



# Rules and Regulations of NCRTA Taped Tennis ball Cricket

## Championship 2013

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 (6<sup>th</sup> over) can be bowled by the 6<sup>th</sup> 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 6<sup>th</sup> 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 will follow the double elimination rule.

## Simple Rules and Regulations

### (1) Number of Players:

- 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 8<sup>th</sup> man in writing on the team-sheet to the Cricket Coordinator 15 minutes prior to the start of play.
- 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.
- 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 advice 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 is it 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 or 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

Depending on the number of team entries we shall follow the double elimination or single elimination format.

Double elimination bracket:

<http://www.printyourbrackets.com/fillable-tournament-brackets.html>

In the event of a tie, the game will be decided by a Super over.

**1.** Subject to weather conditions, one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the referee. In normal circumstances *it shall commence within 5 minutes* after the conclusion of the match.

**2.** Super over will take place on the same pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the Match referee.

**3.** Prior to the commencement of super over, each team elects three batsmen and one bowler and nominated players are given in writing to match referee.

**4.** For the super over rule, umpires select which end to bowl from and both teams use the end to bowl & bat their over (6 balls).. And, each umpire shall stand at the same end at which they finished the match.

**5.** No field restriction is in place during super over.. that is, 5 fielders outside 30 yard circle can be set but at least 4 fielders have to be inside that same circle. no catching fielder is mandatory.

**6.** Team batting second in the match will bat first in the one over eliminator.

**7.** The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.

**8.** The loss of two wickets in the over ends the team's one over innings.

**9.** In the event of the teams having the same score after super over has been completed, the team that hit the *most number of sixes combined from its two innings in both the main match and the super over shall be the winner.*

**10.** *If the number sixes hit by both teams is equal, the team whose batsmen score the most number of fours in its two innings (main innings + super over) will be the match winner.*