

IAN MEN AND WOMENS 8'S TOURNAMENT RULES AND PLAYING CONDITIONS

Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents, and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

Playing Conditions

- All players must wear colored uniforms.
- If the innings have reduced overs, maximum overs per bowler will be decided by the umpires.
- There is no LBW in this IAN tournament and therefore no Leg Byes.
- Byes – There will be byes and follow ICC rules
- Wide Balls: ICC rules will be followed.
- No ball: ICC rules will be followed unless otherwise stated. Any ball (from the pace or slow bowlers) above the waist height of the striker at the crease will be called a no-ball.
- Bouncer: Only one bouncer above the shoulder height of a striker standing upright will be allowed, and the second bouncer will be called no-ball

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General Rules and Playing Conditions

	<i>Women</i>	<i>Men</i>
Ball	Soft Tennis ball Taped	Soft Tennis ball Taped
Pitch	18 yards	22 yards
Boundary	45 yards	55 yards
Maximum overs per bowler	2 overs	2 overs
Free Hit	Yes - All No Balls	Yes - All No Balls

Duration

- Each inning will be of 8 overs duration.
- Each side will get 40 minutes to complete the allocated overs and there is no drinks break
- The on-field umpires will be responsible for time management and will make every effort to complete the games on time.
- The on-field umpires may use their discretion to shorten the game's duration if they feel that the game will go beyond the allocated time. They will notify both the team captains and Managers about this.
- A minimum of 4 overs per side will constitute a match.
- No side may declare an innings closed.
- Retirement: If a batsman is retired, he or she will not be able to come back for batting. Only batsman retiring due to injury will be permitted to come back to play.
- Runners are not permitted for an injured batsman.

Delay of Game

- Umpires will be responsible for ensuring that the game is proceeding at the right over rate. But in case there are delays due to the bowling team or batting team, the umpire can add penalty runs for delaying the game.

Number of Players

- Teams need a minimum of 6 players during the toss, or else they must forfeit the toss.

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- At the scheduled start time of the match, if a team still does not have a minimum of 6 players, they will forfeit the match.
- Each team will consist of a maximum of 8 players & should be nominated in writing to the umpires before the toss.
- No more than 8 players can bat or be on the field of play at any one time.
- There will be no need to nominate which players will bat ahead of time. Any substitution of a fielder can only take place with the permission of the umpire. That substitute can immediately play a full part in the match.
- Substitutes can only field and cannot bat or bowl.
- There is no Impact player or Super Sub concept in this tournament.
- If any player from the Playing 8 gets injured during fielding, the captain of the fielding team substitutes that injured player with another player who is not in the Playing 8 and is part of the team roster and is available at the ground.
- If the injured player is unable to return, then the substitute can field for the entire duration of the innings.
- If the substitution is due to a fielder being tired or exhausted, the main player can be out for only 2 overs and needs to return to the field.
- If they stay for more than 2 overs outside, that player cannot bat for the number of overs they have been outside. For example, if a fielder was out of the fielding innings for 4 overs then they cannot bat during the first four overs of the innings when their team bats but in case all the wickets fall within 4 overs and this is the last batter then they can come into bat before 4 overs.

Bowling

- All bowlers will have a maximum run up of only 5 steps from the popping crease and a minimum of 3 steps from the popping crease.
- No bowler can stand and throw the ball or run for more than 5 steps.

No Ball

- Double bounce (before reaching the batsman) deliveries will be treated as no-balls. This is a change to MCC Law 24.7 which only stipulates a no-ball when the ball bounces *more than* twice before reaching the batsman.
- Any full pitched delivery (regardless of speed - yes, even for spin bowlers) which passes or would have passed above waist height of the striker standing upright at the crease shall be called & signaled "No Ball."
- One bouncer is allowed in an over. The second bouncer will be deemed a "No-Ball." Bouncer Definition: A ball that, after pitching, passes or would have passed above the striker's shoulder standing upright at the crease.
- Questionable Bowling Action - It's the umpire's call to declare a NO ball -
- Any ball that is pitching outside the pitch will be declared a No ball.

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Wides, No balls and Overs Completion

- There will be a wide line marked on either side of the striker's end and the umpires will determine if the ball is within the line or outside and deem the ball to be wide. Umpires' decision is final on this regard and any arguments or dissent will be not be encouraged.
- Each innings of 8 overs will have to be bowled in 40 minutes; grace of 5 mins will be given. If by the 45th min the bowling team has not completed the overs for every over short there will be a penalty of 12 runs added to the batting team total. The same applies to team bowling second. There will be a 10 m break between innings. Therefore, the total game time including break and two innings and grace period will be 100 minutes.

The Result

- In the event that the scores are level in a match unaffected by weather, there will be a "Super over" where each team must nominate 3 batsmen and a bowler.
- The super-over will be deemed completed at the fall of 2 wickets should the batting side be unable to play out the "super-over."
- If the game remains tied at the end of the super-over, the result will be decided by number of wickets (not including super over), number of sixers hit, and number of fours hit, in that order.
- Even after that if the result is tied, then the points are shared by each team.

Rain Rules

- If there is rain and wet conditions are determined by the umpire, every effort will be made by the umpire to conduct the game for a minimum of 4 overs.
- There should be a minimum of 45 minutes required to complete a 4 over a side game.
- This 45-minute period should fall within the stipulated time scheduled for that game.
- If the umpires determine that a game cannot be conducted, then the match will be abandoned, and points shared.
- There is no reserve day for any game in the IAN tournament. But if a team does not get to play even one game (minimum 4 overs a side) in the league phase, then the organizers will consider having the first league game of that team played and the teams will need to be flexible to play that game on a day where the organizers can arrange it. This can be a weekday too and in the late afternoon, but all efforts will be made to conduct on the 4 weekend days.

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- If at the end of league phase all three teams are tied with same points, then NRR will be used to determine the top two teams for the semis.
- If the NRR remains the same the team's position will be decided by number of wickets a team has lost in their matches (not including super over), number of sixers hit, and number of fours hit, in that order.
- If a semifinal game is affected by weather, then their league standing will be determined to decide the finalist. And if they had the same points then the other methods of determining the top team listed above will be used.
- If every method fails (number of wickets a team has lost in their matches (not including super over), number of sixers hit, and number of fours hit, in that order, then the semis will be played another day.
- If a final is affected by weather all methods of determining a winner will be adopted listed above (starting with their league standings, then NRR (including their Semis NRR), number of wickets a team has lost in their matches (not including super over), number of sixers hit, and number of fours hit, in that order and finally if nothing works then the finals will be played another day.

Scorers

Each team will nominate 1 scorer for each match and will work together for scoring using an online App.

Practice on the ground

All forms of practice and fitness will be permitted on the outfield before the start of play or after the play, or during lunch. Between innings provided, such practice will not cause a significant deterioration in the outfield condition and won't delay the game. No bowling or batting practice will be permitted on the main pitch.

Fair and Unfair Play

The Umpires will be the sole judges of fair and unfair play.

Fitness of Play

- It is solely for the umpires to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- Conditions shall be regarded as dangerous if there is an actual and foreseeable risk to the safety of any player or umpire.
- Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batter of the

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ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

Umpire's decision

- An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.
- No player or coach can contradict an Umpire's decision or argue with the umpire.
- The Umpires have the right to let the captain of the sides know and give a warning to any player who argues with the Umpire.
- Post the first warning if the player or Captain or Coach of any team repeats the mistake of arguing with the Umpire or disrespects any other player, the Umpire has the right to remove the player from the field of play.
- The Umpires also have the right to award the match to a team if the opponent team continues to disrespect or argue or create issues at the ground during the match.

Disputes

Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to the Rules and Regulations committee, who will make the final decision.

Other Guidelines

- Only the coach and/or Manager are allowed to advise the players on the field during breaks.
- No other outsider intervention/advice should happen when the match is in progress.