**Shangrila Tibet Imports & Lafayette Mini Stop - T20 Friendly League**

**Match Rules:**

1. Standard 20 overs a side matches
2. Mutual umpires will be provided by Org Committee
3. Winning team gets 2 points and losing team gets 0
4. In case of a tie, a super over will be played
5. Beamers will be considered dangerous deliveries. A warning will be issued on the first instance and if repeated, the bowler will be taken off.
6. No balls will be called if the ball bounces over the shoulder of the batsman in his normal standing position. The Leg umpire will make the call. No warning will be issued to the bowler.
7. A bowler may bowl a maximum of 4 overs each in a game. So at a minimum, a team could use 5 bowlers in their inning.
8. Super sub will be allowed. The super sub must be mentioned in the playing 12.
9. Ranking rule – We will follow CCL ranking rule. Teams will be ranked in the following order:
   1. Points (2 for a win and 1 for a tie in the super over)
   2. Wins
   3. Head to Head
   4. Net Run Rate
   5. Least wickets lost
   6. Most sixes hit & 9.7. Lottery
10. Teams must be present at least 15 minutes before the start. Teams arriving late may forfeit their games. This is a very tight schedule and teams have other engagements they need to attend to. So please be respectful over everyone’s time.
11. A team needs 7 players to start the game. Teams not having 7 may forfeit their games.
12. No LBW, except when a batsman deliberately uses his foot to stop a ball going on to the stumps.
13. Field restrictions – Only 2 fielders outside the 30 in the first 4 overs - Mandatory. After that maximum 5 fielders outside the 30 yard circle. 2 Over of Batting power-play allows for a max of 3 fielders outside. If the batting team do not select the power-play overs, 19th & 20th overs a default.
14. Boundary will be set at 60 yards. We would like to see some high scores.
15. Weather Delays: During weather delays, the overs will be reduced in order to finish the game on time. The revised target will be based on simple run rate of the team batting first. A minimum of 3 overs will constitute a game. If inclement weather prevents a game from being played, points will be split during league matches. If during a medal game, games will be delayed until weather permits play to resume. If there is not enough time to play a 3 over game, a super over will be played. If no play is possible, medals will be awarded based on league matches points. Ranking rule will determine the standings.
16. FREE-HIT: A free hit will be called by umpire after a bowler oversteps the line – and batsman is allowed to freely play the shot and won’t get out (catch out or bowled), run out or stumping still applies. If a bowler repeats the overstepping, the very next good ball will be considered as free hit. If a bowler bowls wide after being called for free hit, it will stay in place and the next good ball will be considered as free hit.
17. All CTCL rules apply unless stated

**General Rules:**

* In a single innings, each of the bowlers can bowl a maximum of only one-fifth of the total overs i.e. 4 overs in a total of 20 overs.
* If a bowler ever delivers a ball overstepping the popping crease, it is a no-ball. The batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsmen can only be dismissed through a run out.
* If either of the umpires believes that a team is wasting time, he can award a five-run penalty, at his own discretion.
* In a normal T20 game, the interval lasts for 15 minutes. However, in a reduced-overs match, it can be cut to 10 minutes.
* If, and only if, each of the two teams has faced (or had the opportunity to face) five overs, will be a match deemed to have played.
* In each Twenty20 cricket match, one short-pitched ball is allowed per over.
* To calculate a team's net run rate, the average runs per over scored by that team is deducted from the average runs per over scored against it.

**Field Restrictions:**

* At the most, five fielders can be on the leg side, at any given point of time.
* In the first six overs of a T20 game, there cannot be more than two fielders outside the 30-yard circle.
* There can be a maximum of five fielders outside the fielding circle, after the first six overs end.
* The fielding team has to start bowling its 20th over within 75 minutes. If it fails to do so, extra six runs will be added to the batting team's score, for every whole over bowled after the 75 minute-mark. In case the umpire believes that the batting team is wasting time, he may add more time to this.

**Tie Deciders:**

There cannot be a tie in a Twenty20 cricket game. If, and when, there is a tie by the end of a T20 match, it is broken with a one over per side - 'Eliminator' or 'Super Over'. Each of the two teams nominates three batsmen and one bowler, to play a one-over per side, which can be termed as 'mini-match' or 'One1'. If a team loses two wickets before the over is complete, it loses the game. If this does not happen, the team with the higher score from its over wins it. In case there is a tie after the 'mini-match' as well, the team that has higher number of sixes in its full innings, or in the 'One1', will be declared the winner. If, by any chance, there is still a tie, the winning team is the one with the higher number of fours in both innings.