

Dress Code

- The dress code is to be strictly enforced and shall apply to all players and substitutes.
- Players not in uniform will not allowed to play.
- An exception to this rule is only valid with approval from the management to be displayed and verified by the umpire.

Toss

- The umpire shall be present for the toss 15 minutes before the scheduled start of the game.
- The decision to BAT or FIELD must be conveyed to the umpire IMMEDIATELY AFTER TOSS.
- A minimum of 7 (Seven) registered players should be present in uniforms for the toss to happen, failing which, the team that has the required number of players shall be awarded the toss. If both teams do not have the minimum number of players, it shall be awarded to the team that fulfills the condition first.
- Teams arriving at the ground late shall be docked ONE over for every 5 minutes lost in playtime.
- If umpire not present at the toss time, both captains have to do toss and start the game with batting team umpire until neutral umpire arrives.

Home Team

- Home and Away teams will be assigned in CricClubs.
- It is the home team's responsibility to have the following ready before the official game starttime.
 - Wickets and bails.
 - Boundary Rope.

Overs

- 30 OVERS Division: 30 overs a side including playoffs, with a minimum of 15 overs to be completed in each innings, to be an OFFICIAL MATCH.
- 20 OVERS Division: 20 overs a side including playoffs, with a minimum of 10 overs to be completed in each innings, to be an OFFICIAL MATCH.
- If the minimum overs have been bowled and the match then gets washed out or stopped due to bad light or any other reason, the results will be based on D/L method during the Regular Season as well as Playoffs.
- Division 30/30 games- 150 minutes per inning (Including 5-minute break after 15 overs) 30-minute innings break.
- Division 20/20 games- 105 minutes per inning (Including 5-minute break after 10 overs) 10-minute innings break.

Playoff Structure/Qualification

- 30/30
 - The top 4 teams will qualify for the playoffs.
 - Semi-final – 1 vs 4, 2 vs 3
- 20/20
 - The top 7 teams will qualify for the playoffs.
 - Quarters – 1 gets bye, 2 vs 7(S2), 3 vs 6(S3) and 4 vs 5(S4).
 - Semi-final - #1 vs S4 and S2 vs S3
- In case of a tie, the decision will be made using 'SUPER OVER' (only in the playoffs).
- A player will need to have played in a minimum of 2 games excluding rainouts or walkovers in the regular season to qualify for playoffs.

Other:

- Walkover is -1 point.
- Playing both ends mandatory unless neutral umpire thinks game can happen only with one end, captains should not have any say on this.
- Pitch conditions or ground conditions will be decided by
 1. league management (if calling off game before day or on the game day before teams travelling)
 2. Neutral umpire (if both teams are at ground).
 - Neutral umpire can override any decision that leg umpire (Batting team) gives.

Rescheduling

- **T1 (T20)**
 - If a team has more than 3 rainouts then their 4th rainout will be rescheduled with whoever has more rainouts in those 4 opponents, if all opponents have the same rainouts then-latest rainout match will be rescheduled.
- **T2 (T20) / T30**
 - If a team has more than 2 rainouts then their 3rd rainout will be rescheduled with whoever has more rainouts in those 3 opponents, if all opponents have the same rainouts then-latest rainout match will be rescheduled.

Powerplay

- 30 overs
 - 2 players can be outside in the first 6 overs.
 - 4 players can be outside between 7-24 overs.
 - 5 players can be outside between 25-30 overs.
- 20 overs
 - 2 players can be outside in the first 6 overs.

- 5 players can be outside between 7-20 overs.
- Any rule not covered here will be following official ICC rules.

Youth -

- Under 17 Kids can only play for other teams in league stage games.
- Maximum number of kids allowed per team in a game – 4.
- For playoffs, kids can ONLY play from their original team

Super Sub in T20 - Only youth under 17 can play as 12th player - 12th player can bat and bowl.

Super Sub in T30 - Anyone can play as super-sub. Team captain needs to declare playing 11 + super sub at the time of toss.

