



General Rules

1	Fair and unfair play: According to the Laws the umpires are the sole judges of fair and unfair play. Umpires may intervene at any time and it is the responsibility of the captain to take action where required.
2	Responsibility of captains: The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
3	The umpires are authorized to intervene in cases of Time wasting, Dangerous or unfair bowling, tampering with the ball or any other action that they consider to be unfair.
4	There is no place for any act of violence on the field of play.
5	Umpires decision is the last decision. No arguments period.
6	At first argument player will be given a warning. Second time captain and player will be given a warning. Third & fourth time opponent will get 5 runs as penalty. After that one over will be cut for each offense.
7	All teams must sign liability form before tournament starts. Registration and liability forms are mandatory to get T-shirt & play.
8	All group matches will be 10 overs. semi-final and final will be 12 overs each.
9	Only 5 minutes break between innings.
10	Approval and control of balls: All balls to be used in the match, having been given by organizer and approved by the umpires and captains, shall be in the possession of the umpires before the toss and shall remain under their control throughout the match. The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.
11	New ball: a new ball shall be use at the start of each new innings.
12	Ball lost or becoming unfit for play: If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced the umpires shall inform the batsmen and the fielding captain.
13	Width and pitching: Two sets of wickets shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12m between the centers of the two middle stumps. Each set shall be 9 in/22.86cm wide and shall consist of three wooden stumps with two wooden bails (mandatory) on top.

14	Wide markers: Markers that will be used for wide balls shall be placed one bat distance from middle stump.
15	BAPS Swaminarayan mandir or volunteers will not responsible for any accidents, injuries or disputes.
16	There are no LBW. No discussions.
17	There are no leg byes.
18	Runs on 'bye' are legit and allowed.
19	Batsman can be out 7 ways. Bowled, Caught, Run out, stumped, hit wicket, handling the ball and obstructing the field.
	Batsman leaving the field or retiring: A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
20	(a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings. He can be allowed to bat again only at the fall of a wicket or the retirement of another batsman. (b) If a batsman retires for any reason other than as in (a) above, he WILL NOT be allowed to resume his innings.
21	If batsman moves during hitting ball, umpire can decide if batsman was within reach or not and call wide ball accordingly.
22	Anything outside leg is wide ball if it didn't touch batsman & not over the stumps.
23	Number of players: A match is played between two sides, each of ten/eleven players, one of whom shall be captain.
24	If a team doesn't have all players available for game, they are allowed to get other team's player as fielder (only). Extra player cannot bowl, bat or do wicketkeeping.

Bowling Rules

1	ONLY ONE BOWLER CAN bowls 3 overs per inning. Keeper can bowl anytime during the game. In semi-final and final only 2 bowlers can bowl 3 overs rest will bowl max 2 overs.
2	No-fielder is allowed to sit on the field during the fielding, it will consider as a NO-BALL and batsmen will not be given out in any type of wicket fall which includes run out, handling the ball.
3	One legal bouncer is allowed per/over. Ball is considered a legal bouncer when it is above the shoulder but below the head. Bowler will get 1st warning for such ball. If the bouncer ball is headline, it can be called as NO BALL. If this bouncer ball is clearly above the head, it must be called WIDE-BALL. In this case bowler still gets his warning of one bouncer of the over.
4	Second bouncer above the shoulder will be called a NO-BALL. If it is above the head, it must be called WIDE. NO FREE-HIT is allowed for above the shoulder NO-BALL.
5	Above the waistline full toss ball at the crease line must be called a NO-BALL. If the batsman is standing outside the crease or have made forward stride before the delivery of the ball, it will not be a NO-BALL. But if umpire judges that even after batsman making forward stride the ball was above waist height, umpire can still call it NO BALL. It's upto umpires.
6	If the bowler knocks down the non-striker end stumps while bowling with his body part then the ball/delivery considers as a DEAD-BALL.
7	Out from a NO-BALL: When No ball has been called; neither batsman shall be out under any of the Laws except Handled the ball, Hit the ball twice, Obstructing the field or Run out.
8	Field restrictions: There shall not be more than 5 players on Leg side.

9	Keeper and Slip Fielder cannot walk in when the bowler is in action. If any of those players collect ball by walking it will result in NO Ball and batsmen will not be given out in any type of wicket fall which includes stumping, handling the ball. Batsmen can be given run out in this situation.
10	If keeper is coming on to stumps, keeper has to notify batsman and umpire that he is coming close to stumps.
11	One run will be awarded for NO BALL & WIDE BALL.
12	If whole foot of bowler is outside of popping crease, it shall be considered as NO BALL.
13	No free hit is awarded for NO BALL.
14	If ball is pitched more than one time to reach to batsman, it shall be considered as DEAD BALL.

