OLEMISS CRICKET TOURNAMENT
(TAPE TENNIS BALL)

RULES AND PLAYING CONDITIONS

MAY 2009

www.olemiss.edu/orgs/omcc/
SECTION 1: GENERAL

1.0 The competition shall be known as the Olemiss Cricket Tournament [hereafter referred to as the OCT competition]. The Executive Committee of the OCT shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.

1.1 Except for those laws that are unique to local playing situations and conditions, the Olemiss Cricket Tournament, OCT, will abide by the latest available ICC standard playing conditions, and the associated Laws of Cricket document [Code]. The complete and latest ICC code can be found, at ICC’s website. In the event of conflicts, the rules as stipulated by the OCT shall supersede.

1.2 Only OCT approved balls shall be used in the Competition. Each team will be provided with one approved ball from the officials prior to the start of the tournament.

1.3 In case of inclement weather or other unforeseen circumstances during the competition, the Executive Committee has the authority to enforce the rescheduling of the game.

1.4 Participating teams have to fill a form and submit 100$ towards participation. Captain and Entire team will also have to sign and submit a Waiver. The OCT participation fees take care of the Balls, trophies and other arrangements during the tournament. The Tournament kicks off at the end of third week of May(Dates will be Announced)

SECTION 2: FORMAT

2.1 The Olemiss Cricket Tournament will be run as follows

2.2 All games leading up to the finals shall be limited to a maximum of fourteen (14) over’s per inning.

2.3 The Final shall be limited to 16 over’s per inning.

2.4 No Power play restrictions in the tournament

2.5 FORMAT—will be announced later
SECTION 3: THE PITCH

3.1 Area of pitch: All OCT games will use a pitch that measures 22 yards or 20.12 meters in length.

3.2 Wide markers: Markers that will be used for the calling of wide balls shall be placed at one bat length from the middle stump.

SECTION 4: STANDINGS, REPORTS AND POINTS

4.1 Scoring is made by OCT official and it is also encourage each team to submit their score sheet at the end of each games.

4.2 Tie breaker rules: At the end of the each game, if two teams are tied then we apply the TIE BREAK rules as follow:

   The team with higher net run rate will be declared as winner.

   The calculation will use the following formulae:
   a. Net Run Rate (NRR) = (Runs scored / Overs Played) – (Runs conceded / Overs Bowled). This is formula being used currently.

   EXAMPLE: [Team “A” scored 678 runs in 147.3 overs, for a run rate of 4.602. Team opposing “A” has scored 466 runs in 150 overs, a run rate of 3.107. Therefore the Net Run Rate (NRR) is; 4.602 minus 3.107, or 1.495]

   The rounding of decimal will be to third decimal as shown above.

   Note: In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

SECTION 5: OVERS

5.1 All matches in the first round shall be limited to (1) one inning of (14) fourteen over’s maximum per side. And final will be (16) sixteen over’s maximum per side.

5.2 Each bowler shall be allowed a maximum of (4) four overs in the first round.

SECTION 6: VENUE FOR MATCHES
SECTION 7: USE OF PROTECTIVE EQUIPMENT

The OCT firmly believes in the safety of its participants and encourages the use of protective equipment as each player sees fit, but within the following rules.

7.1 Protective equipment is any visible item of apparel worn for protection against external blows.

7.2 For a batsman, items permitted are a helmet, external leg guards (batting pads), and batting gloves.

7.3 For a fielder, only a helmet is permitted, except in the case of a wicketkeeper, for whom wicket-keeping pads and gloves are also permitted. A wicket-keeper may substitute batting pads for wicket-keeping pads.

7.4 The wicket-keeper is the only member of the fielding side permitted to wear gloves and external leg guards.

7.5 The gloves used by a wicket-keeper shall ONLY be those that are permitted under the ICC rules.

7.6 Hand warmers, oven mitts, baseball mitts and such other hand coverings are NOT to be substituted as wicket-keeping gloves and are not deemed acceptable as protective gear for a wicket-keeper in the field of play.

SECTION 8: DELAYED OR INTERRUPTED MATCHES

8.1 In the event a game is curtailed by rain, bad light, or any other weather related factors, the following rules shall apply:

8.2 The match can be postponed only if :

a) It is completely rained out

b) If it is rendered unplayable by overnight rains etc. (Neutral umpires will decide after evaluating the ground conditions)

c) If it is interrupted by unforeseen factors like eviction etc.

8.3 There shall be no winner unless a minimum of (10) ten overs is completed in the second inning. Otherwise, this constitutes an incomplete game and the entire game will be rescheduled.
8.4 If more than 10 overs have been bowled in the second inning, and play stopped on account of weather, the game will be continued from the point of stoppage of play and completed as early as a reschedule is possible. Every effort should be made to complete the game on the same ground where the first innings was played.

SECTION 9: STATUS OF GROUNDS

9.1 The OCT guarantee that every match will have a complete (360 degree) field of play.

9.2 Each team WILL play on the ground that is assigned to them. Period. No questions. End of discussion.

9.3 Declining to play for reasons such as “we don’t like this ground”, “we have a better ground…let’s go and play there”, “we like playing on baseball grounds” etc., will constitute an automatic forfeiture of the game. Period. No questions. End of discussion.

SECTION 10: RESTRICTIONS ON THE PLACEMENT OF FIELDMEN

10.1 There will be no more than 5 players on the leg side at any point of time.

10.2 Captains or their designee must exchange lineups prior to spinning the toss. The toss must be spun no later than 15 minutes prior to the scheduled start of the game. At the scheduled start time both teams must be present on the playing field with at least 8 players at which time the standing umpire will call play.

10.3 If after 45 minutes from the scheduled start time one of the teams is not present on the field with at least 8 players, the game shall be canceled and points shall be awarded to the team that was ready for play.

10.4 Wicket keeper and fielding movements: Neither of them can move significantly (NOT more than 2 steps) after the batsman has taken his stance, which is considered to be a distraction. The fielder is not allowed to move significantly (a deep square leg cannot become a square leg). Same holds good sideways (a deep square leg cannot become a deep mid-wicket). And a wicket-keeper cannot come close to the stump if he is at a significant distance from the stumps, after the batsman has taken his stance and before the ball passes the batsman. Only a slightest of movement is allowed. If any of these are not met the Umpire could call it to be a DEAD BALL (not a NO BALL) on his own or on upon an objection raised by the players of the opponent team.
SECTION 11: INSURANCE

11.1 The OCT is not responsible for accidents or injuries that a player may suffer while traveling to/fro the grounds, while playing, or even simply spectating a game.

11.2 The OCT or members of the Executive Committee will not be held liable for any accidents or injuries that a player may suffer while traveling to/fro the grounds, while playing, or even simply spectating a game.

11.3 All the teams should sign the registration & waiver form before the first game of the season. This waiver absolves the OCT and its management of any liability from injuries caused to players from participating or watching the OCT games.

11.4 It's simple...if you get hurt (which we hope never happens), you are on your own.

SECTION 12: UMPIRING

12.1 Appointment of umpires
The neutral umpires shall be appointed before the match, to conduct and control the game as required by the Laws, with absolute impartiality. The umpires shall be present on the ground at least 15 minutes before the commencement of the play.

12.2 UMPIRES DECISIONS ARE FINAL. Even if you do not like or agree with the decision of the umpires, you accept it and move on. No cursing, no screaming, no calling names (in any language), no filing protests, nothing that violates the spirit of the game. Period. No questions. End of discussion.

12.3 Fair and unfair play
The umpires shall be the sole judges of fair and unfair play on the field.
1. Umpires shall impose penalties on any player who does not comply with standards of the game as he deems fit.
2. Umpires shall report such occurrences to the Executive Committee

SECTION 13: RESPONSIBILITIES

13.1 It is the responsibility of BOTH captains to see that decorum is maintained at all times and the spirit of the game is adhered to.
SECTION 14: DISPUTES

14.1 Disputed games shall be arbitrated by the executive committee OCT along with representatives of both teams and the officiating umpires.

SECTION 15: LEG BEFORE WICKET (LBW)

This one is easy! We do not consider lbws in our games. So, a batsman should not be ruled out on account of lbw.

SECTION 16: LEG BYES

This is easy too! We do not consider leg byes. No runs score on leg byes. The ball is simply ruled dead. So there are no run outs on those balls too.

SECTION 17: WIDE BALL

17.1 Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump). A ball is a wide if it passes so high or wide that it is beyond the reach of the striker. The ball must pass behind the batsman AND outside the leg stump to be ruled a wide down the leg side. For wides outside the off stump the ball pass outside the cone or flag marker. If you are going to call a ball on the off-side that goes over the cone/flag as a wide ball, then simply consistently call it as such throughout the game.

17.2 The umpire shall not call “wide” if the batsmen moves to a position so that the ball is beyond his reach or moves to a position so that the ball is within his reach. A wide does not count in an over.

17.3 The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field. The umpire should call and signal “wide” as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. Obviously if the ball touches the striker’s person a wide would not be called. One run is given to a wide ball that has no other runs scored off it.

SECTION 18: BYE
A bye is called when a legal delivery passes the stumps without the ball touching either the bat or the batsman’s body.

SECTION 19: NO BALL
19.1 Mode of delivery
(a) The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
(b) Underarm bowling shall not be permitted
(c) Fair delivery - the feet
For a delivery to be fair in respect of the feet, in the delivery stride the bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease. A simple rule of thumb would be…..If umpire can see the popping crease behind the bowler's front foot (toe, heel and all!), then it is NO BALL.

19.2 We do not enforce the return crease rules for no balls.

19.3 One run will be awarded for a No ball.

19.4 We don’t have a Free-Hit rule

SECTION 20: DEAD BALL
A dead ball is either if the ball pitches more than ONCE or rolls before it reaches the batsman.

SECTION 21: HEIGHT
21.1 If in the judgment of the bowler’s end umpire the ball has passed or would have passed over the batsman’s shoulder if he were in his normal batting stance, the bowler’s end umpire shall call and signal a No ball.

21.2 NO ball calls on height shall be made only by the bowler’s end umpire. The bowler’s end umpire may consult with his colleague if he feels the need to do so.

21.3 Full tosses above the waist
If in the judgment of the bowler’s end umpire the ball has passed or would have passed over the batsman’s waist if he were in his normal batting stance without touching the ground, the bowler’s end umpire shall call and signal a No ball.

SECTION 22: RUN OUT BY “MANKEDED”
22.1 When the batsman at the non-striker’s end has backed up out of his crease and the bowler in his run-up (but before having entered his delivery stride) removes the bails with the batsman out of his crease, the batsman is said to have been "Mankaded". Technically, the dismissal falls under the run-out category.

22.2 A bowler cannot run out a non-striker once he has entered his delivery stride. The delivery stride is defined as the stride in the course of which the delivery swing is made: it starts when the bowler's back foot lands and ends when the front foot lands in the same stride." A bowler has to warn the batsman at least once before running him out in this way.

22.3 In simple terms, a bowler cannot run-out the non-striker once he has started to swing his arm to bowl. From the non-strikers perspective stay within the crease until the bowler starts his swing.

22.4 The umpires’ decision shall be final as to the fairness of the delivery

SECTION 23: UNIFORMS
The OCT does NOT mandate uniforms for participating teams. Although we think they look pretty cool!

SECTION 24: AWARD TROPHIES
OCT will present winner trophies at the end of the Final. This will be held at the venue where the Finals for the OCT will be played.

Post match the following felicitations will be done:

1. Trophy to the winning Captain/Team.
2. Trophy for the losing team.

All the prizes will be decided by the Executive Committee.

Family and Friends come to watch and cheer the finalists. Snacks are served and photo sessions are held. It is a festive atmosphere where we expect most of the OCT members to join in to enjoy a good game of cricket.