



Sports Council, AKS University, Satna Cricket Tournament 2022 -23

Introduction

Cricket is a sport that requires a bat and ball and consists of two opposing teams, each with 11 players. The field has an elliptical shape with a rectangular region in the center, referred to as the pitch, measuring 22 yards (20.12 meters) in length and 10 feet (3.04 meters) in width. At each end of the pitch, two sets of three sticks, known as wickets, are placed in the ground. The bails are horizontal pieces that lie across the top of each wicket. Both teams alternate between batting and bowling, with each turn referred to as a "innings" (always plural). Each side is allocated one or two innings, depending on the predetermined length of the match, with the aim of scoring the highest number of runs. The bowlers aim to strike the wicket with the ball, causing the bails to dislodge, by delivering the ball with a straight arm. This is one of multiple methods by which the batsman is eliminated or removed from play. A bowler executes six deliveries at a single wicket, thereby concluding an "over". Subsequently, another player from the same team bowls six deliveries at the opposing wicket. The batting team protects its wicket.

During a cricket match, there are always two batsmen on the field. The batsman who is currently facing the bowler, also known as the striker, attempts to hit the ball away from the wicket. There are two types of hits: defensive and offensive. A defensive hit can effectively safeguard the wicket, but it may not provide sufficient time for the batsmen to switch to the opposite wicket. Under those circumstances, the batsmen are not required to run, and the game will continue with another delivery. When the bats man successfully strikes the ball and the second bats man (known as the non-striker) swap positions at the opposite wicket. Each time both batsmen successfully reach the wicket on the opposite side, one run is scored. If the batsmen are not caught out or dismissed, they can continue to run back and forth between the wickets, earning an extra run each time they both reach the opposite side. There is a perimeter surrounding the cricket field. If a ball is hit to or beyond the boundary, it will score four points if it touches the ground and then reaches the boundary. However, if it reaches the boundary directly from the air (a fly ball), it will score six points, the team that scores the most runs emerges victorious in a match. If both teams are unable to finish their allotted number of innings within the given time, the match is considered a draw. Cricket frequently sees scores reaching the hundreds.



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Objective: - This event aims to promote camaraderie, teamwork, and healthy competition among the different departments of AKS University, Satna. The tournament aimed to boost the confidence of the students and promote team building by providing them with an opportunity to participate in such competitions.

Event Details: - The tournament sought to enhance the students' self-assurance and foster camaraderie by affording them the chance to engage in such competitions. Additionally, its objective was to emphasize the athletic abilities.

CRICKET TOURNAMENT RULES

General Rules:

1. A player who has played in one team is not allowed to play in another team.
2. This tournament would be played with **Green Vicky Tennis** ball.
3. Each innings would start with a new ball. a. In case a ball is being lost or broken before two overs of an innings, then new ball would be issued.
4. If lost after two overs of an innings, old ball [used] would be issued.
5. League matches would be of 10 overs & knockout matches (QF, SF and Final) will be of 10 overs a side.
6. Power Play: a. League Matches: First 3 overs are mandatory power play. Batting power play is not applicable.
7. Knockout Matches: First 3 overs are mandatory bowling power play & 1 over Batting power play which can be taken anytime between 3 to 8 overs' by batting team, failing to do so the 10th over will become mandatory batting power play over.
8. Only 3 players can field outside the 30-yard circle during power play over's.
9. During the non-power play overs minimum of 4 fielders should be present within the 30 yard circle, failure to do so during a delivery of a ball would be called as a No-ball by the umpire.
10. League matches - Each innings must be completed in 35 minutes and innings break is 5 minutes.



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11. Knockout matches - Each innings must be completed in 40 minutes and innings break is 10 minutes. Total match duration is 90 minutes
12. If any player who did not play in earlier matches from any other team and not in the list of 15 players, could be included in the team if he is from same department as and when required with the consent of Sports council.
13. In case any department finds short of players to form a team, it can merge with another similar department to form a team consisting of players from 2 departments. In such a case, there shall not be a second team from any of the 2 merged departments.
NOTE: Department shall check internally on interested players before merging with other department.
14. Team should report 20 minutes prior to the scheduled match start time. Toss would be held 30 minutes before the start of the scheduled time.
 - Delay up to 5 minutes, 1 over will be reduced per side
 - Delay up to 10 minutes, 2 overs will be reduced per side

Coordinators and Juries

Event Coordinators: Mr. Sunil Pandey, Mr. Virendra Pandey and Mr. Babulal Singh

Judges: Er. Vijay Singh and Er. Lokesh Agrawal

Guest of Honors: Prof. Harshvardhan Shrivastava (Pro- VC, AKS University, Satna)

First Aid Committee: Pharmacy Department

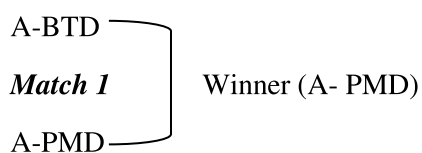


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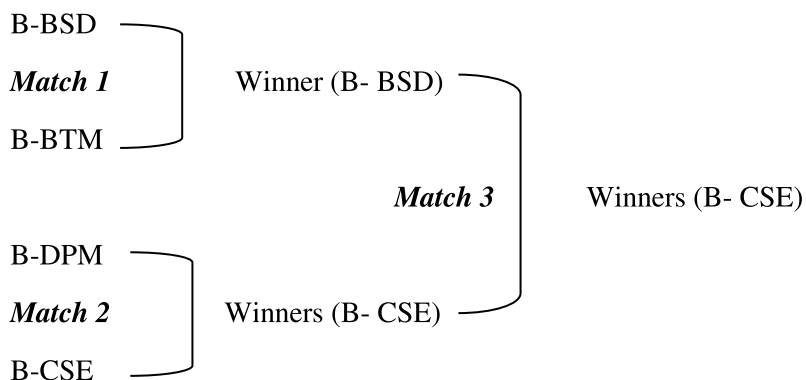
Details of the Tournament

Department Teams	Department Code	Block Name	Block Code	Block Coordinators
Biotechnology Department	A-BTD	Block A	BKA	Mr. Dheerendra Mishra
Pharmacy Department	A-PMD			Mrs. Keerti Samdariya
Basic Science Department	B-BSD	Block B	BKB	Mr. Saket Kumar
B. Tech Mining	B-BTM			Mrs. Gauri Richariya
Diploma Mining	B-DPM			
Computer Science and Engineering Department	B-CSE			
Mechanical Engineering Department	C-MED	Block C	BKC	Er. Ketan Agrawal
Civil Engineering Department	C-CED			Mrs. Shraddha Pandey
Electrical Engineering Department	C-EED			
Cement Technology Department	C-CTD			
Agriculture Engineering & Food Technology	D-AGFT	Block D	BKD	Mr. Shivam Rambihari Pandey
BBA Hons	D-BBA			Mrs. Seema Dwivedi
Commerce Department	D-CCD			
MBA (all streams)	D-MBA			
B. Sc. Ag Hons	E-BAG	Block E	BKE	Mr. Sheelendra Upadhyay
M.Sc Ag (all streams)	E-MAG			Ms. Prachi Singh
Computer Science & Technology	E-CST			
Arts Department	E-ART			

A Block Matches (Knock Out) (13/3/2023)



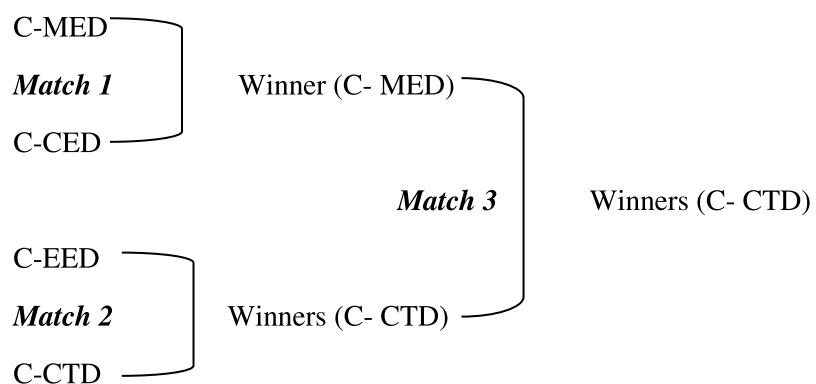
B Block Matches (Knock Out) (13/3/2023)



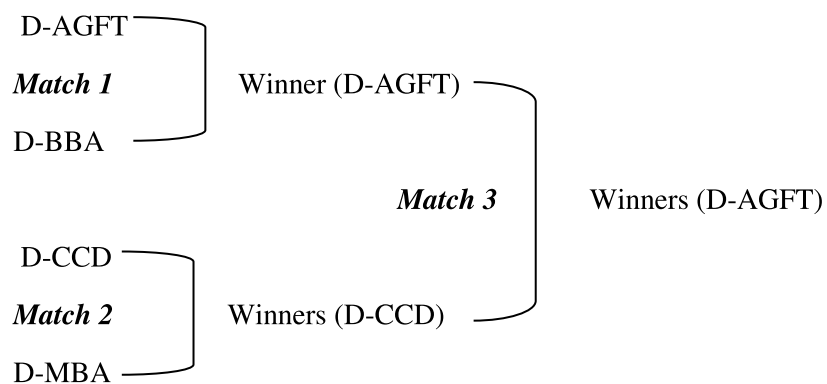


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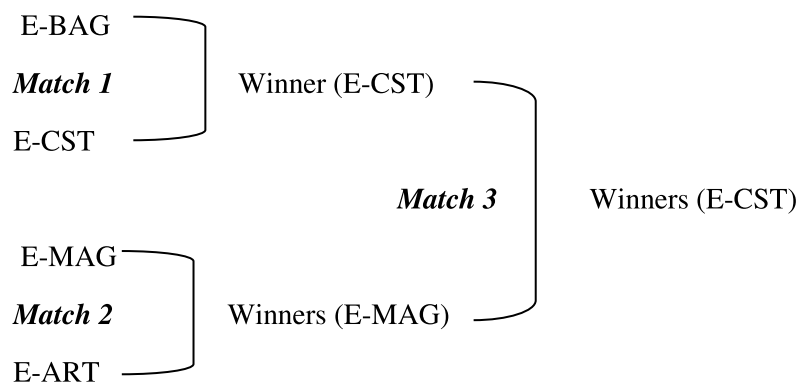
C Block Matches (Knock Out) (14/3/2023)



D Block Matches (Knock Out) (14/3/2023)



E Block Matches (Knock Out) (15/3/2023)

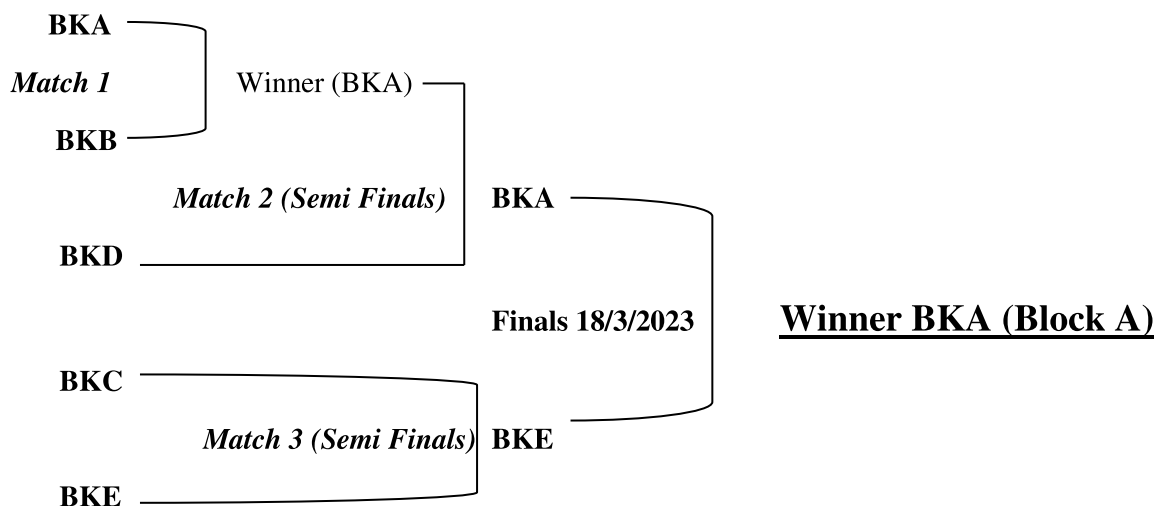




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Block Wise Matches - Knock out Matches (17/3/2023) – Lottery Method

Bye to team s will play next round



Winner Cricket tournament 2022-23 Male

1. Rupesh Bhoyar – Captain
2. Narendra Dongre
3. Abhishek Tiwari – Vice- Captain
4. Nagendra Kushwaha
5. Sachin Pandey- Wicketkeeper
6. Sagar Singh
7. Krishna Pandey
8. Riyansh Gautam
9. Shivam Sen
10. Abhinav Bharti
11. Piyush Pandey
12. Balwant Singh
13. Vikash Dahayat
14. Chaitanya Pal
15. Dinesh Kori



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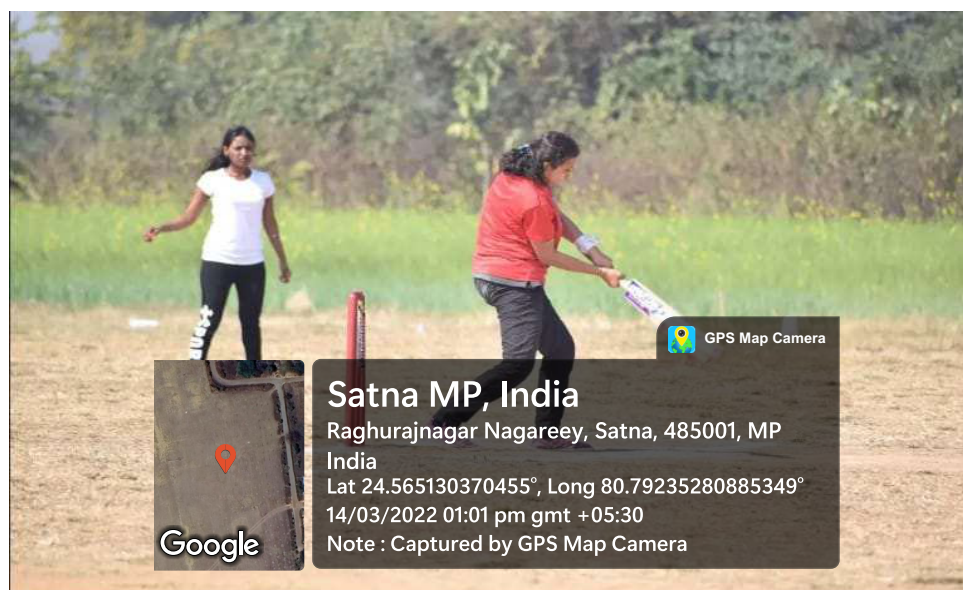


Photo 1 Intra - University Cricket Tournament 2022 -23



Photo 2 Intra - University Cricket Tournament 2022 -23