

# Official Rules of the Siam International Cricket Sevens

## Bonus Points Siam International Sevens 2018

During the two cricket events teams will be able to score bonus points in the following circumstances:

- 1) Teams scoring 70
  - 2) Teams taking four (4) wickets in an innings.
  - 3) Any team chasing down a total within four (4) overs.
  - 4) A losing bonus point is achieved when teams are chasing and score 80% or more of total
  - 5) Also, a losing bonus point is achieved when a team is defending a total and they push the opposition into the fifth over of the chase.
- Only two (2) bonus points can be achieved per game.

In Addition to:

- Five (5) points will be awarded to the winning side.
- Two (2) points will be awarded to both sides in the event of a tie.
- One (1) point will be awarded to the losing side.
- Zero (0) points will be awarded to a forfeiting team.

Please note that any table/ladder is initially decided on most wins.

RULES OF THE GAME (MCC Laws of Cricket are followed, except where otherwise stipulated).

Each team entering is asked, before the start of their first game, to submit, to the organizers, a list of their nominated players (maximum of ten) from which the seven for each game shall be drawn. No team shall field a non-nominated player (see Note b & c).

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

A team needing a replacement, because of a serious injury, may nominate a player not named in the original eight. The replacement must be approved by the tournament adjudicator.

This player then becomes a nominated player for that team.

Should the injured player replaced recover to be fit enough to play again, his/her captain will request the adjudicator to re-instate that player. The originally approved replacement will, in such cases, step down.

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. The Captain's responsibilities will be:

- Nominating seven (7) players for each game.
- Good time keeping.
- Conduct of his team.
- Acting on the team's behalf in the case of disputes.

One adjudicator shall be in charge of the tournament on each day. His/her decision on any point of dissent shall be absolutely final.

Each game is played between two teams of seven players and consists of a maximum of five six ball overs bowled by each side.

Teams shall be ready to take the field of play when called. Captains should toss-up at least thirty minutes (30) PRIOR to their game and have batsmen/wicketkeeper suitably attired to take the field as soon as the previous game is completed. After the fall of a wicket, the incoming batsman must cross on the field of play. Failure to do so will constitute a four (4) run penalty against the batting side.

Before the game the captain will nominate his five (5) bowlers, meaning that one (1) player along with the wicketkeeper will not bowl an over.

The wicketkeeper is nominated by the captain before each game and 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).

The innings will conclude at the fall of the seventh wicket.

Under-arm bowling is strictly prohibited.

Runs and extras are scored in accordance with the laws of cricket with the following exceptions:  
a. WIDES:

A WIDE counts as FOUR (4) extra to the batting side and not re-bowled unless it is the last ball i.e. 6th ball of the fifth over. The innings must finish with a legitimate delivery.

To assess a WIDE delivery, two lines are drawn at a distance of 33" from the middle stump at right angles to the crease and extending from the bowling crease. A bowled ball passing the crease outside these lines, on the batsman's 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. Leg side wides will be assessed in accordance of One Day International MCC cricket rules.

The ball will be considered "DEAD" after a call of WIDE, i.e. the batsman cannot be out, and only 4 runs will be awarded.

A NO BALL over-rides a WIDE delivery

b. NO-BALLS:

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.

A batsman must retire not out on reaching a personal score of 30 runs but may return to continue his innings if one of the last pair of batsmen is out before the completion of five overs. 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. Not out batsmen must return to the crease in their original batting order.

A batsman cannot retire before reaching 30 runs, except through a serious injury. 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. The last remaining batsman will be declared out if his partner is run out.

Any actions by a batsman who appears to intentionally throw their wicket away in order for the retired batsmen to return to the crease, shall be deemed as acting in a non-sportsmanlike manner & will return to the crease and resume their innings.

This situation will be scored as a dot ball & therefore deemed as a delivery bowled and will not be re-bowled.

Substitution is allowed only for a serious injury, during a game, and no other reason;

Once a substitute is introduced, the player being replaced is not permitted to play again, in the game in question, under any circumstances

The substitute has to be 1 of the 10 players in that teams' squad or the team plays out the game with 6 players.

If a batsman is injured during the game, a runner may be employed subject to the umpire's approval.

A substitute may be allowed to bowl if the player he is replacing has not already bowled and to bat if the said player has not batted.

In the case of a wicketkeeper being injured, he may be substituted, but this substitute cannot be allowed to bowl.

If all the fielders are not on the field, when a game commences, then the player(s) arriving late can only enter the field of play after the over in progress has been completed.

The player(s) arriving late cannot bat unless they have bowled their allocated over.

The opposing captain may nominate the member(s) of the fielding team to bowl the extra over(s) required to make up for any missing fielder, but no bowler may bowl two consecutive overs or part thereof.

Any changes to the nominated team after the toss but before the game commences are allowed but must be agreed by the adjudicator and announced to the opposing captain.

The game is won by the side having the highest score after the completion of the game. If the total scores are the same the side losing the fewest wickets is judged the winner.

In the event of both teams losing the same number of wickets, the side which has scored the most runs from the bat (i.e. total runs less all extras) wins.

If all the above (a, b) cannot distinguish a winner, each side will be awarded two (2) points.

At the end of each match points will be awarded in the following manner:

Five (5) points will be awarded to the winning side.

Two (2) points will be awarded to both sides in the event of a tie.

One (1) point will be awarded to the losing side.

Zero (0) points will be awarded to a forfeiting team.

Up to 2 (two) bonus points will be awarded to winning teams each game relating on targets being met. No losing side can accrue more than two bonus points per game. Please see the tournament magazine for full guide.

In the event of teams winning the same amount of games on completion of a round, the superior position should be judged by using the following criteria in order:

The team who have accrued the most total points

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

The team which loses the least wickets in all games during the preliminary rounds.

In the event of a tie in a play-off round (i.e. quarter, semi or final), and the wickets lost are the same, then teams will bowl alternative overs until a winner is reached. A coin will be tossed to decide first to bat.

All equipment shall comply with M.C.C. Laws of Cricket.

Neutral umpires will adjudicate each game.

Decisions by the umpires on the field of play, and the adjudicator in other matters, are final. Any player showing unreasonable dissent in the opinion of the umpires/adjudicator shall be disqualified from further play in the tournament following due and fair warning, from the said official(s).

The Competition is a club cricketers' tournament in which each team is allowed to field one (1) current first-class level or retired international player in the side (seven players) they name for a match. Should it be discovered that any team has two or three first class or international players in the squad of ten players, as described above, 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 ten (10) players in any one team for the duration of the tournament is not infringed.

If a team, because of having too many first-class players, is unable to field a full side of seven (7) eligible persons, the organizers will allow that team to compete with six (6) players.

Once the teamsheet is complete it may not be changed unless in exceptional circumstances as agreed by the tournament referee.

The ruling of the Tournament's Scrutinising Committee, in assessing first class player status, will be final.

NOTE: The Match 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.