



St.Columba's Cricket Club – Invitational Tournament Rules

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Invitational Tournament Rules Committee: Sandeep Anugu, Swapnil Dalavi, Salman Kazi, Chuck Zalewski

The MCC Laws of Cricket 2000 code 4th edition, 2010 and ICC Standard Playing Conditions for One-Day Internationals will be referred to in any situation that is not specifically covered in this document:

[Laws of Cricket](#)

[Standard ICC One-Day International Match Playing Conditions](#)

The Invitational Tournament Rules committee reserves the right to revise and make changes to the rules, as needed in the best interest of the tournament.

SCCC Playing Conditions:

A. SCCC Ground Rules, Tournament Fee

- The entrance fee for the Invitational Tournament is \$300 and must be paid to the SCCC¹ Treasurer or Tournament Director² during the first match for each team. Check should be made out to St. Columba's Cricket Club.
- A release of liability form must be signed by each team captain, representing all team members, prior to their match at the Dr. Arnow Field. The liability form will be provided by SCCC.
- All team captains are requested to urge their players to discard/dispose of trash and recycling in proper containers at the field. This includes cigarette waste!
- All team members are requested to use the portable bathroom located on Dr. Arnow Field – next to the shed behind the bushes.
- Players of all teams must respect the decision of the match umpires. Failure to do so may result in ejection of player(s) from the match by the SCCC Tournament Committee.
- All teams are asked to refrain from using vulgar language on the ground, use of cellular phone, and smoking is prohibited during on-field play.
- All deliveries hit by batsman on the square boundaries must hit the wall, trees, and/or bushes for the delivery to be called four or six runs by the umpire.

B. Match Time and Inning

- The toss should be made at least thirty minutes before but no less than fifteen minutes prior to the commencement of play.
- All group and semi-final matches will be 25 overs.
- The final match will be 35 overs.

¹ SCCC = St. Columba's Cricket Club

² Sandeep Anugu



C. Start of Match

- At least seven members are required for each team to start the match and must be present thirty minutes prior to start time.
- If a team is unable to field seven players after thirty minutes past start time, the team will forfeit their fixture.
- The list of the eleven players should be provided to the scorers before the start of each match.
- If a team has more than eleven players, the playing eleven should be clearly indicated
- SCCC will provide umpires and scorers for the tournament.
- Teams are requested to dress in proper cricket attire; white shirt and white pants.
- Cricket boots with metal spikes are not allowed on the field.

D. Intermissions

- For all group and semi-final matches, a five-minute water break will be taken at the end of 15 overs and a ten minute break will be taken at the end of each inning.
- For the final match, a ten minute water break will be taken at the end of 17 overs and a fifteen minute break will be taken at the end of each inning.

E. Substitutes, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

- Captains from both teams should designate a 12th man for their team, if applicable
- The 12th man can act as a substitute for any player on the field. However, he/she will not be allowed to bat, bowl, act as wicket-keeper, or captain the team.
- If a fielder leaves the field for any reason during play, the umpire must be notified.
- If the fielder is absent for eight minutes of playing time or longer, he/she shall not be permitted to bowl until he/she has been on the field for at least the length of playing time for which he/she was absent.
- The returning fielder must have umpire's permission, before entering the field again
- Batsman retiring shall inform the umpire of the reason.
- Batsman is entitled to resume his/her innings, if he/she retires due to illness, injury, or any other unavoidable cause. However, this shall only be permitted after the fall of a wicket or retirement of another batsman.
- Batsman retiring will have to get the consent of the opposing captain, if he/she retired for a reason other than illness, injury, or any other unavoidable cause.

F. The Ball

- SCCC will provide the match ball.
- The ball must be given to the umpire at the start of each break and at the fall of each wicket.
- If the ball cannot be found or recovered during play or the umpires agree that it has become unfit for play through normal use, they shall replace it with a ball with comparable wear to the previous ball had received prior to replacement.
- The umpire will notify the batsman and the fielding captain of the change.



- The replacement ball will be provided by SCCC.
- New ball will be taken at the start of each new inning.

G. Practice on Field and Pitch

- There shall be no practice on the pitch of any kind, at any time, on any day of a given match.
- All forms of practice are allowed in the outfield before start of play or after close of play.
- Practice in the outfield should stop no later than ten minutes before commencement or resumption of play.
- All field and wicket markings should be in place before the start of the match and is the responsibility of SCCC.

H. Fielding Restrictions

- Fielding restrictions will be in effect for all tournament matches.
- The fielding team cannot have more than five fielders on the leg side and no more than two fielders other than the wicket-keeper behind the popping crease, on the on-side. A no-ball can be called by the striker's end umpire.

I. Bouncers and No Ball

- The delivery following a front foot no-ball will result in a free hit.
- The umpire shall call and signal a no-ball if a ball bounces more than twice without having previously touched the bat/striker or rolls on the ground before it reaches the popping crease.
- A bowler is allowed to bowl one bouncer in an over. A bouncer is defined as: any bowl that bounces over the shoulder of the batsman standing upright at the crease.
- A second bouncer in the same over will be called a no-ball.
- A fast paced, high full toss above waist height of the batsman standing upright or a slow paced, full toss higher than the shoulder of the batsman standing upright, will be called a no-ball by the striker's end umpire and the bowler will be cautioned. The caution will apply throughout the innings.
- If the same bowler delivers another fast paced, high full toss above waist height of the batsman standing upright or a slow paced, full toss higher than the shoulder of the batsman standing upright, the delivery will be called a no-ball and the umpire will give final warning to the bowler. The warning will apply throughout the innings.
- If the same bowler delivers another fast paced, high full toss above waist height of the batsman standing upright or a slow paced, full toss higher than the shoulder of the batsman standing upright, the delivery will be called a no-ball and the umpire direct the captain to suspend the bowler from bowling for the rest of the innings.
- If the umpire considers that a bowler **deliberately** bowled a high full toss above waist height of the batsman standing upright or a slow paced, full toss higher than the shoulder of the batsman standing upright, the umpire shall call a no-ball and direct the captain to suspend the bowler from bowling for the rest of the innings.



J. Wide Ball

- The umpire will call a wide ball if: the ball passes wide of the striker and is not within his/her reach to hit it with his/her bat, by means of a normal cricket stroke.
- All deliveries passing down the leg side will result in a wide ball.

K. Tournament Results, Points, Tie Rules

- A minimum of 15 overs in all group and semi-final matches and 20 overs in the final match have to be completed in the second inning, in order to determine result of the match.
- If it is necessary to cancel a match before 15 overs in a group/semi-final match or 20 overs in the final match has been faced by the team batting second, and unless the team batting second are all out or the target runs have been surpassed, the match will be declared abandoned and the two teams will receive one point each.
- If light or weather conditions make it impossible for the team batting second to complete their innings, the result will be based on each team's score in their innings at the end of the last over completed before play is suspended. The team batting second must have played at least 15 overs in a group or semi-final match and 20 overs in the final match.
- A win for each team will result in two points.
- A loss for each team will result in zero points.
- The tournament committee reserves the right to re-schedule one weekend of group matches, if the matches are entirely abandoned due to rain, bad weather, and/or unplayable ground conditions. All teams will have to abide by the new schedule. Failure to do so by any team will result in forfeiture of the match.
- If a group match is entirely abandoned due to rain, bad weather, and/or unplayable ground conditions, both teams will receive one point each.
- For a tied match or teams with identical points at the end of group matches, the following methods, in numerical order, will be used to determine the winner:
 1. Net Run Rate (total runs scored / total overs faced) – in the event of all out, maximum allotted overs will be used
 2. Least number of total wickets lost
 3. Total number of boundaries and sixes scored by each team

L. Other

- Each team is strongly encouraged to read, understand, and share the match rules with its' playing members.
- Each team is requested to have a copy of the rules with them for the duration of the tournament
- Please contact Sandeep Anugu (a_sandeepreddy@yahoo.com) or Amit Sheth (amitabhsheth@yahoo.com) with questions or concerns.