

بِسْمِ اللّٰهِ الرَّحْمٰنِ الرَّحِیْمِ

(In the Name of Allah, Most Gracious, Ever Merciful)

Majlis-Khuddamul Ahmadiyya USA

NASIR T20 CRICKET TOURNAMENT 2015

RULES & REGULATIONS

MKA-USA SEHAT JISMANI Values

- Fairness and Integrity
- Excellence
- Accountability
- Teamwork
- Respect
- Sportsman Spirit

1. Uniform

All participating teams will adorn colored uniforms depicting their assigned colors during the game.

2. Health & Safety

All batsmen must wear batting gloves, batting pads, abdominal guard and helmet, thigh pad besides other gear so as to prevent/minimize injury to the batsmen. Similarly, the wicket keeper must wear all safety gear. A player not wearing required safety gear will NOT be allowed to participate in the game. No spike shoes are allowed.

3. Cricket Ball

Traditional 'white' leather Cricket balls will be used in all the matches.

4. Playing Rules

Note: All matches will be played under ICC T-20 Cricket Rules. In the interest of everybody involved, not all the rules are being appended below. Only the commonly contested rules are being elucidated hereunder:

- a. Matches will be played on the pattern of 20 over innings or popularly known as 'Twenty-Twenty' match format.
- b. Minimum 5 bowlers will be used by each bowling side with maximum of 4 overs allowed per bowler at 6 balls per over.
- c. With a view to saving time, instead of changing ends after every over, the fielding side will change the end after 10 overs (midway through the innings). The bowling team will choose which side of the pitch will the innings be started from.
- d. An innings should be completed in 90 minutes. In the first innings, if extra time is consumed by the fielding side to bowl its allotted 20 overs, then for every extra 5 minutes taken over 90 minutes, the bowling side will lose 1 over during their chase. In the second innings, if the fielding side goes over the allotted 90 minutes to bowl their 20 overs, every minute consumed over 90 minutes will result in the reduction of target by 1 run. Both captains will be kept informed of the time throughout the innings by the organizers.
- e. At the dismissal of a batsman, the new batsman should enter the field within one minute. In the event this rule is not followed, the new batsman will be 'timed out.'
- f. Water breaks will only be allowed at the fall of the wicket upon umpire's permission.
- g. 10 minute water break can be taken by batting or bowling side after 10 overs are bowled, unless decided otherwise by captains.
- h. Only two (2) fielders will be allowed outside the inner circle during the first six (6) overs. In the remaining fourteen (14) overs there should always be four (4) fielders inside the inner circle. A 'no ball' will be called if fielding restrictions are not complied with.
- i. Only one (1) ball is allowed over the shoulder level height of the batsman in an over. If the bowler bowls another over the shoulder delivery, it will be called a no ball.
- j. A 'free hit' will be given to the batting side should the bowler bowl by making a foot fault.
- k. A no ball or a wide ball will score extra run(s) each time the bowler bowls one.
- l. Both teams will submit their rosters/team lists to the umpire/officials before the match starts.

- m. 15 minutes prior to the match start time, both teams MUST have at least 8 players on the field. If a team doesn't have 8 player, opposing team will automatically win toss. 15 minutes after schedule start time of the match, if team still doesn't have 8 players, for every five minutes delay, 1 over will be deducted from the batting overs of the team at fault.
- n. Game will be forfeited if 8 players are not present 45 minutes after the scheduled time and win will be awarded to opposing team.
- o. If a player is late to the field or leaves the field. He shall not bowl thereafter until he has been on the field for at least the length of playing time for which he was absent.
- p. Once a player plays for a team, he cannot change and play for another team. Player has to play at least one match to be eligible to play in Semifinals or Final.
- q. No Ball Law:
 - i. Bowling of high full-pitched balls... no matter if it is a fast bowler or a spinner, if the bowler throws a full toss over thigh height of the batsman a NO Ball will be called if the batsman is within the popping crease.
 - ii. Either umpire could call and signal a No ball.
 - iii. The umpire shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched bat or person of the striker,
 - a) Either the ball bounces more than twice, or
 - b) Rolls along the ground before it reaches the popping crease.

5. Group Structure

Teams will be divided into two groups. Group A and Group B

- a. The team winning Group A will play first semifinal against runners up of Group B. Likewise, winner of Group B will play second semifinal against runners up of Group A.

6. Points & Positions within Groups

- a. Win : 3 points
- b. Tie : 1 points
- c. Loss : 0 point
- d. In case of a tie in the semi final and the final, weather permitting, the Super Over will commence 10 minutes after the main match. Each team bats one over under the same restrictions as for the final over of the match. The team batting second in the match will bat first int he Super Over. The bowler of

the batting team can not both bat and bowl in the same Super Over. Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over.

- e. In the event of the scores being level in the Super Over, the team with the most number of boundaries combined from match and Super over is the winner.
- f. After completion of all group matches, if two or more teams hold the same number of points in a group then their position will be decided by the team having better run rate per the following formula

Net run rate = (number of runs scored/number of overs faced) - (number of runs conceded/number of overs bowled)

Note: In the event of a team being all out in less than its full quota overs, the calculation of its net run rate shall be based on the full quota overs to which team was entitled to play (20 overs) and not on the number overs the team was dismissed. Please read the following to have better understanding.

https://www.wikiwand.com/en/Net_run_rate

7. Weather Disruptions

If the disruption is caused before the start of any match, the match can be tailored for less than 20 overs-a-side and likewise maximum over limit per bowler will be adjusted accordingly. This can be achieved by mutual consultation between the match official/umpires and the captains of the both sides. Short disruption during a match should not be a cause for restructuring of a match. In case a chasing side doesn't even get to play 10 overs during their innings due to inclement weather then the match will be called a tie and 1 point will be awarded to each side.

8. IMPORTANT

Umpires' decision must be respected at all times. Any dispute that cannot be resolved by the playing captains and umpires, then should the matter be referred to the Nazim Sports of the tournament Noaman Khan Sahib who will consult with the Maut'mim Sports USA Usman Jamil Sahib for final decision.

Note:

This is not the final list of rules and regulations to govern the tournament. Amendments and/or additions may be done in this as is deemed appropriate.