**2017 GCIC Inter-Sector Cricket Competition**

**Rules and Regulations**

**GENERAL**

1. No school children will be allowed to play.
2. All teams must wear uniforms (no jeans, shortsor khakipants). No hard shoes.
3. Umpires will be provided by the Organising Committee. No registered players of the competition will be allowed to umpire.
4. Play commences at 4:30pm sharp.
5. Teams arriving after 4:45pm for their game will lose the toss.
6. Any game commencing after 4:45 pm will be reduced to a maximum of 10 overs per side.
7. Any team unable to field atleast seven (7) players by 5 pm for the start of play will be deemed to have forfeited their points for that particular match. **No games would be played after 5:00pm.**
8. Each team is allowed to register a maximum of twenty (20) players. **No more than four (4) outside players will be allowed per game.**
9. At no point in time must any player of any team make derogatory remarks to umpires or organizers during matches. All complaints must be reported to a member of the Organising Committee who will advise accordingly.
10. Any player arriving for a game after eight (8)overs have been bowled cannot bat or bowl; only field.
11. No team is allowed to start with a player and replace them with another during the game.
12. **Teams should provide a list of players to the standing umpires before the game begins.**
13. Teams must give no less than one (1) weeks’ notice if they are unable to play a game a seen on the fixture provided so that the necessary changes can be made. (Exceptions may be made in the case of genuine emergency at the discretion of the Organising Committee).

**DURATION OF GAMES**

1. All matches will be of one (1) innings per team.
2. Innings will be six (6) ballsper over, with each team entitled to a maximum of fifteen (15) overs.
3. A minimum of eight (8) overs will constitute a match.
4. No bowler will be allowed more than three (3) overs per game.

**FORMAT**

The competition will be zoned based on the volume of entries in the tournament. The members of each zone will be determined at a meeting with team representatives where a random draw will be done.

Teams will play on Round Robin basis in the first round.

The top four (4) teams in each zone will qualify for the second round which will be on knock out basis.

Points will be awarded as follow:

* Win 4 points
* Loss 0 points

**THE RESULTS**

1. A result can be achieved only if both teams have batted for at least eight (8) overs unless one team has been bowled out in less than eight (8) overs or the team batting second scores the required runs in less than eight (8) overs.
2. Any game abandoned due to rain will start over if a winner cannot be judged at the point when the match was abandoned.
3. Should any of the standing umpires deem light to be a hindrance to gameplay, he must bring it to the attention of his counterpart for concurrence at which point both captains will be informed before a final decision is made.
4. In the event of a game with both teams on equal score, the results will be determined in the following order:
5. Most runs after eight (8) overs
6. If scores are leveled after eight (8) overs; team losing least amount of wickets
7. If at this point all determining factors are equal, then each team will be awarded two (2) points in the first round; if knockout, the game must play over.
8. Qualifying for the second round
	1. In the event of teams being equal on points, placing will be determined on runs per wicket basis.
	2. Should teams still be deadlocked, then the team losing the least number of wickets will qualify.

**CONDUCT**

All team captains are responsible for the good conduct of their players and are asked to do their utmost to avoid conflicts during games.

1. Additionally, at the end of each game the standing umpires will choose the most disciplined team of the match who will be awarded a point. The team with the most ‘discipline points’ at the end of the competition will be awarded a prize in this regard.
2. No player will be allowed to be registered for more than one (1) team during the tournament.
3. Balls and wickets will be provided by the organizers. Teams must provide their own bats, only **wooden** bats are allowed. The maximum width of bats should be four and a half (4 ½) inches. A new ball will be used in each inning. Alternation of balls will not be permitted unless lost or destroyed (as deemed by standing umpire).
4. Overthrows will be counted in this competition.
5. The L.B.W rule will not apply.
6. A free hit will be awarded for a front foot no ball.
7. Each bowler is allowed two (2) balls over the shoulder in an over. Should a third such ball be bowled in the same over, it will be deemed a ‘no ball’ for which the batting team will be awarded one (1) run. The bowler will have to bowl an extra ball in his over to make up for this extra.

**SCORING**

**N.B.**: It is the responsibility of the team to provide a competent scorer for each game as the final outcome may be determined by the information available on the score sheet. Captains and Umpires must sign the score sheets at the end of each game, after confirming the information contained therein.

1. Score sheets will be provided and must be accurately detailed as follows:
	1. Runs scored by each batsman
	2. Team total
	3. Overs completed by each bowler
	4. Names of bowler (s) achieving a hat-trick
	5. Score at the fall of each wicket
	6. Bowler’s statistics
	7. Name of batsmen hitting six (6) in each inning

**March Pass Judging**

1. Teams present at March Pass with at least five (5) or more players in full uniform will be awarded eight (8) points.
2. Teams present with less than (5) players will receive zero (0) points.
3. Teams not present will get zero (0) points unless a valid excuse is submitted to the Organising Committee at least five (5) working days prior to the Opening Ceremony.