

CRICKET

- a) Matches shall be played according to the ICC rules in force, as adopted from time to time by the Board of Control for Cricket in India, unless otherwise modified.
- b) The bowling team is given 1.5 hours to complete its quota of 15 overs in the pool matches and 2 hours to complete its quota of 20 overs in positioning matches. The penalty for every short over will be decided by the all captains prior to the meet.
- c) No spike shoes will be used by the players.
- d) The cricket captains should discuss the rules and regulations for the conduct of the cricket matches and should submit the report before the first Sports Board meeting during the Main Meet. The Board Meeting should discuss and approve the plan that will be implemented.
- e) If there is a tie, the team having the better run rate shall be considered for deciding placing.
- f) The umpires are empowered to rearrange the number of overs by each side in the event of a delayed start or if play is suspended. The number of overs for the team batting second will not be reduced if the team batting first has been dismissed in fewer than agreed number of overs.
- g) Each team shall submit a list of players not exceeding sixteen who may participate in the tournament. Not more than 16 certificates shall be awarded to a team.
- h) Rules regarding the postponement of cricket match due to rain:
 - i. When rain affects play during the innings of the first team itself, the match will be continued, from where it has been discontinued. The umpires will decide whether the ground is fit for play or not.
 - ii. When rain affects the play during the innings of the second team batting and if the team batting second has not yet batted for half the number of overs, the match will be manned as in "i".
 - iii. If the team batting second has batted for more than half the overs and if further play is not possible on the same day, the winner is decided to be the team with better scoring rate at the particular point where and when the second team stopped batting.