RULES & REGULATIONS

Section A

1. Each game shall be played between two (2) teams consisting of six (6) players. A game shall consist of a maximum of five (5) six-ball overs completed by each team.
2. One bowler is allowed to bowl only two (2) overs. Each other bowler shall bowl one (1) over.
3. Underarm bowling is prohibited.
4. A “wide” shall count as one (1) run to the batting team and an extra ball shall be bowled.
5. A “no-ball” (due to over stepping and waist height) shall count as one (1) run to the batting team and a free hit (the batsman can only be run out) will be given to the batting side.
6. Umpire warns for the first bouncer as a legal bouncer and the second bouncer illegal bouncer. The number of legal bouncers allowed for an over is one (1). If the first legal bouncer is above the batsman’s head and the batsman unable to strike the ball it, then it will be a “wide” as in case 4. This wide is still counted as the only legal bouncer for the over. Second bouncer will be a “no ball” as in case 5.
7. Chucking (throwing) is called a “no ball” as in case 6. There will be only two warnings and then that bowler can’t bowl in that match and that over goes with the case 10.
8. If a ball bounces twice or more than that, it will be a “no ball” as in case 6.
9. Back foot “no ball” is considered under case 6.
10. If a fielder be injured during the course of play, a substitute fielder will be permitted, but he will not be allowed to bowl or bat. At bat, the injured player shall be entitled to a “runner”.
11. A bowler unable to complete or begin bowling, his over shall have another bowler from the bowling team selected by the captain to complete the over, subject to item 9 below.
12. No bowler shall bowl two (2) consecutive overs.
13. By runs and leg by runs are allowed.
14. If the bowling team changes the keeper, or if the keeper wants to bowl, the bowling team should inform the umpire before the first ball of his over. If not, it will be a “no-ball” of one (1) run to the batting team and a free hit (the batsman can only be run out) will be given to the batting side.
15. If the bowler changes the bowling side, he/she should inform the umpire before bowling.
Section B

1. The **team** having achieved the **highest score** at the completion of the match shall be declared the **winner**.

2. In the event of **tied scores**, the **winner** can be decided through “**super over**”, which is a one over eliminator. This event can be used to determine the winner on a tied match. In super over:
   a. Each team bats one over under the same field restrictions.
   b. The team batting second in the main match will bat first in super over.
   c. Each team has three nominated batsmen, meaning that the loss of two wickets ends super over and their names should be informed to the score table before the super over.
   d. Each team has one nominated bowler, who should bowl all six deliveries and his name should be informed to the score table.

3. In the event of **both teams** remaining tied upon consideration of **Item (2)** above, the **team** scoring the **most number of sixes** in their innings shall win. If no sixes have been scored, then the team achieving the **most number of fours** shall be the declared **winner**.

4. **Cannot** use any kind of an **artificially manufactured or composite bat**.

Section C

1. The tournament will be in league basis. There will be three teams per group and there will be 4 groups. (subject to change).

2. Top two teams who win the most number of matches will be selected to the quarter finals.

3. One (1) player from each team shall be nominated “**Captain**” for their team in each game.

4. Time-keeping is crucial to the success of this tournament. Each team must be prepared in advance for each match as follows:
   a. Captains must conduct the toss at least 5 minutes prior to the scheduled start of the game and must check-in with the team selection, including the substitute before each match.
   b. In case of a wicket fall, the next batsman needs to be in within 60 seconds. If he fails to do so, the bowling team has the right to appeal for timeout and the batsman shall be declared out.
   c. If any teams fail to show up in the ground or are not ready to play 5 minutes after the scheduled start, the other team shall be given a **walkover**.
   d. **Decisions made in all matters by the Umpires on the field of play and the committee heads shall be final. Any misconduct reported to ISU officials by the umpires may result in immediate disqualification of the team.**

5. **Discipline FIRST.**
International Student Union
Presents
6-A-Side Cricket Tournament 2016

Section D

- Net Run Rate plays a crucial part in this tournament for a team to enter to the quarter finals. Net Run Rate has become the preferred method of breaking ties in multi team cricket tournaments.

- A team’s net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

- 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 and not on the number of overs in which the team was dismissed.

- Let’s take as an example South Africa’s net run rate in the 1999 world cup.

**For:**
South Africa had scored, in the tournament:
- Against India, 254 runs (for 6 wkts) from 47.2 overs
- Against Sri Lanka, 199 runs (for 9 wkts) from 50 overs
- Against England, 225 runs (for 7 wkts) from 50 overs

Across the three games, South Africa scored 678 runs in a total of 147 overs and 2 balls (actually 147.333 overs), a rate of 4.602 rpo (678/147.333).

**Against:**
Teams opposing South Africa scored:
- India, 253 runs (for 5 wkts) from 50 overs
- Sri Lanka, 110 from 35.2 overs
- England, 103 all out from 41 overs

In the case of Sri Lanka, and England, because they were all out before their allotted 50 overs expired, the run rate is calculated as if they had scored their runs over the full 50 overs.

Therefore, the run rate scored against South Africa across the three games is calculated on the basis of 466 runs in a total of 50+50+50=150 overs, a rate of 3.107 rpo (466/150).

**NET RUN RATE is:**
- -> 4.602 rpo for
- -> 3.107 rpo against
- -> +4.602 -3.107 = +1.495, is the final net run rate.

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