

# 4<sup>TH</sup> MILO INTERSCHOOL CRICKET TOURNAMENTS



UNDER 12<sup>S</sup> MARCH 8<sup>th</sup> - APRIL 23<sup>rd</sup>

UNDER 14<sup>S</sup> MARCH 8<sup>th</sup> - APRIL 23<sup>rd</sup>

UNDER 16<sup>S</sup> APRIL 3<sup>rd</sup> - APRIL 23<sup>rd</sup>



## TOURNAMENT HANDBOOK FOR SCHOOLS & COACHES

# INTERSCHOOL CRICKET TOURNAMENT 2016

## UNDER 12s MATCH SCHEDULE

All matches played at Ekuveni Cricket Ground

GRAND FINAL  
23rd APRIL  
7:00AM

- A** AMINIYA SCHOOL
- E** JAMALUDDIN SCHOOL
- B** HIRIYA SCHOOL
- C** TAJUDEEN SCHOOL
- F** MUHYIDDIN SCHOOL
- D** BILLABONG SCHOOL
- G** ISKANDHAR SCHOOL

8th MARCH  
7:30AM A v B & 8:30AM C v D

9th MARCH  
7:30AM E v F & 8:30AM A v G

10th MARCH  
7:30AM B v C & 8:30AM D v E

11th MARCH  
7:30AM F v G & 8:30AM A v C

12th MARCH  
7:30AM B v D & 8:30AM C v E

13th MARCH  
7:30AM D v F & 8:30AM B v G

14th MARCH  
7:30AM A v D & 8:30AM B v E

15th MARCH  
7:30AM C v F & 8:30AM D v G

16th MARCH  
7:30AM A v E & 8:30AM B v F

27th MARCH  
7:30AM C v G & 8:30AM A v F

28th MARCH  
7:30AM E v G



# INTERSCHOOL CRICKET TOURNAMENT 2016

## UNDER 14s MATCH SCHEDULE

All matches played at Ekuveni Cricket Ground

- F** AHMADHIYYA SCHOOL
- A** JAMALUDDIN SCHOOL
- B** GHIYASUDDIN SCHOOL
- C** TAJUDEEN SCHOOL
- E** MUHYIDDIN SCHOOL
- G** BILLABONG SCHOOL
- D** ISKANDHAR SCHOOL

8th MARCH  
2:30PM A v B & 4:30PM C v D

9th MARCH  
2:30PM E v F & 4:30PM A v G

10th MARCH  
2:30PM B v C & 4:30PM D v E

11th MARCH  
2:30PM F v G & 4:30PM A v C

12th MARCH  
2:30PM B v D & 4:30PM C v E

13th MARCH  
2:30PM D v F & 4:30PM B v G

14th MARCH  
2:30PM A v D & 4:30PM B v E

15th MARCH  
2:30PM C v F & 4:30PM D v G

16th MARCH  
2:30PM A v E & 4:30PM B v F

27th MARCH  
2:30PM C v G & 4:30PM A v F

28th MARCH  
2:30PM E v G

SEMI FINAL 1

18th APRIL

P1 v P4

9:00AM

SEMI FINAL 2

19th APRIL

P2 v P3

9:00AM

GRAND FINAL

23rd APRIL

9:00AM



# INTERSCHOOL CRICKET TOURNAMENT 2016

## UNDER 16s MATCH SCHEDULE

All matches played at Ekuveni Cricket Ground

**B** AHMADHIYYA SCHOOL

**A** JAMALUDDIN SCHOOL

**F** MAJEEDIYA SCHOOL

**D** TAJUDEEN SCHOOL

**E** MUHYIDDIN SCHOOL

**G** IMADUDDIN SCHOOL

**C** ISKANDHAR SCHOOL

3rd APRIL

7:30AM A v B & 2:30PM C v D

4th APRIL

7:30AM E v F & 2:30PM A v G

5th APRIL

7:30AM B v C & 2:30PM D v E

6th APRIL

7:30AM F v G & 2:30PM A v C

7th APRIL

7:30AM B v D & 2:30PM C v E

10th APRIL

7:30AM D v F & 2:30PM B v G

11th APRIL

7:30AM A v D & 2:30PM B v E

12th APRIL

7:30AM C v F & 2:30PM D v G

13th APRIL

7:30AM A v E & 2:30PM B v F

14th APRIL

7:30AM C v G & 2:30PM A v F

17th APRIL

7:30AM E v G

SEMI FINAL 1

18th APRIL

P1 v P4

2:00PM

SEMI FINAL 2

19th APRIL

P2 v P3

2:00PM

GRAND FINAL

23rd APRIL

2:00PM



Hello. We know you're busy,  
but we'd just like to take a moment of your time to tell you about our amazing work. Work that couldn't be done without you.

We have a simple goal: to give all young people the opportunity to play and learn through cricket.

We want to help you inspire and develop your students and add to the success of your school.

We take cricket to new places and use it to ignite new passions, teach vital skills, unite diverse groups and educate children.

With your help, we can spread the power of cricket!





“I REALLY CAN’T STRESS ENOUGH THE WAY IN WHICH CRICKET IMPACTS UPON EVERY AREA OF CHILDREN’S LIVES AND THEIR LEARNING.”

#### Inclusive

Cricket has the amazing ability to cross cultural, social and gender divides. Boys and girls can play equally alongside one another. Cricket breaks down barriers and unites children from diverse backgrounds, reaching all of our ethnic communities like no other sport.

#### Discipline

Cricket insists on high standards of conduct and provides positive role models. Pupils respond well to the structure and ‘laws’ of the game.

#### Teamwork

Children learn how to co-operate with others by playing team sports. They learn to support their peers and this positive behaviour is often brought back into the classroom.

#### Fair play

When it comes to fair play, cricket is special. We teach young people to respect their team-mates, opponents and the umpire.

#### Competition

We provide competitive opportunities for children so they can aim high, work hard towards a goal and learn how to win and lose graciously. They are also given the resilience to bounce back from setbacks.

## MUCH MORE THAN A GAME

We believe competitive team sports can play a key role in the education of young people. Many teachers agree that cricket is so much more than just a game. They tell us about the positive effect cricket has on children in the playground and classroom.

#### Educational benefits

Teachers report how cricket coaching sessions can help improve pupil attendance, behaviour, concentration, motivation and general attitude towards education.

# HOW WE CAN HELP YOU



## Coaching

Professional, qualified coaches will visit your school to run free, regular cricket sessions. They'll introduce your pupils to basic cricket skills so they can enjoy fun, competitive games.

## Training

We can provide free, high quality training sessions for you and your colleagues. Our coaches will guide you on how to teach cricket to different class sizes and abilities.

## Resources

We have a bank of resources for you to make it simple to deliver cricket to your pupils.

## Competitions

We provide access to cricket competitions with other local schools.

## Training for young people

We give students the opportunity to learn how to plan and deliver coaching sessions and how to support junior tournaments.

## Competitive opportunities

Our Schools Cup tournament gives pupils the chance to play competitive, hard-ball cricket in a shorter format, played within an hour.



# PLAYING YOUR PART



You are absolutely key to the success of cricket within the Maldives. Help us embed a culture of cricket in your school so that cricket continues for each new group of children.

It's easy. Just get involved in a Maldives Cricket coaching session with pupils and encourage colleagues to join teacher training session. It can make all the difference.

"ATTENDANCE AND BEHAVIOUR IS NOW A LOT BETTER. CRICKET WAS THE TURNING POINT IN OUR SCHOOL."





# HELP US SPREAD THE POWER OF CRICKET



We're driven by a belief in the power of cricket. Every day we see how it brings young people from all walks of life together, teaching life skills that will stay with them forever.

Our mission is to spread the power of cricket in schools and communities, inspiring two hundred thousand more young people by 2020.



Thanks for taking the time to find out more about Maldives Cricket.

We're so pleased you're part of our campaign. We believe strongly that cricket can help educate young people and that it should be available to all, not just the a few.

Together, we can spread the power of cricket to your pupils and to many, many more like them!



Cricket Board of Maldives,  
Malé Sports Complex  
1st Floor, Indoor Cricket Hall  
Malé, Republic of Maldives  
(00960) 332 5503  
info@maldivescricket.org  
8am - 3pm (GMT+5)

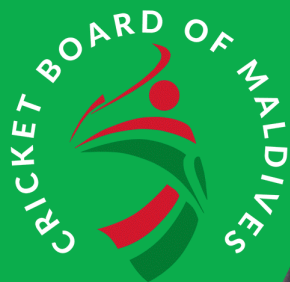


# 4<sup>TH</sup> MILO INTERSCHOOL CRICKET TOURNAMENTS

UNDER 12<sup>S</sup> MARCH 8<sup>th</sup> - APRIL 23<sup>rd</sup>

UNDER 14<sup>S</sup> MARCH 8<sup>th</sup> - APRIL 23<sup>rd</sup>

UNDER 16<sup>S</sup> APRIL 3<sup>rd</sup> - APRIL 23<sup>rd</sup>



SCHOOL NAME \_\_\_\_\_ AGE GROUP \_\_\_\_\_

	PLAYER NAME	ID No.	DATE OF BIRTH
1.	_____	_____	_____
2.	_____	_____	_____
3.	_____	_____	_____
4.	_____	_____	_____
5.	_____	_____	_____
6.	_____	_____	_____
7.	_____	_____	_____
8.	_____	_____	_____
9.	_____	_____	_____
10.	_____	_____	_____
11.	_____	_____	_____
12.	_____	_____	_____
13.	_____	_____	_____
14.	_____	_____	_____
15.	_____	_____	_____

OFFICIAL NAME & PHONE

1. \_\_\_\_\_

2. \_\_\_\_\_

3. \_\_\_\_\_

SCHOOL SEAL



# CRICKET BOARD OF MALDIVES

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## 4<sup>th</sup> MILO INTERSCHOOL CRICKET LEAGUE

### GUIDELINES (2016)

#### 1. HOST INFORMATION

##### ADDRESS

Cricket Board of Maldives  
Malé Sports Complex  
Indoor Cricket Hall, 1<sup>st</sup> Floor  
3325503 / 7774761

##### TOURNAMENT ORGANISER

Mr. Abdulla Saudan Ibrahim 9794998

#### 2. TOURNAMENT DATES & VENUE

The Tournaments will be held in Malé and all matches will be played at Ekuveni Cricket Ground.

UNDER 12	-	MARCH 8 <sup>th</sup> – 26 <sup>th</sup>	-	TAPE BALL, 8 OVERS
UNDER 14	-	MARCH 8 <sup>th</sup> – 26 <sup>th</sup>	-	TAPE BALL, 12 OVERS
UNDER 16	-	MARCH 13 <sup>TH</sup> – 19 <sup>TH</sup>	-	HARD BALL, 20 OVERS

#### 3. SCHOOLS/TEAMS & FORMAT

##### U12

Iskandhar School, Muhyiddin School, Thaajuddin School, Billabong High International School, Jamaluddin School, Aminiya School

##### U14

Hiriya School, Muhyiddin School, Thaajuddin School, Billabong High International School, Jamaluddin School, Iskandhar School, Ghiyasuddin International School, Ahmadhiyya International School.



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U16

Ahmadhiyya International School, Thaajuddin School, Jamaluddin School, Muhyiddin School, Majeedhiyya School, Imaduddin School

This tournament will be played in a single league format. Each team will play with each other on league round. The teams with the highest points will qualify to play in the finals.

## 4. SQUADS

Each participating team should register 18 members (15 players & 3 officials) for each age group.

## 5. PLAYER ELIGIBILITY

U12 - Players born on or after 1<sup>st</sup> January 2004 can be registered to play

U14 - Players born on or after 1<sup>st</sup> January 2002 can be registered to play

U16 - Players born on or after 1<sup>st</sup> January 2000 can be registered to play

## 6. PLAYING KIT

All players will wear the Cricket Board of Maldives supplied playing kit

## 7. MEDICAL

Each team is responsible for its own medical costs. Maldives Cricket will provide on-ground medical facilities.



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## 8. CRICKET BALLS & EQUIPMENT

White 4 piece leather cricket balls for the Under 16 Tournament will be used. Under 12 & Under 14 matches will be played with a soft tape ball especially prepared for this event.

## 9. TOURNAMENT COMMITTEE

Tournament committee's decisions on technical matters will be final. However, team members have the right to appeal against the decision of the Tournament Committee. In such case, the Team Officials shall lodge an appeal to the Cricket Board of Maldives within 4 hours of the notification.

## 10. SCHOOL FLAGS

Management of all participating schools are requested to carry a minimum flag of their respective school and hand over to the organizer. Flags will be hosted at venue.

## 11. AWARD CEREMONY

Awards will be distributed in the Grounds, at the conclusion of the Final Match of each tournament. Man of the Match certificates will be awarded after the conclusion of each match. All teams should participate in the closing ceremony. Teams should be wearing their match attire. Without prior notice, if teams and officials do not participate in the closing ceremony, their awards will be disqualified.

### **Awards (cups, medal and certificate)**

Champion team

Runner-up

Third place

Best 5 players of the competition.

Best 3 players of each team.

Certificates of participation.

Certificates for Man of the Match.



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## Tournament Committee

- 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.

## Committee Members

Abdulla Saudan Ibrahim	9794998
Imad Ismail	7774761
Nilantha Coorey	7694499
Liam McCumiskey	9648183

## Cricket Board of Maldives

Kulhivaru Ekuveni, Indoor Cricket Hall 1<sup>st</sup> floor

Male', Republic of Maldives

Tel: 3325503, 7774761 Fax: 3325550

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## 4<sup>th</sup> MILO INTERSCHOOL CRICKET LEAGUE

### UNDER 12 PLAYING CONDITIONS (2016)

#### COMPETITION RULES

##### Introduction

- The MCC Laws of Cricket (2000 Code second edition) 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 to the organizers a list of their nominated players prior to the commencement of the competition. A maximum of 15 players and 3 officials may be nominated for each team; from this eleven players shall be drawn for each game. The following rules apply to each team:

- 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:
- Nominating eleven players for each game.
- Ensuring that the players participate within *The Spirit of the Game* (Laws of Cricket [2000 Code]).
- 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.
- Only School boys are allowed to play in the competition.
- Cutoff date: **Players must have been born on or after 1<sup>st</sup> January 2004.**
- Team list to be submitted by **3<sup>rd</sup> March 2016**, 1300hrs to Cricket Board of Maldives.

##### Play

1. Each game will consist of two innings played between two teams each of eleven players. Each innings is to consist of a maximum of eight overs. Each over is to consist of six deliveries.
2. The batsman **cannot be given out LBW**
3. All overs shall be bowled from the same end (Pavilion End).





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## Scoring Runs and Extras

1. Runs and extras are scored in accordance with the Laws of Cricket (2000 Code), except where covered in these rules.

## Wide Ball

1. A Wide Ball will count as two (2) extra runs to the batting side and no extra bowl shall be bowled, except **if the last bowl of the innings is a wide an extra ball shall be bowled.**
2. A Wide Ball will be judged by the umpires. The marking on the pitch is a guide line for umpire.
3. The ball remains live after call of wide.

## No Ball

1. A No Ball counts as two (2) extra runs to the batting side and no extra ball shall be bowled, except if the last bowl of the innings.
2. The ball remains live after the call of 'No Ball'. Law 24 applies except 24.12.
3. If after delivery the ball is considered to be wide, the call of 'No Ball' takes
4. Precedence (Law 24.10 refers) thereby allowing the ball to remain in play (i.e. 'live').
5. Runs scored from a No Ball (e.g. off the bat, byes, and leg byes) will be credited in addition to the two extra runs for the No Ball.
6. A call of 'No Ball' shall be given when:
  - 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'.
  - 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.
  - The bowler's front foot completely oversteps the Bowling Crease when delivering the ball.
  - 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.
  - NO FREE HIT



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## Retiring Batsman

1. A batsman can retire any time. If there is no injury he will be considered as “retired out”.

## Substitution Due to Injury

1. 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. 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.

## Points System and Scoring

1. The game is won by the side with the highest score after the completion of the two innings.
2. If the total runs are equal, the side losing the fewest wickets is adjudged the winner.
3. In the event that both the runs scored and the wickets lost 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).
4. Three (3) points are awarded to the winning side. For tie one (1) point and loss 0 point.
5. 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:
  - The team winning the most matches.
  - The team having taken the most wickets.
  - The team scoring the highest number of runs per ball, excluding Wide and No Balls.
  - In the event of a tie in a semi-final or final, each team shall bowl alternate overs until a decision is reached. A coin shall be tossed to decide the first to bat.



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## Umpires and Scorers

- Umpires and scorers appointed by the organizing committee will officiate in all matches.
- Official results will be determined according to the score-sheets.

## Timing and Time-keeping

- i. Teams shall be ready to commence play when called to take the field by the umpires.
- ii. Captains are to toss a coin before the conclusion of the preceding innings to determine which team will bat first.
- iii. The batsmen and wicket keeper are to be suitably attired to take the field as soon as the previous game is completed.
- iv. **At the fall of a wicket, the incoming and outgoing batsmen are to cross on the field of play.**

## Weather condition

- In case of weather, match is abandoned without a ball been bowled
- Each team gets 1 point
- A minimum of 2 overs per team will conclude a match.
  - o The second team batting has to score the numbers of runs scored by the first team.
  - o In case of scores are tie. The team which takes the most wickets will be the winners.

## Competition Format

Tournament will be played on a league basis. The best two teams will play in the final. Third place will be selected from the points earned in the league.

If points are equal the third place winner will be selected accordingly.

- The team winning the most matches.
- The team having taken the most wickets.
- The team scoring the highest number of runs per ball, excluding Wide and No Balls.



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## 4<sup>th</sup> MILO INTERSCHOOL CRICKET LEAGUE

### UNDER 14 PLAYING CONDITIONS (2016)

#### COMPETITION RULES

##### Introduction

- The MCC Laws of Cricket (2000 Code second edition) 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 to the organizers a list of their nominated players prior to the commencement of the competition. A maximum of 15 players and 3 officials may be nominated for each team; from this eleven players shall be drawn for each game. The following rules apply to each team:

- 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:
- Nominating eleven players for each game.
- Ensuring that the players participate within *The Spirit of the Game* (Laws of Cricket [2000 Code]).
- 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.
- Only School boys are allowed to play in the competition.
- Cutoff date 1<sup>st</sup> January 2002 (born on or after 2002 can play)
- Team list to be submitted by 3<sup>rd</sup> March 2016, 1300hrs to Cricket Board of Maldives by email. (attached format)



# CRICKET BOARD OF MALDIVES

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## Play

1. Each game will consist of two innings played between two teams each of eleven players. Each innings is to consist of a maximum of TWELVE overs. Each over is to consist of six deliveries.
2. The batsman **cannot be given out LBW**
3. All overs shall be bowled from the same end (Pavilion End).

## Scoring Runs and Extras

1. Runs and extras are scored in accordance with the Laws of Cricket (2000 Code), except where covered in these rules.

## Wide Ball

1. A Wide Ball will count as two (2) extra runs to the batting side and no extra bowl shall be bowled, except **if the last bowl of the innings is a wide an extra ball shall be bowled.**
2. A Wide Ball will be judged by the umpires. The marking on the pitch is a guide line for umpire.
3. The ball remains live after call of wide.

## No Ball

1. A No Ball counts as two (2) extra runs to the batting side and no extra ball will shall be bowled, except If the last bowl of the innings.
2. The ball remains live after the call of 'No Ball'. Law 24 applies except 24.12.
3. If after delivery the ball is considered to be wide, the call of 'No Ball' takes
4. Precedence (Law 24.10 refers) thereby allowing the ball to remain in play (i.e. 'live').
5. Runs scored from a No Ball (e.g. off the bat, byes, and leg byes) will be credited in addition to the two extra runs for the No Ball.
6. A call of 'No Ball' shall be given when:
  - 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'.
  - 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.
  - The bowler's front foot completely oversteps the Bowling Crease when delivering the ball.



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- 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.
- (NO FREE HIT)

## Retiring Batsman

1. A batsman can retire any time, if no injuries are there will be considered as 'retired out'

## Substitution Due to Injury

1. 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. 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.

## Points System and Scoring

1. The game is won by the side with the highest score after the completion of the two innings.
2. If the total runs are equal, the side losing the fewest wickets is adjudged the winner.
3. In the event that both the runs scored and the wickets lost 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).
4. Two (3) points are awarded to the winning side. For tie one (1) point and loss 0 point.
5. 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:
  - The team winning the most matches.
  - The team having taken the most wickets.
  - The team scoring the highest number of runs per ball, excluding Wide and No Balls.
  - In the event of a tie in a semi-final or final, each team shall bowl alternate overs until a decision is reached. A coin shall be tossed to decide the first to bat.



# CRICKET BOARD OF MALDIVES

Malé Sports Complex. Indoor Cricket Hall, 1st Floor

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## Umpires and Scorers

- Umpires and scorers appointed by the organizing committee will officiate in all matches.
- Official results will be determined according to the score-sheets.

## Timing and Time-keeping

- i. Teams shall be ready to commence play when called to take the field by the umpires.
- ii. Captains are to toss a coin before the conclusion of the preceding innings to determine which team will bat first.
- iii. The batsmen and wicket keeper are to be suitably attired to take the field as soon as the previous game is completed.
- iv. **At the fall of a wicket, the incoming and outgoing batsmen are to cross on the field of play.**

## Weather condition

- In case of weather, match is abandon without a ball been bowled
- Each team gets 1 point
- A minimum of 2 overs per team will conclude a match.
  - o The second team batting has to score the numbers of runs scored by the first team.
  - o In case of score are tie. Then team having taken more wickets are the winners.

## Competition Format

Tournament will be played on a league basis. The best two team will play in the final. Third place will be selected from the points earned in the league.

If points are equal the third place winner will be selected accordingly.

- The team winning the most matches.
- The team having taken the most wickets.
- The team scoring the highest number of runs per ball, excluding Wide and No Balls.



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## MILO INTERSCHOOL CRICKET LEAGUE

### UNDER 16 T20 PLAYING CONDITIONS (2016)

#### COMPETITION RULES

##### Introduction

- The MCC Laws of Cricket (2000 Code second edition) 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 to the organisers a list of their nominated players prior to the commencement of the competition. A maximum of 15 players and 3 officials may be nominated for each team; from this eleven players shall be drawn for each game. The following rules apply to each team:

- 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:
- Nominating eleven players for each game.
- Ensuring that the players participate within *The Spirit of the Game* (Laws of Cricket [2000 Code]).
- 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.
- Only School boys are allowed to play in the competition.
- Cutoff date: Players must have been born on or after 1<sup>st</sup> January 2000.
- Team list to be submitted by 3<sup>rd</sup> March 2016, 1300hrs to Cricket Board of Maldives by email. (attached format)

##### Play

T20 cricket is a form of cricket that was introduced in England in the year 2003, mainly with the aim of making the game more interesting and attracting more audience. Though it is similar to the traditional cricket game to quite an extent, there are certain differences as well. Most of these differences arise from changes in the rules and format of the game.





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## General Rules

- In a single innings, each of the bowlers can bowl a maximum of only one-fifth of the total overs i.e. 4 overs in a total of 20 overs.
- If a bowler ever delivers a 'no-ball' the batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsmen can only be dismissed through a run out.
- If either of the umpires believes that a team is wasting time, he can award a five-run penalty, at his own discretion.
- In a normal T20 game, the interval lasts for 15 minutes. However, in a reduced-overs match, it can be cut to 10 minutes.
- If, and only if, each of the two teams has faced (or had the opportunity to face) five overs, will be a match deemed to have played.
- In each Twenty20 cricket match, one short-pitched ball is allowed per over.
- To calculate a team's net run rate, the average runs per over scored by that team is deducted from the average runs per over scored against it.

## Format

The format of a T20 match is quite similar to normal limited-overs match, only the number of overs for batting is just 20, just as the name of the game suggests. The game is played between two teams, each of them having a single innings of 20 overs. In the context of T20 cricket, there is a visual difference as well, though it is a pretty minor one. In T20, members of the batting team do not arrive from/retire to traditional dressing rooms. Rather, they have a bench, mainly a row of chairs, visibly in the playing arena, used for coming and going purposes.

## Field Restrictions

- At the most, five fielders can be on the leg side, at any given point of time.
- In the first six overs of a T20 game, there cannot be more than two fielders outside the 30-yard circle.
- There can be a maximum of five fielders outside the fielding circle, after the first six overs end.
- The fielding team has to start bowling its 20th over within 75 minutes. If it fails to do so, extra six runs will be added to the batting team's score, for every whole over bowled after the 75 minute-mark. In case the umpire believes that the batting team is wasting time, he may add more time to this.



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## Tie Deciders

There cannot be a tie in a T20 cricket game. If, and when, there is a tie by the end of a T20 match, it is broken with a one over per side - 'Eliminator' or 'Super Over'. Each of the two teams nominates three batsmen and one bowler, to play a one-over per side.

## Retiring Batsman

1. A batsman can retire any time, but umpires will decide if he can bat or bowl after coming back to play.

## Substitution Due to Injury

1. 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. 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.

## Points System and Scoring

1. The game is won by the side with the highest score after the completion of the two innings.
2. If the total runs are equal a 'Super Over' will be played.
3. Three (3) points are awarded to the winning side. For tie one (1) point and loss 0 point.
4. 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:
  - The team winning the most matches.
  - The team having taken the most wickets.
  - The team scoring the highest number of runs per ball, excluding Wide and No Balls.
  - In the event of a tie in a semi-final or final, each team shall bowl alternate overs until a decision is reached. A coin shall be tossed to decide the first to bat.



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