



**GREATER ATLANTA MALAYALEE ASSOCIATION**

**GAMA**

## **GAMA Cricket Tournament Rules**

All matches will be played with "hard tennis" balls. GAMA will provide balls and wickets for all the matches. The games will be played as per the MCC Laws of Cricket with some exceptions to suit the tournament.

- The tournament will be played in a knock-out format.
- Each game shall be played between two teams of nine players each.
- Each game will have a maximum of Ten (10) overs per side. Each over is defined as 6 balls.
- Each bowler can bowl up to a maximum of 3 overs per match
- All the overs are bowled from one end of the pitch only, as determined by the umpires. There will be no LBWs. However, leg byes will be permitted as long as the batsman has attempted for a shot.
- Maximum 4 fielders only are allowed at any point on any side (offside/leg side) of the field. A violation will result in **no ball**

### **Wide Ball:**

- A ball bowled shall be deemed a wide by the umpire, at a point it crosses the batsman
- (in normal batting stance and has not touched the ball) if it is:
  - more than 30 inches away from the off stump on the offside, or
  - at least 3 inches away from the leg stump on the leg side
- The umpire has the final word on each call. However, the umpire shall mark with a chalk or tape the 30 inch and 3 inch points to assist in making the decision.

### **No Ball:**

A ball shall be deemed a no-ball if:

- the bowler has over-stepped the popping crease, or
- the ball is a full-toss above the waist height of the batsman - in normal stance, or
- the ball is a bouncer that rised above the shoulder of the batsman in a normal batting stance.

### **Free Hit:**

When a bowler bowls a foot-fault no ball (over stepping of the popping crease), the immediate next ball is designated a "Free Hit" In the event of a Free Hit



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- The batsman cannot be ruled out in any dismissal modes other than; run out, handled the ball, hit the ball twice and obstructing the field.
- The fielding positions cannot be changed and it should remain the same as before the free hit was awarded
- A free hit delivery will be counted as a legal ball if there is no violation of No
- ball/Wide ball rules
- If a free hit delivery is also called for another over stepping No ball, then one
- more free hit will be awarded.

A substitute fielder shall be permitted, for injured player. The substitute fielder cannot bowl or bat. If a player from the fielding team retires in the middle of the match for some overs, then the player is required to spend as many overs on the field before the player can return to bowl. (E.g., If a player retires for 2 overs, then the same player is required to return to the field and field for 2 overs before he can start bowling).

A by runner shall be allowed if both umpires and opposition captain agree then an injured player can be allowed to have a runner when batting. A player acting as a runner for a batsman should be a member of the batting team and shall, if possible, should have already completed batting in that innings. The regular run out/stumping rules are applicable to the player acting as a runner.

There is **NO** last man batting. The inning is completed at the fall of the 8th wicket.

Each team is permitted to register a maximum of 12 players, although only 9 players can bat or bowl in any one game. Only one substitute fielder is permitted. All 12 players should have been registered, signed the waiver form, and should not have played for any other team in the tournament. The teams should submit the playing 9 and the name of the substitute fielder at the beginning of the match.

Each team should have a minimum of 6 players (registered only) on the field to begin playing a match.

### **Tie Breaker:**

In the event of a tied match, when both teams have an identical number of runs at the end of the allotted 10 overs. The tie is broken with a one over per side "Eliminator" or "Super Over":

**Eliminator or Super Over:** Each team nominates three batsmen and one bowler to play one-over per side at the beginning of the Super Over. The nominated batsmen bat one over bowled by the nominated bowler of the opposition team. The innings shall be deemed completed, if the batting team loses two wickets even before the over is completed. The team with higher score from the Super Over is declared winner of the match.



If the scores in the “Eliminator or Super Over” are tied or equal, then the winner of the match will be determined based on the following criteria:

- Fewer number of wickets lost by each team in the Super Over or
- A coin toss, if wickets lost are also equal
- Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), guards (elbow and loin), etc.
- Boundaries shall be defined by the tournament committee and explained to both captains at the start of every match.

All tournament rules are subject to change by the tournament committee and/or the umpires.

If the tournament extends due to unforeseen circumstances (weather, etc), matches could be played on the Sunday of the following week

**MCC rules to remember:**

Both wides and no-balls will count as extra runs and an extra ball will have to bowl in the over.

Any runs (byes) scored off the wide or no-balls (byes, leg-byes, off the bat) will be credited as well.

A batsman can be stumped off a wide ball, or run-out off a wide and/or a no-ball.

A ball shall be deemed a dead ball if the ball is pitched before the halfway point of the pitch or has 2 pitches before the batsman in normal stance. An extra ball shall be bowled.

In a situation where the stumps are knocked down and the batsmen are looking to run an extra run (in an over throw situation), if there is a possibility of a run-out again – the fielders have to fix the stumps back in an upright normal position and then knock the stumps down again.

☐ **Mankading-out is allowed:** The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball. Delivery Stride is defined as the stride during which the delivery swing is made; it starts when the back foot lands for that stride and ends when the front foot lands in the same stride.