

Women's Cricket Rules:

Basic Rules:

- a) All the MTBC games played on weekends is played for 12 overs.
- b) Only 3 bowlers can bowl a maximum of 3 overs.
- c) 35 yard or 105 feet boundary from the middle of the pitch will be marked by flags and must be consistent for all teams.
- d) Drinks Break - Max 5 minute drinks/refreshment breaks after 6 overs for all matches.
- e) Innings Interval: Max 10 minute drinks/refreshment breaks after completion of the team batting first innings.
- f) Any 8 can bowl, any 8 can bat, and any 8 can field during the match.
- g) Any given batsmen can take a break from batting after the completion of the over, and still come back again to bat whenever a new over is getting started as far as they remain NOT OUT.
- h) All teams need to declare a roster with minimum of 6 and maximum of 15 players. Only players announced on the roster will be eligible to play. A team will be disqualified if it plays with a player not on the roster
- i) ONLY the players who have signed the liability form are eligible to participate in this tournament.
- j) The Age limit for playing MTBC Women's tournament is ≥ 12 years.
- k) There will be neutral umpire for all matches, he is the Main Umpire. Leg umpire should be provided by batting side.
- l) In case of controversy, main umpire can overrule the leg umpire. The main umpire's decision is final and cannot be challenged.
- m) In case Main Umpire is not sure of the decision, the "benefit of doubt" will be given to the batsman.
- n) In case of a conflict on field, there should be no arguing with the umpires or with players of the opposing team. Both captains will talk with each other to resolve or the captains should talk to the neutral umpire. Neutral umpire has to make this clear during team introduction. Captains should take the ownership for team members' actions on the Field. After the first warning from the umpire if a team mate still argues the second time, then the player will be asked to sit out.
- o) Neutral Umpires will be arranged by the board
- p) If any player injured on the field then only you can have a runner

No-Ball & Wide:

- a) There will be runs for wide and No-Ball. Neutral umpire can overrule the decision made by batting team's leg umpire.
- b) No Ball will be called only if the bowler oversteps his foot completely over the front part of the popping crease or if bowler's foot lands completely outside the side of the popping crease. It will

not be considered a No Ball if the bowler bowls from behind the back part of the popping crease.

- c) Bouncer above shoulder high is considered a No-Ball. There is no one bouncer allowed rule. First bouncer in an over is considered as No-Ball.
- d) Full-toss balls that are waist high or more of the batsman's normal batting stance will be considered No-Balls.
- e) Balls that bounce more than once in front of the batting crease after leaving the bowler's hand will be considered dead balls.
- f) If fielders talk while the bowler is running in to bowl, the umpire can call it a no-ball since this can cause distraction to the batsmen and fuel controversy
- g) Bowler has to say the guard before bowling otherwise it's a no bowl

Byes/Leg-Byes/Stumping:

- a) Byes are allowed (Batsmen are allowed to take runs for Byes).
- b) To prevent controversy, leg-byes will not be allowed.
- c) Stumping on a No-Ball is not out.
- d) Run out on No-Ball is out.
- e) To prevent controversy, there will not be Leg-before wicket out.

Pitch dimensions:

- a. Pitch length: 48 feet or 16 yards from stump to stump
- b. Wide crease at the striker end: 1.5 times the bat length from the middle stump on both sides of the stump
- c. Return crease at the non-striker or bowling end: 1.5 times the bat length from the middle stump on both sides of the stump
- d. Popping crease: 1.5 times the bat length from the middle stump

Score Sheet:

- a. Score Sheet is available on the website and it should be used while your team is playing.
- b. At the end of each game, both captains should sign the score sheet along with the neutral umpire.
- c. Each team must turn over a copy of their score sheet to the winning team and it should be updated on www.cricketmn.com by Tuesday, for keeping/updating statistics.
- d. Captains and Umpire should authenticate the score cards after the game and make sure the player names and individual contributions like batting, bowling & fielding figures are well captured.

Points:

- a. For every win, 6 points will be awarded to the winning team.
- b. A loss will result in zero points.
- c. If a match is tied on runs, then each team will be awarded 3 points.
- d. If a match is tied on mutual agreement, the each team will be awarded 2 point.

Spring Wickets:

- a. Mandatory to place ONLY the spring wickets on the ground. (Violators fined \$20 for each offence)
- b. The board will give ALL teams one Spring Wicket and also match balls for free. (You will have 2 sets of wickets at the ground for a match)

Match Start Timing:

- a. All matches have to start at the pre-announced schedule time of 9AM. Minimum of 6 players are required to start a match.
- b. If a match cannot start due to lack of players a 15 minute grace period will be provided.
- c. Players arriving late, must be at the ground before the first 6 overs of the match. Otherwise they will NOT be able to play at all. No bowling, no batting or fielding.
- d. Teams arriving later than 9:15, will be considered a walkover. No excuses or exceptions.

Uniforms:

- a. Shorts – Are NOT allowed as attire on the field of play. This rule is applicable to players and umpires.
- b. Jeans – Are NOT allowed as attire on the field of play. This rule is applicable to players only
- c. Skirts, Salwars, and Sarees - Are NOT allowed as attire on the field of play.
- d. No player will be allowed to play if they do not have the appropriate attire. Match will be forfeited if they do.

Rained off/Rescheduled matches:

- a. For rained off or rescheduled matches, the match has to be played on the next weekend without interrupting the original schedule for that day.

- b. Both the captains need to agree on the Date/Day/Time/Ground/Venue/Neutral Umpire for their rescheduled/pre/post-pone match.
- c. Rescheduled matches will come with a \$45.00 fine or loss of home field advantage for the offending team.

Rules for Tied Matches:

- a) In case of a tie in the group match the points will be split, but in case of tie during knockout (semis, and finals) match the match will be decided using a super over.
- b) Rules for a super over are the same as in international cricket.
- c) Each team will decide a bowler to bowl and three batsmen to bat during one over.
- d) The same ball used in the match will be used in super over.
- e) The team batting second in the match will bat first in the super over.
- f) Team A will score some runs in the first over and team B needs to chase it successfully to win the match.
- g) In case, it is unable to chase, team A wins.
- h) In case scores are level, the team hitting maximum sixes in the match will win.
- i) If it's also same, the teams with maximum fours win the match.
- j) if number of 4's are also same, the team who lost the least number of wickets will win.