



LET'S PLAY THE BEST

RULES

Winners will be decided on each match-days, where 5 teams will be allowed to compete against each in a round robin format with top two teams qualifying for the Final

KIT — Cricket Gear such as Pads, Gloves, Ball etc. except Bat shall be made available by the organizing committee. Personal gear may be used if desired. Team jerseys can be of any color but each team shall have its respective color representation other than white. However, if the team wishes to play in colored trousers then the T-shirts and trousers must be of the same color. Please ensure that all 6 players in the field wear the same colored uniform.

Note: If a team is willing to purchase jerseys for the tournament with extra charges, then they can contact us at least 1 week prior to their participation day.

FIELDING SIDE — Wicket keeper must wear gloves and is to stand behind the wicket at the time of delivery. The wicket keeper must keep the gloves on till the ball reaches his hands. If the keeper removes his gloves before the ball reaches him there will be a penalty of 4 runs awarded to the batting side, as extras. If however, the batsman completes a run before, the penalty of 4 runs plus the runs taken will be counted. The remaining 5 team members will bowl one over each i.e. a total of 5 over per team. The Captain may place the fielders anywhere on the field (other than the wicket keeper). Two substitutes will be allowed. A team therefore, may comprise of 8 members, if available. This however, is not compulsory. If a bowler gets injured while bowling, or if a fielder gets injured and he is yet to bowl then the substitute will become the wicket keeper and the wicket keeper will finish the over or bowl the over in place of the injured bowler or fielder.

BATTING SIDE — Batsmen to reach or cross a personal score of 31 MUST RETIRE and he can bat only if the whole team is out. Byes, leg byes, wides, no balls etc. shall be permitted under "Extras" and will not be added to the batsman's score. The last batsman may continue to bat out the 5 overs using an "out" batsman as the non-striker. He will, however, retire at reaching or crossing 31 and the innings will come to a close should he get out. If a player is injured then the batting side will bat with 5 players and during fielding the substitute will become the wicket keeper and the original wicket keeper bowls.



LET'S PLAY THE BEST

RULES

WIDES — In case of a wide ball there will be a penalty of 5 runs, and the ball will be counted. On the last ball of the innings for both the sides, there will be a penalty of 5 runs and the ball has to be re-bowled.

NO BALL — In case of a no ball there will be penalty of 2 runs plus the runs scored by the batsman and the ball will be re-bowled and it will be a free hit.

MATCH TIMINGS — Match timings will have to be strictly followed to complete the required number of matches during the day. In the event of a 5 minute delay, the match referee shall be constrained to award the opponents a walk over. Each team will be given 20 minutes to complete their 5 overs. If the overs are not completed within 20 minutes the penalty runs per over will be calculated as current run rate of the batting side multiplied by 2 i.e. if the average is 4.5 runs per over a penalty of 9 runs per over not completed, will be added to the score. The Tournament Committee will be monitoring the time and their decision will be final.

BOWLER RUN UP- Their will be limitation for bowler's run up.

THE ACCOLADE SIX-A-SIDE CRICKET RULES

Please note the following rules:

- Registration required for 08 players per team.
- It's an Open to all tournament, anybody and everybody can play.
- In case the Committee finds any discrepancy, the team will be scratched from the tournament without any explanation.

IN CASE OF ANY CLARIFICATIONS / QUERIES PLEASE CONTACT

NAME OF OFFICIAL
MR. Md Faraz Afzal — 7003800535