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**CTCL T16 rules are followed .Few exceptions are listed**

**Match Rules ():**

1. 15 over a side matches
2. Neutral umpires will be assigned by the organization committee from the participating teams
3. There is no $ fines for NOT sending the umpires, but either captain or one of the Best players (options are suggested by the organizing committee and team decides whom to be banned) from the previous game will be banned from playing the next game. Playing teams to report the no-show of the umpires in the WhatsApp group.
4. If the assigned umpires doesn’t show up at the scheduled time, both teams start playing with mutual umpires. 15 minutes grace time is allowed for assigned umpires to reach the ground and join the game to avoid the ban mentioned above. Team sending one umpire will not get the ban for first game, if we repeat the same for second game ban as mentioned above is applied to them.
5. There won’t be assigned home team who is responsible for preparing the grounds for the game. Both team’s need to co-ordinate and help each other to setup the ground for the game.
6. If the scoring app cannot be used for some technical reasons , opt for paper scoring and each team captain needs to share their team’s score sheet in the what’s app group
7. Winning team gets 2 points and losing team gets 0
8. Beamers will be considered dangerous deliveries. A warning will be issued on the first instance and if repeated 2 more times, the bowler will be taken off.
9. 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.
10. A bowler is allowed to ball 3 overs each in a game. So at a minimum, a team has to use 5 bowlers in their inning.
11. Super sub will be allowed. The super sub must be mentioned in the playing 12.
12. 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. Most wickets taken
    3. Most sixes hit
    4. Most 4s hit
    5. Least wickets lost
    6. Net Run Rate
    7. Lottery
13. A team needs 7 players to start the game. Teams not having 7 may forfeit their games.
14. No LBW, except when a batsman deliberately uses his foot to stop a ball going on to the stumps.
15. Field restrictions – Only 2 fielders outside the 25 in power play overs. First 4 overs are mandatory power play and there are two overs batting power play. They batting power play can be opted by the batting team any time after 4 overs bowled. if not opted before , 14 and 15 overs are batting power play by default
16. Boundary will be set at 50 yards. We would like to see some high scores.
17. 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 4 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 4 over game, a super over will be played. If no play is possible, medals will be awarded based on league matches points. Ranking
18. All CTCL rules apply unless stated

CTCL rule documents are attached below for your reference.

