

CEO Challenge Trophy 2024

Games start at approx. 8.30am so your team will have to be there and ready to play at 8.00am. Our aim is to provide a fun and enjoyable day event for all players.

The laws of cricket will apply plus the following:

- 5 overs (6 Balls per Over) per innings for one match.
- Each team will have Eight (8) players for each game.
- No underarm bowling.
- Each game is expected to be completed within 45 minutes. Please keep time between changes of innings down to a minimum
- Batsmen retire not out on reaching 35 runs. The idea being to reach 36 runs by hitting 6 sixes. A retired batsman can return to the crease after lower-order batsmen either retire or are out.
- No LBW and No Leg Byes.
- An illegal ball (Wide Ball) is bowled, and the batting team is awarded 4 runs and no extra ball. Only bowlers bowled in the last over of an innings (Wide Ball) will get 4 runs and an extra ball.
- A ball is termed as NO-BALL in the following cases: Over-Stepping the Bowling Crease Line (Front), Above the waist is a NO-BALL, one bouncer is allowed per over (Above the shoulder but not above the head), the subsequent bouncing ball will be treated as a No-Ball. If a delivery is bounced above head, it is a Wide and 1st Warning to bowler. The subsequent bouncing ball will be treated as a No-Ball. When the bowler takes of the Bails during the swing action will also result to a No-Ball. All No-Balls result in free hit
- In a free hit, the batsman dismissal occurs only by a run out.
- Bowling Action (Chuck): When a batsman / Captain of team objects the bowler's action to be faulty and not in line with ethical bowling action, both umpires will monitor the action and take the decision either continue or stop the bowler to complete the over
- Two Captains should make sure that their team plays with good conduct and help to maintain the sportive environment on the field.
- There will be no by runner for an injured batsman. He can retire for the inning.
- In case of a tie, Super over will be played. 1 over will be bowled and 2 wickets will be in hand. (Semis & Final)
- If a bowler is injured prior to or during his overs, he may be replaced by another bowler who shall be nominated by the batting side.
- No player may play for another team, even after his team has been knocked out of the competition.
- Group Winners and Runners-up go through to the Semi-finals, with the winners of each Semi-final playing each other in The Final.

- A win scores 4 points and a tie 2 points and a loss 0 points.
- If the scores are level at the end of the game, the team losing fewer wickets is the winner. If the teams have lost the same number of wickets the team hitting the most sixes shall be declared the winner. If the teams still cannot be separated, it shall be declared a Tie.
- If teams are level on points at the end of the group stage, the team with the highest run aggregate will prevail, and if they are still level the team hitting the most sixes shall be declared the winner.
- Teams must be ready 15 minutes before their scheduled start time to complete toss-up, etc. Matches should follow the published fixture list and teams are asked to make sure the matches are on schedule.
- Other rules and regulations related to the game of cricket will apply and the decision of the umpires will be final.
- In case of any conflict, the organizing committee has the right to disqualify any team for the misconduct.