**ABBVIE CRICKET CARNIVAL SEASON-3 RULEBOOK**

**Advantage Player Rules: (Applicable for lady players only and first 2 overs of an inning.)**

"Advantage player concept were introduced to increase more active participation of Ladies in the tournament."

**A) Batting Advantage –**

I) If lady-player directly hits the ball to the side-net, 2 runs declared throughout the inning (10 overs).

II) If ball hits top-net and fielder catches, it’s NOT-OUT.

III) Maximum of 6 fielders (Bowler, Keeper, 4 fielders) are allowed for these 2 overs.

IV) Out of 6 fielders, all lady players/9th player from fielding team should be part of it.

IV) Out of 6 fielders, Maximum of 2 Boundary riders allowed- out of them, one Lady player compulsory.

**B) Bowling advantage –**

I) First two overs of the inning should be bowled by lady players only.

II) If any male player comes to bat in these 2 advantage overs, no fours-sixes for him even if ball hits the boundary. Only option he has is to run to get RUNS.

III) Lady player can bowl any over other than advantage overs too (no compulsion).

IV) Ball considered dead-

1. If ball bounces more than once before batter’s stance.
2. If ball pitches outside of the pitch.

V) 3 consecutive dead balls lead to over dismissal.

**Overs rules -**

10 Overs per side i.e., 1 whole match of 20 overs.

Overs of the Semi-Final and Final matches will be increased to 11 overs based on the remaining time.

3 bowlers from team can bowl maximum 2 overs in an inning.

**Runs rules -**

Over-throw runs applicable.

1 run for every NO-BALL & WIDE (wide line belongs to umpire).

Byes runs allowed.

**Boundary rules -**

Boundaries will be on STRAIGHT NET only (If ball hits on the side poles, it will be considered as boundary).

If ball hits the TOP Net and:

1) then directly hits the straight net, then SIX.

2) then hits on ground and then hits straight net, then FOUR.

3) fielder catches it, it will be OUT.

If ball hits the SIDE Nets and -

1) then goes to the boundary, it will be FOUR.

2) fielder catches it, NOT OUT. (Just throw the ball to the bowler or keeper asap)

**Bowler rules -**

FREE HIT applicable on all types of NO-BALLS as per traditional Cricket.

(Overstepping,

If the ball bounces more than once before batter's stumps (exception: Lady Bowlers),

Full-toss ball above waist height,

Ball pitching outside of the pitch during bowling. (exception: Lady Bowlers)

Only 1 bouncer is allowed in an over, 2nd bounce will be given No-Ball. (shoulder level ball is our bouncer standard for turf-level tournament)

Bowler will be given one warning for fast bowling **throughout his bowling spell**. On 2nd time objection from the Batter, if Umpire accepts the objection, it will be given NO-BALL.

Bowler’s end Umpire and Striker-end umpire can decide NO-BALL by speed even if batter doesn’t ask for referral. (Decision based on mutual agreement of both on-field umpires.)

**BATTER RULES -**

Last batter can bat. (Batter will be run out at the end where he/she is running at, he/she will be run out at the same end if he/she crosses more than half pitch).

Batter retirement allowed. Any batter from the team can come on crease when needed unless he/she is Not-Out.

Retired-hurt player can come to bat at any point of the inning.

**Fielding rules –**

Maximum of 3 fielders behind bowling-end stumps who should be boundary riders.

One fielder **must** be placed at slips.

NO-BALL will be given immediately if rule not followed.

**Umpire rules-**

Umpire's decision will be the final decision. (Decision based on mutual agreement between both umpires whenever situation allows.)

Only Captain or Vice-captain are allowed to challenge the umpire and can demand the clarity. If any other team member found in argument with the umpire, then umpire can **fine 5 runs penalty** to the team.

Heated Argument with the Umpires (be it any player) would lead to **penalty 5 runs** without any discussion.

**Penalty rules for unavailability of players in Team-**

1) 20 runs penalty if 3 or more players are unavailable at scheduled time, team can't play at scheduled time in this case. (No other option)

2) If min. 6 players are available, then either take 20 runs penalty or play with those 6 players (2 options available, Team decision will be considered)

**Time-limit:**

Each fielding team has max 25 minutes to finish their 10 overs of bowling. 5+5 = 10 minutes out of 1 hour for mid-inning break and buffer-time.

Penalty of field restriction will be imposed; max 2 boundary riders will be allowed once inning goes beyond 25 minutes. A warning will be given at 15th minute and 2nd warning at 20th minute of each inning to avoid such cases.

**Match Rules:**

People allowed in turf-box during a match between two teams-

1) Fielding Team players.

2) 2 Batters.

3) 2 Umpires.

4) 2 Scorers.

5) 1 Batting side player (for any message, strategic changes.)

*Organizers can modify or add rule by discussion with team-leaders (C/VC) of each team in some conflict.*

*Organizing committee holds power to address and decide on complex conflict.*

People to reach out in case of emergency/escalation/suggestions on tournament day:

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