

SPARTANS SUPER LEAGUE (SSL)

SUPER 7 TOURNAMENT – RULE BOOK

SSL TOURNAMENT FORMAT

1. This is a short format Hard tennis ball cricket tournament organized by SSL organization.
2. During the tournament all participants are expected to behave professionally. On the field, avoid using abusive language/gestures, smoking, alcoholic beverages disrespect towards other players.
3. 16 Teams Tournament - Teams will be divided into 4 groups (Max 4 teams per group). Each team will play up to 3 league matches.
4. After the league matches within the group, the top two teams from each group will be qualified for the next round. These 2 teams from each group will be ranked based on the points & NRR.
5. Two teams which qualified for the next round in Group A would be A1 and A2. Two teams which qualified for the next round in Group B would be B1 and B2 and so on. A total of 8 teams would be qualified for the next round.
6. Next round would be knockout stage in which top 1 team in A group will play against top 2 team in C group.
7. Quarters will be held in the below format –
 - A1 vs C2
 - B1 vs D2
 - C1 vs A2
 - D1 vs B2
8. The teams that won in the knockout stage would advance to semifinals.
9. Semis Finals will be in the below format –

The winner of A1 vs C2 will play against the winner of D1 vs B2.
The winner of B1 vs D2 will play against the winner of C1 vs A2.
10. Grand Finals: SF1 vs SF2

TEAM REGULATIONS

11. Team Roster is limited to 13 players. Names of all the 13 players to be provided at the time of registration. The roster will be locked on 27th October with no exemptions.

12. Players are required to play at least 1 league match to qualify for the knockouts. Teams can use any of the qualified members in the roster at the knockout stage of the tournament.
13. Each team can play with a max of 8 players in a match Including 1 Impact Player.
14. Players from one team cannot play in another team. Organizers may ask for the identification of the players if the need arises.
15. Impact Player: Impact player can replace any batsman or bowler depending on the team's necessity. The replaced player cannot come to bat or bowl or field after that. Impact player will also be able to replace the batsman who is already dismissed. Likewise, he will be able to replace any bowler who has completed his bowling quota. But an impact player can be replaced only once at any time in the match.
16. Impact players can bat/bowl right after coming into the play.
17. Teams should announce their Impact players before the match begins.

MATCH RULES

18. Each team will bowl a maximum of 7 overs and a bowler can bowl maximum of 2 over(s).
19. There is no last man batting.
20. Maximum of 3 fielders allowed on any side of the field irrespective of the bowler. If more than three fielders are placed on either side of the field, no-ball will be called.
21. Boundaries will be marked with cones/flags.
22. Runs for Wides, No-balls, Byes and Overthrows are included, and Any runs scored on a No ball would be in addition to the 1 run awarded for the No ball/Wide ball. We are going to have a standard wide line to avoid any dispute (details available upon request)
23. There are no Leg-Byes or LBW. However, only stump outs are applicable to such balls (details available upon request).
24. If a run is attempted run outs will not be applicable for leg-byes and no run rewarded.
25. Main umpire can consult with Leg umpire if needed to make a decision.
26. There will be no retired hurt option. If a player is chosen to retire it will be considered as retired out.
27. Mankading is allowed without any warning.
28. A new batter will always come to strike unless for run outs.
29. The umpire is responsible for checking the bowler's guard and shouldn't call a no ball if not informed.
30. Wicket keeper can bowl right after doing wicket keeping.
31. Wicket keeper is required to inform umpire while changing his position. A no ball will be awarded in such cases.

32. A ball deemed outside the pitch will be declared as a wide ball.

SCHEDULE

33. All Matches will start on time. Every team should be on the ground 30 minutes before their scheduled time, captains must be available for toss 15 minutes before their match schedule and decide to pick bat/bowl and have the Cricclubs app loaded with player names. Extreme cooperation is needed to help us start and complete each match within the allocated time.

34. If a match has not started 15 minutes past the scheduled start time due to the complete absence of a team, then the umpires in consultation with the match organizers can grant a Walkover to the team present. If both the teams are not present 15 min after the scheduled start, match organizers will decide what to do.

35. Innings can start with at least 5 players on each side. The players arriving late will not be allowed after completion of 3 overs from either side of the teams.

GENERAL RULES/INFORMATION

36. Red hard tennis balls will be used for all matches of the tournament.

37. If score ties, League games will be awarded 1 point, From Knockouts Super Over will be applicable until decision is made. The team batting second in the match will bat first in the Super Over.

38. The loss of two wickets ends the team's innings.

39. If Super over can't be played due to playing ground conditions, the winner will be decided by Toss.

40. If a team, point's ties in a group table, NRR will be considered to decide the top team of group points table.

41. If a match is interrupted due to rain/unforeseen circumstances during league games

i. Will be awarded 1 point to teams regardless of the equation.

ii. If the match is interrupted with 1st innings not completed 1 point will be awarded.

iii. 2nd innings did not start 1 point will be awarded.

42. First 3 overs of the 2nd innings being bowled, then DWL comes into place.

43. At the Knockouts stage, in the event of weather stoppage and based on playable

conditions overs will be reduced to 4 overs (24balls) and only 1 bowler can bowl max two overs.

44. In the event of non-playable conditions organizer will pick a date and the teams will be playing on an alternate time/date. The rematch will also be a 4 over match.
45. Match Organizer(s) will have final decisions on any match related issues with each team Captain and Vice-Captain of any disputes if arises.
46. A batsman is considered out Obstructing the field if he willfully attempts to obstruct or distract the fielding side by word or action.

Below are two scenarios where a batsman can be deemed to be obstructing the field:

- i. A batsman using their hand or leg to stop the ball hitting the stumps for a run out.
- ii. A batsman shouting or trying to put the fielder off from taking a catch.

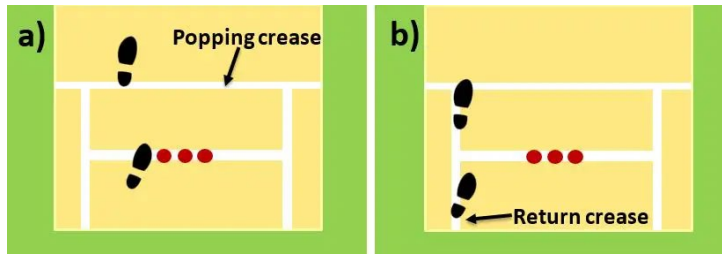
WIDE RULE

- i. If the batsman tries for a switch-hit before the ball is released by the bowler, both sides will become effectively off-side and the ball will be called wide only if the ball passes outside the wide line on either side. If batsman tries for a switch-hit after the ball is released, the same wide rules as that of the regular stance will apply. Wide line will be umpires call as usual.
- ii. Note: If the batsman's stance has changed to an exact mirror image of his original stance, then it will be considered as Switch-hit.
- iii. The wide line moves with the batsman before the delivery. It will remain same after the ball is released.

NO BALL/BEAMER

47. A ball shall be deemed a no-ball if the below shown rule is not met:

- i. Front foot No ball: The umpire signals a front foot No ball when no part of the bowler's foot is behind the popping crease.
- ii. Back foot No ball: The umpire signals a backfoot No ball when the trailing foot of the bowler cuts the return crease at the time of releasing the ball. The return crease refers to the two lines on either side of the wicket.



48. Full-toss ball above waist height of the batsman - in normal stance will be deemed as no-ball and beamer, umpire will issue a warning on this dangerous delivery which can harm the batsman.
49. More than 2 beamers per over will disqualify the bowler from bowling throughout the match.
50. One bouncer (ball going over batsman shoulder) per over is allowed. Umpire should warn the Bowler about first bouncer.
51. The first bouncer over the head can be called wide (not a no-ball) in addition to counting as 1 bouncer per over. If batsman contacts the first bouncer over the head, it will only be called as 1 bouncer per over (not a wide or no-ball). Any subsequent bouncer above shoulder will be called as "no-ball" if batsman makes contact or not.
52. If the bowler is not warned of the first bouncer, then the above rule will come into play afresh (like there was no previous bouncer bowled in that over).
53. A batsman can be dismissed off the first bouncer (like regular delivery) and cannot be dismissed by the subsequent bouncers except runouts.
54. Free hit will be given for any form of "no ball".

CODE OF CONDUCT AND ENFORCEMENT

55. The SSL committee reserves the right to amend the rules at any time in the best interests of the competition. Committee holds the right to cancel any team for misconduct (entry fees will not be refundable)
56. The tournament organizer committee reserves the right to reschedule any game at any time depending on ground availability.
57. All teams are expected to be prompt and ready to play. Any deliberate delay in the start of a game will result in being penalized overs or points will be awarded to the team available in the ground.

58. Umpires call will be the final decision in the field. Both umpires can consult to finalize any decision. Any player showing unreasonable dissent in the opinion of the umpires shall be disqualified from further play in the tournament following due and fair warnings.
59. Sledging is strictly prohibited in this tournament. If the umpires find things exceeding the limit, they might recommend expulsion of players or disqualification of the team. The final decision will lie with the organizers.
60. Each Team's captain is responsible for informing all his teammates about their team's match schedule and venue and make sure the team is present at ground 30 mins before game start.

****** SSL Organizing committee will be umpiring all the matches in the tournament.**

PRESENTATION

- ❖ **Winners Trophy**
- ❖ **Runners Trophy**
- ❖ **Best Batsman of the series Trophy**
- ❖ **Best Bowler of the series Trophy**
- ❖ **Cash price for Winners and Runners**

If any rule is not defined and in question, SSL organizers/on field umpire will give the final decision as per the ICC rule standards. The organizing committee is entitled with complete authority to adopt appropriate actions for the smooth running of the event.