

# Rules for Cricket Tournament 2011

## General:

1.1. Teams cannot be modified before the game.

1.2. 12 Over innings

a. max **3 overs per bowler**.

b. Only **registered players** get to bat or bowl.

c. Substitute unregistered players can only field(see 3b).

1.3. Time guidelines

a. If less than 11 players of one team are present on scheduled time, that **team automatically loses the toss** and has to start the game with available players only.

b. In case of players having other commitments, team captain should inform the organizers and the other team's captain at least **12 hours prior to schedule**. A substitute unregistered player can be included for each unavailable player, but such player can only field. Wicket keeping is ok. Opposition team will appeal for violations.

1.4. **Super-sub: no limit** on number of times in a game. However, 3b applies.

## Extras:

2.1. Dead ball rules

- Balls that bounce over the shoulder height after one bouncer between head and shoulder height, due to uneven ground (umpire decision).

- Balls that discretely touch the ground twice or more before reaching the batting crease.

Dead balls will not be counted towards the over. i.e. No ball, no run, no wicket.

2.2. Extras include

- Wides

- Over-stepping no ball with free hit

- Waist high full toss balls (1 run extra) without free hit

## Other:

3.1 Bowlers will be allowed **one bouncer** for the over between head and shoulder height.

3.2 The batting team has to retrieve the ball if it is hit for a six on leg or off-side (outside the ground).

3.3 Boundary: A **right handed batsman** would be awarded **2 runs** if the ball is hit behind **square on the leg side** (because of the shorter boundary line).

3.4 Leg Before Wicket: There will be no leg byes or no LBW dismissal.

3.5 Umpires' decision is final and binding, it can't be argued. If umpires feel they can discuss among themselves and change their decision.