

## JCL Ramadhan Cricket Tournament

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Players must observe the utmost respect for their fellow teammates and other players both on and off the field. Only the respective captains can contact the cricket coordinators for any needs and concerns. Any player facing an issue should direct the matter to their respective captain who can then approach the JSRB Cricket Coordinators – Rizwan Karim or Mohamed Hameer.

The JSRB Cricket coordinators reserve the right to make any changes as deemed necessary and have final say.

#### **Attire -**

- Every player MUST be wearing trainers (tennis shoes). No sandals, boots or other shoes are allowed in the gymnasium.
- No food or drinks are allowed inside the gymnasium.
- Every player must have their assigned coloured Shirt / T-shirt for their respective teams – T-shirts will be provided to each player before their first game.

Canada - Red

India - Blue

Papua New Guinea - Orange

Pakistan - Grey

South Africa - Purple

Australia - Yellow

Kenya - White

New Zealand – Black

Tanzania - Green

West Indies - Maroon

#### **Points System -**

Win 2 points

Draw 1 point

Top 2 teams in each group advance to the Semi-Finals. In case of a tie, there will be a super over. Both teams will pick 2 batsmen and 1 bowler to participate in a single over match with full fielding. If the super over ends in a tie, the game will end in a tie with both teams getting 1 point each.

We urge all players to keep in mind that this tournament is being held to promote the sport and allow a fun and exciting atmosphere for all participants both young and old. We are striking a balance between competition and community involvement during the month of Ramadhan.

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### Rules –

1. Every player must wear the corresponding team colour t-shirt during a match. **This year, the t-shirts are sponsor driven and hence wearing them is mandatory.**
2. Teams must be in the gym at time of play. Each game will last for 1 hour including innings change. (30 minutes per inning). **The first game will start at 10:15pm, followed by the second game at 11.15pm.**
3. If the entire team is not ready to play at the allocated time, then the captain must start the game with the players present at the time. A minimum of 5 players is required to play the match.
4. A pair from each team will bat for a maximum of 2 overs
5. Each player in the team **MUST** bowl one over
6. If a team has a player / players running late or not attending, the **opposing** captain can choose any one player from that team to bowl a second over (Maximum of 2 overs per bowler **(if there are players not late or not attending)**). If the player running late arrives but the captain had already given another player to bowl two overs, then the player arriving late shall not bowl for that inning.
7. If a team has a player / players running late and they do not make it in time while his team is batting, the **opposing** captain may choose any one player from that team to take that spot (Players can bat a maximum of 2 turns – 4 combined overs as a pair - **if there is a player late or not attending**).
8. In the above instances - the player bowling the extra over and the player batting the extra 2 overs **MUST** be different - to be chosen by the **opposing** captain.

### Scoring Methods

1. Maximum of **1 run** awarded if ball is **struck by the bat** and touches the side walls plus any runs the batsmen physically run. No runs awarded if the ball is thrown by the fielding side and hits the side walls or boundary wall
2. No runs allocated if the ball touches the wall directly behind the batting end after being struck by the bat. However batsmen may physically run if the ball strikes the bat and hits the back wall
3. Runs may only be scored if the ball is **strikes the bat**. Batsmen may not physically take a run if the ball touches their body while not making any contact with the bat.
4. 4 and 6 rules apply if the ball hits the boundary (stage) wall along the ground or directly respectively after being struck by the bat
5. If the ball hits the side wall and then hits the boundary wall (stage) without bouncing on the ground, a maximum of **6 runs** will be allocated. (No 1 Run for hitting the sidewall)
6. If the ball hits the side wall and then hits the boundary wall (stage) (and bounced on the ground at any instance), a maximum of **4 runs** will be allocated. (No 1 run for hitting the sidewall)
7. **If the ball strikes the ceiling, there will be no automatic runs awarded but the batsmen may run. There will be no one handed catches off the ceiling. Should the ball get stuck in the ceiling, the ball will be called dead and will be replayed.**

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8. If the ball hits the ceiling then hits the sidewall there will be no one handed catches allowed. However if the ball hits the sidewall first and then hits the ceiling, one handed catches will be allowed. The rule will apply for whichever surface is struck first.
9. If the ball hits the ceiling then hits the sidewall 1 run will automatically be provided. If the ball hits the ceiling then the boundary wall directly, 6 runs will be provided. If the ball hits the ceiling then bounces and hits the boundary, 4 runs will be provided.

### Wickets –

1. Batsman can be dismissed if fielder catches an air ball of the side walls and the wall directly behind the batting end with **one hand only** (Does not apply to the boundary wall for 4s and 6's)
2. There will be a **5 run deduction** for the batting side for any wicket lost. If the batsmen on strike gets out in any fashion (bowled, run out, stumped or caught) he will have to change ends to the non-strikers end. **(Regardless of whether they crossed in the instance of a catch, got run out at the opposite end or if it's the end of the over)** A pair must bat for the allocated 2 overs regardless of being dismissed
3. There will be no LBW (Leg Before Wicket) dismissals
4. A wicket can be taken if a batsman is bowled, caught (one hand if the ball bounces off side wall, or wall directly behind batting end) or run out short of his crease. **There will be no one handed catches off the ceiling.**
5. Multiple dismissals are not effective e.g. A batsmen cannot be run out at the runners end in the same delivery when the batsman was caught out

### No – Balls

1. Any ball bowled directly over the waist of the batsmen will be deemed a no ball and the batting side will receive 1 run with the ball to be re-bowled
2. Any ball, after pitching, going over the shoulder of the batsmen will be deemed a no ball and the batting side will receive 1 run with the ball to be re-bowled
3. A no ball will also be called if a bowler crosses the bowling crease. The bowler must have some part of his foot touching or behind the bowling crease when the ball is being bowled. The batting side will receive 1 run with the ball to be re-bowled as a **free hit** (batsmen cannot be given out on this ball unless run out or stumped)
4. A no ball will also be called if the bowler's arm and elbow is not straightened before the ball is released. Batting side will receive 1 run with the ball to be re-bowled
5. A ball that bounces more than twice before reaching the batting end will be deemed a **Dead ball**. No runs may be scored but the ball will be required to be re bowled
6. A batsmen can only be run out or stumped short of his crease on a no ball

### Wide Balls –

A ball deemed to be a wide ball, by the umpire, will result in batting side getting 1 run with the ball being bowled again