MIT Cricket Tournament - Summer 2009
Rules
MIT Cricket Club
June 27th to July 19th
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1 Tournament Format

The tournament will feature ten teams that will be placed in two groups of five each. There will be two rounds in the tournament:

1. Round 1 - The first round is round robin. Each team within a group plays all the other teams in the group once.

2. Round 2 - The second round is knockouts. The top 2 teams from each group move to Semi-finals and the winners of the Semi-finals play the Final.

![Diagram of tournament format]

Figure 1: Format of the tournament.

The teams within a group will be assigned a rank from 1 to 5 based upon the points earned by the teams after the round robin stage (Round 1). In the event of two or more teams having equal number of points, net run rate
(NRR) will be taken into account. The details for point system and NRR calculation are given in Sections 2 and 3 respectively. The top 2 teams from each group will progress to semi-finals and then to final as shown in Figure 1.

2 Points System

The points will be awarded during the first round only. The rules are as follows:

- 2 Points will be awarded to the winner of a match.
- 1 point will be awarded to both teams in case of a tie.
- 1 point will be awarded to both teams in case of a washout or if a match cannot be completed due to unforeseen reasons (more on rain interruption in Section 10).
- No points will be awarded to the team that concedes a walkover or forfeiture. The opposition team, if present on the playing field will be awarded 2 points.

3 Net Run Rate (NRR)

NRR = 6*(Sum of runs scored in all matches)/(Sum of balls played in all matches) - 6*(Sum of runs conceded in all matches)/(Sum of balls bowled in all matches)

Note: If a team gets all out, the number of balls played = 72, irrespective of the number of balls actually played by the team.
In the event of a washout, the match will NOT be considered for calculating the NRR.

In the event of a walkover, the NRR will be calculated as follows:

Assume Team A has given walkover to Team B.

1. Team A’s NRR calculation entries for the forfeited match

   - **Runs scored** = Runs scored by Team A in a completed match in which Team A’s runs scored per over is the lowest amongst all of Team A’s completed matches.
   - **Balls played** = 72
   - **Runs conceded** = Runs conceded by Team A in a completed match in which Team A’s runs conceded per over is the highest.
   - **Balls bowled** = Balls bowled by Team A in a completed match in which Team A’s runs conceded per over is the highest.

2. Team B’s NRR calculation entries for the forfeited match

   - **Runs scored** = $12 \times \text{scoring rate}$; \text{scoring rate} is equal to the mean of the runs scored per over by Team B (= $s$) and the runs conceded per over by Team A (= $t$) in all of their completed matches respectively, i.e. \text{scoring rate} = 0.5 \times (s + t).
   - **Balls played** = 72
   - **Runs conceded** = $12 \times \text{runs per over}$; \text{runs per over} is equal to the mean of the runs scored per over by Team A (= $u$) and the runs conceded per over by Team B (= $v$) in all of their completed matches respectively, i.e. \text{runs per over} = 0.5 \times (u + v).
   - **Balls bowled** = 72.
4 Maximum number of overs per bowler

- Round 1 (Round Robin) - Maximum 3 overs per bowler.
- Round 2 (Semi-Finals and Final) - Maximum 4 overs per bowler.

For rain interrupted matches, the number of overs per bowler will be decided by the umpires based on the rule that the bowling team will need to use at least 4 bowlers in an innings.

5 Field restriction

No more than six fielders be placed at the boundary at any time during the match.

6 Teams

- Each team will have 10 players + 3 extras.
- A team can use up to 13 players in the entire tournament.
- Names of all the 13 players should be provided at the time of registration.
- Names of the playing 10 (only these 10 announced players can bat or bowl) should be provided before the toss for each match. Players will be required to show identification upon request if the need be.
- Once the team has been decided, it will be considered final and cannot be changed (where exception to the rule is medical/personal reason). Final decision is solely with the organizers.
• A person can only play for one and only one team in the tournament.

• Last man batting will NOT be allowed.

7 Extras

• Rules for Wides, No balls, Byes and Overthrows are same as for International cricket. This includes the No-ball rule where by any runs scored on a No ball would be in addition to the 1 run awarded for the No ball.

• Standard wide line of one bat’s length will be set from the middle stump on the off and one bat’s handle from the middle stump on the leg.

• No run for Leg Byes. However rules for stumped-out and Run-out are same as international cricket on these deliveries, including situations where a player is using a runner. This means a player CAN get run out while attempting a run after playing the ball.

• In case of a dead ball, no extras will be awarded for this and no runs can be scored. A wicket cannot be claimed.

• No-ball will be given if:

  1. for the second or subsequent time in a single over, a ball bounces over the batsman’s shoulder when he is standing upright in his normal position.

  2. a ball bounces over the batsman’s head when he is standing upright in his normal position.

  3. the ball does not touch the ground in its flight between the wickets and reaches the batsman at a height above his waist when he is standing in his normal position.
Note: If a person has come out of the crease considerably, the rules for no balls do not apply. There are no free-hits following a no ball.

8 Exceptions

- There is no LBW.

- If the ball crosses the fence behind the striker end, it will be declared 1 run (the batsmen change ends) or 2 runs. A schematic for the scoring area is shown in Figure 2.

9 Tie

(Applicable only in Round 2)

- In case there is a tie at the end of the match, there will be a One-Over-Eliminator as per international rules but with following main points (including exceptions):

  - The captains shall toss a coin for the right to decide which team bowls first or second in the Eliminator.

  - The captains shall nominate one bowler and two batsmen to each other and the umpires prior to the toss.

  - The fielding team may take its normal positions.

  - All the other normal regulations including extras will apply.

  - One over is taken alternately by the teams.
• The team with the most number of runs after both innings shall be declared the winner. (Not the higher number of sixes or fours)

• Loss of a wicket ends a team’s innings. (Not 2 wickets)

• If at the end of one Eliminator, there is no result then there is a provision of 2nd Eliminator, including the toss. Same bowler and batsmen may be used.

• If after the 2nd Eliminator there is no result, then the team with lesser
number of wickets lost across all innings (including Eliminators) will be the winner.

10 Rain Interruption

In the event of rain prior to the start of a match, effort will be made to complete the match within the stipulated amount of time by reducing the number of overs for each team. The umpires in consultation with the organizers will decide the number of overs to be deducted. The minimum number of overs per innings for such games will be 8.

If it rains while a match is in progress, the organizers will try to get the match completed by delaying the start of the next scheduled match for the day (maximum by 15-20 minutes). If the match still cannot be completed, the organizers will try to schedule it at another time and the match will resume from where it was interrupted. If a schedule change is not feasible, the match will be declared washed-out and points awarded in accordance with the rules in Section 2.

If a match cannot start on time due to rain delays in the earlier matches, the organizers reserve the right to reduce the number of overs in the match to make up for lost time.

11 Other Considerations

- All matches will start on time and a match will be completed in the 2 hours allocated for it in the round robin stage and 2 hours 30 minutes during the Semi-final and Final. Every team should be on the ground 30 minutes before their scheduled time in order to take care of formalities
with registration and toss.

- Captains must meet 15 minutes prior to their match, to make the toss, and to arrange batting orders with umpires, and fielding placements. If a match has not started 15 minutes past the scheduled start time due to the complete absence of a team, then the umpires in consultation with the match coordinators can grant a 'Walkover' to the team present - BUT the match coordinator/umpires will have the FINAL say and can over-ride this rule. If both the teams are not present 15 min after the scheduled start, match coordinators will decide what to do.

- Each team should provide an extra player who will sit together along with one of our volunteers and do scoring.

- Arguments with the umpire by any of the players/supporters of the playing teams will not be entertained under any circumstances. The team found guilty of doing this may be penalized in the form of Points (minus 1), Runs (5 runs) or disqualification from the tournament.

- Teams are encouraged to bring their own cricket bats, gloves and other protective gear. The organizers will provide 2 taped balls for every inning.

- All matches will be played on MIT Astroturf. If a match cannot be completed due to bad weather or insufficient time, it will be played during the subsequent weekends. Organizers will inform the time in advance. In case of inclement weather conditions it is the organizers discretion to postpone or cancel a game. If it is a complete washout there is a possibility that the tournament will be postponed.

- Players can bring friends and family members to the venues but it is requested that do not disrupt the match in anyway and refrain from
using foul or improper comments that may spoil the spirit of the game.

- In case of disputes Organizer’s decision will be final.

- Organizers are not liable for any injuries caused to players and spectators during the tournament. Organizers are also not liable for any damage to any property during the tournament.

- Teams that fail to show up for a match will be charged a fine of $50 for every match they fail to show up. This fine will be deducted from the $100 caution money submitted by the teams at the time of registration.

- Organizers reserve the right to make changes to the Rules at any time.

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