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| 1 | All the matches will be played with hard tennis ball. |
| 2 | Each innings of the Match is limited to 12 overs, with each bowler can bowl upto a maximum of 3 overs. |
| 3 | If a player’s injury is not recoverable within 5 minutes, he shall be granted a substitute fielder/ is considered retired out. |
| 4 | Apart from the runs off the bat, following are the scoring options: |
| a. | One run and extra delivery for a no ball. |
| b. | One run and extra delivery for a wide. |
| c. | Can pick up runs for byes (could be as part of a normal delivery or wide or no ball). |
| d. | Overthrows are considered runs for the batsman. |
| e. | There are no leg byes in SJCL.  Definition of Leg bye: i. Ball hits only the body and deviates. ii. Ball hits the body and then hit the bat - BOWLED, RUN OUT, STUMPED are considered OUT. Only Caught is not out. |
| f. | Runs can be scored when ball hits the bat first and then body. |
| 5 | The ball will be considered no ball |
| a. | If the Bowler oversteps the Popping crease. |
| b. | If some part of the bowler's back foot in the delivery stride touches/passes the return crease. |
| c. | If ball goes over the shoulder height in the Batsman's normal stance after bouncing. If the batsmen steps out of the crease (front foot), then above head is a noball |
| d. | If ball goes over the waist height on the full to Batsmen at popping crease. If the batsmen steps out of the crease (front foot), then above shoulder is a noball(beamer) |
| e. | If the fielding restrictions are not followed. |
| f. | If any of the fielder speaks/shouts/Claps during the delivery of the ball (includes the run-up of bowler). |
| g. | If any of the fielders move sideways. |
| h. | if Bowler doesn't mention Guard before bowling. |
| 6 | A ball will be considered a wide |
| a. | If it goes down the leg side. |
| b. | If it is very wide of the off stump which the player cannot reach. |
| c. | If it is off the pitch |
| 7 | A ball will be considered a dead ball |
| a. | If it steps more than once before reaching batsman side crease |
| b. | One or both bails fall from the Striker’s wicket before he receives delivery. |
| 8 | There are no leg-byes hence the ball is dead as soon as it deflects away from the Stumps after hitting the batsmen body. |
| 9 | A ball will be considered as a beamer |
| a. | If it’s directly aimed at batsman or hits the batsman above waist without bouncing on pitch. |
| b. | Bowler will be given a warning for first beamer. |
| c. | Bowler is not allowed to bowl in a particular match after the second beamer. |
| d. | Beamer qualifies as no ball. |
| 10 | Bails will be played on every match. Any controversies on bails will be left to sole discretion of field umpires. |
| 11 | Batsman will not be allowed a ‘By-Runner’. |
| 12 | There is no 'Retired Hurt' in SJCL. Batsman will be given ‘Retired Out’ in case he can't continue batting. |
| 13 | Main Umpire can always overturn the ruling after discussing with the leg umpire. Main umpire’s decision is final, he has the power to overrule leg umpire’s decision. |
| 14 | There will be power play with the fielding restrictions for 4 over’s. |
| a. | Mandatory 2 overs powerplay in a game are the first two overs |
| b. | During a power play, there can be only 2 fielders outside the inner circle. |
| c. | 1 over’s for bowling side can be called by the bowling captain. |
| d | 1 over’s for batting side can be called by the batting captain. |
| e | In case batting/bowling side didn’t call the power play, the last 2 overs of the innings are treated as mandatory powerplay's. Umpires have to remind the captains of the same. In case umpires forget to do so then it’s considered normal play until it’s identified so. Ex: if umpires/captains realizes after 2 balls of 12th over then from 3rd ball onwards it becomes power play, already bowled ‘2 balls’ will not be overturned as no-balls. |
| 15 | Fielding Restrictions: |
| a. | At any time during the match, only 5 fielders are allowed on the leg side. |
| 16 | Batsman can run until the ball is considered dead. |
| 17 | Bowler can run out a non-striker who has stayed outside the crease after bowler starts his run up, but before he has entered his delivery stride. One Warning per team per innings is allowed. |
| 18 | Playing 9 information should be exchanged between the captains before the start of each game. |
| 19 | Umpires will answer only Captain of the team (on the match day) and vice versa. They may ignore others’ questions and/or comments. |
| 20 | No rule for the obstacles (except for a non-playing human interference), play will continue. For any non-playing human interference it is umpire’s call. |
| 21 | It is unfair if the wicket-keeper standing back makes a significant movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicket-keeper, either umpires can call and signal Dead ball. |
| 22 | Scoring needs to be done by Batting team in a book provided by the Committee, And the fielding team can do the same in a scoring paper. |
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| **Awarding Points:** |  |
| 1 | In group stage, there will be 2 points awarded for a win, 0 points for a loss and 1 points for each team in case of a tie/no result. |
| 2 | If any scheduled match is cancelled due to rain/unforeseen reason then it is considered as tie/no result and 1 points for each team will be awarded. |
| 3 | The minimum number of players per side to start a match is 6 |
| 4 | 15 minutes after scheduled start time, if there are not enough players (minimum 6) then the points will be awarded to the team having enough players. Match will be considered tie, if both teams does not have enough players. |
| 5 | All the team members who are going to play in the match should be in the ground within the 30 min from the scheduled start time. Example: if the scheduled start time is 8:00 AM, all the team players should be in the ground by 7:30 AM, any one comes after it cannot be played in that match. |
| 6 | A player in starting lineup can be substituted for fielding (In case of any injury) . |
| 7 | The team with not enough players (unavailable 8th /9th player) can take assistance of fielding. There is no restriction on who can substitute as fielder however he can only field and will not be allowed to either bowl, bat, keep the wickets. |
| 8 | In case of rain/any interruption in play the |
| a. | If the match is 80 percent complete as stated below, Duckworth Lewis method will be used to determine the winner. If it is not 80% complete then it is considered as tie/no result. |
| b. | Note: Apart from the above rules it is at the discretion of the umpires during the match for the on-field decisions and the organizers for the tournament related rules. |
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| **Important Rules for the captain.** |  |
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| 1 | Cleaning Ground ( Winning Team ) |
| 2 | First Match (optional: Playing Teams should clean the Pitch, before the match time) |
| 3 | Umpires ( From the schedule . Responsibility of the captain) |
| 4 | Committee Call is the Final on all Disputes |
| 5 | Only captain will talk to Committee. |
| 6 | Team Jerseys are mandatory for all the Matches. |
| 7 | 12 overs Cricket Match |
| 8 | Minimum 6 players must be present to start the match, if not it will be walkover. Remaining Players can join the team before completion of 6 overs. |
| 9 | When the booked ground is not available , next available ground need to be used.(Time can be altered) |
| 10 | First Match 7:30 – 10:15 Second Match 10:15 - 13:00.  Toss time is 7:45 (1st Match) & 10:15 (2nd Match) |
| 11 | Games should start at 8 & 10:30 , if not, for every 5 minutes delay, an over for the team delaying/responsible will be reduced. |
| 12 | Captains need to choose Vice Captain. |
| 13 | Every Player should at least play 4 matches in the League. (Captain Responsibility) |
| 14 | Scoring Need to be taken care by Batting Team. |
| 15 | Man of the Match is to be decided by the Umpire ( No more discussions on that) |
| 16 | Online updates need to be done by the winning captains. Losing captain will send the correction to the winning captain and winning captain will update the scoesheet online. |
| 17 | Captains are responsible to pickup the kits for the match a day before(morning teams). Umpires are responsible for marking the pitch , inner circle and boundary. |
| 18 | Runout - when bails are removed, one has to raise the wicket along with the ball |