee has the authority to reverse the result of the game even after it is completed as the offence is committed.

11. Substitutes

11.1 Any fielder can be substituted by a player on the team list. The substitute will not be allowed to bat or bowl or keep. The umpire should be notified of a fielder change.

11.3 The umpires/captains have to agree for a substitute to be on the field.

11.4 A team can have a maximum of 2 substitutes in a game.

11.5 It is recommended that a player not be given a substitute if he comes into the game carrying an injury. The final call is left to the umpire whether to approve of a substitute.

11.6 There is no runner allowed in case of a batsman is unable to run due to injury or any other reason.

12. Suspect Action

12.1 Given the limited resources we have access to and the space we operate in, it is impossible to ascertain whether the bowler has a suspect action. However, if the bowler has been reported of a suspect action the Leg umpire will bring to the notice of the main (neutral) umpire and the neutral umpire will declare a No Ball if the bowler chucks the ball and can go to an extent of not allowing the bowler to bowl. It is not necessary for the batting team to appeal for chucking. This is solely the neutral umpire's decision and the appeal can be overruled.

13. Free Hit

13.1 After a foot-fault no ball (or after every 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, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. If the umpire notices a change in fielding position that ball will be a no-ball followed by a free-hit.

14. Scoring

14.1 Each team captain/scorer will maintain their batting scorecard and record scores in **cricclubs.com app**. Until everyone gets used to the app, we will be using the app along with the paper scorecard, and once everyone is comfortable using the app we can eliminate the use of paper scorecards. But, in any case, the score should be recorded in the app at the end

of the match and it's the responsibility of the team to get their scorecard updated in the cricclub.com app and it should be tallied with the paper scorecard (if used).

14.2 Any disputes have to be resolved therein before the next over is bowled.

14.3 All statistics including batsman score and bowling aggregates (total wickets taken, overs bowled, and runs given) should be recorded in the app and score sheet to ensure proper statistics can be taken. Failure to do so (incomplete score sheet) will result in disciplinary action against the captain.

14.4 After each match, the scorecards will be submitted to the Organizing Committee (Score sheets & Statistics) either scanned (take a cell phone photo and email) or on paper. This is an absolute must to ensure statistics are up to date. It is up to both the playing captains to maintain the accuracy of the scorecard and both the umpires should sign off on the scorecard before submitting it to the Organizing Committee.

14.5 Once the match is over with agreed scorecards by both captains and umpires, no changes will be done to match results.

15. No Show

15.1 If any team does not show up at their scheduled game the opposite team will get 2 points and the team with no show will get 0 points.

16. Ways of Dismissal

16.1 "Mankad a batsman": It remains legal for a bowler to run out a non-striker who has strayed outside his crease after he has started his run-up, but before he has entered his delivery stride. Delivery stride refers to the stride during which the delivery swing is made; it starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride

- 16.2 LBW: LBW (along with Byes and overthrows) shall be applicable in this tournament as standard cricketing rules. Umpires will make the call on this and it will be the final decision.

17. Code of Conduct/Discipline

17.1 Everyone involved should follow the rules and regulations of appropriate conduct on the field.

17.2 Captain will be held responsible if one of his players violates the code of conduct on the field.

17.3 As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship. Sledding is strictly prohibited. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the Disciplinary committee.

17.4 The organizing committee will be heading the disciplinary committee in conjunction with umpires to handle any escalated untoward incident during any match. As discussed earlier, the umpires would need to report any unruly behavior of the players involved and the committee will take appropriate action on an incident basis.

17.5 We encourage the participating teams to play in line with the laws and spirit of the game.

17.6 We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against A) The umpire B) other cricketers C) Spectators D) The stumps, ball, or other cricket gear.

17.7 Unruly and un-sportsmanship behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.

17.8 Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and adjudicators' combined opinion.

17.9 Players abusing or threatening either umpires or opponent team members will be suspended for 1 or more matches.

17.10 The captain has to maintain discipline and decorum on the field and if any of the team members is found guilty of behaving against the code of conduct captain of that team will be held responsible and disciplinary actions would be taken against the player and the captain which could result in suspension for that match and next match.

17.11 Captains shall advise members of their respective teams that the Umpires' decision is final.

17.12 Any individual acting in an ungentle or unsportsmanlike manner or using profanity, Abusing, and the foul language shall not be tolerated by the Umpires nor should it be tolerated by the team to which that individual belongs. The penalty could result in a suspension for that match and the next match, after a maximum of 2 warnings.

18. Additional Rules and Regulations

18.1 If any fielder changes fielding position (e.g. moves to gully from Slips) after the bowler starts his run-up, then the umpire can signal a No Ball.

18.2 Run out at striker's end, the height no ball, bounce, stumping these decisions will be leg umpires' decision by default. In case the main umpire has a say in these decisions he needs to consult with the leg umpire to work together for the final outcome.

18.3 New ball would be used in each innings. The organizing committee takes the responsibility of providing similar balls for a match, but the balls might vary (slightly) for different matches.

18.4 A drinks break may be taken (if needed) after the first innings is completed. Duration of drinks break shall not exceed 5 minutes.

18.5 Innings is considered closed at the fall of any wicket of the last pair. The last man cannot bat alone.

18.6 A team gets 2 points for a win.

18.7 A player should play at least 1 game in the first round to qualify to play in the next stage of playoffs.

18.8 During a match if a situation arises that is not defined in this rule document then the decision will be taken based on the standard ICC cricketing rules.

18.9 The Tournament 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.