



# CRICKET BOARD OF MALDIVES

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## Ramazan Cricket Carnival Rules 2016

- 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 ten players and one team manager may be nominated for each team; from this eight players shall be drawn for each game. The following rules apply to each team:
  - No player nominated in one team may play for any other 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 eight 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 Maldivians are allowed to play in the competition.

### PLAY

1. Each game will consist of two innings played between two teams each of eight players. Each innings is to consist of a maximum of eight overs. Each over is to consist of six deliveries not being No Balls or Wide Balls.
2. No **LBW** and the bowlers run up, is limited to 10m.
3. Over's shall be bowled from the same end (alternative days/umpires will decide).

### 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 four (4) 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 shall be considered 'Dead' after a call of 'Wide Ball' (i.e. the batsman cannot be out and only four (4) runs will be awarded).

### NO BALL

1. A No Ball counts as four (4) 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 four 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.
  - At the instant of delivery, the wicket keeper is more than 5 meters away from the striker's-end wicket. No ball is to be called by the Square-Leg umpire.
  - If the bowler commences his bowling run up past the 10-meter line, no ball is to be called by the umpire.
  - 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.

## RETIRING BATSMAN

1. A batsman must retire (Not Out) on reaching a personal score of 31 runs. The run(s) in progress shall count in so far as if a boundary 4 or 6 is scored, or penalty runs are awarded that are accredited to the batsman. A batsman cannot retire before reaching 31 runs unless a serious injury is suffered.
2. A retired batsman may return to the crease to continue his innings if one of the last pair of batsmen is out before the completion of the eight overs.
3. The incoming batsman is to take strike in the place of the retiring batsman in all cases.
4. If one of the last pair of batsmen scores 31 runs before the conclusion of the innings, the remaining pair of batsmen is to continue their innings until the completion of their allotted eight overs.
5. If multiple batsmen retire not out on 31 or over, they must return to the crease in their original batting order.
6. If seven wickets fall before the completion of an innings, the last remaining not-out batsman is the only one who can score runs. If the batsman scores 1, 3 or 5 runs from a delivery they must return to the striker's-end wicket to face the next delivery. The last remaining batsman will be declared out if his batting partner is adjudicated as run-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 AND SCORING SYSTEM

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 (2) points are awarded to the winning side and losing side (0) no points. Abandoned match will award (1) one point to each team.
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 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.

## 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. Failure to do so will constitute a four (4) run penalty against the batting side.**

## MATCH ABANDONED

- 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.
- 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.
  - a. The second team batting has to score the numbers of runs scored by the first team.
  - b. In case of score are tie. Then team having taken more wickets are the winners.

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