

RULES FOR RIGSA CRICKET 2012

GENERAL RULES

- Every team must be present in their respective team colors
- Each team should have 8 players ready for a game to start
- Shoes are mandatory
- All communications to the committee or the umpire must be made only by the captain
- A team loses ONE over for every 5 minutes they are late, the game will be awarded to the other team if they are late by more than 15 minutes
- The umpire holds the authority to disqualify any player/team if any of the above rules are not followed!
- LBW will not be considered as a mode of dismissal
- Each inning shall start with a new ball
- The ICC Laws of Cricket will be followed for all rules not directly mentioned here (see <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>)
- No runner will be allowed for any batsman. No substitute fielder will be allowed for the fielding side
- The batting team shall appoint an umpire at the striker's end
- **Decisions of the umpire will be final. The scores kept by the neutral scorer shall be the final score**

THE SPIRIT OF CRICKET:

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws, but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

- **Responsibility of Captains:** The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
- **Player's Conduct:** In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the player's captain, and instruct the latter to take action.

- Fair and Unfair Play: The umpire is the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.
- The Spirit of the Game Involves Respect for:
 - Your opponents, Your own captain and team, The role of the umpires and The game's traditional values
- It is Against the Spirit of the Game:
 - To dispute an umpire's decision by word, action or gesture.
 - To direct abusive language towards an opponent or umpire.
 - Indulge in cheating or any sharp practice, for instance:
 - To appeal while knowing that the batsman is not out.
 - To advance towards an umpire in an aggressive manner when appealing.
 - 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
 - Violence: There is no place for any act of violence on the field of play.
 - Players: Captains and umpires together set the tone for the conduct of a cricket match.
- Every player is expected to make an important contribution to this

NOMINATIONS & TOSS:

- Both the teams will have to exchange the nomination list before the toss. The toss shall take place 10 minutes before the scheduled start of the game.
- Toss should preferably take place in the presence of committee member. The side winning the toss should indicate their choice of batting or bowling immediately after winning the toss.
- The captain must be present at the time of the toss.
- For the toss to take place, at least 6 (SIX) players from both teams should be available at the grounds. The players have to be inside the boundary line and excuses like they are sitting in their cars, they are in the parking lot, they are bringing water, they went to get coffee, they went to bathroom etc. are not valid. If the team does not have the required 6 players at the scheduled toss time they automatically LOSE THE TOSS to the other team.
- At the agreed upon match starting time the team not ready to play (i.e. do not have at least 6 players) shall lose 1 (ONE) over for every 5 (FIVE) minutes from their allotment of overs up to a maximum reduction of 3 overs. The team that is ready to play, with a

minimum complement of 6 players, at the agreed upon match starting time shall be made available the entire allotment of overs.

- The match will commence as soon as the team has at least 6 (SIX) players available to play on both sides.
- A decision to “call-off” the match will be made by the umpire at the ground, if after 15 minutes from the agreed upon start time, one of the teams is not present on the field with at least 6 (SIX) players. The umpires can consider it as a FORFEIT of the match, and award the game to the other team with at least 6 (SIX) players.

OVERS AND TIME MANAGEMENT:

- All matches shall be limited to (1) one innings of (6) six overs maximum per side and the finals shall be played for 8 overs each side
- Each over will consist of six (6) legal deliveries
- At most 2 bowlers can bowl a maximum of 2 overs in an innings of 6 overs
- Each bowler can bowl a maximum of 2 overs in an innings of 8 overs
- Batsmen must be ready to take guard or in position at the bowler's end within a reasonable time frame from the time a wicket as fallen, as may be decided by neutral umpire

MODES OF DISMISSAL:

In cricket laws there are 10 modes of dismissals as listed below. In our tournament we will follow the first 9 modes of dismissal only.

- 1) Bowled
- 2) Caught
- 3) Stumped
- 4) Run-out
- 5) **Hit-Wicket:** If the batsman, while the ball is in play, with his bat or by his person puts down his wicket while preparing to receive or in receiving a delivery or while immediately setting off for his first run.
- 6) **Obstruction of Field:** Either batsmen is out if he willfully obstructs or distracts the opposing side by word or action. The striker is out if the obstruction is caused by either batsmen while a catch is being made.
- 7) **Hit the Ball Twice:** If the batsman intentionally hits the ball again, while it is still in play, with his bat or person except for the purpose of protecting his wicket.
- 8) **Handled the Ball:** Either batsman is out if he willfully touches the ball with his hand or hands not holding the bat without the consent of the fielding side.

9) **Timed-Out:** The incoming batsman must be in position to take his guard or for his partner to be ready to receive the next ball within 3 minutes of a fall of the previous wicket.

10) **LBW:** We shall not consider lbws in our matches. So, a batsman should never be ruled out on account of lbw.

RUN OUT BY "MANKADED":

When the batsman at the non-striker's end has backed up too far out of his crease and the bowler is in his run-up (but before having entered his delivery stride) removes the bails with the batsman out of his crease, the batsman is said to have been "Mankaded" and the umpire shall give him out run-out. A bowler has to warn the batsman at least once before running him out in this way.

A bowler cannot run out a non-striker once he has entered his delivery stride. The delivery stride is defined as the stride in the course of which the delivery swing is made which starts when the bowler's back foot lands and ends when the front foot lands in the same stride. A bowler has to warn the batsman at least once before running him out in this way.

In simple terms, a bowler cannot run-out the non-striker once he has started to swing his arm to bowl. From the non-striker's perspective stay within the crease until the bowler starts his swing.

RESTRICTIONS ON THE PLACEMENT OF FIELDERS:

There will be no field restrictions enforced.

DEAD BALL:

A DEAD BALL call supersedes any other calls for wide, bowled, stumped, caught etc. The most common occasions when a dead ball shall be called and signaled by either umpire, if necessary, are listed below:

The ball becomes dead when,

1. it finally settles in the keepers hands
2. A boundary is scored
3. A batsman is dismissed
4. The ball is trapped in equipment or clothing of batsman
5. If a player or umpire is injured
6. The umpire calls an over
7. Umpire need to consult with the other umpire or the players

NO-BALLS:

Mode of Delivery:

- The umpire shall find out whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and then inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal NOBALL. It is the umpire's responsibility to find out what the bowler intends to do at the start of a spell and then it is the bowler's responsibility to inform of any changes during a spell.
- Underarm bowling shall not be permitted.
- Bowling from behind the umpire is not allowed. The umpire has to be in a position to see if the bowler bowled with the right mode and action.

Fair Delivery

The Feet:

For a delivery to be fair in respect of the feet, in the delivery stride the bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease (See Appendix).

- If the bowler delivers a ball from behind the umpire it will be called a NO-BALL.
- The ball does not become dead at the call of NO-BALL, but batsmen can only be dismissed from such a ball by Run Out, Hitting the ball twice, Handling the ball, or Obstructing the field.

The Arm:

If the neutral umpire feels that the bowler is throwing/chucking the ball, he can call a NO-BALL. Giving a warning is totally up to the umpires discretion, and not mandatory.

Height:

If in the judgment of the neutral umpire the ball has passed or would have passed over the batsman's shoulder if he were in his normal batting stance, then the umpire shall call and signal a NO-BALL.

NOTE: If the strikers-end umpire is from the batting team then the neutral umpire, always at bowlers-end in such cases, can over-rule the decision.

Full Tosses above the Waist:

If in the judgment of either umpire the ball without pitching (without touching the ground), has passed over the batsman's waist, when the batsman is in his normal batting stance, and inside the crease, then either umpire shall call and signal a NO-BALL.

NOTE: If the strikers-end umpire is from the batting team then the neutral umpire, always at bowlers-end in such cases, can overrule the decision.

Additionally the bowler will be given a warning for dangerous bowling if the ball was directed at the batsman's body. These types of deliveries can potentially injure the batsman. Hence, if 2 such deliveries which are directed at the batsman's body are bowled by a bowler, the umpire will stop the bowler from bowling further in the match. If the over is not complete, a different bowler has to complete the over. This bowler should not have bowled the previous over, and will not be allowed to bowl the next over. The number of balls bowled by the new bowler, will be credited to him, and hence will count towards his quota of overs.

NOTE: Since it is very difficult to ascertain the speed of the ball being bowled accurately, no differentiation will be made between fast and slow balls.

Free-Hit Following a Foot-Fault NO-BALL:

The delivery following a NO-BALL called for a foot fault shall be a free hit for whichever batsman is facing it. The umpires will signal a free hit by (after the normal NO-BALL signal) extending one arm straight upwards and moving it in a circular motion. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. Field changes are not permitted for free hit deliveries unless there is a change of striker. A free hit ball is counted towards the number of balls of an over. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. During a free hit, a batsman can be given OUT only by Run out, hitting the ball twice, handling the ball OR obstructing the field. If 6th ball becomes a foot-fault NO-BALL, 7th ball is a free hit ball and as long as the free hit ball is not a wide or another NO-BALL, that is the end of the over.

WIDE BALL:

A ball is a wide if it passes so high or wide that it is beyond the reach of the striker. A wide does not count in an over. The umpire should call and signal "wide" as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. The umpire shall not call "wide" if the batsman moves to a position so that the ball is beyond his reach or moves to a position so that the ball is within his reach. The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field.

The ball must pass behind the batsman AND outside the leg stump to be ruled a wide down the leg side.

A batsman is allowed to change his stance either during the bowlers run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman

changes his stance prior to the bowlers run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance. On the other hand, if the batsman changes his stance during the bowlers run up, the wide will be judged based on the stance that he took before the bowlers run up. This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario.

BYES:

A bye is called when a legal delivery passes the stumps without the ball touching either the bat or the batsman's body.

LEG-BYES:

We do not consider leg byes. No runs will be score on leg byes. The ball is simply ruled dead.

SCORING A BOUNDARY:

- A boundary shall be scored and signaled by the umpire at the bowler's end whenever, while the ball is in play, in his opinion:
 - The ball touches the boundary, or is grounded beyond the boundary.
 - A fielder, with some part of his person in contact with the ball, touches the boundary or has some part of his person grounded beyond the boundary.
- The phrases 'touches the boundary' and 'touching the boundary' shall mean contact with either:
 - The boundary edge as defined in 2 above or
 - Any person or obstacle within the field of play which has been designated a boundary by the umpires before the toss.
- The phrase 'grounded beyond the boundary' shall mean contact with either:
 - Any part of a line or a solid object marking the boundary, except its boundary edge or
 - The ground outside the boundary edge or
 - Any object in contact with the ground outside the boundary edge.
- If the player in contact with the ball is in contact with another player or object which is either fully or partially outside or touching the boundary, it will be considered as a FOUR or SIX depending on whether the ball bounced or not. This also applies to cases where a fielder takes a catch by leaning against a fence which is considered as the boundary marking.

Super Over:

If a match ends with the scores tied, the tie is broken with a one over per side "Eliminator" or "Super Over".

1. Each team nominates three batsmen and one bowler to play a one-over per side "mini-match".
2. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.
3. The side with the higher score from their over wins.
4. If the teams finish tied on runs scored in that one over, the side with the higher number of sixes in its full innings and in the one-over eliminator will be declared the winner.
5. If the teams are still tied, the one with the higher number of fours in both innings will win.
6. If still tied, the one with higher number of the twos in both innings will win.
7. If still tied, another one over will be played following above rules and winner will be decided.
8. Umpires will be responsible for the successful execution of the SUPER OVER. All decisions taken by the umpires will be final.

APPENDIX – The pitch

