

DCCC-Worldlink-AshaJyothiUSA Fall 2012 Tournament: Rules

1. There will be three groups for the 2012 Fall tournament - Under 10, Under 12 and Under 17. Organizers will provide balls and stumps for the matches
2. Kids are welcome to play in the upper age group if they are skillful enough to compete with elder kids.
3. The pitch length will be 46 feet for Under 10, 56 feet for Under 12 and 66 feet for under 17.
4. No LBWs.
5. Free hit is allowed for the front foot or side foot No Balls
6. The wicketkeeper must wear gloves while fielding. (We want the kids to get used to the cricket gear). There should be one wicket keeper behind the wickets at all times. There are no field restrictions during the game and during the super over which means a team can have all five of their fielders on the legs side if they want to.
7. Boundaries will be approximately 120 feet from the pitch for Under 10 and 140 feet from the pitch for Under 12 and Under 17.
8. Legal bowling is needed from the bowlers. Throwing the ball instead of proper bowling action is not allowed. Such balls will be declared no-balls by the umpire. Any bowler called for throwing 3 times in a game will not be allowed to bowl anymore during the game.
9. For **Under 10 only** Wides and no balls will count towards the ball count due to the limited time constraints of the schedule. In other words an over is completed after six fair deliveries or a combination of six fair and unfair deliveries.
10. Wide and No balls are 2 runs (Front foot or Side no ball at the bowling crease will result in a free hit as well)
11. There are runs for byes, leg-byes and over-throws.
12. Balls not pitched on any part of the Carpet (pitch) will be considered as a dead ball (not a wide ball)
13. **Ball bouncing more than twice or rolling along the ground**
A legal delivery is allowed to bounce a maximum of two times before reaching the batsman. If it bounces more than two times or rolls along the ground then it is considered to be a no-ball. The umpire shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground, before it reaches the popping crease.
14. Last Man batting is allowed

Bowling Quota:

15. Each game is played between two teams of seven players and consists of a maximum of Eight, six ball overs bowled by each side.
16. Each member of the fielding side can bowl a maximum of three overs, with the exception of the wicket-keeper. The wicket keeper cannot bowl in the match. The wicketkeeper is nominated by the captain/manager before the first over of each game and cannot be changed during the course of the game. A different wicketkeeper can be used for each game, if so desired by the team

Scoring Pattern:

Runs and extras are scored in accordance with the laws of cricket with the following exceptions: Managers/Captains of each team please read this section carefully and inform your teammates accordingly.

17. Bonus points rule applies for all the games except Finals
18. Bonus Point Rule # 1: Two wickets taken by a bowler (for Under 10), three wickets taken by a bowler (for under 12 and under 17) in one over will give the bowling team one bonus point.
19. Bonus Point Rule # 2: 15 runs scored by a batsman (for under 10) 21 runs scored by a batsman (for under 12 and under 17) gets the batting team 1 bonus point.
20. Bonus Point Rule # 3. An extra point will be awarded for the team effort, if the team scores 50 or more runs (for Under 10) and 60 or more runs (for under 12 and under 17) then an extra bonus point goes to the batting team.
21. Bonus Point Rule # 4: If the team is dismissed or restricted to fewer than 50 runs (for Under 10) and fewer than 60 runs (for under 12 and under 17) then an extra bonus point will be awarded to the fielding team.

22. To assess a wide delivery, two cans shall be placed – 1 bat length from off-stump on the offside and 6 inches from leg-stump on the leg-side - and any bowled passing the crease outside these cans (Note NOT above the can) shall be designated a WIDE.
23. The ball will be considered LIVE after a call of WIDE and NO BALL, i.e. the batsman can be out (On a wide delivery player can be run out , stumping and on a NO-BALL player can be Run out)
24. Any ball which, after bouncing, passes the batsman above SHOULDER height in his normal stance, or would have passed him above shoulder height if it strikes the batsmans bat or body, shall be called a NO BALL by either umpire
25. If at the instant of delivery the Wicketkeeper is more than 9 metres OR 29.53 feet away from the stumps at the strikers end, NO BALL shall be called by either umpire.
26. For a delivery to be fair in respect of the feet, in the delivery stride. The bowler's back foot must land within and not touching the return crease. The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease. If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball
27. If the batsman is out of the crease, a bowl above the SHOULDER cannot be called a no ball.
28. Batsman MUST retire not out on reaching a personal score of 15 runs (for under 10) or 21 runs (for under 12 and under 17), but may return to continue his innings if one of the last pair of batsmen is out before completion of eight overs. Please note the batsman may complete all runs possible off the shot which takes him to or past the 15/21, e.g. if on 14/20 he then hits a boundary, the full score will be added, or if he is able to run additional runs past 15/21 they will also count. Not out batsmen must return to the crease in their original batting order.
29. Any team can retire their batsman before reaching the 15/21 runs. Batsman can retire at any time even in the middle of the over or as soon he reaches 15/21 runs.
30. If six wickets fall before the 8 overs are completed, the last remaining not out batsman is the only one who can score runs and therefore if he scores 1, 3 or 5 he must return to the batting crease. The last remaining batsman will be declared out if his partner is run out.
31. Winning: Four points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.

Super Over: If the total scores are the same:

32. A super over also known as one over eliminator rule will kick in; this rule is used when two teams finish at same score in a match.

Explanation : When a team scores, say 62 in 8 overs and chasing team also finishes with 62 from their quota of overs (irrespective of wickets lost), 1 additional over is played by each side and whoever scores more, wins the game. Simple as it may sound, there are few pointers related to it :=

- a) Subject to weather conditions, one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the referee. In normal circumstances it shall commence within 5 minutes after the conclusion of the match. If a decisions is made by the umpires that due to bad light or weather conditions super over is not possible then the winner is decided on the bonus points. Team with higher number of bonus points is decided as the winner.
- b) Super over will take place on the same pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match referee.
- c) Prior to the commencement of super over, each team elects three batsmen and one bowler and nominated players are given in writing to match referee.
- d) Team batting second in the match will bat first in the one over eliminator.
- e) For the super over rule, umpires select which end to bowl from and both teams use the end to bowl & bat their over (6 balls).. And, each umpire shall stand at the same end at which they finished the match.
- f) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.

- g) The loss of two wickets in the over ends the team's one over innings.
33. In the event of the teams having the same score after super over has been completed or if the weather/light doesn't permit to have a super over.
 - a) The side with more number of bonus points is judged the winner.
 - b) In the event of both teams being the same, the side that scored the most runs from the bat (i.e. total runs less all extras) wins.
 - c) If all of the above cannot distinguish a winner, then each side gets two (2) points.
 34. After end of league stages, in the event of the total number of points (Winning plus Bonus) being equal in a group, the superior position should be judged by using the following criteria in order:
 - a) The team winning the most matches. If no decision, then
 - b) The net run rate will be used at the End of the tournament. Decimal to the maximum number.
 - c) If no decision, then a coin will be tossed to decide the winner
 35. One adjudicator /Umpires shall be in charge of the tournament on each Ground. His decision on any point of dissension shall be absolutely final.
 36. Each team entering is asked, before the start of their first game, to submit, to the organizers, a list of their nominated seven players. Teams can have more than 7 players in their roster, but, only 7 can play in a game. No team shall field a non-nominated player (without the prior agreement of the organizers/adjudicator)
 37. Transfer of players between teams is not allowed. However a team can add any member to the seven member team provided that person has not / is not playing for some other team in the tournament.
 38. A team needing, because of injuries, to field a non-nominated player, in any match, must first approach the adjudicator. Adjudicator may approve or disapprove based on the nature of the injury. A player approved by the adjudicator in this way, becomes a nominated player for that team. Should the injured player/s replaced recover to be fit enough to play again, his/their captain will request the adjudicator to reinstate the player/s.
 39. Teams shall be ready to take the field of play when called.
 40. There will be a 5 minute turnaround time between innings
 41. All the players should be available and ready to take the field as soon as the break is over
 42. Teams are requested to arrange for their own bats or to borrow them from another team. Players are encouraged to bring their own bats for the tournament. Organizers are not responsible for making bats available.

Manager/Coach and Captains:

43. Each team should have two manager /coach for the duration of the tournament. One Coach/Manager from each team will act as Captain for the duration of the competition. Manager/Coach and Captain's responsibilities will be:
 - a) They should be conversant and proficient with the laws of cricket.
 - b) Nominating seven (7) players for every game of the team
 - c) They should control the behavior of their team players. (Conduct of the team.)
 - d) They represent their team and act on their team's behalf in case of disputes.
 - e) They should make their team respect and follow the umpire's and adjudicator's decisions.
 - f) They will be responsible for going over the rules and regulations with their players.

44. Umpiring:

- a) Neutral umpires will adjudicate each game. The organizers will provide them.
- b) The umpire will have a pool of balls (good condition) from which he will provide the bowling team.
- c) Bowlers may be given another ball (by the umpire only) if retrieval of the previous ball would waste time (e.g., a long boundary shot).
- d) Umpires are the final authority during the game. Their decisions are final. They will remain impartial at all times on the field.
- e) Any player showing unreasonable dissent in the opinion of the umpires/adjudicator shall be disqualified from further play in the tournament following due, and fair warning, from the said official/s

- f) Umpires will keep time of all breaks, and notify the captains as to when to resume.
45. ONE official scorer will be scoring in every game. The scorers will score independently and keep tallying at the end of every over. If the teams are interested in any other statistics, they should keep track of those themselves. The teams cannot however influence the score kept by the official scorer.
46. **STUMPINGS AND RUN-OUTS DISMISSALS:** Please note that in the case of run-outs and stumping's, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is out. This has caused a lot of confusion in the past. So we request the teams to pay special attention to this.
- 47. FIELD PLACING & SUBSTITUTE FIELDERS / Transfer of Players:**
- a) A maximum of one substitute fielder is allowed, under normal circumstances. However, more than one substitute fielder can be employed, with the approval of the adjudicator
 - b) There is no restriction on the field placing. However any conspicuous movement by a fielder once the bowler starts in his bowling stride to the instant that the ball is delivered is prohibited. The umpire will have the discretion in what is meant by conspicuous.
 - c) Fielders and bowlers also are prohibited from shouting anything from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsmen.

48. WASHOUTS/ Bad Weather/Bad Light:

- a) Coaches and their players must appear at the field ready to play as scheduled, regardless of the weather. Failure to appear will result in a forfeit of the match. Only the Tournament officials, City Officials or umpires may cancel or postpone a match. At the sight of lightning all games will cease and play shall not resume until Tournament Director determines that a minimum of 30 minutes has passed with no visible lightning.
- b) If the game is not completed due to bad light or bad weather then the game may be rescheduled. Rescheduling attempts will be made as fairly as possible, considering umpiring and field availability and normal progress of the competition. In case, a game has to be stopped/cancelled before completion then two situations arise:
- c) If there is enough time available later, the match will be continued from the point where it was left (Note that no changes in the team roster, as declared during the start, will be allowed for continuation; the bowling team can however employ as many as 2 substitute fielders. For any more substitute fielders, approval of the Umpires is necessary).
- d) If there isn't enough time the game would be considered a tie, and 2 point would be awarded to each team. If the game cannot be rescheduled 2 points would be awarded to each team
- e) The final decision, after consultation with the umpires, will be made by the organizers. Interference, of other teams will not be entertained.

49. CODE OF CONDUCT/ Discipline:

- a) The Russell Creek Park has been exclusively reserved for this cricket tournament during the time slots. So everyone involved should follow the rules and regulations of appropriate conduct on the field. Moreover everything that happens falls under the jurisdiction of the town/city police.
- b) As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. But the difference between encouraging ones owns team-mate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers.
- c) We encourage the participating teams to play in line with the laws and spirit of the game. Remember, the tournament is being played against the backdrop of a fundraiser for our underprivileged brothers and sisters.
- d) We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other cricket gear D) Spectators
- e) Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
- f) Determination of what constitutes unruly > or unsportsmanlike behavior will be based on the umpire and referees combined opinion.

50. Snacks/Drinks:

- a) Light Snacks and Drinks will be provided during the tournament by the organizers for a nominal fee for those who are interested.
- b) Funds collected from this tournament will proceed to further advocate the child rights in India for the benefit of children with special needs.