

# **HCG Sports Meet: KREEDA 2024**

## **Cricket**

### **Playing Rules**

**The Matches will be played with the Vicky (Green) Tennis Cricket Ball.**

#### **Maximum Overs**

##### **Team**

- For the Regional Rounds: The matches will be played for a Maximum of 8 Overs for the league and 12 Overs during the Semifinals and 15 Overs Each side respectively for the Finals
- For the National Rounds: The matches will be played for a Maximum of 20 Overs Each side.

##### **Bowler**

- For 8 Over Game: 2 Overs each bowler
- For 12 Overs Game: Two Bowlers can bowl a maximum of 3 Overs and Rest cannot bowl more than 2 Overs each once two bowlers have completed bowling 3 overs each.
- For 15 Over game: Three Bowlers can bowl a maximum of 3 Overs and Rest cannot bowl more than 2 Overs each once three bowlers have completed bowling 3 overs each.
- For 20 Over game: 5 Bowlers can bowl a maximum of 5 overs each.

#### **General:**

**A 8 over game:** Each fielding side should complete the quota of 8 overs in 40 Minutes with a grace of 5 Minutes.

**A 12 over game:** Each fielding side is expected to complete the quota of 12 overs in 60 Minutes with a grace of 5 Minutes.

**A 15 over game:** Each fielding side is expected to complete the quota of 15 overs in 75 Minutes with a grace of 5 Minutes.

**A 20 over game:** Each fielding side is expected to complete the quota of 20 overs in 90 Minutes with a grace of 5 Minutes.

#### **Specific Rules**

##### **❖ Format:**

- Round Robin for the League phase if the number of participating team are 5 or less, In case of more than 5 teams participating the tournament shall be organised in knockout pattern.
- Knockout for Semifinals

❖ All team participants must wear their respective team uniform. Shoe is compulsory for each player. Players playing with bare foot or slippers will not be permitted to play.

❖ Entire tournament matches will be played in Vicky ball (Green). New ball will be provided for each innings. In case of Loss or damage of the ball, the same will be replaced with a used ball as per Umpire's evaluation.

❖ Umpire decision would be final decision. No argument with umpires at any circumstances are advisable. Any dispute during the match will be resolved between both the field umpires along with both the team captains. The team not co-operating with the umpire and organizing team decision will be immediately disqualified.

❖ Substitute fielding: Can have substitute fielders from each team and restricted to maximum 2 substitute fielders.

❖ Free hit – Free hit will be given by the field umpire when the bowler bowls a NO ball as described in laws of cricket endorsed by International Cricket Council

❖ Bowler Chucking: In events of any doubts arising in bowling action of the bowler during the match, LEG Umpire will decide whether that particular bowler can continue to bowl – in discussion with the other on-field umpire. In case of further disputes organizing committee will take the final decision. Only striker batsman has the right to appeal chuck bowling. Other team members should not provoke the batsman to appeal.

❖ No LBW

#### ❖ **BATTING POWER PLAY:**

**8 over game:** First 2 overs are batting power play. For first two over's, two fielders can stand outside of the 30-yard circle. Rest between 3rd to overs a maximum of five fielders shall be allowed outside 30 yard.

**12 over game** First 3 overs are batting power play. For first three over's, two fielders can stand outside of the 30-yard circle. Rest between 4<sup>th</sup> to 12<sup>th</sup> overs a maximum of five fielders shall be allowed outside 30 yard.

**15 over game:** First 4 overs are batting power play. For first four over's, two fielders can stand outside of the 30-yard circle. Rest between 5<sup>th</sup> to 15<sup>th</sup> overs a maximum of five fielders shall be allowed outside 30 yard.

**20 over game:** First 6 overs are batting power play. For first Six over's, two fielders can stand outside of the 30-yard circle. Rest between 7<sup>th</sup> to 20<sup>th</sup> overs a maximum of five fielders shall be allowed outside 30 yard.

❖ In case batsman retires by injury, tired or retired hurt, he can occupy the crease again in 9th down or in the last wicket.

❖ Organizers and Umpires have all the right to cut down the over if short fall of time in any circumstances.

❖ Team captains must be available for toss before 15 minutes against their stipulated time. Walk over will be given without any hesitation if team does not report before their schedule time and opposite team will be declared as winner.

❖ All the League matches are 8 over's match and Semi-Final will be 10 overs and Finals will be played as 15 overs match for regional and unit rounds, while the National Rounds will be played on 20 overs each side format.

#### **When Rain Interrupts**

1) The day wash out without playing single match due to rain, certainly the event will be postponed to other day.

2) If rain interrupts

a) Match will be continued by reducing over's

b) Super over will be played when we have insufficient time to continue the same match

3) Rain interrupt in final match and continued with following possibilities,

a) Match will be continued by reducing over's.

b) Secondly will prefer bowl-out option.

**NOTE:**

**The decision of Match officials shall be considered final.**

**In case of any disputes, the standard ICC laws of cricket shall be referred to.**