



BLINDMATRIX 2024

TENNIS BALL CRICKET TOURNAMENT RULES

Rules & Regulations

General Rules:

1. A player who has played in one team is not allowed to play in another team.
2. This tournament would be played with **Sixit/Mercury + Tennis** ball (pre fired).
3. Each innings would start with a new ball.
 - a. In case a ball is being lost or broken before two overs of an innings, then new ball would be issued.
 - b. If lost after two overs of an innings, old ball [used] would be issued.
4. **Power Play:**
 - a. First 2 overs are mandatory bowling power play & 1 over Batting power play which can be taken anytime between 3 to 8 overs' by batting team, failing to do so the 8th over will become mandatory batting power play over.
 - c. Only 3 players can field outside the 30-yards circle during the power play overs.
 - d. During the non-power play overs minimum of 4 fielders should be present within the 30 yards circle, failure to do so during a delivery of a ball would be called as a No-ball by the umpire.
5. **Innings/Match Duration:**
 - a. Each innings must be completed in 35 minutes and innings break is 5minutes. Total match duration is 75 Minutes
6. Team composition and Reporting time:
 - a. **A list of up to 15 team members should be provided to the organizers before the match, and captains must submit the final playing 11 along with 3 substitutes before the toss.**
 - b. **Team should report 20 minutes prior to the scheduled match start time. Toss would be held 10 minutes before the start of the scheduled time.**
7. Minimum of 7 players are required from a team to start the match. Failure to do so would yield a walkover to the opposition team. Remaining players must arrive within 5 overs. In case of a failure only the fielded 7 would be allowed to bat.
8. **In case of delay in start of the match due to late arrival of teams.**
 - a. Delay upto 10 minutes, 1 over will be reduced per side
 - b. Delay upto 15 minutes, 2 overs will be reduced per side
9. **Delay beyond 15 minutes, match will be awarded to the opposition team.**
10. On-field umpire's decision would be the final one.
11. It is captain's responsibility to uphold spirit of the game by his team. Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
12. If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament.
13. If any team misbehaves or abuses the umpires/organizers inside the field or outside the field during the match, the team will be disqualified from the tournament.
14. Any sort of drugs/alcohol consumption will not be allowed, failure to adhere the player will be disqualified.
15. Matches will be conducted in a round-robin format, with each team playing against every other team once. After the round-robin stage, the top two teams with the highest points will advance to the finals.
16. In the event that 3 teams have the same points, the Net Run Rate (NRR) will be used to determine the standings, and the top two teams with the better NRR will advance to the finals.

$$\text{net run rate} = \frac{\text{total runs scored}}{\text{total overs faced}} - \frac{\text{total runs conceded}}{\text{total overs bowled}}$$

For examples on NRR calculation please refer http://en.wikipedia.org/wiki/Net_run_rate

17. If a match is stopped due to rain, then match would be started where it was stopped.
18. Any requests for change of match timings will not be entertained.
19. In matters of doubt not covered by the tournament rules, the decision of the tournament committee will be final and binding upon all concerned as per the standard rules.
20. **Dead Ball** [During the course of play]: The ball shall be considered to be dead when it is clear to the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
21. Tournament will be played single wicket, that is, the batter will play at one end and after the completion of over, umpires & batter will change end
22. **Equipment's:** Batting gloves or any other external protective equipment is optional.
23. **Byes:** Byes and overthrows are possible means of scoring runs.
24. **Results:** If a game is tied at the end of both innings during a round-robin, the team that lost fewer wickets will be declared the winner. If the number of wickets lost is also the same, the team with more boundaries (6s and 4s) will win. If both criteria are still tied, a coin toss will determine the winner.
25. For the final match, if the game is tied at the end of both innings, a Super Over will be conducted to determine the winner. If the Super Over is also tied, the above rules and sequence will be applied to determine the winner.
26. **Umpires:** Neutral umpires will officiate in all matches. Umpires' decision is final and should be respected by all players

Batting Rules:

1. LBW and Leg byes are not applicable for this tournament. Batter cannot be ruled out in any form for leg byes and no run would be counted.
2. All "no-balls" (As per ICC rules: front foot, side-line, above the waist, Fielding restriction etc) result in a free hit in the next delivery, where field can be changed only if the batter has crossed over or no ball is due to Field restriction
3. The runner can be used only with the discretion of the umpires depending on the reason/cause and consent from the opposition captain.
4. Initial 11 only can bat during the match, irrespective of the substitutes we could take in the match.
5. All the other ICC cricket rules are applicable as it is.
6. **Obstructing the field:** If either batter can be given out if he willfully attempts to obstruct or distract the fielding side by word or action. On-field umpire's decision would be the final one.

Batter could be declared out,

- a. When a batter thinks that he is going to be run out and he blocks the ball with his bat or changes his line intentionally when running between wickets to block the ball.
- b. The striker is out should willful obstruction or distraction by either batter prevent a

catch being made.

Batter cannot be called out, if

- a. When a batter is running between wickets, he does not deviate from his course and the ball hits him without the batter blocking the ball on purpose.

Bowling Rules:

1. Regulations are as follows

- a. 8 Overs Match -> **2 – 2 – 2 – 2** (Max overs by a bowler)

2. One bouncer is allowed per over, provided the ball passes between the shoulder and the head, However, ball passing over the head will be declared as a wide.

3. If the first bouncer is above head height and batter gets out or scores runs, then it's considered as first bouncer and it's considered as a legal delivery.

Also, batter would be declared out or scored runs would be counted respectively.

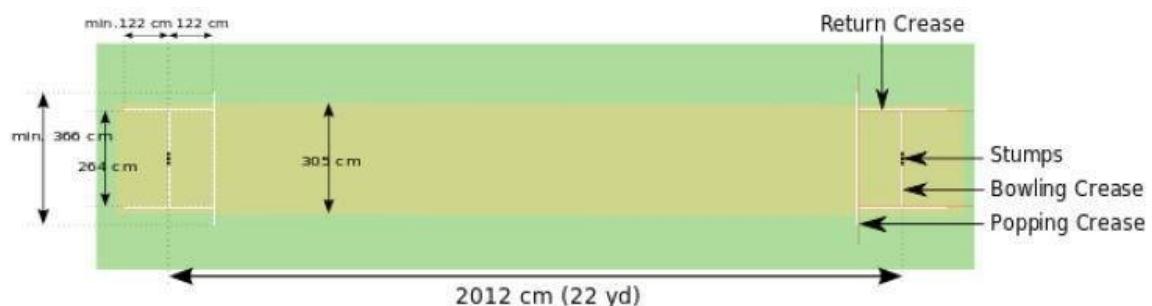
4. Free hit is allowed for all No balls (all foot no-balls, above waist no-balls, no balls due to fielding restriction or some other reason)

5. Foot no –ball can be called on following conditions

- a. If the bowler bowls without some part of the front foot either grounded [first grounding point] or in the air behind the popping crease
- b. If the bowler back foot touches or crosses the return crease.

6. No-ball could also be called,

- a. If the bowler bowls more than one bouncer per over
- b. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease
- c. **In case if a bowler chucks during his action of bowling.**
- d. If field restriction rules are not followed as per the guidelines
- e. If the bowler starts the over/ changes the side of the wicket from which he bowls without telling the guard to the umpire.



7. Chucking is strictly prohibited and is subject to the umpires' judgment. If the umpires identify an issue with the bowler's action, they can warn the bowler and instruct them to correct it. If the bowler continues with the same action, the umpires may call a no-ball.
8. Wicket keeper if wants to bowl, he could bowl but before that it's his/captain's responsibility to inform the umpire about the change of wicket keeper.
9. This needs to be ensured by fielding captain & in case missed out, umpire could call the delivery as no-ball.
10. All the other ICC cricket rules are applicable as it is.
11. **Length of the Pitch:** Pitch length would be of 21 yards

12 Judging a Wide:

If the Bowler bowls the ball so high over or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.

The Umpire shall not adjudge a ball as being a wide if:

- a. The Striker, by moving from his guard position, causes the ball to pass out of his reach provided ball is within the identified wide line.
- b. The Striker moves and thus brings the ball within his reach
- c. If the Striker switches the Batting Guard before ball is delivered and ball is within the identified wide line considering both the sides of wicket as Off side

Fielding Rules:

1. Maximum of 5 fielders are only allowed in on – side field at any stage of the game. [Including bowler if bowler bowls around the wicket]
2. If batter during the course of backing up leaves the popping crease before the ball is delivered, he could be run out by bowler. Giving a warning is left to the fielding captain and bowler.
3. During the course of bowling action, fielders other than wicketkeeper are allowed to move only in forward direction but not on sideways. Umpire can call it as No ball, if this rule is violated causing distraction.
4. During the course of bowling action, fielders including wicketkeeper are not allowed to make any noise which distract the batter. Umpire can call it as No ball, If the fielders are making such noise.
5. The umpires shall have discretion to allow, for wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time
6. If the player is absent from the field for longer than 2 over, the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least the number of overs for which he was absent.
7. If the player is absent from the field for longer than 2 over, the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that number of overs for which he has been absent or, if earlier, when his side has lost five wickets
8. The above two restriction (5 & 6) shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the Match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness). This exception will be decided by on field umpires and organizing committee.:.

