# TECHZE&LOT'15

TECHNO CRICKET



It's as much fun playing cricket in a OPEN GROUND as in a stadium. A full version of our beloved game.

EVENT DATE:-26<sup>th</sup> & 27<sup>th</sup> JAN 2015 VENUE-SSGB GROUND BHUSAWAL

## Criteria for participation:

- > Entry fee: Rs. 600/-
- > Number of participants per team : 11 Players and 1(substitute)
- > No re entry and spot entry will be there.

#### General rules:

- > 11 players in one team & 1 substitute.
- > Each match will be of 7 overs.
- > 2 bowlers bowl 2-2 over each and for remaining 1 over any fielder can bowl except this 3 bowlers.
- > Slots (Matches) will be decided on 24<sup>th</sup> Jan. So, one player of each team must be present at 2:00 pm in S.S.G.B.C.O.E.T. Bhusawal
- ➤ If team not present on given time on 26<sup>th</sup>Jan. They will be disqualified and opposite team will be given by.
- > If bad weather condition occurs like rain then Techno cricket event will be cancel and entry fees will be refund.

## Batting rules:

- > Each team should have their own bats.
- > The aim of batsmen is to score runs. To score runs they must run to each others end of the pitch (from one end to another).Batsmen may run multiple runs per shots.
- As well as running they can also score runs by hitting boundaries. A boundary scores the batsmen either 4 or 6.
- > A FOUR is scored by hitting the ball past the boundary after hitting the groud while SIX is scored by hitting the ball past the boundary on full(before it hits the ground)

#### Other way 2 score Runs:

> Runs can be scored according to cricket rules include NO balls, wide balls, byes & leg byes. Cricket rule state that all runs scored by this

methods are awarded to batting team but not the individual batters.

### Bowling rules:

- > Overarm bowling is compulsory.
- > If the bowler bowls the ball from long place, the ball is declared dangerous (often happens when bowled at the batsmen's body on the full) bounces more than Onceor if fielders are standing on illegal position.
- > Any deviation from the above rules will be "NO BALL".
- > Usual NO BALL and WIDE BALL will be applicable.
- > For NO BALL ,FREE HIT will be applicable.

## Mode of dismissals:

- > Bowled.
- > Caught out.
- > Stumped out.
- > Run out.
- > Obstructing the field-A batsmen is OUT if he willingly obstructs the opposition by word or action.
- > Timed out-an incoming batsmen must be ready to face a ball or be at the non strikers end with his partner within 1 or 2 mins of the outgoing batsmen being dismissed.
- ➤ Hit wicket-if a batsmen hits his wicket down with his bat or body after the bowler has entered his delivery stired and the ball is in play then he is out. The stricking batsmen is also out if he hits his wicket down while setting off for his turn.
- > No Argument Will Be Entertained With the Umpire.
- > <u>Umpire's Decision Will Be the Final.</u>

➤ No Profanity on the Field. Umpire, in Any of the above Situation May Call off the Play, Considering Win to the Opponent Team.

## Winning prize:

> WINNERS :Rs. 3000/-> RUNNER UP:Rs 1500/-

(All rights are reserved to be committee members)

#### Student Co-ordinators:

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