

Tournament Rules

Chiang Mai International Cricket Sixes Tournament Rules

Last amended January 2026

MCC Laws of Cricket and the ICC Code of Conduct are followed, except where otherwise stipulated.

1 Team List: Each team entering is asked, before the start of their first game, to submit to the organisers a list of their nominated players, from which the six for each game shall be drawn. There is no limit to the size of squads. No team shall field a non-nominated player (see 1.2). All players should wear numbers on their shirts for identification purposes. Should a team be unable to field/bat FIVE or more players then that game will be forfeited to the opposition.

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

1.2 A team needing, because of injuries, to field a non-nominated player, in any match, must first ask the Tournament Referee for permission.

2 Captain: One player from each team will act as captain for the duration of the competition, even though they may not necessarily play in each match. The captain's responsibilities will be: time keeping; ensuring the good conduct of the team; acting on the team's behalf in the case of disputes.

3 Tournament Referee: A Tournament Referee shall be in charge of each match in the tournament. Their decision on any point of dissension shall be absolutely final.

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

5 Bowling: Each member of the fielding side bowls one over, with the exception of the wicketkeeper. The wicketkeeper cannot be changed during the course of the game except through injury. The wicketkeeper must wear gloves whilst fielding.

6 Bowling End: All five overs in each innings will be bowled from the far (camera tower) end.

7 Runs and Extras are scored in accordance with the Laws of Cricket with the following exceptions:

7.1 WIDES

7.1.1 A WIDE counts as THREE (3) extra runs to the batting side.

7.1.2 An extra ball is only bowled when a wide ball is bowled off the 6th ball of the last over of each innings. The last over of each innings must end with a legitimate delivery, unless the match should end before that time.

7.1.3 As per the Laws of Cricket the ball is not DEAD, so ADDITIONAL runs can be scored, and the batter can be

DISMISSED. However, the maximum total runs from a wide is capped at five. For example, a boundary wide scores five rather than seven runs.

7.1.4 To assess a WIDE delivery ON THE OFF SIDE, a line has been marked at a distance of 2' 11" from the middle stump at right angles to the crease and extending from the bowling crease. A delivery passing the popping crease outside this line ON THE OFF SIDE shall be designated a WIDE.

7.1.5 To assess a WIDE delivery ON THE LEG SIDE, any ball, regardless of where it pitches when the striker is in their normal guard position, and continues to pass the popping crease on the leg side, shall be called and signalled WIDE.

7.1.6 Any team that in the opinion of the Umpires deliberately bowls wides for tactical purposes will be reported to the Tournament Referee for further sanctions up to and including suspension from the tournament.

7.2 NO BALLS

7.2.1 A NO BALL shall count as THREE (3) extras to the batting side but an extra ball will not be bowled except when it is the last ball of either innings. Runs scored from a NO BALL (off the bat, byes or leg-byes) will be credited, in addition to the 3 extras for the NO BALL.

7.2.2 The normal rules will apply to the call of "NO BALL".

7.2.3 Any ball which, after bouncing, except where it is "WIDE", passes the batter above shoulder height in their normal stance, or would have passed above shoulder height if it strikes the batter's bat or body, shall be called a NO BALL by the bowler's end umpire.

7.2.4 Any ball which, having not bounced after leaving the bowler's hand, except where it is "WIDE", passes the batter above waist height, or would have passed them above waist height if it had not struck the batter's bat or body, shall be called NO BALL by the bowler's end umpire.

7.2.5 If at the instant of delivery, the wicketkeeper is more than 25 yards away from the stumps at the striker's end, NO BALL shall be called by either umpire. There will be a line marked for guidance.

7.2.6 A bowler's run-up will not exceed 15 yards. Any infringement will be called NO BALL. A 15-yard restriction line will be marked at the bowler's end of the wicket.

7.2.7 If a delivery bounces more than once or rolls along the ground before it reaches the popping crease NO BALL will be called by the umpire.

7.2.8 The ball remains live after the call of NO BALL.

7.3 Wides and no balls are only rebowled when they come on the last ball of either innings. The last ball of each innings must be a legal ball.

8 Automatic Retirement: A batter must retire not out on reaching a personal score of 30 runs. The batter may

complete all runs possible off the shot which takes them to or past the 30, e.g. if on 29 the batter hits a boundary, the full score will be added, or if they are able to run additional runs past 30, those runs will also count. Batters who retire as a result of reaching or passing 30 runs will not be allowed to resume their innings.

9 Non-Retirement: A batter may not retire before reaching the 30 runs, other than through injury.

10 Five Wicket Rule: If five (5) wickets fall before the 5 overs are completed, the last remaining not out batter is the only one who can score runs therefore if they score 1, 3 or 5 must return to the batting crease. The 5th player to be dismissed will remain at the crease as runner. The last remaining batter will be declared out if their partner is run out. Last batter standing may continue to bat until the end of the fifth over or until they are out.

11 Substitutes

11.1 BATTERS: if a batter is injured during the game, a runner may be employed subject to the umpires' approval. Should the batter's injury prevent continuation of their innings then no substitute batter will be permitted, and the next incoming batter will replace them. A substitute will be permitted to field and bowl if the batter they are replacing has not already fielded and bowled during the first innings.

11.2 WICKETKEEPER: in the case of a wicketkeeper being injured, they may be substituted, subject to the umpires' approval. This substitute will keep wicket and will not be allowed to bowl but will be permitted to bat should the injury occur during the first innings of the match.

11.3 FIELDER: if a fielder is injured whilst fielding, a substitute may be allowed subject to the umpires' approval. The substitute will be permitted to bat should the injury occur during the first innings of the match. The substitute will also be permitted to bowl if the injured player has not already bowled and they are one of that team's nominated players. If the substitute fielder is not a nominated player see rule 12 below.

12 Missing Bowler: If a fielding side has only FIVE players on the field the batting captain will nominate the player of the fielding team to bowl the over required to make up for the missing fielder.

13 Incoming Batter: An incoming batter on the fall of a wicket or a retirement must be on the pitch in a position square of the wicket on the Match Box side at the striker's end, not interfering in play, ready to continue the innings. Any batter waiting in this position shall be given out by the Umpire "obstructing the field" if they interfere physically or verbally in the play.

14 Points System & Rules

14.1 The game is won by the side having the highest score, after the completion of the game.

14.2 If the total scores are the same, the side losing the fewest wickets is judged the winner.

14.3 In group games, in the event of the scores being level and both teams losing the same number of wickets the game shall be considered a tie.

14.4 Four (4) points are awarded to the winning side. If the game is a tie, both teams will receive two (2) points.

14.5 Losing teams who, having batted first, complete their 4th over when bowling, or who, batting second, reach a total of at least 80% of their opponent's score, will receive one (1) point. Otherwise losing teams will score 0 points.

14.6 In addition to the above and irrespective of the result of the match, bonus points can be achieved for scoring runs and the taking of wickets:

- 1 POINT: 60 runs or 4 wickets
- 2 POINTS: 80 runs or 5 wickets
- 3 POINTS: 100 runs or 6 wickets

Bonus points can also be scored by sides batting second who achieve their target quickly:

- 1 POINT: for winning inside the fourth over.
- 2 POINTS: for winning inside the third over.
- 3 POINTS: for winning inside the second over.

14.7 TIES

14.7.1 Round Robin Play. In the event of the total number of points being equal, in any table, on completion of a round, the winner will be determined by applying the following criteria in order:

- a. Winner of head to head match between the two sides if applicable.
- b. Number of wins.
- c. Net run rate off the bat (excluding wides).
- d. Runs scored off the bat.

14.7.2 Knock-out Round. In the event of a tie in a knock-out round (i.e. semi-final or final), the following criteria shall be in the order stated to determine the winner:

- a. Fewest wickets lost.
- b. Higher run rate off the bat (excluding wides).
- c. The tied teams will bowl alternate overs until a decision is reached. A coin will be tossed to decide the first to bat.

15 Umpires: Neutral umpires will adjudicate each game.

16 Timely Play: Teams shall be ready, in all respects, to take the field of play 15 minutes before their allotted start time.

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

18 First-Class Players: Although the Chiang Mai Sixes is essentially an amateur competition, there is no longer any restriction on players who can play for any team.

Note: The Committee reserves the right to amend these rules if it considers such action to be in the competition's best interests.