

HAH CHAMPIONSHIP

SEASON 9

UNLEASH YOUR PASSION



CRICKET

Official Rulebook & Tournament Guidelines

City Rounds ▶ Zonal Championship ▶ **National Finals — Mumbai**



Prepared & Managed by **SPORTSBOX**

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READ THIS FIRST — HOW POINTS WORK IN THIS GAME

Before the rules, understand what every Badminton player is playing for. HAH Season 9 runs on **THREE kinds of points** — every point is recorded against the player's HC9 ID and shows on their Player Report Card on the championship website.

#	Points Type	How You Earn It	Points
1	Participation Points	Just register and play — every player earns these. Men: 100 • Women (On Total Participation) - Points Awarded to City / Zone Leader	100
2	Winning Points	Finish in the Top 4 of this game — fixed points by final position (see the breakup below) Points Awarded to Player	50 / 30 / 20 / 10

Winning Points — position-wise breakup (same in every game):

Final Position	Winner (1st)	Runner-Up (2nd)	3rd Place	4th Place
Winning Points	50	30	20	10

Why Winning Points matter: Winning Points from every game are added up into the player's TOTAL score. This total is counted at the City level and the National level only — and it decides the Best Male Athlete and Best Female Athlete of the championship. The more games you play and win, the higher your total climbs. Play more games, win more points, take the athlete title.

Example: a woman who registers for Badminton (200 participation), wins her category (90 skill points) and finishes 1st (50 winning points) earns 340 points from this one game alone.

This 3-point system is identical across all Season 9 games. City Leaders and Zone Leaders additionally earn credits for every registration they drive. Point values are subject to final approval by the HAH Organizing Committee.

ABOUT THIS TOURNAMENT

Cricket is the heartbeat of HAH Championship Season 9 — the biggest team event of the championship, played on open grounds in every city across the country. This is **Hard Tennis Ball Cricket**: 8 overs a side, knockout format, squads of up to 15 with a Playing XI on the field. City champions advance to the **Zonal Championship**, and zone champions battle at the **National Finals in Mumbai**. Every match follows the same rules on every ground — one rulebook, one standard, everywhere. SportsBox provides the draws, fixtures, match officials' formats and live results; match balls, stumps and bails are provided at the venue; teams bring their bats, their game plans and their loudest supporters.

1. Tournament Format

Item	Detail
Format	Open Ground Hard Tennis Ball Tournament
Tournament Format	Knockout

Item	Detail
Match Duration	8 Overs per Innings
Match Ball	Standard Hard Tennis Ball supplied by the organizers

NOTE: The Organizing Committee reserves the right to modify the overs, playing conditions, or tournament format depending on the number of entries or unforeseen circumstances.

2. Squad Composition & Playing XI

- Each team may register a maximum of 15 players.
- A Playing XI must be submitted to the Match Official before the toss.
- A minimum of 8 players is required to start a match.
- Teams failing to field the minimum required players within the reporting time may lose the match by Walkover.

Injury & Substitutions

- Injury replacements must come from the remaining registered squad members.
- Substitute players are permitted for fielding only.
- Substitute fielders are not permitted to bat or bowl.

3. Toss

- A coin toss shall determine which team bats or bowls first.
- The toss shall take place in the presence of both captains and the Match Official.

4. Batting Rules

- Each innings consists of 8 overs or until the batting side is all out.
- A batter may retire hurt and resume later in the innings if medically fit.
- Running between the wickets, byes and overthrows are permitted.
- A boundary scored after touching the ground counts as 4 runs.
- A ball clearing the boundary without bouncing counts as 6 runs.

5. Bowling Rules

- Every innings shall consist of 8 overs.
- A minimum of 5 different bowlers must complete an innings.

Bowler Quota

Rule	Limit
Bowlers allowed 2 overs each	Maximum 3 bowlers (6 overs total)
Bowlers bowling 1 over each	Minimum 2 bowlers (2 overs total)
Maximum overs per bowler	2 overs per match

6. Fielding Restrictions

Phase	Restriction
Powerplay (Overs 1 & 2)	Maximum 2 fielders permitted outside the 30-yard circle
Overs 3 to 8	Maximum 5 fielders outside the 30-yard circle; at least 4 fielders (excluding bowler and wicketkeeper) must remain inside
Leg Side (at all times)	Maximum 5 fielders may be placed on the leg side

7. Match Timings

- Each innings must be completed within 35 minutes.
- Teams must be ready to begin immediately after the innings break.
- Match officials may reduce overs if delays occur due to circumstances beyond control.

8. Time-Wasting & Slow Over Rate

- Teams are expected to maintain a reasonable over rate.

Any deliberate delay in play may result in:

- Warning
- Penalty Runs
- Reduction in overs (if applicable)
- Match Forfeit
- Disqualification from the tournament for repeated misconduct.

The Match Officials' decision shall be final.

9. Scoring

The following runs shall count:

- Runs off the bat
- Byes
- Overthrows
- Wides

- No Balls

NOTE: *Championship points: the winning team's players earn the Cricket Skill Score (85 points) for their city and personal tallies — see the points panel at the start of this rulebook.*

10. Dismissals

A batter may be dismissed by:

- Bowled
- Caught
- Run Out
- Stumped
- Hit Wicket
- Obstructing the Field
- Handled the Ball (where applicable under tournament rules)

LBW shall **NOT** be applicable in this tournament.

11. Wide Ball

Every Wide shall result in:

- 1 Extra Run
- One additional delivery

12. No Ball & Free Hit

Every No Ball shall result in:

- 1 Extra Run
- One additional delivery
- Free Hit on the next legal delivery

On a No Ball

- A batter may be Stumped.

On a Free Hit

A batter cannot be dismissed except by:

- Run Out
- Obstructing the Field

13. Equipment

- Standard Hard Tennis Ball shall be used.
- Cricket stumps and bails will be provided by the organizers.
- Players must wear suitable sports shoes.
- Metal spikes are prohibited unless approved by the organizers.

14. Reporting Time

- Teams must report 30 minutes before their scheduled match.
- A maximum waiting period of 10 minutes from the scheduled start time shall be allowed.
- Failure to report with the minimum required players may result in a Walkover.

15. Player Conduct

All participants are expected to:

- Respect opponents, umpires, officials and organizers.
- Maintain the spirit of the game.
- Avoid abusive language or aggressive behaviour.
- Accept the umpire's decision without argument.

Any misconduct may result in:

- Warning
- Penalty Runs
- Match Forfeit
- Disqualification
- Suspension from future SPORTSBOX events.

16. Tie-Breaker Procedure

If the match ends in a tie:

First Super Over

- Each team shall play one Super Over.
- The team scoring more runs shall be declared the winner.

Second Super Over

- If the first Super Over also ends in a tie, a second Super Over shall be played immediately.

Boundary Count Rule

If the second Super Over is also tied:

- The team that has scored the higher number of boundary Fours (4s) during the main 8-over match shall be declared the winner.
- Sixes (6s) shall not be considered for this tie-break criterion.

17. Tournament Committee

- The Umpires and Tournament Committee shall have complete authority over the conduct of the match.
- The Tournament Committee reserves the right to amend playing conditions, overs, timings, match format, or any other rules whenever necessary for the smooth conduct of the championship.
- Any matter not specifically covered in these rules shall be decided by the Tournament Committee, whose decision shall be final and binding on all participants.

PLAY HARD. PLAY FAIR. UNLEASH YOUR PASSION.

For queries contact your City Coordinator or SportsBox • sportsboxind@gmail.com