1. For organizing, management and logistical reasons, the playing teams must arrive on the ground at least 15 minutes before the scheduled start of their matches so that if the previous game finishes early the next game can begin immediately to save time for the remainder of the games.
2. We recommend that all captains, vice-captains, scorers and umpires read this document closely. It is the responsibility of the team leadership to ensure that every member of the team is aware of all the rules of the tournament.
3. Every participating team should make sure necessary safety precautions are taken to ensure player safety (ex: protective equipment, medical kit). Individual safety of the players is not organizers responsibility.
4. Metal cleats are NOT allowed.
5. A heavy tennis ball with yellow / red tape will be used. This is the typical ball used for tennis ball cricket. Therefore, white clothing is not allowed.
6. Each team must have a minimum of playing 7 and a maximum of 20 in the squad.
7. A minimum of 5 players are required from both teams to start the game.
8. Teams playing with players not registered NIC roster will be penalized by the organizers by forfeiting the game and awarding the game to opposing team.
9. Teams not showing up for their league and playoff games with a minimum of 4 players will forfeit their game and 2 points will be awarded to opposing teams
10. All games will consist of 7 overs per innings (One bowler can bowl maximum of 2 overs).
11. There is NO free hit on a no ball.
12. No LBW (Leg before Wicket).
13. No LEG BYES. There will be no run outs if a batsman attempts a run off a leg bye. BYES are allowed.
14. Full toss above the waist is a NO BALL (even for a spinner, in order to avoid confusion).
15. All balls passing down the leg-side shall be called WIDE, except if, and only if, the ball goes over the stumps.
16. Umpire’s decision is FINAL. Argument with the umpire or improper behavior of the team will be taken as an offence. Only the captain and/or vice-captain can politely talk to the umpire if needed. In case of protest/arguments/misbehavior by the team members the captain will be issued a warning by the umpire to get the team under control. If such behavior by the team continues further the umpire will contact the organizers and they reserve the right to disqualify the team from the tournament.
17. The outcome of each league match is recorded in terms of points. The winning team will be awarded 2 points, the losing team 0.
18. Top two teams in the group will qualify for Finals. If teams are tied, team with higher net run rate will qualify. If teams are still tied, head to head result will be considered. If head to head was a washout, toss will determine the higher ranked team.
19. In case of a tie of scores in all games, a SUPER OVER will be used. A coin toss will decide which team will bat first. All wickets can be used by the batting side but only 1 designated bowler from each side can bowl. The team that scores the most runs wins. If the two teams are tied on runs even in the SUPER over, then the team that loses fewer wickets will be the winner. If this also doesn’t resolve the tie, then another super over game will be played until a result is produced.
20. Before the toss of every match the captains of the playing teams will list their playing 7. This will be approved by the umpires.
21. There is no bonus point
22. In case of any other situation not mentioned this list document, management committee’s decision is final.
23. To play in the final, a player must be in the roster. Roster will be locked on Saturday at 5 P.M.