

CRICKET

- Each Team will consist of 10 Players. 9 on the ground & 1 substitute.
- There will be 6 overs in each game.
- Each Bowler is only permitted to bowl 1 over
- The Players who will not be bowling will get to play as the Opening pair & 1st wicket down Batsmen.
- Bowling - (Medium pace) - final decision regarding pace will be of UMPIRE.
- NO LBW.
- If a ball touches the upper net and then caught directly by the fielder, it will be considered as an “OUT”.
- A “Boundary” will only be considered if the ball touches the net parallel to the crease.
- A “SIX” will only be considered if the ball touches the net parallel to the crease.
- If a ball touches the upper net and then hit the boundary net directly it will be a “SIX”.
- Wide & No ball will add a single run to the batting team.
- Over Stepping will be considered as a “NO BALL” and the next ball would be declared as a “FREE HIT” where the batsmen can only get OUT by a RUN OUT and no other means.
- Fielding Pattern - 2 Players on the Boundary, 3 Players in the Middle, 2 Players Ahead of the Bowling Crease, 1 Bowler, & 1 Wicket Keeper.
- REFEREE decision will be the FINAL.
- The match scoring will be done on Cric Heroes, so if any match gets tied, the team with highest Net Run Rate will win the Match.
- No Argument with the UMPIRE, if it is followed then that team will be DISQUALIFIED from the Tournament.
- Only CAPTAIN from the team can talk to the UMPIRE incase of any clarification.