# CRICKET PREMIER LEAGUE 2020 

## 8 A SIDE - BASIC RULES

## 1. PLAYERS :

We will be playing 8 players a side tournament, unless both the team captains agree on playing with more players before the Toss.

## 2. TEAM LOSES TOSS IF:

a. Team with less than 6 Players at the time of Toss ( 10 minutes before match time)
b. No nomination List (will be considered with the consent of opposite team's captain).

## 3. TEAM LOSES MATCH IF:

a. The team does not report by 10 minutes from the scheduled match time or have less than 6 players. 'WalkOver' will be given to the opponent team.
b. If both teams fail to report or have less than 6 players, the match will be abandoned and no point will be awarded to either teams.
c. In the case of above, apart from the winning points, NRR will be awarded from the highest NRR match win for the winning team and the lowest NRR for the losing team in their league matches.

## 4. PLAYER ARRIVING LATE:

a. Player registered on the nomination list, should report before the completion of $4^{\text {th }}$ Over of first innings, failing which he cannot bat or bowl, but can field.
b. He can bowl only after the number of over(s) he reported late and not before that and/or bat only after the number of overs he was out or at the fall of four wickets whichever comes first.

## 5. BY-RUNNER:

A runner may be allowed by 'Umpire' only in case the batsman gets injured during the course of the current match.

## 6. OVERS :

Each Inning will consist of 10 overs and minimum 4 bowlers to be used. Only two bowlers are allowed to bowl maximum 3 overs.

## 7. POWER PLAY

$1^{\text {st }}$ four (4) overs will be mandatory power play. (only 2 fielders allowed outside the 30 yard circle)

## 8. TIMINGS

a. 35 minutes to complete 10 Overs.
b. 5 Minutes break for second innings.
c. If there is any delay, umpires shall decide the penalty of runs or overs against the team(s).

## 9. PLAYERS COUNT IN \& OUTSIDE INNER CIRCLE

a. 2 Fielders Maximum Outside Inner Circle: Power-Play
b. 2 fielders MINIMUM inside the 30 yard circle during non-power play Overs.
c. 4 Players Maximum on OffSide/Legside
d. No ball will called by the umpire if any of the above is violated.

## 10. SUBSTITUTION:

Only the $9^{\text {th }}, 10^{\text {th }}$ or $11^{\text {th }}$ Man are allowed to be used as substitute fielder.

## 11. NO-BALLS

a. Over stepping.
b. Beamer - full toss delivery above batsman's waist height at the time of impact at batting crease. Bowler gets disqualified on second beamer.
c. Short-Pitched Delivery / Bouncer delivery that passes over shoulder of a batsman in full posture and at the time of playing the shot within the batting crease. (BEAMER \& BOUNCER ABSOLUTELY NOT ALLOWED). Bowler gets disqualified on $2^{\text {nd }}$ instance.
d. All no balls will be followed with a free hit.

## 12. PENALTY RUNS:

1 run will be awarded for wide \& No Ball.

## 13. Uniform:

All players must wear the T-shirt provided by the Organizers along with sports/track pant. Sports shoes have to be compulsorily worn. No Jeans pants or other non-cricket attire will be allowed.
14. Scoring:

Scoring will be done by the Organizers but it is the responsibility of both the teams to assign their player with the scorer. Official scoring will be final.

## 15. Awards \& Recognition:

Apart from the winner \& runner's awards, there shall be individual prizes as below:

1. Best Batsman (highest scorer)
2. Best Bowler (highest wicket taker)
3. Best All-rounder (Evaluated \& Decided by the Officials and Organizers)
4. Man of the match award (every match)

Individual prizes will be purely on merit and combined decision of the officials and Organizers.
In case of any dispute, Umpires along with the organizer and the International rules, will come to a fair decision and the team has to agree and continue the game with good sportsman spirit.

HR reserves the right to take necessary disciplinary action against employees found guilty violating any rule.

## BEST WISHES

ORGANIZERS/-

