

## 2014 Vietnam International 6s

### Competition Rules

[A] **Rules and Regulations** - based on Tournament Rules for Hong Kong Cricket Sixes (2010 Edition)The MCC Laws of Cricket (2000 Code 2nd Edition - 2003) shall apply except as follows:

**1) General** - Each game shall be played between two teams of six players. A game consists of a maximum of five six-ball overs bowled by each side.

**2) Bowling** - Each member of the fielding side shall bowl one over, with the exception of the wicketkeeper. The wicketkeeper must be nominated at the time of the toss and must wear wicket-keeping gloves at the instant of delivery - otherwise 'No ball' will be called. A different wicketkeeper may be nominated for each game but cannot be changed during the course of a game except under Rules A8 or A9.

**3) Under-arm bowling is prohibited.** A bowler's delivery approach shall not exceed 10 metres in length. The ground shall be marked accordingly.

**4) Wide** - A wide shall count as 4 runs (extras) to the batting side but will not be re-bowled (except for over 5 - last over of the innings). Two lines shall be drawn, one on the off-side (the standard VCA wide mark), and on the leg side 18" from the middle stump, each at right angles to the popping crease. Any ball, which in the opinion of the Umpire, passes the batting crease, over or outside these lines shall be called a wide, providing it does not touch the bat and/or any part of the striker and irrespective of it being within reach of the striker. The lines 'belong' to the Umpire. Upon a call of 'Wide' the ball shall remain live.

**5) No Ball** - A No ball shall count as 2 runs (extras) to the batting side

and an extra ball shall be bowled. Any 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. Any ball, which, after bouncing, passes the batsman above shoulder height standing upright, or would have passed him above shoulder height if it strikes his bat or body, shall be called a No ball. Any ball that, having not bounced after leaving the bowler's hand, passes the batsman above bail height and would, in the opinion of the umpire, have passed the popping crease above bail height, shall be called a No ball. If, at the instant of delivery, the wicketkeeper is more than 25 meters away from the stumps at the striker's end, the square leg umpire shall call No ball. The ball remains live after the call of No ball.

**6) Last Man Stands** If five wickets fall (not including batsmen retiring not out under rule A7) before 5 overs are completed, the last remaining batsman shall bat on with the 5th out batsman acting as runner. The last remaining batsman must always take strike. He shall be declared out if his partner is declared out (run out). The innings shall be completed at the fall of the sixth wicket.

**7) Batsman Retire** - A batsman must retire 'not out' on reaching a personal score of 31 runs, but may not retire before reaching 31 runs. The batsman may complete all runs possible off the stroke that takes him to 31 and the full score shall count. If one of the last pair of batsmen is out, any retired "not out" batsman may resume his innings. If more than one batsman retires then they must return in the order in which they retired. Any batsman having not returned in order will be automatically "retired out".

**8) Injuries** (a) *If a fielder suffers an obvious traumatic injury (i.e. split finger webbing) which, in the opinion of the umpires, requires immediate medical attention he will be allowed to leave the field for a maximum duration of 5 legitimate balls being bowled. A substitute fielder will be allowed onto the field for this period although he will not*

*be permitted to bowl. If the injured fielder is unable to return to the field of play within the specified time, or if in the opinion of the umpires, deliberate time wasting tactics are employed by the fielding side during said period, then rule 8(b) will automatically apply and the player replaced may take no further part in the match in progress.*

*(b) If a fielder is injured, otherwise than (a) above, a substitute fielder will be permitted, but he will not be allowed to bat or bowl. If an injured fielder has not completed his bowling, the opposing captain shall nominate which member of the fielding side, including wicketkeeper shall complete the injured fielder's bowling, subject to that player not bowling consecutive overs or part thereof. An injured wicketkeeper may also be substituted, but a maximum of one substitution only will be allowed for the fielding side. Once a substitute is introduced, the player being replaced may take no further part in the match in progress. Substitution shall be allowed only in the case of any injury sustained during a game and for no other reason.*

**9) Team on the field** - If any fielders are not on the field when a game commences, the side in question must play the whole game with the number of players on the field at the start of the game. The opposing captain may nominate the member(s) of the fielding team (including the wicketkeeper) to bowl any required overs to make up for missing fielders, but no bowler may bowl two consecutive overs or part thereof. Similar provision will apply if a bowler is removed for repeatedly bowling high, full pitched deliveries.

**10) Batsman crossing** - A penalty of 4 runs shall be awarded by the umpire if an incoming batsman does not cross with the outgoing batsman on the field of play (i.e. the incoming batsman must be on the pitch by the time the outgoing batsman leaves the pitch).

## **[B] Other Procedures**

**1) Squad** - Each squad shall comprise of a maximum of 10 players,

nominated prior to the Tournament, from which the team of 6 shall be drawn for each game. No team shall play any player other than those originally nominated in their squad.

**2) Captain** - One player from each squad shall be nominated as Captain for the duration of the competition even though he may not necessarily play all matches. Captains shall be responsible for naming the six players before each game, for time keeping, for the conduct of their team and for acting on their behalf in the event of disputes.

**3) Timing** - Time keeping is crucial to the success of the competition. Teams must be prepared in advance for each game as follows:

- Team Captains must toss at least 25 minutes before the scheduled start of the game and, prior to the toss, notify the Assistant Tournament Director of team selection, batting and bowling order, Captain, Wicketkeeper and substitute.

- Games will be played 2 at a time where once the innings of the first game is completed during the changeover the next games 1<sup>st</sup> innings will take place. Then the 2<sup>nd</sup> innings of the first game is completed followed by the 2<sup>nd</sup> innings of the 2<sup>nd</sup> game and onwards.

- Incoming batsmen shall cross with the outgoing batsmen on the field of play (see rule A10).

**4)** Any team failing to appear at their appointed time will forfeit the game.

**5)** In the event of the match schedule being disrupted for any reason (e.g. inclement weather) at any stage of the competition, final positions and/or results shall be decided on overall run rate (total runs scored divided by the number of legitimate balls received).

**6)** Decisions of the Umpires on the field of play, and the Tournament Referee in all other matters shall be final.

**7)** The Tournament Committee shall take appropriate action against

any player misconduct or unfair play during the tournament.

8) The Tournament Committee reserves the right to amend these Rules at any time if it considers such an action to be in the best interests of the competition. The Tournament Director, Assistant Tournament Director and Tournament Referee shall form the Tournament Committee, as required. Decisions of the Tournament Committee on any matter shall be final and absolute and no appeal will be entertained.

### **[ C] Results and Points System**

1) The side having the highest score at the completion of the game shall win.

2) In the event of tied scores, the side losing fewest wickets shall be judged the winner.

3) In the event of both teams still being equal, the team hitting the most sixes shall win, and if still equal the side that conceded least extras shall win.

4) Two points shall be awarded to the winning side and any team losing a tied game under Rules C2 or C3 shall earn one point.

5) Should teams have equal points at the end of the group stage, the superior position will be judged according to the following criteria:

- The teams will be ranked according to RUN RATE FOR, ie. total runs scored including extras, divided by number of legitimate balls received. In the event a side is all out before completion of their allotted overs then the total runs scored will be divided by 30 (max no. available). A legitimate ball is defined as a ball delivered fairly which is then not called either a wide or a no ball. Run rates will carry forward from round to round.

- If still equal, the team that won the most recent match in the tournament between the two sides shall prevail.

· If still equal, the team with the highest NET RUN RATE, Run Rate For minus Run Rate Against, shall prevail.

**6) Bowl-Off** - In the event of a tie not resolved by Rule C2 or C3, a Bowl-Off will take place. The fielders of each team shall bowl one ball each at a set of stumps alternately. The side hitting the wickets the most times out of 5 shall be declared the winner. If each team hits the wickets the same number of times, the process shall continue, bowling alternately, in the same order as before and the winner shall be declared as soon as one bowler succeeds whilst his opposite number fails to hit the wickets. No balls and wides will count as an attempt but no extra ball will be allowed.

**[D] The Draw** In 2014, the Tournament consists of 12 teams.

**1)** The teams are randomly drawn into two pools, Pool 1 & Pool 2, 6 teams in each group.

**2)** Each team in Pools 1 and 2 will play all other teams in their pool

**3)** The top 2 teams in each pool will proceed to the Cup Semi Finals, 3<sup>rd</sup> and 4<sup>th</sup> in the pool proceed to the Plate Semi Finals and the bottom 2 teams will proceed to the Bowl Semi Finals.

**4)** In the event of teams being tied on points at the end of the group stage, the scoring system as indicated in C2, C3 and C5 will be applied.

**5)** At the end of the group stages, teams will be ranked 1 to 6 depending on their finishing positions (as above) in the group, the semi finals will be scheduled as follows:

Cup Semi Final 1- Pool A team 1 V Pool B team 2

Cup Semi Final 2 - Pool A team 2 V Pool B team 1

Plate Semi Final 1 - Pool A team 3 V Pool B team 4

Plate Semi Final 2 - Pool A team 4 V Pool B team 3

Bowl Semi Final 1 - Pool A team 5 V Pool A team 6

Bowl Semi Final 2 - Pool A team 6 V Pool A team 5

6) The winners of the semi-final games progress to the relative finals.