

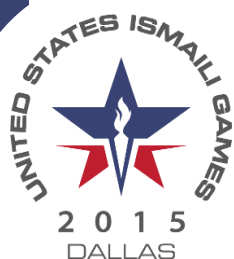
# HARDBALL CRICKET

## RULES



## HIGHLIGHTS

- The teams must report on the field at least fifteen (15) minutes before the scheduled start time to sign in for the game. If only one team is ready to play at start time then second team will only be given five (5) minutes to be ready to play. If the second team is not ready to play at the end of five (5) minutes, the match will be forfeited and the opponent team will be declared the winner and be given two (2) points. In case both the teams are not ready to play, the match will be forfeited and no points will be awarded to either team.
- All matches will be played according to the Standard Twenty20 International rules.
- A team must have a minimum of twelve (12) players and a maximum of eighteen (18).
- A match will consist of two teams with eleven (11) players including a team captain. A match may not start if either team consists of fewer than eight (8) players.
- The blade of the bat shall have a conventional flat face.
- A 156 g WHITE BALL (HARD BALL) will be used for all competitions.
- Full cricket batting equipment, including pads, gloves and a helmet, will be required for all batsmen.
- Players are not allowed to wear any clothing, jewelry or other items on their body that are the color white
- USIG Sports Team reserves the right to make any alterations (after discussing with umpire's) in the rules & regulations if the situation demands for the smooth conduct of the tournament.
- When applying any of the above-mentioned rules OR when taking any disciplinary actions, ABSOLUTELY NO CONSIDERATION will be given to what was done in the previous tournaments.



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## TOURNAMENT RULES

### READY TO PLAY

- The teams must report on the field at least fifteen (15) minutes before the scheduled start time to sign in for the game. If only one team is ready to play at start time then second team will only be given five (5) minutes to be ready to play. If the second team is not ready to play at the end of five (5) minutes, the match will be forfeited and the opponent team will be declared the winner and be given two (2) points. In case both the teams are not ready to play, the match will be forfeited and no points will be awarded to either team.

### JERSEYS AND APPARREL

- All players participating must wear the uniforms provided by the USIG during check-in. If a player is not wearing the uniform provided, that player will not be allowed to take the field unless they have received a written waiver from the USIG National Sports team.
  - Players are not allowed to alter the uniforms that are provided by the USIG
- Proper shoes and pads must be worn at all times.
- Players are not allowed to wear any clothing, jewelry or other items on their body that are the color white
- If a player is not wearing the proper attire, they will not be allowed to take the field.
- It will be at the umpire's discretion to determine whether a player can rejoin the field of play after the player has corrected their attire

### UMPIRE'S JUDGMENT

- An umpire's judgment should not be contested.
- Failure to adhere to an umpire's judgment may warrant ejection.
- The umpire's decisions are final and no appeals of the decision will be allowed.
- Only rule clarifications may be requested following the issue in question by Team Captain and it is up to the umpire's discretion to consult the rulebook



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## SCHEDULING AND DELAYS

- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.

## OFFICIAL RULES

### TEAM ROSTER

- A team must have a minimum of twelve (12) players and a maximum of eighteen (18)

### GENERAL INFORMATION, RULES AND REGULATIONS FOR CRICKET

- Umpire's decision will be final during all matches.
- There is zero tolerance for arguing with an umpire. If an explanation is needed, players must inform their team captain, and only the team captain may request explanation from an umpire.
- Each team can have eleven (11) players maximum on the field. A minimum eight (8) players are necessary on the field to start the game. At the end of four (4) overs only the numbers of players present on the field will be allowed to play the remainder of the game.

### EQUIPMENT

- Rubber spiked footwear is permitted.
- Balls will be provided for the tournament.
- Teams must bring their own cricket bats, pads, gloves and helmets.
- Batting pads, batting gloves and a batting helmet will be required for all batsmen. Helmets must be worn at all times, regardless of the bowler type being faced.

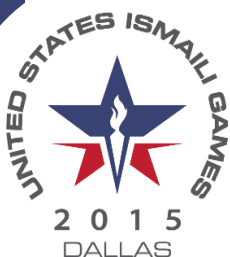
### FIELDER ABSENT OR LEAVING THE FIELD

- If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire.
- The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than eight (8) minutes:

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- the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent;
- the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and / or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

## BATSMAN LEAVING THE FIELD OR RETIRING

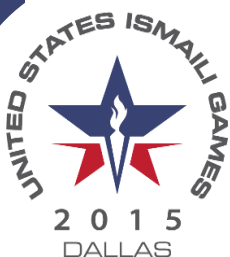
- A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
  - If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as "Retired – not out".
  - If a batsman retires for any reason other than as in (a) above, he may only resume his innings with the consent of the umpire. If for any reason he does not resume his innings it is to be recorded as "Retired – out".
  - If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

## UMPIRE POSITIONING

- There will be two (2) umpires for each match.
- The bowler's end umpire will stand behind the stumps on the end from which the bowler is bowling with a direct line of sight down the pitch facing the batsmen.
- A second umpire, the square leg umpire, will stand perpendicular to the batsmen on the leg side square to the batsmen.

## UMPIRE DECISIONS

- There is no third (3<sup>rd</sup>) umpire and therefore there will be no appeals of any on-field decisions made by the umpires.
- The ruling of the two on-field umpires is final on all decisions.
- These decisions include, but are not limited to, caught decisions, clean catches, bump balls, boundary decisions, and batsmen running to the same end.




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## FITNESS OF GROUND, WEATHER AND LIGHT

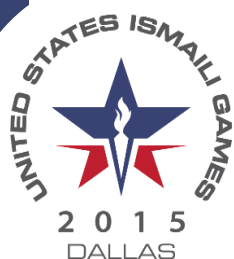
- If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately.
- The umpire may suspend play if light is unfit/fit for play.
- The USIG National team has the right to adjust the schedule, rules, length of the game or any other game conditions for scheduling purposes including but not limited to unscheduled delays or weather related delays.

## THE INNINGS

- All matches shall be one (1) day's duration and shall consist of one (1) inning per team. Each inning shall be limited to maximum twenty (20) six-ball (6-ball) overs and a minimum of eight (8) overs per team must be completed in order to constitute a match
- Each team shall bat for twenty (20) overs of six (6) balls each, unless all batsmen are out earlier.
- If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs.

## DELAYED AND INTERRUPTED MATCHES

- Delay or interruption to the innings of the team batting first
  - When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of fifteen (15) overs per hour in the total remaining time available for play.
  - The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of five (5) overs have to be bowled to the side batting second, subject to the innings not being completed earlier.
  - A fixed time will be specified for the commencement of the interval and the close of play for the match, by applying a rate of fifteen (15) overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This



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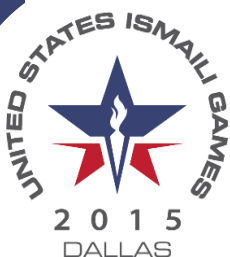
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calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play.

- Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
- Delay or interruption to the innings of the team batting second
  - When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of fifteen (15) overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
  - In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
  - To constitute a match, a minimum of five (5) overs have to be bowled to the team batting second subject to the innings not being completed earlier.
  - The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
  - A fixed time will be specified for the close of play by applying a rate of fifteen (15) overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
  - Penalties shall apply for slow over rates.

## NUMBER OF OVERS PER BOWLER

- No bowler shall bowl more than four (4) overs in an innings.
- In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.



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## THE FIELD OF PLAY

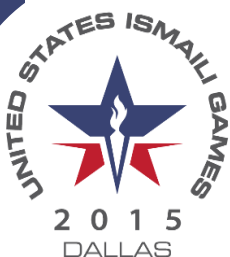
- Boundaries
  - The playing area shall be a minimum of 140 yards (128.01 meters) from boundary to boundary square of the pitch. The pitch shall be a minimum 60 yards (54.86 meters) from one boundary square of the pitch. When this minimum distance is used, the pitch has to be a minimum 80 yards (73.15 meters) from the opposite square boundary. The straight boundary at both ends of the pitch shall be a minimum of 60 yards (54.86 meters). Distances shall be measured from the center of the pitch to be used.
- Pitch information
  - The pitch used for the matches will be minimum two (2) yards wide and 22 yards long.

## BOWLING

- The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball. See below for the rules and penalties for bowling a no ball.

## NO BALL DELIVERIES

- A no ball may be signaled and called by the umpire for the following reasons
  - If the bowler bowls without some part of the front foot grounded behind the popping crease (over steps)
  - If the bowler bowls more than one ball above the head height in an over
  - If the bowler bowls with the back foot not wholly inside the return crease (back foot not in the crease)
  - If the bowler throws, rather than bowls, the ball (Umpires discretion)
  - If the bowler changes the arm with which he bowls without notifying the umpire.
  - If the bowler changes the side of the wicket from which he bowls without notifying the umpire.
  - If the bowler bowls underarm (meaning if the bowlers arm is below the horizontal angle; sidearm bowling is allowed as long as the arm is above the horizontal position)
  - If the bowler throws the ball towards the striker's wicket before entering the "delivery stride" (no or improper run-up)
  - If the ball does not touch the ground in its flight between the wickets and reaches the batsman at a height above either his waist when delivered by a fast bowler



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(this delivery is called a 'Beamer') or above the shoulder when delivered by a slow bowler.

- If the ball bounces more than twice, or rolls along the ground, before reaching the popping crease at the striker's end.
- If the ball comes to rest in front of the line of the striker's wicket
- The umpire will signal this no ball by holding one arm out horizontally.
- If the no ball occurs during the delivery, the umpire will also shout "No Ball" to give the players some warning that the ball is an illegal delivery
- On a no ball delivery, the batsmen may NOT be called out for the following outcomes:
  - Bowled out
  - Leg before wicket (lbw)
  - Caught
  - Stumped
  - Hit Wicket
- A batsman may still be ruled out on a no ball delivery for the following outcomes:
  - Run out
  - Handling the ball
  - Hitting the ball twice
  - Obstructing the field
- A batsman may still be ruled out on a no ball delivery for the following outcomes:
  - In the event of a no ball being bowled, any runs scored during the delivery will be counted to the batting team's run total. Additionally one extra penalty run will be added to the batting team's run total.
  - In the event that ANY TYPE OF no ball is bowled, the ball will be re-bowled and a "free hit" delivery will be bowled for whichever batsman is facing it. During this "free hit", the batsman may not be ruled out for the methods as outlined above. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
  - In the event of a front foot fault no ball only, a "free hit" delivery will be bowled for whichever batsman is facing it. During this "free hit", the batsman may not be ruled out for the methods as outlined above. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- Field changes are NOT permitted for free hit deliveries if the same batsman is facing the "free hit" delivery.



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## WIDE BALL DELIVERIES

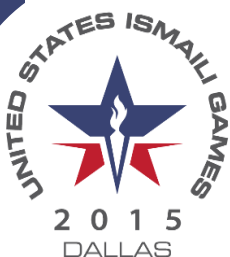
- Umpires are instructed to apply very strict and consistent interpretation in order to prevent negative bowling wide of the wicket.
- Any off-side or leg-side delivery that, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score shall be called a wide ball.
- A penalty of one (1) run for a wide shall be scored. This penalty shall stand in addition to any other runs that are scored or awarded on the illegal delivery.
- All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.
- As a penalty, the ball must be re-bowled

## TIMED OUT

- The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one (1) minute of the fall of the previous wicket.
- The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.
- In the event that the batsman fails to be ready to receive the next ball in the allotted time, the batsman who failed to report also will be called out another wicket will fall.
- The wicket will be recorded as “Failed To Report – Out”

## FIELDING RESTRICTIONS AND POWERPLAY

- Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or dots at 5 yard (4.57 meters) intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- At the instant of delivery, there may not be more than five (5) fieldsmen on the leg side.
- A mandatory PowerPlay will be in effect for the first six (6) overs where only two (2) fieldsmen are permitted to be outside the field restriction marking (30-yard circle) at the instant of delivery.
- For the remaining fourteen (14) overs, only five (5) fieldsmen are permitted to be outside the field restriction marking (30-yard circle) at the instant of delivery.



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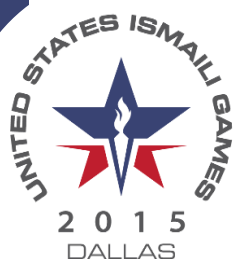
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## DANGEROUS AND UNFAIR BOWLING

- A bowler shall be limited to one fast short-pitched delivery per over.
- A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- A ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.
- In the event of a bowler bowling more than one fast short-pitched delivery in an over the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

## BOWLING OF HIGH AND FULL PITCHED BALLS

- Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not is it likely to inflict physical injury on the striker.



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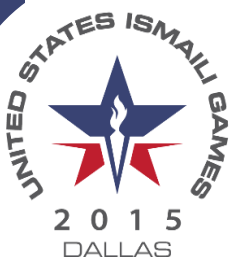
- A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- In the event of a bowler bowling a high full pitched ball (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

#### **TIME WASTING BY THE BOWLING SIDE**

- If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:
  - call and signal dead ball if necessary;
  - award five (5) penalty runs to the batting side;
  - inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- If the fielding team does not start to bowl their 20th over within 75 minutes of the beginning of the innings, the batting side will be credited an extra six runs for every whole over bowled after the 75 minute mark; the umpire may adjust or add more time to the 75 minutes to this if they believe the batting team is wasting time.

#### **USE OF ELECTRONIC COMMUNICATIONS EQUIPMENT**

- The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.




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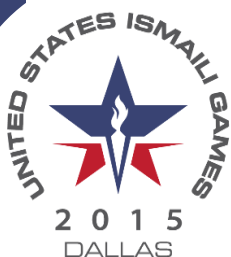
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## TOURNAMENT FORMAT

- There are a total of ten (10) teams competing in the tournament. Each team will be scheduled to play three (3) preliminary round games which will consist of random opponents. There are no specific groups or tables, all ten (10) teams are considered to be in one large group
- The top eight (8) teams will advance to the knockout stage
- Each win is worth two (2) points and each loss is worth zero (0) points.
- If the match ends with no result (a tie or match not completed or not played) each team will be awarded one (1) point.
- If both teams are disqualified or forfeit the match, both teams will receive zero (0) points for the fixture.
- In the event that two (2) teams are tied with the same number of points, the first tiebreaker will be head to head. If the two teams did not play head to head or there are more than two (2) teams tied, then the net run rate will be used to break the tie.
- In the unlikely event that two or more teams are still tied, a coin flip (random draw) will be used to determine the team that moves onto the knockout stage.

## NET RUN RATE CALCULATION

- At the end of a preliminary match, the run rate will be calculated based on batting & bowling and will be counted as run rate differential.
- The net run rate will be calculated as such:
  - Net Run Rate = (Total runs scored / total balls faced) – (Total runs allowed / total balls bowled)
- Example:
  - If Team A bats first and scores 120 runs in 20 overs, and Team B batting second scores 124 runs in 18 over and 2 balls, then Team B is the winner with 2 points and the per-ball run rate will be as follows:
    - Team A batting at 120 RUNS / 120 BALLS, which is equal to 1.00 run per ball, and bowling at 122 RUNS / 110 BALLS, which is equal to 1.11 runs per ball. For this match, the total average run rate differential will be  $1.00 - 1.11 = -0.11$  for Team A.
    - Team B batting at 122 RUNS / 110 BALLS, which is equal to 1.11 runs per ball and bowling at 120 RUNS / 120 BALLS, which is equal to 1.00 runs per ball. For this match, the total average run rate differential will be  $1.11 - 1.00 = +0.11$  for Team B.



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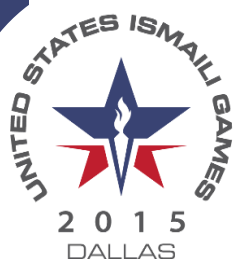
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## KNOCKOUT STAGE

- During the knockout stage, if a match ends with no result (a tie or match not completed), a super over will be played to determine the winner.
- A tie results when both sides scored the same amount of runs during their allotted batting innings. Wickets fallen or any other statistic WILL NOT be used as a tiebreaker and a Super Over will be used to determine the winner in the knockout stage.

## SUPER OVER RULES (KNOCKOUT STAGE ONLY)

- Each team will nominate three batsmen and one bowler to play a one-over per side "mini-match".
- In turn, each side bats one over bowled by the one nominated opposition bowler, with their batting innings ending if they lose two wickets before the over is completed.
- The side with the higher score from their Super Over wins (regardless of wickets fallen).
- In the event of a tie after the Super Over, an additional super over(s) will be played as necessary with the same rules with a new bowler and three new batsmen for each side. In the event of multiple Super Overs needing to be played, bowlers and batsmen cannot be repeated until all 11 players have bowled and/or batted.
- The team that batted first in the game will bat first in the super over.



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