

ISA's 9th Annual Cricket Tournament

Rules and Regulations

1. General: ISA-UHCL Cup shall officially start on June 26th, 2009. The entry fee for the tournament is \$60 per team and is due before 14th June 2009. Amount can be paid by check or cash.

2. The Pitch: All the matches will be played in the Parking lot by the Delta Building.

3. Match: Every match consists of one inning per team. If a team does not report until 30 minutes after the scheduled start time of the match, the cricket committee has right to forfeit the match and the opponent team will be declared the winner. No match can start without the minimum of 4 players.

4. Teams: Each team shall consist of eight (8) players and maximum of 4 optional players. So teams can submit a list of 8 to 12 players.

Team Composition:

Each team should have at least 3 players in playing 8 from UH system in every match team plays. They can be current student or alumni of UH. Valid proof of identity is needed. Players would be asked to show their identity before the play starts. Violation of this rule may lead to termination of team from the tournament.

Names of 8 players should be submitted to the umpires prior to the start of EACH game. All the Players must have a valid life insurance.

5. Teams can submit names of 8 players on or before the deadline (out of which 3 in playing 8 should be from UH system [students/Alumni]). 4 extra players can be submitted at any time during the tournament.

6. No player (including extras) shall play for more than one team. Player will be Disqualified and won't be allowed to play any further match in the tournament, if any such incident is reported. No substitutions will be allowed during a game except when rule # 18 (injuries) applies.

7. Batsmen: Will have the benefit of doubts. No last man batting. Substitute runner for a batsman will only be provided in case of an injury to the batsman and only upon the approval of both the umpires and the opponent team captain.

8. Fielding Side: A maximum of 8 overs will be bowled in each inning. Semifinals and Finals will have 10 and 12 overs respectively.

9. Bowling quota: In the league matches, all bowlers can bowl a maximum of 2 overs in an 8 over match.

For Semi-Finals, 2 bowlers can bowl a maximum of 3 overs in a 10 over match.

For Finals, All Bowlers can bowl a maximum of 3 overs in a 12 over match.

10. Balls: Two new balls will be provided for each team per innings (League phase). In case if a ball is lost, new ball will be provided.

11. No-Ball: No-balls will be called at the discretion of the umpire; either of the two umpires can make the call. No Ball is a ball, which is waist high full toss by a fast bowler or goes above shoulder after one bounce. **One bouncer is allowed in an over i.e., a ball which goes above the shoulder is not counted as a bouncer; it would rather be called a No-Ball.** Each call will be penalized with an extra delivery and an extra run will be added to the number of runs scored on that particular ball.

12. Wides: Each wide ball will be penalized with an extra ball and run.

13. Dead-Ball: If the ball touches the ground twice or more before crossing the batting crease, then it's a dead ball.

14. Scorers: The scorers will over rule the umpires in the event of a discrepancy on the number of balls bowled.

15. Injuries: In the event of an injury a declared substitute can only field. Any other player can also substitute a fielder if the Umpires, Cricket Committee and the Opposition Team's Captain agree to it

16. The Result: The team that scores the most runs will be the winner.

In the event of a tie the following applies:

a. If it's a league match then both teams will be give 2 points each.

b. If it's a semi-final a bowl out will be carried out.

c. In final match both team will again play six over match per side, even if that match is a tie then a bowl out will be carried out.

(Bowl out: Each team will have to select five players to bowl. Those players have to hit the wicket with legitimate bowling. The team that hits the wicket maximum time will be declared as winner.)

17. No LBW's, there are runs for byes and leg-byes.

18. Two neutral umpires will be assigned for each game.

19. IDENTITY: Every player has to carry some form of photo identification. In specific, the **Current Student** of UH System must carry his **Student Id along with a Driver's License/Texas Id.** If an **Alumni Student**, a **transcript which proves him to be an ex-UH System student along with a Driver's**

License/Texas Id is necessary. **If it's a person other than these two, he should have his Driver's License/Texas Id with him.** Every player must carry these identification cards for **every match**. Any person failing to comply with the above said rules will be disqualified from the tournament.

20. Run rate: It will be calculated according to the new International Standards.

New net run rate= (total runs scored so far/total overs used so far)-(total runs given so far/total runs bowled so far) the total runs here is total of all matches played so far thus if a team has played 1 match before and scored 5 runs in 5 overs and given 6 runs in 1 over and today they scored 2 runs in 2 overs and given 3 runs in 1 over then their net run rate would be

Total runs so far= $5+2=7$

Total overs played= $5+2=7$

Total runs given= $6+3=9$

Total overs bowled= $1+1=2$

New net run rate= $(7/7)-(9/2)=1-4.5= -3.5$

21. Walkover: In the case of walkover the match won't be counted for calculating net rate run.

22. One Run: If the ball rolls out of the boundary (on the ground, not directly over the fence), it is declared to be one run, **but the batsman has to rotate the strike. If the batsmen do not want to rotate the strike, they do not get that one run.**

23. Custom Rules: - If there are any custom rules, then the two captains will be intimated before the start of the match.

24. The 9th ISA-UHCL Annual Cricket Tournament 2008 will be conducted in accordance with the UHCL's student life policies.

25. There will be a panel of three members for each match who will be well versed in all the rules of the game, to over look the proceedings of the match.

26. All teams will be made to sign a document stating that the panel's decision will be final regarding all disputes and the captain is responsible for each of his/her team member's behavior.

27. In the case of any dispute, only the two captains, Umpires and the panel can involve in any sort of discussion. Umpire's and Panel's decision will be final during all matches. If any team or team member does not respect this decision, the entire team will be disqualified from the tournament.

28. The panel reserves the right to make any decision in the goodwill of the tournament and in case of disputes can over rule the umpire.

29. There will be a scorer's panel, umpire's panel that will be well versed with all the rules of the game.

30. Chucking/Throwing – If batsmen feels that a bowler is chucking then he may report to umpire and the umpire can check bowler's action. If umpire too feels that the bowler is chucking he will give bowler first of the two warnings. If a bowler is found chucking again then umpire will give him the second warning and even then if he is found chucking then he will not be able to bowl further in the match. His overs bowled in the match will be continued by someone.

31. Time-Related – Both the teams with their playing eight should be present at the ground at the scheduled time. A team may arrive no more than 20 mins late to the venue with all their playing eight. If a team fails to do so the match will be awarded to other team present in time. If both teams don't arrive then the match will be declared a draw and both team awarded equal points.

Rain Related Rules

1. In case of rain affecting a lot of matches and time does not permit to play league matches then each team will be awarded 2 points each, round 2 will be changed to knockout. Here team with most points will play the team with least points and so on so forth.

2. None of the league matches will be replayed because of rain delays or any kind of disruption due to rain. If a match is completely washed out or cancelled due to rain then both the teams will get equal points (2 each).

3. For a match to be considered as not cancelled, both the teams should have played at least 4 overs each in their respective time slots (refer point 3 for time slots).

4. Each inning will be given a time slot of maximum 1 hour.

5. If team 1 cannot complete 4 overs of batting in the first 1 hr, then the match is considered as cancelled.

6. If team 1 finishes playing first 4 overs then their innings will be counted and both the teams will be encouraged to finish as many overs as possible in the first 1 hr.

7. At the start of second 1 hr, second innings will start. Team 2 should also play for at least 4 overs to consider their innings. If team 2 cannot finish 4 overs batting in the second 1 hr of the match, then the match is considered as

cancelled.

8. If team 2 finishes playing first 4 overs, then the match is continued to as many overs as possible. In case of disruption because of rain in second innings, then scores are compared up to that ball.

9. If team 2 cannot finish bowling all the 8 overs in the 1 hr time slot, then they have to chase the target in the same number of overs and balls, they have bowled in the first innings.

10. In case of no rain the break between the innings will be a maximum of 15 minutes. In case of rain, the break will be cut short and the organizers as per the conditions will decide the amount of time for the break at that time.

WE WOULD REQUEST ALL THREE PLAYERS TO AVOID ANY PERSONAL COMMENTS ABOUT THE PLAYERS IN THE MATCH. CRICKET IS A GENTLEMAN'S GAME AND IT SHOULD BE PLAYED IN THAT SPIRIT. THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP. ANY TEAM BREAKING THESE LAWS CAN BE DISQUALIFIED BY THE ORGANIZERS/CRICKET COMMITTEE AT ANY POINT OF THE TIME DURING THE TOURNAMENT.

We intend to obtain a signed document from the university Cricket panel's decision will be final regarding all disputes.

Captain Name: _____

Sign: _____

Date: _____