

# KCC Corporate 6's

Sunday 14<sup>th</sup> October, 2007

## General Information & Playing Rules

To: All Participating Teams

### **General Information**

For the tournament format to be completed as scheduled, it is imperative that teams *must* start matches on time and aim to complete them within the allotted time of 45 minutes per game. To assist this, all 5 overs of each match will be bowled from the same end.

Please note that there will not be a *formal lunch break* for the players. Instead, food & beverages will be freely available throughout the day.

The organisers reserve the right to revise the format of the competition after play has started in the event of unexpected delays such as bad weather etc. The organisers will revise the format in order to achieve the fairest possible result. Failing all else, the winning team and prizes will be decided based on the results of completed matches.

The organisers reserve the right to reschedule the event if conditions are unsuitable for play prior to the start of the event. This decision would be made by the organisers the day prior to the event.

### **RULES**

All normal cricket rules apply except for the following:

#### **Batsmen:**

1. A batsman retires on reaching a score of 31 – he cannot retire before reaching 31 runs. The batsman may complete all runs possible off the stroke that takes him to 31 and the full score shall count. When one batsman of the last pair is out, any retired batsmen may resume their innings in the order of their retirement.
2. If five batsmen are dismissed the remaining batsman can continue batting along with the batsman last out acting as a runner only, but can be run-out.
3. A team cannot continue further at the fall of the sixth wicket irrespective if all 5 overs have not been bowled.
4. If an incoming batsman does not cross with the outgoing batsman on the field of play, 4 runs will be deducted from the team's total at the time.

## **Scoring:**

Boundaries as normal – 4 or 6 runs will be added.

No balls score 4 runs *PLUS* any additional runs scored. Thus a ball hit over the boundary rope for six scores 10.

Wides score 4 runs, and additional runs scored would be added in the same way, for eg. a wide ball that runs to the boundary will add 8 runs to the score.

\* Please note that No Balls and Wides WILL NOT be rebowled.

## **Bowlers:**

1. Each of the five bowlers has to bowl one over of six balls. Bowlers are not allowed a run-up of more than 8 yards.
2. Bowlers are only permitted to bowl 1 bouncer per over. The Umpire will issue a warning to the bowler after the first bouncer has been bowled. Any subsequent bouncers bowled during that over will be treated as a No Ball.
3. Each member of the fielding side shall bowl one over, with the exception of the wicketkeeper.
4. The wicketkeeper must be named before the start of each game and cannot bowl during the innings.

No ball = overstepping (normal rules);

a full toss above batsman's waist;

a ball that pitches and goes above the batsman's shoulder height (in a normal batting stance); and

a ball that pitches short of the line, drawn across middle of the pitch.

Wide = a ball that passes the batting crease outside the line marked either side, and at right angles to, the batting crease.

Underarm bowling is prohibited.

## **Wicketkeepers:**

One player must keep for all five overs. Wicket-keeping gloves must be worn when the ball is bowled. Pads are optional.

The wicketkeeper must be nominated before the start of the game and must wear wicket keeping gloves at the instant of delivery otherwise a "No ball" will be called. A different wicketkeeper may be nominated for each game but cannot be changed during the course of the game (unless injured during the innings).

## **Injuries:**

Batsman may have a runner only if he/she is affected by injury (during the game), preventing him/her to run, and with the permission of the opposing team Captain.

An injured fielder may be substituted, however this substitute will not be allowed to bowl. A player nominated (from within the remaining four players) by the opposing team Captain shall complete an ongoing over or bowl the over designated for the injured player.

Wicketkeepers may not be substituted unless injured.

### **Umpires:**

Two neutral umpires will be provided for all matches.

All Captains are requested to provide their batting and bowling line-up and be available for the toss, at least 30 minutes before commencement of each match.

### **Equipment:**

The organisers will supply cricket equipment including balls, bats, gloves, pads, helmets, and other protective wear. Players must provide their own shoes and pants (pants should be predominantly white or cream in color). The organisers will provide playing shirts to all players.

### **Tournament Format:**

The tournament is limited to 8 teams. Each team will commence by playing 2 preliminary matches that are randomly drawn.

Teams will then be divided into two pools, with the top 4 teams going into pool A and the remaining 4 teams going into pool B.

In the event that multiple teams have won the same amount of games in the preliminary stage, the team(s) with the superior Net Run Rate will go into pool A.

Each pool will then play 2 matches to determine the top 2 teams from that group.

The top 2 teams from Pool A and the top 2 teams from Pool B will then playoff in the Semi-Finals and ultimately the final.

Games should take no more than 40 minutes to complete and to ensure that we can finish the competition in adequate daylight we have planned an 8am start. All teams should be at the ground no later than 07:30 hrs.

NB. The Tournament Director's decision is final and binding on rules and other matters.