

MagTech Cricket League – In association with Kent Cricket

T10 Series Rules & Regulations

1. Each team will have a roster of 15 players max.
2. There is no requirement for player qualification for play-off as long as the players is part of 15 registered for the team. STRICT rules will be followed and roster will be locked on Friday, July 29th 2022 noon. NO EXCEPTIONS.
3. Teams playing at Airport Ground, PLEASE DO NOT PARK AT FLEX JET PARKING LOT (Opposite to the Ground), or on side walkway of the ground, it is considered a serious violation. Park only at the locations highlighted in Blue.



4. No alcohol or smoking is allowed in the ground.
5. Each team must clean up after their games, absolutely no littering. Organizers will provide Trash Bags.
6. The toss will happen 15 minutes prior to the schedule time. The match will start at the schedule time sharp. Both the teams have to continue even if they do not have their listed 11 players present.
7. Teams are required to be on time any time delay will result in over deduction based on 4 minutes delay per over.
8. Each team must finish their 10 overs within allotted time, any delays will be penalized at umpire's discretion.
9. Tie-games during league stage will result in 1 point each team.
10. Tie-games during playoff will result in super over, 2nd Tie-Game will in another super over but not same batsman or bowler participate. In case of 2nd Super over Tie – it will be Play-Off higher rank team will qualify to next round.
11. Playoff qualification will be decided based on net run rate calculations in case of equal points in table.
12. There would be two neutral umpires for each game sent by Organizers.
13. Power play is first 2 overs, with 2 fielders outside of 30 yards circle. And, minimum 4 fielders should present within 30 yards circle after 2 overs of power play excluding Bowler and Wicket-keeper.
14. Bowlers Limits: One bowler can bowl a maximum 3 overs' in a game.

15. Balls pitching on the edge of the turf or outside the turf is a NO-BALL.
16. One bouncer is allowed per over. A bouncer is a ball that bounces above the shoulder and below the head. The second such ball in an over will be called a no ball.
17. Any No ball is a free hit as per ICC rules.
18. Retired Out is when batsman voluntarily calls OUT and can never bat in the innings. Retired Hurt is when batsman is injured while batting and allowed to come and bat at any position by notifying the umpire.
19. By-Runners are not allowed.
20. Mankading OUT is allowed, 1st warning is given to batsman and applies to team as well.
21. LBW: This mode of dismissal is not applicable for our tournament. The umpire cannot rule a batsman out LBW. Due to the same leg byes are also not applicable.
22. Substitute fielding is allowed only in case of player injury during the game. Substitute cannot bat or bowl. Umpire and Opposite Captain should be notified.
23. New ball would be used in each innings. The organizing committee takes the responsibility of providing similar balls in case the ball is lost/damaged.
24. Player can only play for the registered team and any discrepancy found will result in disqualification of the team(s).
25. All games will be played with Custom Made Nivia Balls – provided by Organizers
26. Registration fees are non-refundable once admitted in the tournament except a complete washout of the tournament without bowling a single ball.
27. The Organizers reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition.
28. During a match if a situation arises that is not defined in this rules document then the decision will be taken based on the rules mentioned in the following website. <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>
29. Captains shall advise members of their respective teams that the Umpires' decision is final.