

TOURNAMNET - RULES

A. General rule & discipline

1. All Team Captains and Vice Captains will be responsible for the actions of their players on and off the field during the tournament.

2. Please add your players (Max 18) in the squad one day before your first match starts.

3. All players must respect the decisions of the umpires assigned to the game. Umpires' decisions are final.

4. Players, scorers, and team members **WILL NOT USE ANY ABUSIVE, OBSCENE LANGUAGE WHATSOEVER.**

5. Time is of Essence. Each team is required to be present at the assigned playground 30 minutes prior to the scheduled commencement of the respective match.

6. If the team does not show up on time for the Match then the opponent will be considered as winners of the match by walk over.

7. Players are not allowed to consume any alcohol or illicit drugs before or during the game.

8. All team captains please make sure that all **11 player's names are updated in the score sheet** before the start of the game.

B. Team Composition

1. Team should have an assigned captain and vice-captain. Only the captains should interact with the umpire or organizing committee in the event of any questions, clarification or dispute during a match.

2. A team must have 8 players to begin playing the game. If a team does not have enough players the game can be played with the 8 players. Hence if a team only brings 8 people, then the game can continue with 8 vs. 11. If a **team has less than 8 players**, it will be considered as a walk **over to the opponent team** provided, opponent team has a minimum of 8 players.

3. Team will have to showcase a minimum 8 players at the ground during the toss which will commence 15 minutes before the scheduled start of the play. Failing which the, **team will not qualify for the toss and opponents will be considered to have won the toss.**

C. Cricket Rules

1. League matches will be played with 15 overs a side. The bowling team has to complete their overs within 75 minutes. Failing, the umpires may decide to reduce the number of overs that the team will face in the second innings.
3. If the team which is bowling second is the reason for delay then the team will be awarded a penalty in form of runs (Based on the current rate).
4. The Rules for delayed overs will be purely umpire and match Referee's call, players cannot claim it.
5. All bowling must be overhand (underhand/ throwing of the ball is not allowed). Batsman can appeal to the umpire in such cases. Umpires can review the action. If umpires are convinced, then the bowler will be taken out of the attack for the match.
6. All normal cricketing rules apply except for **Leg Before Wicket (LBW) and leg byes.**
7. For every 'no-ball', the batting side will get a **free-hit**. Except for a run-out, no other form of getting out will be considered for the free-hit ball. If the batsman has not changed the side, the fielding side should keep the same fielding that was set prior to the applicable free-hit ball.
8. For a 15 overs match, 5 bowlers can bowl a maximum of 3 overs. For a 16 over match 4 bowlers will be allowed a maximum of 3 overs and one bowler can bowl max 4 Overs.
9. Only one bouncer (between shoulder and head) is allowed in an over. Bouncer above the head is wide. Beamers above waist will be called a no ball.
10. **Only captains and bowlers can seek clarification for the umpire's decisions but please try to be polite with match officials.**
11. **Players harassing the umpires or being disruptive to the game will be warned once in conjunction with their captain. If said player or another player from the same team repeats the behavior, then that player (player of second offence) will be asked to sit out for the said game. Organizing committee reserves the right to remove such a player from the rest of the tournament depending upon the nature of harassment or disruption or offence. No substitution will be allowed.**
12. All balls down the leg side are to be considered wide. The leg side of a batsman in his normal stance will be considered as leg side.

13. Runners for players injured during the game must be approved by both team captains.

14. Bowlers allowed the width of the pitch to deliver the ball. Bowlers can also deliver the ball from behind the bowling crease. Shooters will consider it a dead ball.

15. If the batsman at the runner end takes off for the run even before the bowler delivers the ball. The bowler can take out the bails at the non-striker end to claim an out. Having said that, the bowler has to warn the batsman on his first instance. He can be declared out if found repeating the behaviour.

16. If a batsman is out, the next batsman should be in the ground within the next 1 minute. Failing which the batsman can be declared out.

17. The 12th man with drinks for the batsman cannot enter the field without the umpire's permission.

18. If a batsman wants to leave the field because he is tired/de-hydrated is or wants to retire himself to make way for next batsman he will be declared Retired-out. He will not be considered as Retired hurt and will not be allowed to bat again in the innings. Batsman injured during the play can leave the field as retired-hurt if umpires are convinced that the player is genuinely injured, opposite team cannot argue for retire-out.

19. If the match is delayed due to any reason, overs will be reduced in order to finish the match in time.

20. If the rain suspends play, the result of the game will be decided with help of super over or bowl out (committee will decide based on weather condition). Same rule will be applicable if the game ends in a tie.

21. Minimum fielding restriction will be applicable. Power play is applicable for the first 4 overs in a 15 & 16 overs game. In the power play overs only 2 fielders can stay out of the 30 yard circle. Fielding Captain has to ensure 4 fielders within the 30 yard circle after power play. Not more than 5 fielders (If bowler bowls around the wicket) on the leg side at any time of the match if not, umpire can call it No Ball.

22. ENJOY YOUR CRICKET.