SEI *Cricket League 2024*

## General Rules

* Every team can have SEI employees or contractors and their spouses as players
* The Team Captain is responsible for getting the team and their umpires to the field on time.
* All games shall be composed of **14 overs** an innings.
* All teams are given 4 minutes per over with 4 extra minutes to complete their allotted overs in 60 minutes
* 5 minute break shall be taken between two innings
* Every game is scheduled to be completed in approx. 125 minutes (2.5 hrs) with 5 minute break between two innings
* Wide, No Ball, Byes, Bouncers and Overthrows follow the standard rules – reference Cricinfo.
* **LBW decisions will not apply and there is no run and run out for leg byes.**
* **Bowlers** can bowl a maximum **of 3 overs** in an innings. No substitute runners for the Batsman
* A person can take the field as a player for a maximum of one team
* Matches are scheduled to start @ 6:10 P.M. with toss and 6:15 P.M. for the first ball delivery.
  + If both teams A & B have 7 or more players, then teams will go for toss at 6:15 P.M.
  + If one of the teams have less than 7 players, then team with 7 or more players will be awarded with the toss
  + If the team with less than 11 players ended up fielding first, they can lend **ONLY** 3 substitute players for the first **5** overs ONLY
  + Home team is responsible for play field setting on or before 6:10 P.M.
* Power Play Rule
  + Batting Power play – 2 consecutive overs
  + Bowling Power play – 2 consecutive overs
  + 3 maximum players outside the inner circle for both the Power play
  + Power play should be taken anytime between Over 1 till Over 12. If power play is not taken by batting/bowling team till 8 overs, Overs 9 till 12 are mandatory power play overs.
  + 4 fielders excluding wicket keeper should be in the Inner circle during any time of the play. Else, it is declared as a No Ball. The next ball will not have a FREE HIT
  + Inner Circle – 30 Feet (this can be revised)
  + Outer Circle – 55 Feet (this can be revised)
* **Rain Rule –**
  + In case of a wash out
    - Round Robin matches – point will be split by both teams
    - Qualifier and Final - match will be rescheduled
  + If it is raining after 10 over of the second innings, then DL rule will be applied for victory. If it started raining any time before, above rule is applied
* **Light Failure –** In case of light failure, DL rule will be applied for victory if 10 overs completed from the second innings else match should be replayed before next weekend. The light failure decision will be sole responsibility of Umpires ONLY.

## Stages of the tournament -

## League matches *(**6 Team**s, 1 Groups, 2 Rounds within the group)*

* This stage would a round robin schedule. Teams will be divided into a single group. Each Team will play other 5 Teams twice.

## Playoffs

* Qualifier - League Stage First Position and Second Position teams will play each other and the winner of this match will advance to the FINALs
* Eliminator 1 – League Stage Third Position and Fourth Position teams will play each other and the winner of this match will advance Eliminator 2
* Eliminator 2 – Runner from Qualifier and Winner from Eliminator 1 will player each other and the winner of this match will advance to the FINALs
* Organizing committee will decide on the schedule. (Chit method can be used by the committee).
* In all the matches, 2 points are awarded for a win (no walk-overs allowed) and in case of a tie/draw, there will be a super over to decide the winner
* If both teams do not turn up for a match, it will be declared as No-Result & no points would be awarded to either team. If only one team turned up for the match, we will wait for 30 minutes and then points will be awarded to the team turned up.
* League stage ranking/position
  + If Points are equal, team with most wins will be placed in higher position
  + If Points and Wins are equal, team with higher Net Run Rate (NRR) will be placed in higher position
  + If Points, Wins and NRR are equal, team which won the head-to-head contest will be placed in the higher position
  + If still equal, then the team with the higher number of wins will be placed in the higher position.
  + If still equal, then the team with higher win percentage will be placed in the higher position
  + If still equal, then team position will be determined by drawing lots

## Match Officials

* Umpires will be chosen by the team captains & their decision regarding the choice of umpires is final
* The umpire’s decision is final and should be respected, teams are expected to compete & engage in fair play
* The umpire has the right to call a bowler for chucking and doing so would result in the particular ball being declared a no-ball. Two warnings will be given to the bowler and captain. The third such call against a bowler in the entire series will disqualify the bowler from bowling another ball in the entire series
* Bowling more than one beamer in a game disqualifies the bowler from continuing to bowl in that particular game. All beamers bowled shall be treated as no balls and the rules pertaining to no-balls shall be followed
* Team captains are expected to read all rules & keep their teams informed of the same. Exceptions to the above may be made if the organizing committee so decides

## Field Location

500 Skippack Creek Road Collegeville PA (40°11'18.6"N 75°24'41.2"W)