



CRICKET BOARD OF MALDIVES

Malé Sports Complex. Indoor Cricket Hall, 1st Floor

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Malé School Teachers Cricket Tournament 2015

TOURNAMENT RULES

INTRODUCTION

- The MCC Laws of Cricket (2000 Code) apply except where otherwise stipulated in these rules or agreed by all participating captains and umpires at the pre-competition rules meeting.

TEAMS

1. Each team is to submit a list of their nominated players to the tournament coordinator prior to the commencement of the competition. A maximum of twelve players and may be nominated for each team; from this, eight players shall be drawn for each game. The following rules apply to each team:
 - a. No player nominated in one team may play for any other team.
 - b. One player from each team will act as captain for the whole competition. The captain is not required to play in every match. The captain's responsibilities will include:
 - i. Nominating eight players for each game.
 - ii. Ensuring that the players participate within The Spirit of the Game (Laws of Cricket [2000 Code]).
 - iii. Ensuring that the team is ready to take the field at the nominated time and acting on the teams behalf in the case of all disputes.
 - iv. Ensure that the player has been working in the school for the last 60 days.

PLAY

2. Each game will consist of two innings played between two teams each of eight players. Each innings is to consist of a maximum of SIX overs. Each over is to consist of six deliveries not being No Balls or Wide Balls.
3. The batsman cannot be given out LBW.
4. The last batsman will continue the innings of the team – 'Last Man Stands'.
5. All-over's shall be bowled from the same end (decided by the captain of fielding side).
6. A bowler may bowl a maximum of two overs in an innings.

SCORING RUNS AND EXTRAS

7. Runs and extras are scored in accordance with the Laws of Cricket (2000 Code), except where covered in these rules.
 - a. Wide Ball
 - i. A Wide Ball will count as One (1) extra runs to the batting side, the ball has to be re-bowled.
 - ii. The umpires will judge a Wide Ball.



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- iii. The ball will be considered 'live' after a call of 'Wide Ball' (i.e. the batsman can run if goes for 4 then 4+(1) (5 runs) will be awarded to batting side.
 - b. No Ball
 - i. A No Ball counts as One (1) extra run to the batting side and an extra ball shall be bowled as a legal delivery.
 - ii. The ball remains live after the call of 'No Ball'.
 - iii. If after delivery the ball is considered to be wide, the call of 'No Ball' takes precedence (Law 24.10 refers) thereby allowing the ball to remain in play (i.e. 'live').
 - iv. Runs scored from a No Ball (e.g. off the bat, byes, and leg byes) will be credited in addition to the four extra runs for the No Ball.
 - v. A call of 'No Ball' shall be given when:
 1. Any ball, after bouncing, passes the batsman above shoulder height standing in an upright position or would have passed above the shoulder height if it hits the bat or body. The umpire at Square-Leg shall call and signal 'No Ball'.
 2. Any ball, which does not bounce, after leaving the bowler's hand and passes the striker above waist height, or would have passed above waist height if it hits the bat or body of the batsman.
 3. The bowler's front foot completely oversteps the Bowling Crease when delivering the ball.
 4. Any delivery that is bowled under arm. In addition the umpire at the bowler's end shall call and signal a no ball for a ball that (a) bounces twice, (b) rolls along the ground, or (c) comes to rest on the ground.
8. RETIRING BATSMAN
- a. A batsman can retire any time if he has an injury during the match. He can come back any time to bat.
9. SUBSTITUTION DUE TO INJURY
- a. If a batsman is injured during the course of a game, a runner may be allowed subject to the umpire's approval and in accordance with Rule 1 above. If a fielder is injured during the game, a substitute may be permitted subject to the umpire's approval. The substitute may be allowed to bowl if the player he is replacing has not already bowled and to bat if the said player has not batted. In the case of a wicket keeper being injured, he may be substituted but his substitute cannot be allowed to bowl and will bat at number 6 if required to bat. Once a substitute is introduced the player is not permitted to re-enter the playing field to play again during the game in progress under any circumstances. Substitution as described in Laws of Cricket applies only to the substitution for any injury sustained during the match in progress. A player taking the field with an injury previously sustained cannot be substituted.
10. POINT SYSTEM AND SCORING
- a. The side wins the game with the highest score after the completion of the two innings.



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- b. If the total runs are equal, the side taking the most wickets is adjudged the winner.
- c. In the event that both the runs scored and the wickets taken are equal, the winner shall be the team scoring the most runs from the bat (i.e. total score less the total of all Wide Balls, No Balls, Byes and Leg-Byes). If these are equal, then a coin-toss shall decide the winner.
- d. Two points are awarded to the winning side. One point awarded to each team if a match is abandoned.
- e. In the event that the total number of points are equal on completion of the preliminary rounds, then the superior position shall be judged using the following criteria in order:
 - i. Net Run Rate
 - ii. The team winning the most matches
 - iii. The team having taken the most wickets
 - iv. The team scoring the highest number of runs per ball, excluding extras

11. UMPIRES AND SCORERS

- a. Umpires appointed by the organising committee will officiate in all matches.
- b. Scorers appointed by the organising committee will be appointed to each game.
- c. Official results will be determined according to the score-sheets.

12. TIMING AND TIME-KEEPING

- a. Teams shall be ready to commence play when called to take the field by the umpires.
- b. Captains are to toss a coin before the conclusion of the preceding innings to determine which team will bat first.
- c. The batsmen and wicket keeper are to be suitably attired to take the field as soon as the previous game is completed.
- d. At the fall of a wicket, the incoming and outgoing batsmen are to cross on the field of play. Failure to do so will constitute a four (4) run penalty against the batting side.

13. UNREASONABLE BEHAVIOUR

- a. Decisions by the umpires on the field of play, and the Adjudicator in other matters, are final. Only team managers and nominated team captains are to approach umpires or adjudicators for explanations and decisions. Any player showing unreasonable dissent, in the opinion of the umpire(s)/Adjudicator, shall be disqualified from further participation in the competition. This shall occur after due and fair warning from the said officials.

14. MATCH COMMITTEE

- a. The tournament organizers reserve the right to amend the rules of competition at any time if it considers such action to be in the best interests of the tournament.

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