

# CHIANG MAI INTERNATIONAL CRICKET SIXES TOURNAMENT RULES

(Last amended 2012, amendments highlighted in RED)

MCC Laws of Cricket are followed, except where otherwise stipulated.

**1 Team List:** Each team entering is asked, before the start of their first game, to submit, to the organisers, a list of their nominated players (maximum of eight) from which the six for each game shall be drawn. No team shall field a non-nominated player (see 1.2 & 1.3). Nominated players should be allocated a number from 1 – 8 for identification purposes (although a team providing its own cricket shirts may use their own numbers if so desired). Should a team be unable to field/bat FIVE or more players then that game will be forfeited to the opposition.

**1.1** No player nominated in one team may play for any other team.

**1.2** A team needing, because of injuries, to field a non-nominated player, in any match, must first ask the tournament referee for permission.

**1.3** A player approved in this way becomes a nominated player for that team. Should the injured player(s) replaced recover to be fit enough to play again, the captain may ask the adjudicator to reinstate the player(s). The originally approved replacement(s) will, in such cases, step down.

**2 Captain.** One player from each team will act as Captain for the duration of the competition, even though he may not necessarily play in each match. Captain's responsibilities will be:

- a. Time keeping.
- b. Assuring the good conduct of his team.
- c. Acting on their behalf in the case of disputes.

**3 Tournament Referee:** a tournament referee shall be in charge of each match in the tournament. His decision on any point of dissention shall be absolutely final.

**4 Teams:** each game is played between two teams of six players and consists of a maximum of five six ball overs bowled by each side.

**5 Bowling:** each member of the fielding side bowls one over, with the exception of the wicketkeeper. The wicketkeeper cannot be changed during the course of the game. The wicketkeeper must wear gloves whilst fielding (a different wicketkeeper can be used for each game if so desired).

**6 Under-arm Bowling** is strictly prohibited

**7 Bowling End:** the first three overs shall all be bowled from the same end to be chosen by the fielding captain. The last two shall be bowled from the opposite end. Batsmen shall swap ends at the end of the first, second and fourth overs.

**8 Runs and Extras** are scored in accordance with the laws of cricket with the following exceptions:

### **8.1 Wides**

**8.1.1** First Round Matches AND Second Round Cup, Shield, Bowl, & Plate Competitions

**8.1.1.1** A WIDE counts as FOUR (4) extra runs to the batting side.

**8.1.1.2** An extra ball is only bowled when a wide ball is bowled off the 6th ball of the over. The over must end with a legitimate delivery, unless the match should end before that time.

**8.1.1.3** The ball will be considered "DEAD" after a call of WIDE i.e. the batsman cannot be out, and NO ADDITIONAL runs will be awarded.

**8.1.1.4** To assess a WIDE delivery ON THE OFF SIDE, a line has been marked at a distance of 2' 11" from the middle stump at right angles to the crease and extending from the bowling crease. A delivery passing the popping crease outside this line ON THE OFF SIDE shall be designated a WIDE, provided it does not touch the bat and/or any part of the striker or part of his equipment.

**8.1.1.5** To assess a WIDE delivery ON THE LEG SIDE, any ball which pitches on or outside the line of the striker's leg stump, when he is at a normal guard position, and continues to pass the popping crease on the leg side, shall be called and signaled WIDE.

**8.1.1.6** Additionally, any medium-paced or fast ball pitching on the stumps which passes the striker behind his legs, when he is at a normal guard position, and outside the line of the leg stump shall be called and signaled WIDE.

**8.1.1.7** If as a result of the striker stepping to the leg side in order to hit the ball, the ball passes BETWEEN THE STRIKER AND THE WICKET or between his pads/legs, although passing outside the line of the leg stump, the ball shall NOT be called wide.

**8.1.1.8** Any slow ball which pitches on or to the off side of the striker's off stump and which then turns down the leg side, shall NOT be called wide.

**8.1.1.9** A Wide Ball takes precedence over a No Ball

**8.1.1.10** Any team that in the opinion of the Umpires deliberately bowls wides for tactical purposes will be reported to the Tournament Referee for further sanctions up to and including suspension from the tournament.

### **8.1.2 Spoon Competition and Ladies Challenge**

**8.1.2.1** WIDES will count as FOUR (4) runs.

**8.1.2.2** A delivery passing the popping crease outside the wide demarcation lines ON EITHER SIDE OF THE WICKET shall be designated a WIDE, provided it does not touch the bat and/or any part of the striker or part of his equipment.

**8.1.2.3** In all other respects, the same Wides rules will apply as to the Cup, Shield, Bowl and Plate competitions.

### **8.2 No-Balls**

**8.2.1** A NO BALL shall count as 2 extras to the batting side and an extra ball shall be bowled. Runs scored from a NO BALL (off the bat, byes or leg byes) will be credited, in addition to the 2 extras for the NO BALL.

**8.2.2** The normal rules will apply to the call of "NO BALL". If after delivery, the ball is then considered WIDE, The call of "WIDE" takes precedence and therefore the ball is dead

**8.2.3** Any ball which, after bouncing, except were it is “WIDE”, passes the batsman above shoulder height in his normal stance, or would have passed him above shoulder height if it strikes the batsman's bat or body, shall be called a NO BALL by the bowler's end umpire.

**8.2.4** Any ball which, having not bounced after leaving the bowler's hand, except were it is “WIDE”, passes the batsman above waist height, or would have passed him above waist height if it had not struck the batsman's bat or body, shall be called a NO BALL by the bowler's end umpire.

**8.2.5** If at the instant of delivery the Wicketkeeper is more than 25 yards away from the stumps at the striker's end, NO BALL shall be called by either umpire.

**8.2.6** A bowler's run-up will not exceed 15 yards. Any infringement will be called NO BALL. A 15 yard restriction line will be marked at both ends of the wicket.

**8.2.7** The ball remains live after the call of NO BALL.

**9 Automatic Retirement:** a batsman must retire not out on reaching a personal score of 30 runs. The batsman may complete all runs possible off the shot which takes him to or past the 30, e.g. if on 29 he then hits a boundary, the full score will be added, or if he is able to run additional runs past 30 they will also count. Batsmen who retire as a result of reaching or passing 30 runs will not be allowed to resume their innings. In the Spoon competition the retirement score shall be 25

**10 Non-Retirement:** a batsman may not retire before reaching the 30 runs (or 25 in the Spoon), other than through injury.

**11 Five Wicket Rule:** if five (5) wickets fall before the 5 overs are completed, the last remaining not out batsman is the only one who can score runs and therefore if he scores 1, 3 or 5 he must return to the batting crease. Then 5th player to be dismissed will remain at the crease as runner. The last remaining batsman will be declared out if his partner is run out.

## **12 Substitutes**

**12.1 BATSMEN:** if a batsman is injured during the game, a runner may be employed subject to the umpires' approval. Should the batsman's injury prevent continuation of his innings then no substitute batsman will be permitted and the next incoming batsman will replace him. A substitute will be permitted to field and bowl if the batsman he is replacing has not already fielded and bowled during the first innings.

**12.2 WICKETKEEPER:** in the case of a wicketkeeper being injured he may be substituted, subject to the umpires' approval. This substitute will not be allowed to bowl but will be permitted to bat should the injury occur during the first innings of the match.

**12.3 FIELDER:** if a fielder is injured whilst fielding, a substitute may be allowed subject to the umpires' approval. The substitute will be permitted to bat should the injury occur during the first innings of the match.

**13 Missing Bowler:** if a fielding side has only FIVE players on the field the batting captain will nominate the player of the fielding team to bowl the over required to make up for the missing fielder.

**14 Incoming Batsman:** an incoming batsman on the fall of a wicket or a retirement must be on the pitch in a position square of the wicket at the strikers end, not interfering in play, ready to continue the innings. Any batsman waiting in this position shall be given out by the Umpire “obstructing the field” if he or she interferes physically or verbally in the play.

### **15 Points System & Rules**

**15.1** The game is won by the side having the highest score, after the completion of the game.

**15.2** If the total scores are the same, the side losing the fewest wickets is judged the winner.

**15.3** In the event of both teams being the same, the game shall be considered a tie.

**15.4** Three (3) points are awarded to the winning side. If the game is a tie, both teams will receive two (2) points.

**15.5** Losing teams who, having batted first, complete their 4th over when bowling, or who, batting second, reach a total of at least 80% of their opponent's score, will receive one (1) point. Otherwise losing teams will score 0 points.

**15.6** In addition to the above and irrespective of the result of the match, any team who scores 90 or more runs in their innings, or who dismiss all 6 opposition batsmen, will receive one (1) bonus point.

#### **15.7 Ties**

**15.7.1** Round Robin Play. In the event of the total number of points being equal, in any table, on completion of a round, the superior position should be judged by using the following criteria in order:

a The team winning the most matches. If no decision, then use b below.

b The team scoring the highest number of runs per ball, excluding wides, throughout all the games in that round.

**15.7.2** Knock-out Round. In the event of a tie in a knock-out round (i.e. semi-final or final), the following criteria shall be used in the order stated to determine the winner:

a Fewer wickets lost. If no decision, then use b below.

b Higher number of runs scored off the bat.. If no decision, then use c below.

c Fewer overs/part overs received. If no decision, then use d below.

d The tied teams will bowl alternate overs until a decision is reached. A coin will be tossed to decide the first to bat.

e. If no decision has been reached, use the rules of 15.7.1.

**16 Equipment:** All equipment shall comply with current MCC Laws of Cricket. **Cricket balls will be supplied by the organising committee. Correct attire is expected to be worn on the field of play. It is strongly recommended that players wear protective equipment including helmets when batting. Any player under the age of 18 on September 30th of the previous year MUST wear a protective helmet when batting or keeping wicket. Cricket shoes, and these must NOT have spikes, must be worn at all times whilst playing.**

**17 Umpires:** neutral umpires will adjudicate each game. While normally players nominated in the competition shall not umpire, at the discretion of the match referee or chief umpire, a player may umpire any match which does not affect the outcome of his team.

**18 Timely Play:** teams shall be ready to take the field of play when called. Captains should toss-up at least one innings PRIOR to their game starting, and must inform the match referee as to which team is batting first. They must have batsmen/wicketkeeper suitably attired to take the field as soon as the previous game is completed.

**19 Unreasonable Behaviour:** decisions by the umpires on the field of play, and the match referee in other matters, are final. Any player showing unreasonable dissent in the opinion of the umpires/referee shall be disqualified from further play in the tournament following due and fair warning from the said official(s).

**20 First Class Players:** The Chiang Mai Sixes is essentially a club cricketers' tournament in which each team is allowed to field one "first class player" (see definition 20.4 below) in the side (six players) they name for a match.

**20.1** If any team has more than one first class player in the team then that team will only be allowed to field ONE (1) of those players in any one match. They may be alternated for different matches, providing the tournament rule of a maximum of eight (8) players in any one team for the duration of the tournament is not broken.

**20.2** If a team, as a result of having too many first class players, is unable to field a full side of six (6) eligible players, the organisers will have no option but to disqualify that team from the tournament.

**20.3** The ruling of the Tournament Committee, in assessing first class player status, will be final.

**20.4 Definition of First Class Player:** a player who is (a) playing first class cricket (County, Inter State, Provincial, Ranji Trophy, District, Inter Island, Quaid e Azam trophy, Isaphani Mirzapore Tea National League, Gopalan Trophy or Premier Trophy), or (b) an international who has played for his country in test, one day, or 20/20 within the past ten years, or (c) a player who has played in the IPL.

**NOTE: The Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition.**