**Rising RANGERS League Rules**

**(All the rules are subject to change by organizing committee)**

**League, Semis and FINALS – Tournament format**

* Teams are divided into 2 groups with 5teams in each group
* In league level, each team will play against other 4 teams.
* Group rankings will be decided by Number of points, Net Run rate in that order
* Top 2 teams from each group will advance to Knock-out stage (SEMI’s and FINALS). In case of 2 or more teams having same points, the ranking will be decided based on Net Run Rate (Run rate calculation please refer last paragraph).

**General**

* Entry fee is **$175.00/team**.
* Each innings will start with new ball.
* It will be the responsibility of the team captain to ensure that each member on his team is aware of and comprehends the rules.
* Both teams should be available before 15 minutes of match start time.
* In case of Team walk-away, **Fee will NOT be refunded.**
* By-Runners are allowed only when opponent team Captain agrees.
* Playing 11 should be selected only from the list provided [Maximum of 16]. List should be sent to the organizing committee **NO later than Wednesday 05/03**.
* No additions allowed during league phase.
* Playing 11 should be announced before the commencement of the match + 12th man.
* Toss for each match will be 15 minutes before the match starts.
* Leg before Wicket is not considered.
* All League matches will be played 15 overs a side
* Semi’s & Finals will be played 20 overs a side.
* Each Team will have 60 minutes to finish 15 overs, 90 minutes to finish 20 overs which include the injury time.
* For Semi’s and Finals there will be 5mins strategic time-out after 10 overs.
* There will be a 15 min interval between the each innings.
* Any bowler can bowl a maximum of 3 overs in 15 Overs match
* Any bowler can bowl a maximum of 4 overs in 20 Overs match
* One team player cannot play for another team in the tournament. Fielding Substitution is exempted.
* It remains legal for a bowler to run out a non-striker who has strayed outside his crease after he has started his run up, but before he has entered his delivery stride.

**Points System**

* In case of Team walk-away, the playing team will be awarded with 2 points
* Winning team gets 2 points. Losing team gets 0 points.
* In case of a tie, the winner will be decided based on Super Over.
* Three Batsmen and a Bowler should be announced before Super Over.
* The team batting second in the main match will bat first in the Super Over.
* In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the Winner:

1. The team with the most number of boundaries combined from the main match and the Super Over is the winner.
2. The team with the most number of boundaries from the main match (that is, not including the Super Over) is the Winner.

**Field restriction**

* Only 5 fielders allowed on leg side (excluding bowler and keeper at all times) if violated NO ball will be declared
* Offside no field restrictions
* There will 4 overs fielding restriction for 15 overs match and 6 overs fielding restriction for 20 over match, that means only 2 players will be allowed outside the inner circle (30yards) during this restriction

**Extras**

* Over throw – YES
* Byes – YES
* Leg-Bye's – NO
* Wide – YES
* No-Ball with warning (Above the shoulder) – YES
* No–Ball(Full toss above the waist) – YES
* No-Ball(Bowler over step) – YES
* Free Hit on No-Ball (only over stepping) – YES



**Substitute rules**

* Substitute players are allowed until 7overs in 15 Overs match, 10 Overs in 20 Overs Match.
* If a player doesn’t show up for the match (above rule), team will continue to play with the rest of the players.
* Substitutes are not allowed to bat or bowl.
* In case of an injury (during match) a substitute fielder will be in the field until end of the match, only if the opponent captain and Umpire agree.
* Anyone can be the substitute player.

**Sledging**

* Though **sportive aggression is allowed** on the field, **verbal abuses**, **use** **of profanities etc**. directed at players of the opposing team or Umpires will be considered as offensive behavior and **will NOT be tolerated and** player in question will be asked to leave the field.
* Player should inform the ruling Umpire, respective captains and tournament committee in case of Sledging

**Penalties for Offensive behavior:**

* + The team will be disqualified and would not be allowed to continue to play the tournament.
  + If a player is reported offensive then he will be suspended from playing rest of the tournament upon organizing committee and Umpire’s consent.

**Decision Making**

* Umpires decision is final.
* Organizing Committee has the authority to overrule any questionable decisions by the umpires.
* Umpire support required from all the participating teams.

**Rain/light failure delays**

* In case of Rain/Light failure delays (after match started), re-match will not be played; instead the match will be continued from where it was paused.
* Ground will be decided with consensus of Captains and umpires. Team players should not be changed if the match has been continued on next day. If there is a change in the player due to unavoidable situation both team Captains/Umpire/ org committee will decide.
* Any matches are cancelled due to rain (before match begin) those matches will be rescheduled. Remaining matches scheduled for the day will be continued to play without schedule impact.
* Exceptions always apply, so if the ground conditions are **EXTREMELY** not favorable and in case we are not able to continue on the same ground last played, we will re-schedule the match.

**Tournament Awards:**

Trophies will be providing for below categories: -

* Man of the Match all matches
* Best Batsmen of the series
* Best bowler of the series
* Best fielder of the series
* Champion, Runner up and Semi-finalists

**Note**: Water and Gatorades will be provided for all matches. There will be more awards which will be communicated before tournaments starts

**Net Run Rate Calculation:**

