

Tournament Rules

General

1. The competition shall be known as the **1st VRIC-CC COMMUNITY TAPE BALL CRICKET TOURNAMENT a.k.a Helping Hand Cup 2017.**
2. The Organizing Committee of the tournament shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.
3. Except for those laws that are unique to local playing situations and conditions, this tournament will abide by the latest available ICC Laws of Cricket document. The complete and latest ICC code can be found, at ICC's website. In the event of conflicts, the rules as stipulated by the committee shall supersede.
4. In case of inclement weather or other unforeseen circumstances during the competition, the Organizing Committee will reschedule the game(s).
5. A player who has already played from one team cannot play from another team.
6. No new players shall be allowed to register/play during the tournament without prior approval from committee.
7. Participating teams will also have to sign and submit a Waiver.
8. Tennis ball with white tape will be used in the entire tournament.
9. **Fiber Bats are NOT allowed.**

Organizing Committee (OC)

The Organizing committee will be comprised of the following people from VRIC-CC:

Iqbal Mirza, Shakaib Jamal, Omer Farooq, Irshad Shaikh and Mannan Burhan

Format

1. All 4 teams will be in a single group playing each other once in round robin format.
2. Each team will consist of **12** players. All 12 will field but only 11 will bat.
3. Top 2 teams will qualify for the final.
4. All round games shall be limited to a maximum of **8 overs** per inning. Final will be 10 overs.
5. In Round games, only **2 bowlers** will be allowed to bowl **2 overs** per innings. In Final, only **4 bowlers** will be allowed to bowl **2 overs**.

Substitutions/Backup Player

1. Each team will be assigned **12 players** before the start of the tournament.
2. The first 12 selected players will play. The backup player will be used after announcing to the Organizing Committee and then the replaced player will only be able to participate as a fielder in the remainder of the tournament.
3. Each team will only get one pre-assigned backup player.
4. No Substitutes outside of roster are allowed even for fielding.
5. A runner is only allowed with the opposition captain's consent irrespective of the injury sustained before or during the tournament to the batsman.

Scoring and Points

1. The designated tournament officials will do scoring.
2. There will be **2-points awarded for each win, 1 for tie and 0 for no result.**
3. There will be **1 bonus point** if team scores 96 runs (12 runs per over) or more in their entire innings. **Another bonus point** is given for restricting the batting side under 56 runs (or 7 runs per over).
4. **Bonus** points are ONLY used to determine the ranking when **teams are tied on points**. A team with no win but more bonus points shall not be **ranked higher** than the team with a win but no bonus points.
5. In case of teams finishing with same number of points, following criteria will be used to determine the ranking in the exact order.
 - a. Higher number of points.
 - b. Higher number of bonus points.
 - c. Higher net run rate.
 - d. Winner of head to head game during group stage.

Note: In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled to and not on the number of overs in which the team was dismissed.

Washed Games

If the games could not be played due to bad weather or any other reason then the Organizing Committee will reschedule matches to the next weekend at the same location.

Delayed or Interrupted Matches

1. In the event a game is curtailed by rain, bad light or any other weather related factor, the games will only be rescheduled at organizing committee's discretion.
2. If one inning was completed then game will start from where it was stopped. Otherwise, the entire game will be rescheduled.

Game Time

1. Each team shall have **32 minutes** to bowl their 8 overs. Umpire shall give the warning to the fielding captain, if this team is running behind.
2. After the first warning, umpire shall have the right to **give 5 runs penalty** for every 4 minutes of delay. This will be up to umpire's discretion on a per game basis.
3. Toss will be done 15 min prior to the game start time. Captains need to see match umpires and Organizing Committee for the toss.
4. Match will start on time regardless of how many players are present in the ground.

Rules Specific to this Tournament

1. No LBW
2. No Leg Byes
3. Byes and over throws are allowed
4. Wide will be declared if the balls is outside the bounds of the wide marker. "**On-the-marker**" is considered a legitimate ball.
5. Wide markers are just guidelines. If a batsman moves across and the bowler bowls a ball outside the wide marker, the umpire needs to make a judgment call if it was outside the reach of the batsman or not despite being outside the wide marker.
6. Above waist high full toss ball will be called a **NO Ball** regardless of whether it was bowled by a fast bowler or a spinner.
7. 1 bouncer is allowed, if the ball passes between the batsman's shoulder and head in his normal batting stance at the popping crease. Any subsequent bouncer between the shoulder and head shall be called a **No Ball** and a free hit will be rewarded.
8. Any bouncer passing over the batsman's head will be called a **WIDE Ball**.
9. **All No balls shall result in a free hit.**
10. A foot no ball overrules a wide ball. For instance, a bowler bowls a wide ball but

he had overstepped while doing so then it will be declared **No ball** and a free hit shall be awarded.

11. We will be using stand in stumps with the metal frame. If ball hits any part of the stumps including the frame, batsman is considered out. There will be no bails.
12. In the case of an injury sustained during the game to the batsman, a runner will be allowed only if the opposing captain agrees to it. The same rule applies to any previously sustained injuries.
13. A retired (declared) batsman can come back **ONLY** after one of the following happens.
 - a. 2 wickets have fallen.
 - b. 2 overs (12 balls) have been bowled.
14. **Chucking is NOT allowed.**

Umpiring and Disputes

1. **UMPIRE'S DECISIONS ARE FINAL.** Even if you do not like or agree with the decision of the umpires, you accept it and move on. No cursing, no screaming, no calling names (in any language), no filing protests, nothing that violates the spirit of the game. Period. No questions.
2. **Calling a no ball on illegal bowling action (throwing)** is entirely umpire's call, which can vary from umpire to umpire.
3. **Main umpire will have the authority to overrule leg umpires decision if he deems necessary.**
4. Umpires shall impose penalties on any player who does not comply with standards of the game as he deems fit.
5. Umpires shall report such occurrences to the Organizing Committee.
6. It is the responsibility of BOTH captains to see that decorum is maintained at all times and the spirit of the game is adhered to.
7. The Organizing committee along with representatives of both teams and the officiating umpires shall arbitrate disputed games.

Clothing & Uniform

1. T-Shirts will be provided to all teams before their games starts on Thursday. Each player playing in the game **MUST** wear those T-Shirts.
2. Players can wear regular sportswear pants with the **EXCEPTION** of shorts.
3. Shorts are not allowed. No Exceptions!
4. We will be using white taped ball so **NO White Shirts shall be allowed.**

Protective Gear

- The wicketkeeper is the only member of the “**fielding**” side permitted to wear protective gloves.
- Both batsmen are allowed to wear gloves while batting.

Insurance

1. **The VRIC-CC is not responsible for accidents or injuries that a player may suffer while travelling to/from the grounds, while playing, or even simply spectating a game.**
2. The VRIC-CC or member of the organizing committee will not be held liable for any accidents or injuries that a player may suffer while traveling to/from the grounds, while playing, or even simply spectating a game.

