



St. Columba's Cricket Club – Mini-Tournament Rules

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Mini-Tournament Rules Committee: Sandeep Anugu, Amit Sheth, 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 Mini-Tournament rules committee reserves the right to revise and make changes to the rules, as needed in the best interest of the Mini-Tournament.

SCCC Playing Conditions:

A. SCCC Ground Rules, Tournament Fee

- The entrance fee for the Mini-Tournament is \$100 and must be paid to the SCCC Treasurer or Tournament Director during the first match of each team. Check should be made out to St. Columba's Cricket Club
- A release of liability form must be signed by each team 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 trash and recycling in proper containers at the field. This includes cigarette waste!
- All team members are requested to use the portable bathroom on the field – next to the shed behind the bushes at the Dr. Arnow Field
- Players from both teams must respect the decision of the match umpires. Failure to do so may result in ejection of player from the match by his/her captain
- 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 commencement of play or no later than fifteen minutes before commencement of play
- All group matches will be 30 overs
- The final match will be 35 overs

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 a team of seven players, after thirty minutes past start time, the team will forfeit their fixture
- List of the playing eleven should be provided to the umpires and shared by both the captains



- If a team has more than eleven players, the playing eleven should be clearly indicated
- Each team will umpire their own batting innings
- 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

- A five-minute water break will be taken at the end of 15 overs
- A fifteen minute break will be taken at the end of each innings

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 has been on the field for at least the length of playing time for which he/she was absent
- The returning fielder must take umpires 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, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its 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, any time on any day of the match
- All forms of practice is allowed on the outfield before start of play or after close of play
- Practice on 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 and Power Plays

- Fielding restrictions will be in effect for all mini-tournament matches



- The fielding team cannot have more than five fielders on the leg side and more than three 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
- SCCC is required to ensure that a 25 yard circle is clearly visible on their ground for all matches. The "circle" will be defined as two semi-circles of 25 yards radius with the middle stump as the center, drawn behind the wicket. A straight line parallel to the length of the pitch will then connect the free ends of the semi-circles
- There will be three power plays in an inning. The first mandatory power play is the first six overs (group matches) and the first seven overs (final match) of each teams batting innings. During this phase only two fielders are allowed outside the 25 yard circle
- For group matches, the second and third power plays will be taken in blocks of three overs. The power plays will be taken at the discretion of the batting captain and the fielding captain. The second and third power plays have to be implemented at the beginning of an over by notifying the umpire. Only three fielders are allowed outside the 25 yard circle
- For the final match, the second and third power plays will be taken in blocks of four and three overs respectively. The power plays will be taken at the discretion of the batting captain and the fielding captain. The second and third power plays have to be implemented at the beginning of an over by notifying the umpire. Only three fielders are allowed outside the 25 yard circle
- The umpire will signal power play by moving his arm in a circular motion
- If the batting and fielding captain forget to implement their power plays, the power plays will automatically commence at the latest available point in the innings:
 - Group Matches - at the start of the 25th and 28th overs in an uninterrupted innings
 - Final Match – at the start of the 29th and 33rd overs in an uninterrupted innings

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 no ball, if a ball bounces more than twice without having previously touched the bat, the striker or rolls along the ground before it reaches the popping crease
- A bowler is allowed to bowl one bouncer in an over. 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 pace 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 strikers end umpire and the umpire will caution the bowler. The caution will apply throughout the innings.
- If the same bowler delivers another 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 give final warning to the bowler. This warning shall apply throughout the innings
- If the same bowler delivers another 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
- 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 be able 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 a group match and 20 overs in the final match have to be completed in the second innings in order to determine result of the match
- If it is necessary to cancel a match before 15 overs in a group match and 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 as long as the team batting second has completed playing 15 overs in a group 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
- 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 the below order (from 1 to 3) will be used to determine the winner:
 - Run Rate (total runs scored / total overs faced) – in the event of all out, maximum allotted overs will be used.
 - Least number of total wickets lost
 - Total number of boundaries and sixes scored by each team

L. Other

- Each team is strongly urged 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 match
- Please contact Amit Sheth @ 401.536.7770 or amitabhsheth@yahoo.com with questions or concerns