**7-a-side Tournament Rules:**

1. Each team shall pay an **entrance fee of $70**, and register at least seven players
2. Maximum number of players that can register per team is 10. Player replacements to the roster can only be done if both players have not played even a single match in the tournament.
3. 7-A-Side: **seven players bat and seven players will field for seven overs**.
4. A team can adopt an 8th Player as a **SUPERSUB** (either Batting or Bowling but not both) after informing the opponent captain and the umpire. The SUPERSUB player can be used as a fielding substitute if needed.
5. Only one bowler can bowl a **maximum of three overs**. Others can bowl maximum of two overs. Hence a minimum of three bowlers per inning.
6. **POWER PLAY OVER’S:** First two overs are mandatory power play overs in an innings. Maximum of 2 players can field outside the inner circle in these power play over.
7. **NON-Power play Overs:** No field restrictions during these non-powerplay overs.
8. There will be no LBW’s, Leg bye and no runout’s on leg bye
9. If a batsman retires in the middle, he can come back as a last wicket.
10. **Umpiring –** For league games, non-playing team in the group has to do the main umpiring - if teams 1 &3 are playing, team 2 has to do the umpiring...For quarters, non-qualifying team has to do the main umpiring - if teams 1 & 3 qualify for quarters, teams 2 has to do the umpiring...For Semis and Finals, we will have neutral umpires from Volunteer team
11. **NoBall –** A batsman cannot be dismissed of no ball except for run outs. Free hit for any No ball is allowed. The ball after the no ball will be a free hit and the batsman cannot be dismissed of that ball except by Run out. If the free hit ball is a wide or a no ball again then it does not count and the bowler has to deliver the free hit ball again till it is a legitimate delivery. Bump ball passing above shoulder height of the batsman in upright position is a ‘no ball’. Full toss passing above the waist of the batsman in upright position is a ‘no ball’
12. **Toss time –** Toss time is **15mins** before the game scheduled start time**.** Please start the game on time and help us conducting the tournament without any delays. After 15mins of the scheduled time, team that is late would lose 1 over for every 5 mins delay.
13. **Scorecard –** It is responsibility of the winning team to upload scores onto Cricclubs
14. **Ball –**One new ball will be used per innings.
15. **Weather –** if the weather or time does not permit a full 7-over game, both teams will share a point in league games. In playoffs, team with more points & NRR will advance to the next round.
16. **TIE game –** During league games, teams will share points in the event of a TIE game. In playoffs, winner is based on superover.
17. **Super-over –** Superover will be played with regular powerplay rules of the tournament. Toss will be done and the winning team will decide to bat or bowl. Each team has to designate 1 bowler and 3 batsman before the start of the superover. If the game is tied again, then super over is repeated until we have a winner.
18. **Player eligilibity –** For a player to be eligible in playoffs, he has to be in the roster. All teams should submit and lock the roster before the start of their first match.
19. Bi - runner – The decision to allow a bi-runner is at the discretion of the opposition captain.
20. Tournament Format – Top 2 teams qualify for semis and next 4 teams qualify for Quarters
21. For anything not covered in this rulebook, ICC rules would be followed
22. If the ball bounces more than once, it is a NO Ball.
23. In case of conflicts or issues, MTCL committee reserves the right to make the final judgment. All the participating teams must abide by the committee’s verdict.