



# **ISCA Games 2025**

Rules and Regulations **Cricket**

## **1. LAW OF THE GAME**

Except as varied here under, the Laws of Cricket (2000 Code) Second Edition – 2003 and subsequent amendments, ICC Code of Conduct and ICC Regulations of 2003-2005 shall apply (together with 'the Laws of Cricket'). In the event of a conflict between the rules of this tournament and the Laws of Cricket, the rules of this tournament shall prevail

## **2. FORMAT**

Each team will consist of 6 players, with up to 4 reserves. The game will be conducted in a round-robin format.

## **3. GENERAL RULES / SCORE**

- a) The following criteria will be used to determine the positions of the teams:
  - I. Total Points
  - II. Net Run Rate
- b) Each match shall be of one innings per team; with each inning of 5 overs or till all 6 batsmen are dismissed.
- c) When fielding, each member of the team, other than the pre-nominated wicket keeper must bowl one over. The wicket keeper may do away with pads but must wear gloves.
- d) Individual batsman must retire once his score equals or exceeds 28 runs. If all other batsmen are out, a retired batsman may resume his innings till the allocated 5 overs are completed or a further 28 runs, whichever is earlier. Should more than one batsman retire in an innings, they will resume their knock in the same order that they retired.
- e) Impact Player Rule applies, where one player can be substituted by both the teams, at the beginning of any over. (Rules of impact player will be similar as in the IPL)
- f) If the 5th wicket is lost, the batsman out fifth will continue as the non-striker till all 5 overs are completed or the last remaining batsmen is dismissed or the completion of that innings

## **4. FIELD RESTRICTIONS**

- a) There will be a line drawn at a distance of 7 yards behind the wickets at either end. The wicket keeper shall not stand behind this line. Similarly no bowler will start his run up behind this line. The umpires will ensure no bowler starts his run-up or wicket keeper stands beyond this line. If either player violates this rule, the umpire shall call and signal no-ball.

## **5. WIDE BALL**

- a) **Judging a Wide** – Normal limited overs wide rule shall apply. The wide guidelines marked on the off side of the pitch shall be followed. Any ball passing down the leg side irrespective of where it pitches shall be declared as a Wide. If the batsman plays the ball or the ball comes in to contact with any part of the batsman's body it will not be called a Wide.
- b) **Runs** – A penalty of 4 runs will be credited to the batting side. Any byes taken off

a 'wide ball' shall count as wides and shall be in addition to the penalty for 'wide'.  
EG: If a wide ball not having touched the bat or the person goes for a boundary than the batting team will be credited with 8 wide runs.

- c) **Extra delivery** – No **extra delivery** will be bowled for a wide except in the last over.
- d) **Out from a Wide** – A batsman can be given out from a wide in all ways except as per Rule 8. Should a batsman be given out on a wide ball, the penalty for bowling a wide will still apply.

## 6. LEG BEFORE WICKET

- a) No batsman shall be given out leg before wicket. Hence leg byes will not be permitted. No run outs shall be given on an attempted Leg Bye. Umpires shall nullify the run attempt at earliest. There is no restriction however on a stumping decision as per laws of cricket in this case.

## 7. NO BALL

- a) **Free Hit** – will be awarded for **all No Balls**. On a free hit a batsman shall not be given out except if declared Run Out.
- b) **Extra delivery** – will be bowled for a No Ball in all overs.
- c) **Runs** – A penalty of 2 runs shall be credited to the batting side in addition to any runs that may be scored of the No Ball.
- d) **Short Pitched Bowling** – One Bouncer allowed in an over. If a ball passes above the head of the batsman, it will be called out a wide.
- e) **Bowling of High Full Pitch Balls** – A high full pitch ball shall be defined as a ball that passes or would have passed on the full above waist height of the striker standing upright at the crease. Should a bowler bowl a high full pitch ball, either umpire shall call and signal 'No Ball'.
- f) **Front Foot No ball** – If a No-ball is called on the foot fault rule as per laws of cricket.
- g) **Bowler unintentionally dislodging the Stumps in their run-up** – Bowler hitting the stumps unintentionally in the delivery stride to bowl the ball shall be called a 'No Ball'.  
**Mankad:** Deliberately attempting to run out the non-striker is permissible as per the ICC rules.
- h) **Mode of Delivery** – The bowler shall not deliver a ball under arm. In addition the umpire at the bowler's end shall call and signal 'No Ball' for a ball, which he considers to have been delivered:
  - a. bounces more than once, **before reaching the batting crease**
  - b. rolls along the ground, or
  - c. comes to rest before reaching the striker, or if not otherwise played by the striker before it reaches the popping crease. If the ball comes to rest in such circumstances the umpire will call a no ball and Law 25.3 shall apply.

## 8. RESULT

- a) At the end of the round robin, the top four teams from with the highest points would qualify for the semi-finals.
- b) The team that scores the highest number of runs from the allocated 5 overs of batting is the winner.
- c) If there is a tie in the group stage match, each team gets 1 point. Top 2 teams from each group will qualify for semi-finals. NRR will come into place if there is a tie in points between two teams in the group stages.

For Semi Final and Finals(s):

- a) If there is a tie, then the match goes to Super-over
- b) If the first super over match is tied, then the match goes to second super-over match.
- c) If the second super over is tied then the winner is decided through coin toss.  
(highly unlikely scenario)

## 9. BALLS

- a) Semi-New Red balls will be used.

## 10. RAIN WASHOUT

- a) In the event persistent rain\* the following scenarios will be applicable:

Scenario	Rule
Wash out of entire day/half day (Group Stages)	<ol style="list-style-type: none"> <li>(a) The tournament shall be postponed to a mutually convenient date** or if it cannot be postponed due to ground availability issues then the umpire takes the call to reduce the no. of balls per over if partial play is possible.</li> <li>(b) If it rains in the middle and play can be resumed the same day then due to time limitation to finish the tournament, umpire will decide to reduce the no. of balls to be bowled per over.</li> <li>(c) If each team has played 1 match in the group and it rains in the middle and there is no time to play the remaining group matches, The tournament shall be postponed to a mutually convenient date.</li> <li>(d) If any team has played 2 matches in the group and other teams have played only 1 match in the group and due to time limitation, the other group matches cannot be conducted the tournament shall be postponed to a mutually convenient date.</li> <li>(e) If each team has played 2 matches in the group and it rains in the middle and there is no time to play the remaining</li> </ol>

	group matches, then umpire will decide the two teams to qualify for the semis based on the points and Net Run Rate (NRR).
Rain/Partial Rain after the round robin matches.	(f) Umpire takes the call to reduce the no. of balls per over in Semi-finals if it rains after the round robin matches or the tournament shall be postponed to a mutually convenient** date or if it cannot be postponed due to ground availability issues then the tournament will be called off.
Rain/Partial Rain after the semi-finals.	(g) Umpire takes the call to reduce the no. of balls per over in finals if it rains after the round robin matches or the tournament shall be postponed to a mutually convenient** date or if it cannot be postponed due to ground availability issues then the tournament will be called off.

Note:

\*The umpires of the tournament will be responsible in assessing the intensity of the rain, ground conditions and viability of play to proceed. Any dispute would result in awarding a walk-over to the opponent.

\*\* The date and time should be chosen based on the convenience of all participating teams, subject to the availability of the ground.

#### **b) REFRESHMENT**

All teams are to provide their own refreshments.