

DHAHRAN CRICKET ASSOCIATION: TAPE TENNIS CRICKET

SUNDAY/TUESDAY GAME FORMAT AND GUIDELINES

Principles

- This is a fun league where everyone is encouraged to participate.
- The teams are comprised of skilled players and beginners; we request all members to be considerate, play safe, avoid injuries...
- These are basic guidelines and can be optimized based on playing conditions

Membership

- All players will have to be registered DCA Playing Members, with dues of SAR 150 paid at the beginning of the season (September – June)

Game Format

- All playing equipment will be provided. (Just wear something comfortable).
- Captains for each session will be assigned on Ad-hoc basis by popular vote.
- The captains will decide the batting and bowling order
- Teams will be divided in a fashion to ensure reasonable balance.
- Equal number of players on each team. If there are an odd number of available players, the odd numbered player, bats and bowls from each team.
- A team will be capped at eleven players each team
- Length of game depends on number of players in each team.
 - 6 Players each team, six overs.
 - 8 players each team, eight overs and so on.
- When there are six players on each team, game will be played in the Nets
- When there are more than six players on each team, game is played on the ground
- Everyone bowls 1 over
- A pair will bat 2 overs)
- Late comers may have sit out if the game is in progress and then join in the next game

Batting

- You bat in pairs and face 2 overs per pair
- If you are out you do not leave the nets/ground, you stay at the crease and continue to bat for the full 2 overs
- Every time you are out your team loses 2 runs
- After 2 faced **fair** deliveries (ie not a no or wide ball) in a row, the batters **must** rotate

Please note: In order to have less complication and more transparency, runs will be tallied in the following manner for the innings holistically:

- Total Gross Runs off bat +
- Total no and wide balls -
- Total dismissals in innings =
- Total Net Runs

Runs (in Nets)

- Zone 1, one run
- Zone 2, two runs
- Zone 3, three runs
- Zone 4, four runs.
- Zone 4, direct hit, six runs
- In addition, These runs can also be supplemented by running between the wickets. Batspersons can continue to run between the wickets until the ball is in the hands of the bowler ready for the next delivery.

Please note: Regular cricket scoring applies when game is played on the field.

Bowling

- Everyone has to bowl. Only exception is a bonafide health concern or injury.
- If you bowl a wide or no-ball, the ball will re-bowled and the batting team is awarded 1 run.

Fielding

- Fielding will be set at the discretion of the bowling team.
- When playing with eight players or more on each team, in the ground, batting side will assist the bowling side in fielding, allowing up to eleven players in the bowling side. In these circumstances, “borrowed” players will put-forth their best fielding effort.

Dismissals/getting out

- Caught (anywhere except off the back net when the batter hits a 6). A catch off the net, with the exception of a Six, has to be taken by 1 hand. *This only applies to games played in Nets*
- Run out
- Bowled
- Stumped
- Interference (for eg. Intentionally blocking the wicket to avoid a run-out)

Please note: While playing in the Nets, the ball is not dead when a wicket falls or a boundary is scored. It is possible to catch a ball or bowl out the batsperson, then throw it onto the stumps to run out the other batsperson! Both batspersons can be run out if the ball is quickly thrown to the other set of stumps too.

