



# CRICKET BOARD OF MALDIVES

Malé Sports Complex. Indoor Cricket Hall, 1st Floor

Tel. +960 332 5503 Mob. +960 777 4761 Fax. +960 332 5550

Email. [info@maldivescricket.org](mailto:info@maldivescricket.org) Website. [www.maldivescricket.org](http://www.maldivescricket.org) Twitter. [@maldivescricket](https://twitter.com/maldivescricket)

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

Champion team

Runner-up

Third place

Best 5 players of the competition.

Best 3 players of each team

Man of the Match certificate

Participation certificate

## 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	9794994
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

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