

CREATIVE SOFTWARE SOLUTIONS

Six-A-Side Cricket Tournament 2025

Rules and Playing Conditions

A. General Rules

A.1	Creative Software Cricket Sixes 2025 will kick off on 12 th October 2025 at Mercantile Cricket Association Ground.
A.2	01 team consist with 06 07 players including 01 lady Player.
A.3	If a match cannot be completed in the league stage due to any reason or "tie" that particular match will be treated as "no decision" & equal points will be awarded to the both Teams.
A.4	Player must be attired in proper clothing while participating in matches. Company branded clothing mostly welcome and wearing sleepers while playing strictly prohibited.
A.5	All matches will be played one off basis.
A.6	Match balls will be provided by the Organizing committee
A.7	The Umpires decision will be the final and Organizing committee has the right to intervene in any dispute. Any matters arising outside the umpire's jurisdiction will be handled by Match coordinator with Organizing committee and their decision will be final and binding.
A.8	All captains should appoint a representative to report to the official scorer before commencement of the match in order to identify the players and keep tabs on the scoring procedure. If any discrepancies should occur it should be settled by the representative, then and there. Late complaints will not be entertained
A-09	In the event of any interruptions, the Organizing Committee will take appropriate action to re-arrange the mode of tournament. (Re. Bowl – Out contest reduced balls per overs, toss of a coin etc.)

B. Eligibility

B.1	Participation will be exclusively for the Creative Software Staff Members.
B.2	A player can register only for one team.
B.3	Dully filled Entry form should be handed over before commencement of the Tournament.

C. Tournament Rules & Playing Condition.

C.01	08 Players per Team
C.02	01 match, consists 05 overs game & it's consist of six (06) Deliveries/Balls throughout the tournament. 01 st over of each game must be bowled by Lady player & opposition lady batter must be the striker. 01 st over will be treated as completed over, when the lady batter got out before complete an over in progressing.
C.03	Maximum Overs per Bowler is One (01)
C.04	Any over started must be completed under any circumstances, unless the batting team is declared all out.
C.05	If a player is unable to begin or complete an over due to injury, one of the players who did not bowl before, will complete the over. (Both Men & Women) (only for men If a woman player is injured, the Organizing Committee may provide a substitute player.)

C.06	Wides & No balls Wides and no-balls will count as 04 runs each for the batting side and no extra ball will be bowled on both occasions. But extra ball will apply (will be bowled) when the ball is Wide or No – ball occur in last ball of the innings.
	If a batsman is run out of a wide or a no-ball, the penalty of 04 runs will remain.
	Any runs from a no ball or wide will be credited to the batting side in addition to the penalty of Six Four (04) runs .
	Any delivery after bouncing, passes the batsman above Head height standing upright, or would have passed him above Head height and even if it strikes his bat or person shall be called a Wide ball (bouncer). Any delivery which, after bouncing, passes or would have passed the striker above head height when standing upright at the crease shall be called a No ball . This applies even if the ball makes contact with the bat or the striker's person
	Any ball that, having not bounced after leaving the bowler's hand, passes the batsman above shoulder height shall be called a NO BALL (Beamer)
	If at the instant of delivery, the Wicket Keeper is more than 15 Yards away from the stumps at the striker's end the umpire at the striker's end shall call NO BALL . The ball remains live after the call of NO BALL.
C.07	The officiating umpires will be stringent on suspect bowling action (Chucking) and underarm bowling not permitted. When if it is happened striker's end umpire shall call NO BALL, (Only female bowlers are allowed).

C-08	In the event of "Tie "in league stage The game will be declared as no result & equal points (01) will be awarded to the both teams. In the event of "Tie "in the knock-out stage & final One of the bowlers who did not bowl Previously, shall bowl one over each to determine the winner. In this instant new inning will be played & fielding team will be continuing. Should the result still remain "Tie" winner will be declared by the coin toss.
C-09	Wicket Keeper Wicket keeper can bowl both league and knock-out stages. The WK shall not field beyond the 15-yard limit. (Please see the (C.8) No Ball Rule)
C-10	Substitute Player If a player is injured during the match, the usual law regarding the substitute shall not apply. In this instant substitute will be permitted to function as a replacement player.
C-11	Points System & Selection criteria for knock out round. Points System for the League Stage Matches: 2 points for a win. At the completion of the League round Group winner & Runner's Up will be selected to the knock-out round. if teams end up with equal points, knock-out contestant will be decided by the net run rate.
C-12	Except the above Rules & playing condition, the latest ICC Playing Conditions (Effective December 2024); & MCC LAWS OF CRICKET (2017 code 02nd Edition-2019) shall apply

If all male batters are out and a female player is not out, she may continue to play the remaining balls of the innings.

Organizing Committee
Creative Software Solutions(Pvt) Ltd