

Tournament Rules:

- All matches will be played as a T10 format (10 overs per innings)
- No player movement once the tournament starts. Squad should be fixed
- Powerplay: The first two overs of each innings are a mandatory Powerplay, during which only two fielders are allowed outside the 30-yard circle
- Batting Powerplay: The batting team can take a Batting Powerplay between the 5th and 8th over, during which a maximum of two fielders are allowed outside the 30-yard circle.
- Fielding restrictions outside powerplay : Max of 5 fielders outside the circle
- Free Hit: Any No-ball results in "Free Hit" for the following delivery, where the batsman can't be dismissed except via a run-out.
- A ball is considered No-ball if a bowler crosses the line, above the waist full toss, over the shoulder and below the head level is considered as first warning and over the shoulder and over the head is considered as a **WIDE not a No-ball.**
- Ball bounced outside of the mat is a dead ball
- Bowling restrictions: Each bowler is limited to a maximum of 2 overs per innings.
- In case of a tie, a Super Over is played to determine the winner.
- Umpires and leg umpires decision will be final we ask everyone to respect umpires decisions and not to argue on field.
- Minimum 8 players are required to start the game otherwise opponents will be declared as winners.