* TOURNAMENT WOULD BE PLAYED WITHIN ICC LAWS FOR 20-20 GAMES
* ONLY RULES SPECIFIC TO THIS TOURNAMENT AND RULES WHERE COMMON MINCONCEPTIONS AND CONFUSION HAVE BEEN MENTIONED BELOW
* ANY EVENT WHICH IS NOT COVERED BELOW WILL BE COVERED AS PER ICC LAWS

**Tournament Format**

* Each team will play every other team twice in the league stage.
* Top 4 teams will qualify for knock-out stage.
* At the end of league stage, in case of same points, following will be used to determine points table positions.
  + Team with higher NRR gets higher position. NRR will be calculated till 3rd decimal.
  + In case of same NRR, team winning higher matches against other team(s) in contention will get higher position.
  + In case of teams winning same number of matches, teams with higher number of overall wins will get higher position.
  + If teams are still tied, coin Toss will determine the positions.
* Knockouts will be as followed
  + Qualifier 1 – Top two teams at the end of league stage will play each other. Winning team will reach finals and losing team will play Qualifier 2.
  + Eliminator – 3rd and 4th placed teams will play each other. Winning team will then play Qualifier 2 and losing team will be eliminated from the tournament.
  + Qualifier 2 – Looser of Qualifier 1 and Winner of Eliminator will play each other. Winner will reach final and losing team will be eliminated from the tournament.
  + Finals – Winners of Qualifier 1 and Qualifier 2 will fight it out for Grand prize.

**Points Allocation**

* Each game will have 5 points
  + 4 points will be awarded for winning team.
  + Team winning with NRR 1.25 will get bonus point. Otherwise team losing the game gets 1 point.

**Tied Matches**

* In case of a tie, super over will be played. Super over rules are
  + Team batting second in the match will bat first in super over. There will be no toss.
  + Each team gets one over to play with 2 wickets in hand.
* In case of super over tie, team with higher number of sixes in regular game wins. If there is still a tie, team with higher number of boundaries wins.
* In case it’s still a tie, points will be split.

**Overs and Field Regulations**

* Total number of overs per innings would be 12
* 2 bowlers can bowl a maximum of 3 overs.
* Power play would be enforced for 4 overs.
* Field Restrictions:
  + Power Play – Maximum of 2 fielders outside 30-yard circle.
  + After Power play – Maximum of 5 fielders outside 30-yard circle.
  + Not more than 2 fielders behind square on leg side at any point of the game.

**No balls and Wides**

* Bowler giving guard is not mandatory. It is umpire’s responsibility to get that information from bowler and inform the batsmen. No ball shall not be called.
* Free hit will be given only for over stepping (popping crease no-ball) and beamers (full toss above waist)
* No ball shall be called from second bouncer (above shoulder but below head) onwards.
* Any ball sailing above batsman’s head would be called a wide
* If batsman attempts switch hit, both sides would be considered off sides while determining wide. Wide would be called only according to guidelines.
* If the bowler disturbs the stumps at non-striker’s end while bowling, that ball will be called no ball. There would be no free hit. In such cases, to get a runner out, fielding team would have to pluck the stump entirely out of the ground.

**Match Start Rules**

* Match will start exactly at scheduled time. At least 7 players are required for match to start. Else, team which has 7 or more players will be awarded the match and 4 points.
* If a team has more than 7 players but less than 11, overs will be deducted from that team’s quota of batting till their 11th player shows up. Deduction will be as follows
  + Player comes within 10 minutes – no deduction
  + After 10 minutes – 1 over
  + After 15 minutes – 2 overs
  + After 20 minutes – 3 overs
* No substitutes will be allowed at the start of the game. If team fielding first does not have their playing 11, they will have to play the first over with only the players they have.
* Substitute cannot asked for a player who is not present at the ground.

**Substitute Rules**

* An injured player can be substituted for fielding. Substitute fielder cannot bat, bowl or keep wickets.
* The injured player if substituted cannot bat/bowl until he spends the same amount of time in field as he spend outside.
* In case of batting second, such injured player cannot bat until he spends same amount of time as outside the field while fielding, or till 5 wickets fall.

**Over rate rules**

* Since we have the ground available for limited time and we have to finish 2 matches each day within the time we have, over rates should be strictly followed.
* Each innings should be completed in 60 minutes. Captains of both teams would be held responsible to maintain over rate.
* Umpires would monitor over rates and warn the fielding/batting team captains when they notice unnecessary wastage of time. Unnecessary wastage includes too many drink breaks, too much time in consultations, bat exchanges etc.
* After 3 official warnings, offending team would be penalized. Penalties would be as follows.
  + Delays in first innings
    - Team fielding – One over deducted from their quota of overs while chasing
    - Team batting – Penalty runs equivalent to required run rate (rounded to nearest integer) would be awarded to chasing team.
  + Delays in Second innings
    - Team fielding - Penalty runs equivalent to required run rate (rounded to nearest integer) at the start of second inning would be awarded to chasing team.
    - Team batting - One over deducted from their quota of overs for chasing
* Umpires decision would be final while determining deliberate delays.

**Umpiring and Scoring**

* Each team would nominate a minimum of 4 players to the pool of umpires and scorers
* Each team will send 2 members from this pool as umpires and scorer for the other match of the day. ie. They will act as umpire and scorer for the other match in the day on which their match is scheduled. No separate umpiring schedule will be published except for knock-out matches.
* Any missed umpiring or scoring assignments at the time of scheduled start of the matches would incur penalty for the team. 1 point will be deducted from the team’s points tally for every such miss.
* Team winning the game is responsible to upload the score sheet in cricclubs website. This should be done by Tuesday of every week.
* After every match, both captains will have to sit with scorer and confirm the scoring entries. No changes/queries will be entertained once both captains leave the ground.

**Rain effected games**

* In the event of entire match being rained out, matches will be rescheduled.
* A match will be considered as played only if a minimum of 6 overs can be bowled in each innings (after weather interruptions). Duckworth-Lewis system will be followed in rain interrupted games.
* If a match starts and each team cannot play minimum of 6 overs, match will be called off and each team will get 2 points.
* If rain interrupts the match in first innings and then eases out, umpires will decide the number of overs each team will get. First innings scores will be revised as per D/L method.
* If rain interrupts in second innings, umpires will use D/L method to calculate revised target.
* If match starts late due to rain, umpires will decide the number of overs per innings. This would be based on remaining time available. Each over would get 5 minutes.

**Handling Misconduct**

* ANY KIND OF MISCONDUCT WILL NOT BE TOLERATED
* Only captain of teams should address the umpires/scorers in case of disputes or disagreements.
* Any violation of conduct rules will result in penalizations following an enquiry by tournament committee. Umpires, scorers and captains will depose before that committee. Any tournament committee member from the involved teams will sit out during that enquiry.
* Penalties include but not limited to
  + Abuse of umpires/scorers will result in immediate award of game (4 points) to the other team.
  + Team penalty would include deduction of 2 points from team’s point tally.
  + Individual penalty would be suspension from next match.

**Player Entitlement**

* As per league contract with players, each player is entitled to a minimum of 4 games
* Captains are responsible for providing such opportunity all players in their team. Captains are advised to pro-actively engage the players to know their schedule and availability
* At mid-point of the league stage, tournament committee would monitor and warn the captains if necessary
* At the end of league stage, if any player does not play 4 matches and complains about it, the team would be held accountable. This would lead to deduction of 2 points from their points tally. The team will also have to reimburse the player entire or partial amount of membership fee. The amount must be settled between grieved player and captain of the team.