



# CRICKET BOARD OF MALDIVES

Malé Sports Complex. Indoor Cricket Hall, 1st Floor

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## COMPETITION RULES

- 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

Each team is to submit to the organizers a list of their nominated players prior to the commencement of the competition. A maximum of 12 players and one team manager may be nominated for each squad; from this 8 players shall be nominated for each game.

Each player and team manager must have been employed by the Resort they are representing for no less than 45 days prior to the start of the tournament. Random checks may be performed should the Cricket Board of Maldives Tournament Committee suspect this rule is being broken.

The following rules apply to each team:

### Play

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. Ensure that the player has been working in the company/resort for the previous 45 days.

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 (Group Stage) and a maximum of 8 Overs (Super Group & Final). Each over is to consist of six deliveries including any Wide Balls or No Balls awarded\*. [Only the final ball of an innings shall be re-bowled should a Wide or No Ball be awarded].

The batsman cannot be given out LBW.

All-over's shall be bowled from the same end (decided by the Umpires).

### Scoring Runs and Extras

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

**Wide Ball** - 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 match is wide then an extra ball shall be bowled. The ball will be considered 'Not Live' after a call of 'Wide'. The Umpires will judge a Wide Ball.

**No Ball** - 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 ball of the innings is a no ball an extra ball shall be bowled. The ball will be considered 'live' after a call of 'No Ball' (i.e. if the batsman runs a single 1+2 (3 runs) will be awarded to batting side).

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'). 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.

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'.

A call of 'No Ball' shall be given when 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.





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A call of 'No Ball' shall be given when the bowler's front foot completely oversteps the Bowling Crease when delivering the ball.

A call of 'No Ball' shall be given when 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

A batsman can retire any time if he has an injury during the match. He can come back any time to bat.

## Substitution Due to Injury

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 is not allowed to bowl or bat. 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.

## Points System and Scoring

The side wins the game with the highest score after the completion of the two innings. If the total runs are equal, the side taking the most wickets is adjudged the winner. 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, Leg-Byes or Penalty Runs).

Three points are awarded to the winning side. If all of the above conditions at 1, 2 and 3 fail to determine a winner then each side shall be allocated one (1) point. 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 appointed by the organizing committee will officiate in all matches.

Scorers appointed by the organizing committee will be appointed to each game.

Official results will be determined according to the score-sheets. Timing and Time-keeping Teams shall be ready to commence play when called to take the field by the umpires. Captains are to toss a coin before the conclusion of the preceding innings to determine which team will bat first. The batsmen and wicket keeper are to be suitably attired to take the field as soon as the previous game is completed. 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.

**Unreasonable Behaviour** - 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.

**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.

