



AUSTRALIAN SIKH GAMES

CRICKET RULES

All Team Managers and Captains should read, understand and become familiar with these Rules, rules of International Cricket Council (ICC) and the Australian Sikh Games General Championship Rules, Terms and Conditions. Ignorance of such shall not be deemed sufficient grounds for any appeal.

Please contact the Organising Committee for further information and/or clarification on these rules.

1. Each team must consist of minimum of 7 players.
2. Each team balls 8 (six ball) overs.
3. All players must wear Whites or Team Shirt and must wear White Lowers.
4. All players must bowl an over each and two players can bowl twice (wicket keeper may bowl depending on bowling captains discretion).
5. Each team must supply their own cricket equipment (bats, pads, and all protective equipment)
6. There is a time limit of 1 hour 30 minutes per game, teams will be penalised for not meeting timeframes as officials deem fit.
7. Teams must be ready as per scheduled time if the team is not ready within 5 minutes the game will be awarded to the opposing team.
8. "No Ball" and "Wide Ball" deliveries will result in 4 Runs, however they will not be required to be re-bowled.
 - (a) A delivery will result in a 'No Ball' in either of the following circumstances:
 - i. Front foot of the bowler is completely over the line;
 - ii. If the ball is Full Toss above the hip;
 - iii. The delivery is short pitched and rises above the shoulder of the batsman
 - (b) A delivery will result in a 'Wide Ball' in either of the following circumstances:
 - i. The delivery passing down the leg side.
 - ii. The delivery passing outside the off stump as deemed by the umpires.



9. No Fielding Restrictions
 10. In case of six or more teams competing, the teams will be divided into two pools and will compete in a 'Round Robin' format. At the completion of the Round Robin games the top four teams will progress to the Semi Finals.
 11. In the event a player reaches 30 runs, he/she will retire and may come back if required by the team as a last batsman.
 12. Decision of results will be based on points. If there is a Tied result, the team with a greater aggregate (aggregate run rate divided by number of wickets) will progress through to the next round.
 13. Points will be awarded as follows:
 - (a) Win: 2 points
 - (b) Draw: 1 point
 - (c) Loss: No Points
 14. Teams that have forfeited will receive No points. The Other opponent that is ready to start the game on scheduled time will be awarded 2 points
 15. If a game is washed off in the event of rain, both teams will be awarded 1 point each.
 16. All the other applicable rules will be forced by umpires as per international standard (ICC Rules for Cricket)
 17. The Organizing Committee shall have the authority to appoint suitably qualified Umpires to officiate at all matches.
 18. Any verbal or physical abuse of any Umpire by any player may result in the immediate forfeiture of the match by the offending team and the result recorded
 19. Any breach of any By-Law by any participant may be liable to the imposition of Forfeiture and recorded.
 20. For appeals & disputes, please refer to the Australian Sikh Games General Championship Rules, Terms and Conditions.
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