

RULES & REGULATIONS FOR CRICKET TOURNAMENT

1. A player who has played in one team is not allowed to play in another team.
2. This tournament would be played with Green Vicky Tennis ball.
3. Each innings would start with a new ball.
 - a. In case a ball is being lost or broken before two over's of an innings, then new ball would be issued.
 - b. If lost after two overs of an innings, old ball [used] would be issued.
4. League matches would be of 10 overs & knockout matches.
5. Power Play:
 - a. League Matches: First 2 overs are mandatory power play over.
 - b. Only 2 players can field outside the 30 yard circle during power play over's.
 - c. During the non-power play overs minimum of 4 fielders should be present within the 30 yard circle, failure to do so during a delivery of a ball would be called as a No-ball by the umpire.
6. Team composition and Reporting time:
 - a. If any player who did not play in earlier matches from any other team and not in the list of 15 players, could be included in the team if he is from same department as and when required with the consent of Organizing committee.
 - b. In case any department finds short of players to form a team, it can merge with another similar department to form a team consisting of players from 2 departments. In such a case, there shall not be a second team from any of the 2 merged departments. NOTE: Department shall check internally on interested players before merging with another department.
 - c. Team should report 40 minutes prior to the scheduled match start time. Toss would be held 30 minutes before the start of the scheduled time.
7. Minimum of 7 players are required from a team to start the match. Failure to do so would yield a walkover to the opposition team. Remaining players must arrive within 5 overs. In case of a failure only the fielded 7 would be allowed to bat.
8. In case of delay in start of the match due to late arrival of teams.
 - a. Delay upto 5 minutes, 1 over will be reduced per side
 - b. Delay upto 10 minutes, 2 overs will be reduced per side 10.
 - c. Delay beyond 15 minutes, match will be awarded to the opposition team.
9. On-field umpire's decision would be the final one.
10. It is captain's responsibility to uphold spirit of the game by his team.
11. Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
12. If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament.
13. If any team misbehaves or abuses the umpires inside the field or out side the field during the match, the team will be disqualified from the tournament.
14. For every win, a team would get 2 points and losing team won't get any points.

15. Walkover- 2 points to the team reporting for play and this match will not be taken for calculation of NRR.
16. In case of a tie in the league stages each team would get 1 point each.
17. In knockout matches if a tie happens Super over would be held.
18. Rules for super over
 - a. The team batting second in the match will bat first in the Super Over.
 - b. 3 Batsmen from each team can bat and 1 bowler from each team will bowl
 - c. Entire fielding unit is allowed to field
 - d. In case super over is tied, then again super over will be held.
19. In matters of doubt not covered by the tournament rules, the decision of the tournament committee will be final and binding upon all concerned as per the standard rules.
20. Dead Ball[During the course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
21. LBW are not applicable for this tournament.
22. All "no-balls" (As per ICC rules: front foot, side-line, above the waist, Fielding restriction etc) result in a free hit in the next delivery, where field can be changed only if the batsman has crossed over or no ball is due to Field restriction.
23. A runner can be used only when a player gets injured during the innings or during fielding. A runner cannot be used for a player who is injured before the start of the match / tired during the match. The runner can be used only with the discretion of the umpires depending on the reason/cause and consent from the opposition captain.
24. Obstructing the field:
 - a. If either batsman can be given out if he wilfully attempts to obstruct or distract the fielding side by word or action. On-field umpire's decision would be the final one. Batsman could be declared out,
 - b. When a batsman thinks that he is going to be run out and he blocks the ball with his bat or changes his line intentionally when running between wickets to block the ball.
 - c. The striker is out should wilful obstruction or distraction by either batsman prevent a catch being made.
 - d. Batsman cannot be called out, if
 - a. When a batsman is running between wickets, he does not deviate from his course and the ball hits him without the batsman blocking the ball on purpose.
25. Each no ball and wide ball will get 1 extra ball.
26. Each Teams have to bring their own bats (Bats will not be provided from College).
27. A bowler can't bowl more than 2 overs in the match.
28. Over throws will have runs.
29. One bouncer is allowed per over, provided the ball passes between the shoulder and the head, However, ball passing over the head will be declared as a wide.

30. If the first bouncer is above head height and batsman gets out or scores runs, then it's considered as first bouncer and its considered as a legal delivery. Also batsman would be declared out or scored runs would be counted respectively.
31. Free hit is allowed for all No balls (all foot no-balls, above waist no-balls, no balls due to fielding restriction or some other reason).
32. Wicket keeper if wants to bowl, he could bowl but before that it's his/captain's responsibility to inform the umpire about the change of wicket keeper.
33. This needs to be ensured by fielding captain & in case missed out umpire could call the delivery as no-ball.
34. Players having valid College ID Card can play in match.
35. The team lists must be submitted to the tournament organizers at least 1week before the tournament and changes for the subsequent games must be approved by the organizers.
36. Tournament coordinators will communicate only with the team captain, team captain should explain the rules to their team. Team captains are expected to coordinate.
37. Disqualification of any player of team as per direction of organizing committee.
38. Only Registered Participants can play in a match.