



# **GOVERNMENT ENGINEERING COLLEGE, VAISHALI**

## **Rules & Regulations for Cricket**

### **General Rules:**

1. A player who has played in one team is not allowed to play in another team.
2. This tournament would be played with GURU CRICKET BALL
3. Each inning would start with a new ball.
4. All playoff/ league matches will be played for 8 overs each innings and there after the matches will be of 12 overs a side.
5. The on-field umpire's decision would be the final one.
6. It is captain's responsibility to uphold spirit of the game by his team.
7. Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
8. If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament.
9. If any team misbehaves or abuses the umpires inside the field or outside the field during the match, the team will be disqualified from the tournament.

10. Walkover- 2 points to the team reporting for play and this match will not be taken for calculation of NRR.
11. In league stages if two teams are tied with same points, NRR would be considered and the team which has a better NRR would move to the knockout stage.

$$\text{net run rate} = \frac{\text{total runs scored}}{\text{total overs faced}} - \frac{\text{total runs conceded}}{\text{total overs bowled}}.$$

For examples on NRR calculation please refer [http://en.wikipedia.org/wiki/Net\\_run\\_rate](http://en.wikipedia.org/wiki/Net_run_rate) 21.

## 12. Power Play:

- ✚ League Matches: First 3 overs are mandatory power play.
- ✚ Knockout Matches: First 4 overs are mandatory bowling power play.
- ✚ Only 2 players can field outside the 30-yard circle during power play overs.
- ✚ During the non-power play overs minimum of 4 fielders should be present within the 30-yard circle, failure to do so during a delivery of a ball would be called as a No-ball by the umpire.

## Rules for super over

13. The team batting second in the match will bat first in the Super Over.
14. Batsmen from each team can bat and 1 bowler from each team will bowl.
15. In case super over is tied, the rules below are applicable.

- ✚ Highest Number of 6's (main + super over)– 1st priority
- ✚ Highest Number of 4's (main + super over) – 2nd priority
- ✚ Least Number of wickets fallen (main + super over) – 3rd Priority Above priority order only for main match will be followed.
- ✚ Entire fielding unit is allowed to field.

- 16. In matters of doubt not covered by the TARANG 2.0 rules, the decision of the TARANG 2.0 FACULTY IN-CHARGE committee will be final and binding upon all concerned as per the standard rules.**
- 17. Dead Ball [During the course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.**
- 18. Tarang 2.0 CRICKET MATCHES will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & batsman will change end.**

## **Batsman Rules**

1. LBW and Leg byes are not applicable for this tournament. Batsman cannot be ruled out in any form for leg byes and no run would be counted.
2. All “no-balls” (As per ICC rules: front foot, side-line, above the waist, Fielding restriction etc) result in a free hit in the next delivery, where field can be changed only if the batsman has crossed over or no ball is due to Field restriction
3. A runner can be used only when a player gets injured during the innings or during fielding. A runner cannot be used for a player who is injured before the start of the match / tired during the match. The runner can be used only with the discretion of the umpires depending on the reason/cause and consent from the opposition captain.
4. Initial 11 only can bat during the match, irrespective of the substitutes we could take in the match.
5. All the other ICC cricket rules are applicable as it is.

### **Batsman could be declared out,**

- ✚ When a batsman thinks that he is going to be run out and he blocks the ball with his bat or changes his line intentionally when running between wickets to block the ball.
- ✚ The striker is out should wellful obstruction or distraction by either batsman prevent a catch being made.

### **Batsman cannot be called out if,**

- ✚ When a batsman is running between wickets, he does not deviate from his course and the ball hits him without the batsman blocking the ball on purpose.

# **Bowling Rules**

## **1. Regulations are as follows,**

🚩 8 Overs Match -> 2 – 2 – 2 – 2 (Max overs by a bowler)

🚩 12 Overs Match -> 3 – 3– 3 – 3 (Max overs by a bowler)

- 2. One bouncer is allowed per over, provided the ball passes between the shoulder and the head, However, ball passing over the head will be declared as a wide.**
- 3. If the first bouncer is above head height and batsman gets out or scores runs, then it's considered as first bouncer and it's considered as a legal delivery.**
- 4. Foot no –ball can be called on following conditions**
  - 🚩 If the bowler bowls without some part of the front foot either grounded [first grounding point] or in the air behind the popping crease.
  - 🚩 If the bowler back foot touches or crosses the return crease.
- 5. No-ball could also be called,**
  - 🚩 If the bowler bowls more than one bouncer per over
  - 🚩 Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease
  - 🚩 In case if a bowler chucks during his action of bowling.
  - 🚩 If field restriction rules are not followed as per the guidelines
  - 🚩 If the bowler starts the over/ changes the side of the wicket from which he bowls without telling the guard to the umpire.
- 6. Chucking is strictly not allowed and if batsman at strikers or non-strikers end appeals against the action it's left to the umpires on field and organizing committee to analyse the action and if they find a problem, they could warn the bowler. If the bowler continues with the same action umpires could call a no-ball.**
- 7. Wicket keeper if wants to bowl, he could bowl but before that it's his/captain's responsibility to inform the umpire about the change of wicket keeper. This needs to be ensured by fielding captain & in case missed out umpire could call the delivery**



as no-ball.

**8. All the other ICC cricket rules are applicable as it is.**

**Judging a Wide:**

**9. If the Bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.**

**10. The Umpire shall not adjudge a ball as being a wide if:**

-  **The Striker, by moving from his guard position, causes the ball to pass out of his reach provided ball is within the identified wide line.**
-  **The Striker moves and thus brings the ball within his reach**

## **Fielding Rules**

- 1. Maximum of 5 fielders are only allowed in on – side field at any stage of the game.  
[Including bowler if bowler bowls around the wicket]**
- 2. If batsman during the course of backing up leaves the popping crease before the ball is delivered, he could be run out by bowler. Giving a warning is left to the fielding captain and bowler.**
- 3. During the course of bowling action, fielders other than wicketkeeper are allowed to move only in forward direction but not on sideways. Umpire can call it as No ball, if this rule is violated causing distraction.**
- 4. During the course of bowling action, fielders including wicketkeeper are not allowed to make any noise which distract the batsman. Umpire can call it as No ball, If the fielders are making such noise.**
- 5. The umpires shall have discretion to allow, for wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time**
- 6. If the player is absent from the field for longer than 2 over, the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least the number of overs for which he was absent.**
- 7. If the player is absent from the field for longer than 2 over, the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that number of overs for which he has been absent or, if earlier, when his side has lost five wickets**
- 8. The above two restriction (5 & 6) shall not apply if the player has suffered an external blow**
- 9. (As opposed to an internal injury such as a pulled muscle) whilst participating earlier in the Match and consequently been forced to leave the field. Nor shall it apply if the player has Been absent for very exceptional and wholly acceptable reasons (other than injury or illness).**

**This exception will be decided by on field umpires and organizing committee.:**




- 1. If a match is stopped due to rain, then match would be started where it was stopped.**
- 2. Any requests for change of match timings will not be entertained.**
- 3. A player can be added later in the tournament in your team, who has not been part of the tournament before from any other team. (Not even in the 8). And belong to same department**
- 4. Only Players from Engineering and polytechnic college students of Bihar location are allowed to play in this tournament.**
- 5. In matters of doubt not covered by the tournament rules, the decision of the tournament committee will be final and binding upon all concerned as per the standard rules.**
- 6. Single Wicket: Tournament will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & batsman will change end 25. Time of an inning:**
- 7. A player cannot play for more than one registered team.**
- 8. Bowlers: Each team should follow their respective spell.**
- 9. Chucking: Chucking is allowed; under arm bowling is not allowed.**
- 10. Equipment's: Batting gloves or any other external protective equipment is optional.**
- 11. Byes: Byes and overthrows are possible means of scoring runs.**
- 12. BW and Leg byes are not applicable for this tournament.**
- 13. Batsman/woman cannot be ruled out in any form for leg byes and no run would be counted.**
- 14. No-Balls: ICC rules for no balls will be applied with an exception of any ball above shoulder high will be called No Ball.**



**15. Wides: ICC rules shall be applied for wides**

**16. Judging a Wide: If the Bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.**

**The Umpire shall not adjudge a ball as being a wide if**

-  **The Striker, by moving from his guard position, causes the ball to pass out of his reach provided ball is within the identified wide line.**
-  **The Striker moves and thus brings the ball within his reach**
-  **If the Striker switches the Batting Guard before ball is delivered and ball is within the identified wide line considering both the sides of wicket as Off side**

**17. Dead Balls [Bowling]: Note that dead balls are not counted as extra balls. A ball is declared dead if it bounces more than once in front of the batting crease after leaving the bowler's hand. If it hits the bat or the player after two bounces even then it will be treated as a dead ball and no runs would be considered. Ball should be re-bowled.**

**18. Dead Ball [During course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.**

**19. Wicket Keeper: Fielding a keeper is compulsory and any player can field as a wicket keeper. Point system (League stage): Winning team will be awarded 2 points and no points will be given to the losing teams. Tie fetches one point to both the teams.**

**20. Bonus point system during league stage: One bonus point during league stage will be awarded when any of the below conditions are met,**

-  **A team scores 3 run outs by direct hits**

✚ **Opposition team restricts the chasing team to less than 50% of the desired target**

✚ **Chasing team reaches the target in 3 overs'**

**22.Results:** If a game is tied at the end of both the innings during a knockout match, then the team that lost lesser number of wickets will win. If the number of wickets lost is also the same, then the team that scored a greater number of boundaries (6s & 4s) will win. After that, a coin toss will determine the winner.

**23.Umpires:** Neutral umpires will officiate in all matches. Umpires' decision is final and should be respected by all players

✚ **Substitutions:** Substitutions may be allowed if the umpire agrees.

**24. Ranking:** During ranking of teams, if there is a tie in points, NRR will be taken into account. If NRR also remain same, then the runs scored will be considered. Still if no consensus is reached, then a team which has lost lesser number of wickets will be placed higher.

**Fair Play award criteria**

Criteria	Max Points	Umpire 1 score		Umpire 2 score		Total	
		T1	T2	T1	T2	T1	T2
<b>Adherence to the spirit of the game</b> <ul style="list-style-type: none"> <li>• Respect towards the umpires</li> <li>• Respect towards the opposition</li> <li>• Respect towards own team</li> <li>• To dispute an umpire's decision by word, action or gesture</li> <li>• To direct abusive language towards an opponent or umpire</li> <li>• To indulge in cheating or any sharp practice, for instance: <ul style="list-style-type: none"> <li>○ to appeal knowing that the batsman is not out</li> <li>○ to advance towards an umpire in an aggressive manner when appealing</li> <li>○ to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side</li> </ul> </li> <li>• To indulge in any kind of Violence</li> </ul>	6						
<b>Unfair Play</b> <ul style="list-style-type: none"> <li>• Time wasting</li> <li>• Damaging the pitch or bat or wickets or ball due to frustration</li> <li>• Dangerous or unfair bowling</li> <li>• Tampering with the ball</li> <li>• Any other action that they consider to be unfair</li> </ul>	4						
<b>Total Points</b>	<b>10</b>						

- ❖ **The captains will register first and they will have a window till 22<sup>nd</sup> October to give the names of team members**

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