

Mayor's Cup Cricket Tournament

T10 Games Rules and Regulations

GAME TIME RULES & REGULATIONS

The Tournament follows the standard ICC Rules and Regulations for T20 Cricket except where explicitly stated below and ruled by the Executive Committee.

1. LENGTH OF INNINGS

- All League games shall start on time, except for delays or interrupt due to weather and/or ground conditions.
- In an uninterrupted game all League matches shall consist of one innings per side, each innings being limited to a maximum of 10 overs with 6 legal deliveries per over.
- In a delayed or interrupted game (due to weather/rain) the start time shall be decided by the Umpire. The calculation of number of overs to be bowled shall be based on average rate of 5 minutes per over in the total time available for the game.
- If the start of the game is delayed due to weather conditions, game will be officially called off 60 minutes after scheduled start of game.
- If first inning gets an opportunity to play 10 overs, the second inning must complete at least 5 overs, and then run rate will be implemented.
- In a delayed or interrupted game if each team does not get an opportunity to play minimum of 5 over's within allotted time the game will be treated as "No result".
- Time wasting will be under the discretion of the umpire.

2. HOURS & START OF GAME

- Unless otherwise modified by league or by umpires on the field, the duration/hours shall remain as per scheduled.
- Both the teams should have at least a minimum of 7 players in proper clothing must be present on the field at the time of toss.
- Both the team captains should have the list of their players and substitutes and present it to the umpire before the toss.
- In the event of team captain not present, his team must nominate a deputy for the toss.
- The coin toss shall be completed by Umpire 10 minutes prior to the scheduled game in presence of Captains.
- If one of the team is not ready at scheduled time, the offending team will be penalized the number of overs it bat at the rate of 1 over for every 5 minutes. The other team will get full quota of overs
- Toss winning captain should make a decision promptly no later than 5 minutes before the start of the game.
- If the team has less than 7 players for the game, game will be considered as Forfeit.
- Drinks Break
- There shall be a break of 10 minutes at the end of first inning.
- In extreme hot weather conditions, with prior agreement of the captains and umpire there can be a drink break of 5 minutes every 5 overs.

3. FIELDING RESTRICTIONS AND POWERPLAY

- Power Play will be first 3 overs of each inning of a 10 overs game. 2 players may be positioned outside 30---yard circle.

- During Non Power Play (after 3 overs), a minimum of 4 players must be within the 30 yard---circle.
- In the event of any infringement of above rules, umpire shall call and signal “NO BALL”

4. NUMBER OF OVERS PER BOWLER

- Each bowler is restricted to a maximum of 2 overs in a normal 10 overs game.
- If numbers of overs are reduced the maximum number of overs to bowl by each bowler should not exceed on fifth of the total number of overs.
- It is the responsibility of the fielding captain to ensure that a reasonable over rate is maintained.
- A member of the fielding team who leaves the field of play for any reason while the match continues will not be allowed to bowl on returning to the field for the number of overs that he was off the field.
- If a bowler gets hurt during his spell, another bowler may continue his over. Same bowler also has to satisfy rule 4 prior to coming back into attack.

5. CLOTHING AND FOOTWEAR

- Teams are expected not to wear colors that make it hard for the players to pick out the ball from background clothing. For the 2019 season, pink balls are proposed to use and teams must avoid clothing that has a similar predominant color.
- Individual can wear either colored or white pads.
- Use of shoes with metal or plastic spikes or any kind of shoes by the bowler and the batsman that is likely to damage or cause damage to the pitch are not permitted. Only rubber spiked footwear is allowed for batsman and bowlers

6. BALL

- All teams must use tournament provided pink balls.
- Fielding team is responsible for providing ball for the innings of the game.
- Teams shall bring 2 new and 2 old balls to the games, so that in the event of a ball being lost or unfit for play a suitable replacement can be done without wasting time.

7. CODE OF CONDUCT & DISCIPLINE

- Team captains are responsible to make sure that the game is played in the Spirit of the Game.
- Captains shall advise their respective team players that the Umpires’ decision is final.
- The Umpires shall not tolerate any sledging; cursing in any language, the team itself shall take disciplinary action against its offending player. In the event the team fails to take such action against its player, the Umpire may impose sanctions against the offending player or the team or both, at his discretion.
- Umpires are required to bring any disciplinary issues before the tournament.

8. GAME RESULTS

- The team scores the most runs is considered a winner and shall be given 2 points, opposing team receives 0 points.
- In the event the game is a tie (both teams’ scores equal runs), each team receives 1 point.
- All interrupted games (e.g. unfinished or rained---out), each team receives 1 point.
- In case team forfeits a game or considered as forfeits will receive 0 points and opposition team receives 2 points.
- Top 4 Teams with highest points will make it to the playoffs.

- If two team are tied with the same points, the seeding will be decided based on head-2-head result.
- If three or more teams are tied on the same points, teams with better run rate will move ahead and qualify for playoffs.

9. PLAYOFF ELIGIBILITY

- Players who will be part of the playing 11 for the playoff should have played at least one match to be eligible to play in the playoffs.

10. GAME RULES

1. Wide

- a. Leg side: Any ball passing down the leg side, behind the batsman's legs, is considered a wide.
- b. If the ball touches any part of the batsman, including the batting gear, it would not be considered a wide.
- c. Off side: Any ball 2 ½ feet away from the off stump when the batsman is in normal stance is considered a wide. This is to be judged on the basis of when the ball passes the batsman. If the batsman's movement from normal stance causes the ball to be wide, it would not be considered wide.

2. No Ball

- a. If any ball, after pitching, goes over the shoulder line of a batsman in normal stance it is considered a no ball.
- b. There is 1 bouncer allowed per over.
- c. Any full toss over the waistline of a batsman in normal stance is considered a no ball. Any bowler who violates this twice in an innings will not be allowed to bowl at all for the rest of the innings.
- d. The bowler's front foot must land with some part of the foot, whether grounded or raised behind the popping crease. If not then it is considered a no ball.
- e. The bowlers back foot must be within and should not be touching the side crease (return crease). If not then it is considered a no ball.
- f. A foot fault 'No ball' will result in a free hit. All ICC rules for a foot fault 'No ball' will be applicable to the free hit. (Please refer to ICC Standard One Day International Match Playing Conditions for details).
- g. If the ball pitches outside of the mat sides will be a No Ball and will be applicable to the free hit.

3. LBW (Leg Before Wicket)

- a. If the ball pitches outside the leg stump it is not out. This is irrespective of the bowler bowling over the wicket or around, pace or spin, left or right arm, or the batsmen playing on front or back foot.
- b. If the ball pitches outside the off stump and comes back in it has to hit the batsman in--- line with the stumps to be considered out. If the impact is outside the off--- stump then it is not out, even if the ball is either turning or moving off the seam towards the stumps.
- c. If the ball is pitching anywhere else, the key determinant is, would the ball have undoubtedly hit the stumps? Factors affecting that decision are angle of delivery, height, rise or dip etc.

4. Dead ball

- a. The ball is dead when it finally rests in the hands of the Wicket Keeper.
- b. If a ball pitches more than twice before passing the batting crease, it will be considered a Dead ball. A ball that rolls along is considered to have pitched more than once.

- c. If a ball is wide and pitches outside the matting, it will be considered a Dead ball.

5. Bowler attempting to run out the Non---striker

- a. Bowler can only run out a non---striker before entering the delivery stride.
- b. If the non---striker is out of the crease, he's out. If the result is a misfield/overthrow, any resulting runs will be allowed.

6. Obstructing the field

- a. If by action or words, the batsman or non-striker obstructs the fielder from making a fair catch or run out, the umpire must decide if the obstruction was willful or happenstance. If willful, upon appeal, the batsman would be given out.

7. Dimensions and Markings

- a. The boundary cannot be more than 65yards from the batting crease. The boundary circle is set by measuring a radius from the middle stump. This is a semi circle that starts from the line of the off stump and ends in line of the leg stump. Repeat the same at the other end of the pitch and then connect the two semi circles.
- b. The 30 yard circle is set by measuring a radius of 30yards from the middle stump. This is a semi circle that starts from the line of the off stump and ends in line of the leg stump. Repeat the same at the other end of the pitch and then connect the two semi circles along the pitch.
- c. The distance between the two set of stumps has to be 22 yards.
- d. The popping crease has to be 4 feet from the middle stump along the pitch.
- e. The side/return crease has to be 4 feet and 4 inches from the middle stump on either side.
- f. The markings for the wide ball should be drawn on the popping crease. 2 ½ feet from the outer stumps on either side.

8. Super Over

- a. If the match is ended in a tie, super over will be played.
- b. The team batting second in the match shall bat first in the Super Over.
- c. The teams will use the same ball for the super over they have used for their bowling innings. If the ball needs to be changed, the Playing Conditions shall apply.
- d. The loss of two wickets in the over ends the team's one over innings.
- e. In the event of the teams having the same score after the Super Over has been completed, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.
- f. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.