

Rules and Regulations of NCRTA Cricket Championship 2011

All matches are 6 overs a side unless stated otherwise by the Cricket Coordinator. Number of Players in each side shall consist of 7 players. A side shall consist of minimum of 5 bowlers. First 5 overs shall be bowled by 5 different bowlers. The last over (6th over) can be bowled by the 6th bowler or any other bowler. In other words, only one bowler shall be allowed to bowl 2 overs, where he shall bowl his second spell in the 6th over. The innings lasts until the batting side is "all out" (i.e., 7 of the 7 batting players are "out") or in other words, the last man (seventh man) will get the batting chance.

The tournament involves preliminary group stage, semifinal and final stage. In the preliminary group stage, the 6 teams will be divided into two groups of three. Each team will play every other team in its group. There will be a total of three matches in each group. The top two teams from each group will advance to the semifinal (semifinal: first place Group 1 vs. second place Group 2 and second place Group 1 vs. first place Group 2) and then the top two teams will play the final.

They will get two points for a win, one point for a tie or no result and no points for a defeat. The top team from each group will progress to the super final stage

In the event where two or more teams have same points at the end of the group stages, a series of tiebreakers will be used in order, until one team emerges superior.

Tiebreaker 1: Most wins in their group

Tiebreaker 2: Higher net run-rate - see appendix A with example

Tiebreaker 3: Higher number of wickets taken per balls bowled

Tiebreaker 4: Winner of head to head match played between them

Tiebreaker 5: The drawing of lots

If there is a tie of a no result in the final, the championship will be shared.

Simple Rules and Regulations

(1) Number of Players:

(a) Each side shall consist of 7 players, one of whom shall be captain. Each team manager or captain shall provide a list of the names of the 7 players and the nominated 8th man in writing on the team-sheet to the Cricket Coordinator 15 minutes prior to the start of play.

(b) A team shall be entitled to change its players at any time prior to the toss provided it is done so in writing to the Cricket Coordinator. Immediately prior to the toss, the Cricket Coordinator shall check with both team captains that the players nominated on the team sheets are correct.

(c) No player may be changed after the toss without the consent of the opposing team captain.

(2) Umpires

(a) NCRTA shall appoint two umpires for on-field, bowlers end umpire and square let umpire. Such umpires shall not be from the same team as the participating teams.

(b) Neither team will have a right of objection to an umpire's appointment.

(c) The umpires shall be present at the ground at 5 minutes before the scheduled start of play.

(3) Wide Ball

(a) Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(b) To assess a WIDE delivery on the Off-side, a line has been marked at a distance of 3 feet from the middle stump at right angles to the crease and extending from the bowling crease. A delivery passing the crease outside this line shall be designated a WIDE, provided it does not touch the bat and/or any part of the striker or part of his equipment.

(c) To assess a WIDE delivery on the Leg-side, any delivery, which pitches on or outside the line of the striker's leg stump, when he is at his normal guard position, and continues to pass the popping crease on the leg side, shall be called and signaled WIDE.

(d) If as a result of the striker stepping to the leg side in order to hit the ball, the ball passes BETWEEN THE STRIKER AND THE WICKET OR between his legs, although passing outside the line of the leg stump, the ball shall NOT be called wide.

(e) A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

(4) Unfair Bowling

The Bowling of Fast Short Pitched Balls:

(a) A bowler shall be limited to one fast short-pitched delivery per over.

(b) A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the crease.

(c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.

(d) In addition, a ball that passes above head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

Bowling of High Full Pitched Balls

(a) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

(b) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed unfair, whether or not it is likely to inflict physical injury on the striker.

(c) In the event of a bowler bowling a high full pitched ball as defined in (a) and (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball.

(5) Substitutes and runners; batsman or fielder leaving the field; batsman retiring; batsman commencing innings

1. Substitutes and runners

(a) If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, they shall allow that player to have

(i) a substitute acting instead of him in the field.

(ii) a runner when batting.

Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.

(b) The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time.

(c) A player wishing to change his shirt, boots, etc. must leave the field to do so. No substitute shall be allowed for him.

2. Objection to substitutes

The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicket-keeper. See 3 below.

3. Restrictions on the role of substitutes

A substitute shall not be allowed to bat or bowl nor to act as wicket-keeper or as captain on the field of play.

4. A player for whom a substitute has acted

A player is allowed to bat, bowl or field even though a substitute has previously acted for him.

5. Fielder absent or leaving the field

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play,

(a) the umpire shall be informed of the reason for his absence.

(b) he shall not thereafter come on to the field during a session of play without the consent of the umpire. See 6 below. The umpire shall give such consent as soon as is practicable.

(c) if he is absent for 2 overs or longer, he shall not be permitted to bowl thereafter.

6. Player returning without permission

If a player comes on to the field of play in contravention of 5(b) above and comes into contact with the ball while it is in play

(i) the ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. The ball shall not count as one of the over.

(ii) the umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.

(iii) the umpires together shall report the occurrence as soon as possible to the Captain of the fielding side and any Cricket Coordinator for the match.

7. Runner

The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings.

8. Transgression of the Laws by a batsman who has a runner

(a) A batsman's runner is subject to the Laws. He will be regarded as a batsman except where there are specific provisions for his role as a runner.

(b) A batsman with a runner will suffer the penalty for any infringement of the Laws by his runner as though he had been himself responsible for the infringement. In particular he will be out if his runner is out under any of Cricket Laws such as Handled the ball, Obstructing the field or Run out.

(c) When a batsman with a runner is striker he remains himself subject to the Laws and will be liable to the penalties that any infringement of them demands. Additionally, if he is out of his ground when the wicket is put down at the wicket-keeper's end, he will be out in the circumstances of Run out or Stumped irrespective of the position of the non-

striker or of the runner. If he is thus dismissed, runs completed by the runner and the other batsman before the dismissal shall not be scored.

(d) When a batsman with a runner is not the striker

(i) he remains subject to Cricket Laws such as Handled the ball and Obstructing the field but is otherwise out of the game.

(ii) he shall stand where directed by the striker's end umpire so as not to interfere with play.

(iii) he will be liable, notwithstanding (i) above, to the penalty demanded by the Laws should he commit any act of unfair play.

9. Batsman leaving the field or retiring

A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

(a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as -Retired 'not out'.

(b) If a batsman retires for any reason other than as in (a) above, he may only resume his innings with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as -Retired 'out'.

(c) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

APPENDIX A

Net Run Rate

Net Run Rate (NRR) is a statistic used in the sport of cricket. The net run rate in a single game is the run rate per over that a team scores, minus the run rate per over that is scored against them. Hence for a single match the winning team will have a positive NRR and the losing team will have a negative NRR. However, net run rate is only useful when aggregated over two or more matches and in this scenario it can be thought of as a measure of the aggregate or average of a team's performances over several matches.

Step by step explanation

A team's run rate (RR) is their total number of runs divided by overs faced.

So if a team scores 30 runs off 6 overs then their run rate is $30/6=5.0$. If they got that same score off 5 overs, their RR would be $30/6=6.0$

The concept of net run rate involves taking the opponents' final run rate away from the team's run rate. The only complication is that if a team is bowled out, it is not the balls faced which their score is divided by; instead the full fifty over quota is used.

Usually, runs and overs bowled are summed together throughout the whole matches as the following formula shows:

Net Run Rate = (total runs scored/total overs bowled) – (total runs conceded/total overs bowled)

Scenarios

All scenarios assume rules with 6 overs per side of 7 members.

1. Side that bats first wins

(a) Team A bat first and set a target of 54/4 off their full quota of 6 overs. Team B fail in their run chase, early losses causing them to struggle to 40/5 in their 6 overs.

(b) Team A's run rate is $54/6=9.0$

(c) Team B's run rate is $40/6=6.7$

(d) Team A's NRR for this game is $9.0 - 6.7 = 2.3$ Assuming this was the first game of the group matches, their NRR for the group table would be +2.3.

(e) Team B's NRR for this game is $6.7 - 9.0 = -2.3$. If this was the first game of the group matches, their NRR for the group table would be -2.3.

2. Side that bats second wins

(a) Team A bat first and set a target of 52/3 off their full quota of 6 overs. Team B successfully chases, getting their winning runs with a four with 10 balls (1.4 of the 6 overs) remaining, leaving them on 54/2.

(b) Team A's run rate is $52/6 = 8.7$

(c) Team B faced 4.2 overs, so their run rate is $54/4.2 = 12.9$

(d) Assuming that Team A and Team B had previously played as in the game in scenario one, the new net run rate for team A would be

$$(54 + 52) / (6 + 6) - (40 + 54) / (6 + 4.2) = 106 / 12 - 96 / 10.2 = -0.6$$

3. Side that bats first is bowled out. Side batting second wins.

(a) Team A bat first and are skittled out for 27 off 4.4 overs. Team B reach the target for the loss of four wickets off 5.1 overs, scoring a single to win the game and end with 28 runs.

(b) Despite Team A's run rate for the balls they faced being $27 / 4.4 = 6.1$ because they were bowled out the entire 6 overs are added to their total overs faced tally for the tournament, and Team B are credited with having bowled 6 overs.

(c) Team B actually scored at a slower pace, however they managed to protect their wickets. Thus, only the 5.1 overs are added to the group table tally.

4. Side that bats second is bowled out. Side batting first wins.

(a) Team A bat first and set a formidable 72/3 off their complement of 6 overs. Team B never get close, being bowled out for 62 off 4.4 overs

(b) As in scenario 2, 72 runs and 6 overs are added to Team A's tally.

(c) However, Team B, despite facing only 4.4 overs, have faced 6 overs according to the NRR calculations, and Team A have bowled 6 overs.

5. Both sides are bowled out, the team batting first therefore taking the points.

(Team A bat first, and manage 22 off 5 overs on a difficult playing surface. Team B fall agonizingly short, reaching 19 off 4.3 overs.

(b) In this case, both teams get 6 overs both faced and bowled in the overs column for the group table, just as in example 1.

6. The game ends in a tie

Runs and overs are added as in the examples above, with teams bowled out being credited with their full quota of overs. Thus, the net run rate may actually change after a tie.