

General Rules:

- This tournament would be played with a Green Vicky Tennis ball.
- Each innings would start with a new ball.
- For every win, a team would get 2 points and losing team won't get any points.
- In case a ball is being lost or broken before two over's of an innings, then a new ball would be issued. If lost after two overs of an innings, an old ball [used] would be issued.
- League matches would be of 6 overs & knockout matches (SF and Final) will be of 8 overs a side.
- In case of a tie in the league stages, there will be a Superover (Bowl out basis) to decide the winner.
- In matters of doubt not covered by the tournament rules, the decision of the tournament organizer will be final and binding upon all concerned as per the standard rules.
- Dead Ball [During the course of play]: The ball shall be considered to be dead when it is clear to
 the umpire at the bowler's end that the fielding side and both batsmen at the wicket have ceased
 to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to
 decide.
- Tournament will be played single wicket, that is, the batsman will play at one end and after the completion of over, umpires & bowlers will not change end & batsman will change end

Innings/Match Duration:

• League matches - Each innings must be completed in maximum 45 minutes and the innings break is 5 minutes. Total match duration is **100 Minutes**. If the innings does not complete at 45 minutes, Innings will be stopped and other team will still get full 6 Overs.

Team composition and Reporting time:

- A player who has played in one team is not allowed to play in another team.
- Team should report 15 minutes prior to the scheduled match start time. Toss would be held 15 minutes before the start of the scheduled time.
- Minimum of 8 players are required from a team to start the match. Failure to do so would yield a
 walkover to the opposition team. Remaining players must arrive within 3 overs. In case of a failure,
 only the fielded 8 would be allowed to play.

Umpiring and Team Behavior

- On-field umpire's decision would be the final one.
- It is the captain's responsibility to uphold the spirit of the game by his team.
- Any prolonged argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
- If any team walks out of the ground on protest during the playtime, the team will be disqualified from the tournament.
- If any team misbehaves or abuses the umpires inside the field or outside the field during the match, the team will be disqualified from the tournament.

Batsman Rules:

- LBW is not applicable for this tournament.
- All "no-balls" (As per ICC rules: front foot, side-line, above the waist, Fielding restriction etc) result
 in a free hit in the next delivery, where field can be changed only if the batsman has crossed over
 or no ball is due to Field restriction.
- Initial 11 only can bat during the match, irrespective of the substitutes we could take in the match.
- All the other ICC cricket rules are applicable as it is.

Bowling Rules:

- Max overs per 2 bowlers are 2 during league
- One bouncer is allowed per over, provided the ball passes between the shoulder and the head, However, ball passing over the head will be declared as a wide.
- If the first bouncer is above head height and batsman gets out or scores runs, then it's considered as first bouncer and its considered as a legal delivery. Also batsman would be declared out or scored runs would be counted respectively.
- Free hit is allowed for all No balls (all foot no-balls, above waist no-balls, no balls due to fielding restriction or some other reason)
- Foot no –ball can be called on as per ICC cricket Rules

Fielding Rules:

- Maximum of 5 fielders are only allowed in on side field at any stage of the game. [Including bowler if bowler bowls around the wicket]
- If the batsman during the course of backing up leaves the popping crease before the ball is delivered, he could be run out by the bowler. Giving a warning is left to the fielding captain and bowler.

Rules for super over

• During Bowl out, each team will be given 1 over to bowl, each team has to utilise minimum 2 bowlers or more.

All the Best