



# EPCA CORPORATE CRICKET RULES & REGULATIONS

Dated: 26-Dec-2017  
Rev: 01

## **THE PREAMBLE – THE SPIRIT OF CRICKET**

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within the Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The responsibility for ensuring the spirit of fair play rests on you all.

### **SPORTSMANSHIP:**

We are playing under Eastern Province Cricket Association (EPCA). To ensure growing success of the EPCA and their organized various tournaments, it is essential that players display a high standard of sportsmanship. Player(s) must play to the true spirit of the laws & rules of the game of cricket. Cooperation with umpires and the willingness to accept their decisions without question and friendliness with opponents are inherent qualities of the true sportsman.

### **RESPONSIBILITY OF CAPTAINS:**

The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws. It is also the responsibility of the captains to hand over the teams with full names of no later than fifteen (15) minutes prior to the start of play.

### **PLAYER'S CONDUCT:**

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

### **FAIR AND UNFAIR PLAY:**

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

The umpires are authorized to intervene in cases of:

Time wasting; Damaging the pitch; Dangerous or unfair bowling; Tampering with the ball; Any other action that they consider to be unfair (This may include having the pitch and outfield ready for play)

The Spirit of the Game involves RESPECT for:

Your opponents; Your own captain and team; The role of the umpires ; The game's traditional values

It is against the Spirit of the Game:

To dispute an umpire's decision by word, action of gesture

To direct abusive language towards an opponent or umpire

To indulge in cheating or any sharp practice, for instance:

- a) To appeal knowing that the batsman is not out
- b) To advance towards an umpire in an aggressive manner when appealing
- c) To seek to distract an opponent either verbally or by harassment with persistent clapping
- d) Or unnecessary noise under the guise of enthusiasm and motivation of one's own side

### **VIOLENCE:**

There is no place for any act of violence on the field of play.

### **PLAYERS:**

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.



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## RULES AND REGULATIONS:

### GENERAL:

- a) The T20 Competition as arranged shall be governed by General Rules as detailed by all Rules and Bylaws as specified.
- b) Every team is expected to follow tournament rules.
- c) Failure to comply will automatically forfeit the team's further participation in competition.
- d) Matches can be league or Pools will be decided by committee **and as per schedule.**
- e) Main umpire will be Neutral and leg umpire will be from the different team as stated in schedule. in final, semifinal **and knock out** matches both umpires will be neutral.
- f) Each and every player(s) should respect the umpire's decision(s) shall always be considered as final.
- g) Other than the company team members, no one is allowed to play the tournament.
- h) Maximum of two companies can make a combined team by merging with GES, GES+ or EPC contractor team.
- i) It is mandatory for the Captain to nominate one (1) leg umpire for umpiring the ongoing other match.
- j) Leg umpire can make run out and no ball decisions but no ball needs to be confirmed by main umpire and it can be turned down if he thinks that the decision is wrong.**
- k) Each team is responsible to carry the stumps (Spring Loaded Stumps are mandatory) for one end, failing to bring the stumps will be considered "Delay Tactics" and will be penalize which will be decided by the umpires on the ground or even can lose the match till "Walk over Time".
- l) Where spring loaded wooden stumps (Spring Loaded Stumps are mandatory) are used with a base, every part of the assembly including all parts of the base shall be considered part of the wicket. For all forms of dismissals in which the breaking of the wicket is necessary part (i.e. bowled, stumped & run out) the ball must strike any part of the wicket (Including all parts of the base & assembly), with sufficient force to remove the ball(s) to effect a dismissal.
- m) Umpire decision will be final decision. If team feels that decision was incorrect than only concerned team captain will discuss with umpire, apart from captain no other team player should discuss or argue with umpire. Further to discussion, umpire will either change the decision or stick to his previously taken decision, this will be totally umpire decision.
- n) Bouncers are not allowed to be bowled in this tournament and safety is a big concern for all of us. If any bowler bowls above the shoulder height, that ball will be considered as NO BALL and in case of second bouncer bowled in same over than the bowler will not be allowed to bowl for the particular match.



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- o) Any ball above the waist height will be considered as NO BALL and in case of second repetition in same over than the bowler will not be allowed to bowl for the particular match.
- p) Before toss it's the captain responsibility to provide the playing 11 and 12<sup>th</sup> man to umpire on the registered squad list.
- q) If there is any climate issue, it will be umpire decision to postpone the match. Management will decide and update the concerned teams of the match re-schedule.

## **1. REGISTRATION:**

- 1.1 All the team members shall be in good standing fitness.
- 1.2 All teams must register their players before the start of the competition. Registration can only be done by submitting the Squad Registration Forms. These forms must be submitted no later than the given date.
- 1.3 Registration must be done by email for verification. The playing of unregistered players is prohibited and will cause a match forfeit by the team(s) doing so.
- 1.4 Entry fees will be as per stated in the invitation brochure and it is non-refundable.
- 1.5 List of Sixteen (16) players with their **iqama** picture and number should be submitted in given "Squad Registration Form". Please be noted that team not submitting squad list will not be able to participate in the tournament.
- 1.6 16 registered players are allowed to participate in the tournament and then no one is allowed to change the team members except:
  - a) Players medically unfit to play cricket for the complete season (applicable for the whole tournament)
  - b) Player left the company (applicable for the whole tournament).
  - c) **Revised squad should be submitted on or before Wednesday.**
- 1.7 In knock out matches, in any case no team is allowed to make any change in the squad.
- 1.8 Opponent team has full rights to object and check the identity if they have any doubt.

## **2. SAFETY:**

- 2.1 Wearing Helmet is compulsory for the batsman for the first six (6) overs. We will highly recommend to all the teams to continue using helmet till 20 overs.
- 2.2 Each team should have their own First aid kit.
- 2.3 In case of any injury, it is concerned team's responsibility to provide first aid and take him to hospital if needed.



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## **3. TOSS:**

- 3.1 Toss time will be 15 minutes before Match start time.
- 3.2 A team having less than eight (8) players at the ground by toss time shall be deemed to have lost the toss. 12th man if named on the team nomination list can make eight (8) players team to qualify for toss.
- 3.3 All games shall start per schedule time and maximum of 15 minutes extra time will be given to start the game.
- 3.4 Play shall commence as per schedule time. Each team must have a minimum of eight (8) players present on the ground during toss.

## **4. LOSS OF OVERS AND DEFAULTED MATCH**

- 4.1 Any team not ready to play at match start time will lose one (1) over per five (5) minutes which will be considered up to first 30 minutes, after which it loses the game with zero (0) point, providing the opposition team with (2) points who were ready for play.
- 4.2 The team not ready will be charged with a match default, if both teams are not ready to play than both the teams lose one (1) over per five (5) minutes of delay up to first 30 minutes and after 30 minutes match will be considered as abandoned and both teams will be charged with a match default zero (0) point.
- 4.3 The same formula will be used when the starting time changes.
- 4.4 Any time a team walks off the field for whatever reason, they will automatically forfeit the match and will be considered as match defaulter.
- 4.5 A Team not present (having less than eight (8) players at the ground) shall be deemed to have lost the match and to have given a walkover to their opponents (the 12<sup>th</sup> man if named on the team list can make eight (8) players) and a penalty as stated below:
  - a. Each captain shall nominate his 11 players in Provided "Registration Form" for each and every match.
  - b. Only nominated players will be eligible to take part in the match and no changes of players will be allowed without the consent of the opposition captain and umpires.
  - c. The opposition captain along with the umpires may inspect the team list.
  - d. Should there be any doubt, regarding the identity of any player, official identification documents (essentially Iqama or Passport copy) may be required as proof.

## **5. COMMENCEMENT OF THE GAME:**

- 5.1 Match shall start as per scheduled time.
- 5.2 The minimum members of players constituting a team shall be eight (8) on the field of play. No team may take the field with less than eight (8) players. (Including the 12<sup>th</sup> man if named on the team list).



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- 5.3 Batsman must be ready to face up when bowler is at the top of their run up.
- 5.4 At the fall of a wicket the incoming batsman should cross the boundary line before the outgoing batsmen go out of the boundary line.
- 5.5 15 minutes change over between innings. There will be no drinks breaks.
- 5.6 Every team can wear any color uniform (preferably white) except **red** and **black** color and sports shoes are mandatory for playing.
- 5.7 Only red balls will be provided by organizers which will be used, it is team's responsibility to collect game ball and score sheet for their game from umpire.
- 5.8 Each innings will be of 20 overs with 4 overs max per each bowler.
- 5.9 Each team should have minimum 5 bowlers.
- 5.10 There will be only 1 power play for first 6 overs with maximum of 2 players outside 30 yards circle.
- 5.11 For the first six (6) overs only two (2) fielders are permitted to be outside the field restriction marking (30 yard circle) at the instant of delivery. Otherwise No Ball will be called by umpire.
- 5.12 For the remaining overs no less than four (4) fielders are allowed outside the field restriction marking (30 yard circle) at the instant of delivery. Otherwise No Ball will be called by umpire.
- 5.13 In circumstances when the number of overs of the team batting is reduced, the number of power play fielding restriction over shall be reduced in accordance with the table below. For sake of clarity it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total Overs	Restriction Overs
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- 5.14 Only foot fault NO-Ball is free hit.
- 5.15 The batsman facing a free hit delivery can only be dismissed through a run out, for hitting the ball twice, obstructing the field or handling the ball, as is the case for the original "no ball". If the same batsman is facing then fielders must remain in same position. If batsmen change ends, the field can be changed.
- 5.16 A full toss ball above waist height is considered as no ball without free hit (Final decision by main umpire).



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- 5.17 Any ball above shoulder height is a no ball without free hit (Final decision by main umpire).
- 5.18 Umpires are instructed to apply a very strict and consistent interpretation in regard to these rules in order to prevent negative bowling wide of the wicket. Any offside delivery which passes outside the line drawn outside the off stump shall be called wide. Any ball passing the batsman down the down the leg-side / out-side the leg stump is a wide.
- 5.19 If a match is interrupted under any circumstances, the winner will be the calculated using the Duckworth/Lewis Par Score Regulations.
- 5.20 In case of a game tie, "Super Over" will used.
- 5.21 A Super Over sometimes referred to as an "Eliminator is one of two extra overs in a Twenty20 cricket match when the regular match ends in a tie. Instead of equally dividing the points between the two participating teams, the winning team of the "Super Overs" takes all the points.
- 5.22 At the end of a tied regular match and before the Super Over, each team nominates three batsmen and a bowler. The team that scores the most runs in their Super Over is the winner of the match.
- 5.23 If the scores in the Super Over are tied, the match is won by the team that has scored the most 4s & 6s in super innings.
- 5.24 Winning team gets 2 point and losing team 0 point.
- 5.25 In the event of teams finishing with equal points at the end of a tournament, their ranking will be determined on a descending order based on overall tournament NET RUN RATE calculated as follows:

## **NET RUN RATE:**

- At the end of a tournament, Team 'A' scores 1200 runs off 100 over's (in five matches) and given away 1,400 runs in 100 overs, its net run rate shall be:
  - (Total runs scored/overs played) – (Total runs scored by opponents/over are played)
  - = (1,200/100) – (1400/100)
  - =1.2 – 1.4 = -0.2 (net run rate Team 'A')
- 5.26 Runner will not be provided by Umpires unless nine wickets are down, the injured or ill batsman has the option of retiring hurt and returning to bat at a later stage should the need and/or opportunity arise. Calculation of the period for which an injured or ill player who has been absent from the field shall not be permitted to bowl or bat i.e. penalty time.



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## **FOR THE PURPOSE OF ABOVE CALCULATION:**

- a) In the event of a team being all out in less than its full quota of over's, the calculation of its net run rate shall be used based on the full quota of over's to which it would have been entitled and not on the number of over's in which the team was dismissed.
- b) In case of a side scoring total runs in excess of that scored by the opposing side in less than the full quota of over's, then the actual number of over's played will be taken for the purpose of net run rate calculation.

## **ILLUSTRATION:**

Team 'A' plays a total of 5 matches in a 20 overs tournament.

- In one match, it reaches the target in 18 overs and wins.
- Total over played by Team 'A' during the tournament shall be:
  - $4 \times 20 = 80$  overs.
  - $1 \times 18 = 18$  overs.
- Over's to be used for calculation =  $80 + 18 = 98$ .

## **6. CONCLUSION:**

- 6.1 All T20 league games will be reschedule due to rain, bad weather or any reasons.
- 6.2 All ICC T20 rules will be applied unless otherwise stated.
- 6.3 This is not complete rules document; new rules will be added as per need during the tournament if needed.