
MaxSoft Cricket League

REGISTRATION:

Please Reach out to 573-576-5453 or 573-576-3735 to register your team

1. All the teams will get divided into groups based on a lottery done by the MaxSoft team. Each group will have 3 teams and every team within the group will play with other 2 teams within the same group. After the games are done, Top ranked team from each group goes to the Playoffs (knockout games from here onwards). Note: Based on the time availability we may take the 2nd ranked team from each group for the playoffs.

MaxSoft CRICKET GAME RULES

1. Each team register ASAP as we need to limit the number of teams by First Come First Serve.
2. Maximum number of players that can register per team is 9. Player replacements to the roster can only be done if both players have not played even a single match in the tournament.
3. 8-A-Side: 8 players bat and 8 players will field for 8 overs.
4. Only one bowler can bowl a maximum of 3 overs. Hence a minimum of 3 bowlers per innings.

5. **POWER PLAY OVERS:** First 2 overs will be mandatory power play in an innings

6. Fielding team can have a maximum of 2 players outside the inner circle during power play. If more than 2 players are found outside the Inner circle before the ball is released by the bowler, the umpire will call that a no ball (Any no ball is a free hit).

7. If a ball is lost another ball in the same condition may be used if available, otherwise another new ball will be provided.

9. No Ball Ruling

Front foot: - The bowler's front foot must land with some part of the foot, whether grounded or raised behind the bowling line, else it is considered a FRONT foot NO BALL.

Back Foot: - Bowlers back foot must not touch the side crease during the bowler's delivery mode, if it touches then it is considered as a BACK foot NO BALL. Bump Ball: - If the bowler bowls a ball above the waist full toss it is considered a NO Ball if it is a wide ball as well the NO Ball will take the precedence.

10. Full Toss: - Passing above the waist of the batsman in upright position is a no ball.

Batsman gets a Free hit for any NO BALLS. The ball after the NO BALL will be a free hit and the batsman cannot be dismissed on that ball except by Run out. During FREE HIT, the fielding team is not allowed to change the field on the free hit ball if the same

batsman (who received the original no ball) is on strike. However, if the wicketkeeper is standing up at the stumps, he is allowed to move back to a more traditional position for safety reasons.

11. 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.

12. A batsman cannot be dismissed off no ball except for run outs.

13. There are no leg byes. Hence, no LBWs and run outs on a leg bye. Stumping is allowed when the ball hits any part of the body and the batsman's foot is not inside the crease. Foot on the line is out.

14. A batsman can retire after facing a minimum of 1 ball. He can return to bat ONLY as the last wicket in the order of the first retiree coming in first and so on, in case of multiple retirees.

15. If the ball bounces more than 2 times, and it is not wide, and if the umpire feels the batsman did not have a fair opportunity to play the ball, he can call it a dead ball else it can be called as a wide ball (wide ball rules should be followed if it needs to be declared wide ball).

16. **In case of conflicts or issues, the MaxSoft Committee reserves the right to make the final judgment. All the participating teams must abide by its verdict.**

17. If a league game is interrupted due to rain or due to bad light, it would be continued with reduced overs if the interruption is less than 60 Minutes. Neither the game is

possible not the interruption is more than 60 minutes then the two teams will split the points

18. Once Match commences, if the bowling team play with less players (less than 8), then their team player can join the game within the first 5 overs. This applies to both the bowling team and batting team and the Super Sub player as well.

19. Wicket keeper can bowl **WITHOUT** having to field an over before bowling.

20. If a game is washed out due to weather, the two teams would split points. If a Game were interrupted by weather the two teams would split points. Games would **NOT** be rescheduled.

21. During playoffs, if teams are tied with the same number of Runs, there will be a super over to decide the winner.

22. Only 1 bowler gets a chance to bowl during the super over.

23. Each team will play 1 over with 3 batsmen nominated, meaning that the loss of two wickets ends the Super Over.

24. Team with the maximum number of runs at the end of the 1 over will win the game.

If the first super over also ties out, then one more super over will get repeated until there is a winner.

25. ONE OVERRULE FOR PLAYOFFS GUIDELINES (For Tied games):

The team that chased the score continues batting and plays 1 over with normal rules of the tournament. Then the second team will bat for one over and try to chase the score down. If it is tied again, then the Team chased again continues and Bats 1 over. **The same process is repeated till we have a winner.**

26. For anything not covered in this rule book, ICC Rules would be followed

27. Captains are responsible to have the score sheets and MOM (Man of the Match) submitted in a clear format with the details on how many overs were played during their innings.

28. The score template should have the names of all players that have represented the team for that game irrespective of the player being able to bat or bowl in that game. This will help in tracking and avoid any controversies with the player qualifying criteria for the playoffs.

29. Captains should provide the list of all players representing the team for that game to the opponent team captain & umpire so that they can verify the list when needed.

30. Tournament will have the Mankading outs rule as for the ICC Rule with an Exception the “1st Mankading Out is always a warning” for every Batsman if he gets out in 2nd time the out is out.

(ICC Rule: The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. if the bowler fails

in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon as possible.)

1. This Code of Conduct would serve as a player guide to maintain discipline and obedience while playing for MaxSoft Cricket League. The umpires should ensure and do their best to control the game and should use sound judgment with all incidents during the game.

2. If there are any verbal exchanges between the players, Umpires will look to lay charges when this falls beyond an acceptance level. First warning will be given to the team captain if any verbal abuse (abusive language if felt by the umpire) during the game.

On Second such instance during the game, from the same team, the Umpires, or the League, will suspend the player (also includes any number of offending players) and those players will be suspended for the rest of the games.

3. If a player is involved in any kind of physical altercation with any other players or ground or cricketing equipment such as throwing the ball, bat, or any equipment at or near a player, umpire or official in an inappropriate and dangerous manner then that player/those players will be suspended from the rest of the tournament. Along with the suspension of that player, the respective playing team will also be suspended immediately for that game and the rest of the tournament.

4. Even if an outsider supporting one team is deemed to be involved in such kind of activity like bringing stumps, bats or if using abusive language etc. in lieu of protecting their team, then that player or supporter or non-playing supporter involved in

such incident the corresponding team will be suspended immediately from the rest of the tournament.

5. If a player is suspended, there is no substitute replacement allowed for the game in progress.

6. In case, both the teams involved are involved in physical abuse or verbal abuse, irrespective of which team started it, the umpire **MaxSoft Sports Committee** can warn/suspend players from both the teams. Using language that is obscene, offensive or of a seriously insulting nature to another player, umpire, referee, Team Official or spectator. (In this instance, language will be interpreted to include gestures).

7. Umpires must also consider the following for 1st Warning:

Showing dissent at an umpire's decision by action or verbal abuse. Using language that is obscene, offensive, or insulting and/or the making of an obscene gesture at the umpire.
Charging or advancing towards the umpire in an aggressive manner when appealing.

UMPIRING RULES

1. MaxSoft Sports Committee will provide the neutral umpires for all the matches.

2. In case there is a situation where a playing team is acting as the Leg umpire then the Leg Umpire decision will be overruled by the Main or neutral Umpire.

3. Please reach out to the Ground coordinator for any help regarding Umpiring or scoring updates. In case of any unplayable conditions in the ground due to natural calamity, the neutral umpire will make the decision based on the ground playing conditions and after obtaining the feedback from two captains. The umpires then will take a fair decision whether the game should be played or not.

4. The leg umpire can only call on run outs at the batsman end, plus answer any question from the main umpire. All the other calls are made by the main umpire.

The main umpire can overrule the leg umpire decision. The main umpire decision is FINAL.

UMPIRES:

1. Umpires will need to follow the Maxsoft Cricket League rules mentioned in this Document.
2. Umpires must not create new rules based on their imagination and should take help from the MaxSoft Sports Committee in case of any conflicts.

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