**:- Rules -:**

1. **Game Format**
	1. Each game will be **16 overs** per innings.
	2. Each team will have **11 players** on the field.
	3. Each bowler can bowl up to a maximum of **4 overs** per match.
	4. **Winning team** will get **2 points** in ALL rounds. If two or more team has same points, run rate will be the qualifying criteria.
2. **Game Rules**
	1. **Main Umpire / Committee** decision will be the final decision.
	2. Leg umpire will have only rights give **Runout** and **Stumping** on Striker side. All other decision Main Umpire going to make.
	3. **Committee** can overrule Umpire decision on rule related decision.
	4. Only **Captain** allowed to talk to **Main Umpire** if any issue on Ground.

If any other players then captain keeps talking to Umpire,

**10 runs** will be **added** or **removed** from Total Score **per players**. Same goes with batting side team.

Only **Captain** is allowed to come ground and talk to **Main Umpire** if any issues.

1. 2 Teams who plays last game each day needs to cleanup ground before they leave,

Otherwise 10 runs will be removed from next match. Both captains need to make sure this happens after last match each day.

1. **NO foul word** allowed from any Players at any time. Please respect we are playing ON Mandir ground.
2. All international rules are applied (e.g. Wide ball, No Ball, over throw) **except LBW and Leg Bye.**
3. NO Throw Bowling allowed.
	* Main umpire and committee member will check his action next ball. (This ball will not count) If both thinks his throwing the ball then he will never be allowed to ball rest of the tournament.
4. **Free Hit** - A Free Hit is awarded to the batting team if the bowler bowls a no-ball (over stepping or an anything above waist high full toss **NO ball**).
	* There is run out and stumping on the free hit & the ball will be counted.
	* Field cannot be changed unless the batsman changes strikes.
5. In a **tie situation**, both the teams will play **1 Super Over**. Team can use their three batsmen and 1 bowler only. Last Batsman does not get the batting. If **Super Over** will be ended with tie, will play second **Super Over**. If second **Super Over** will be finished with tie then winner will be decided by toss.
6. Team NEED’s to **arrive 15 min before** their assigned time. **(MANDATORY)**
7. Game will start on time even if team has only 4 or 5 player shows up. Any missing players can join team before end of 6th over. After 6.1 over NO player will be allow to play rest of the game.
8. **Uniform:** Tournament **T-shirt + Pant** will be provided. **Uniform is mandatory**. In failure, that player will not able to play that game.
9. Only register players are allowed to play. **(NO OUTSIDE PLAYER PLEASE)**
10. **No Swapping** players allowed within other teams. **(NO TRADING or CHAGNING TEAMS)**
11. **“Equal Opportunity” – Rule** (For more clarification, please contact your captain) Purpose of this rule is to have equal opportunity to get batting for all players.
	* **4 "Learner Players"** have to do batting in **first 4 overs.**
	* After **4 overs**, captain can declare their batting if those players are still in a batting. Only those declared players can come later for batting if team all out.
	* If those **4 players** are out before **4 overs**, Captain can send their regular player for batting.