

## HCG Sports Meet: KRIDA 2.0

### Cricket

### Playing Rules

**The Matches will be played with the Vicky (Green) Tennis Cricket Ball.**

#### Maximum Overs

##### Team

- For the Regional Rounds: The matches will be played for a Maximum of 8 Overs for the league and 12 Overs during the Semifinals and 15 Overs Each side respectively for the Finals
- For the National Rounds: The matches will be played for a Maximum of 10 Overs Each side for the semifinals and 12 Overs each side for the finals.

##### Bowler

- For 10 Over Game: 5 bowlers can bowl a maximum of 2 overs each.
- For 12 Overs Game: Two Bowlers can bowl a maximum of 3 Overs and Rest cannot bowl more than 2 Overs each once two bowlers have completed bowling 3 overs each.

##### General:

- A 10 over game: Each fielding side should complete the quota of 10 overs in 40 Minutes with a grace of 5 Minutes.
- A 12 over game: Each fielding side is expected to complete the quota of 12 overs in 60 Minutes with a grace of 5 Minutes.
- The inner circle will be of 30 Meters from center of the ground. And boundary will be of 55 Meters from center of the ground.
- Bowling end change will be after end of 5 overs in Semifinals and will be after end of 6 overs in Finals.
- Drinks break will be of 7 minutes after end of 5 overs in Semifinals and will be after end of 6 overs in Finals.
- Both team can avail a strategic timeout for 2 minutes once in an innings at any point of time after over completion.
- No bye runner is allowed at any point of time.
- Bat length and width will be validated by the umpire.
- In case of a tie match, super over will be played to decide the winner as per international rules. In case of a tie in super over as well, ballout will be done to decide the winner.

##### Specific Rules

**Format: All matches will be played in knockout basis.**

- All team participants must wear their respective team uniform. Shoe is compulsory for each player. Players playing with bare foot or slippers will not be permitted to play.
- Entire tournament matches will be played in Vicky ball (Green). New ball will be provided for each innings. In case of Loss or damage of the ball, the same will be replaced with a used ball as per Umpire's evaluation.
- Umpire decision would be final decision. No argument with umpires at any circumstances are advisable. Any dispute during the match will be resolved between both the field umpires along with both the team captains. The team not co-operating with the umpire and organizing team decision will be immediately disqualified.
- Substitute fielding: Can have substitute fielders from each team and restricted to maximum 2 substitute fielders.

- Free hit – Free hit will be given by the field umpire when the bowler bowls a NO ball as described in laws of cricket endorsed by International Cricket Council
- Bowler Chucking: In events of any doubts arising in bowling action of the bowler during the match, LEG Umpire will decide whether that particular bowler can continue to bowl – in discussion with the other on-field umpire. In case of further disputes organizing committee will take the final decision. Only striker batsman has the right to appeal chuck bowling. Other team members should not provoke the batsman to appeal.
- No LBW
- After each wicket, next batsman have to reach the crease within 60 seconds , otherwise will be considered timeout.
- Fielding team have to complete the overs within the time allotted , if not complied with the rules before penultimate over , team have to restrict a fielder inside the circle as a penalty for the fore mentioned( Bonus time will be given for each of the boundary scored and wicket fallen ).

#### **BATTING POWER PLAY:**

- **10 over game:** First 3 overs are batting power play. For first two over's, two fielders can stand outside of the 30-yard circle. Rest between 4th to 10th overs maximum five fielders shall be allowed outside 30 yard.
- **12 over game** First 4 overs are batting power play. For first three over's, two fielders can stand outside of the 30-yard circle. Rest between 5th to 12th overs maximum five fielders shall be allowed outside 30 yard.
- Organizers and Umpires have all the right to cut down the over if short fall of time in any circumstances.
- Team captains must be available for toss before 15 minutes against their stipulated time. Walk over will be given without any hesitation if team is not reported before their schedule time and declared opposite team as winner.
- All the League matches are 8 over's match and Semi-Final will be 10 overs and Finals will be played as 15 overs match for regional and unit rounds, while the National Rounds will be played on 15 overs each side format.

#### **When Rain Interrupts**

- 1) The day wash out without playing single match due to rain, certainly the event will be postponed to other day.
- 2) If rain interrupts
  - a) Match will be continued by reducing over's
  - b) Super over will be played when we have insufficient time to continue the same match
- 3) Rain interrupt in final match and continued with following possibilities,
  - a) Match will be continued by reducing over's.
  - b) Secondly will prefer to bowl-out option.

#### **NOTE:**

**No performance enhancers are allowed during the game. If found, the team/player will be disqualified.**

**The decision of Match officials shall be considered final.**

**In case of any disputes, the standard MCC laws of cricket as approved by International Cricket Council shall be referred to.**