

# SPL Cricket 2023

## (Rules and Guidelines)

The inception of the SPL Cricket League aimed to offer each participant a platform to showcase their cricketing prowess and abilities within a competitive yet harmonious atmosphere. As we engage in this event, let's do so with a fervent spirit, boundless enthusiasm, and an attitude that aligns with the noble traditions of this gentleman's sport. As we step onto the field, let's embrace a deep respect for the game, aspire to enhance our skills, and strive to forge new friendships with fellow players each day.

- 1. Participation Fee:** There is no participation fee for the SPL Cricket League.
- 2. Game Format:** All matches consist of 9 overs per side. Minimum 7 and maximum up to 10 players can play each side, if both captains agree.
- 3. Team Squad:** Each team can have a maximum of 10 players in their core squad.
- 4. Player Composition:** If a team is short of players, they may borrow fielders from other teams, but these borrowed players can only field.
- 5. Bowling Limit:** Bowlers are limited to a maximum of 3 overs in a full game.
- 6. Fielding Restrictions:** There are no fielding restrictions at any point during the game.
- 7. Game Start:** A minimum of 8 players must be present at the scheduled start of the game. Failure to show up or showing up 15 minutes past the scheduled time will result in a walkover.
- 8. Bouncers:** One head-height bouncer per over is allowed. Any ball above head height will be called a wide with no free hit.
- 9. Toss:** The toss must occur within 10 minutes of the scheduled start, in the presence of a neutral umpire, with a minimum of five players present. Teams with fewer than 5 players automatically lose the toss.
- 10. Rain and Interruptions:** In case of rain or other interruptions, the game will resume from where it stopped. No reduced-over games will be played, and the Duckworth-Lewis (DL) method will not be applied.
- 11. Umpire's Decision:** The umpire's decision is final. All inquiries must be made politely. Arguments or mistreatment of the umpire will result in player suspension and a 1-point deduction for the team.

**12. Scoring:** Team scoring is done on [www.cricclubs.com/SPL](http://www.cricclubs.com/SPL).

**13. Live Scoring:** Live scoring is mandatory unless there is technical failure. Team captains are responsible for scoring, and they should download the 'cricclubs' app on their smartphones.

**14. Ball Usage:** A new ball will be used for every innings. If a ball is lost, a similar ball in good condition will be used. If one is not available, another new ball will be provided.

**15. Bi-Runner:** A bi-runner can be requested for injured players. The bi-runner must be the last player out, and they must stand behind the stumps while the batsman is playing. They can't start running until the batsman completes the shot.

**16. No Ball:** A "NO BALL" can be given only for overstepping or a full toss above waist height. One run and a "Free Hit" will be awarded to the opposing team.

**17. Batsman Dismissal:** A batsman cannot be dismissed off a no ball except for run-outs.

**18. Leg Byes:** There are no leg byes, LBWs, or run-outs on leg byes. Only stumping is allowed when the ball hits any part of the body and the batsman's foot is not inside the crease.

**19. Retirement:** A batsman can retire after facing at least one ball and may return to bat only after the fall of the last wicket. The second retiree cannot return.

**20. Wide Ball:** If the ball pitches outside the turf area, it's considered a wide ball.

**21. Mankad:** Mankad is allowed after one warning per team.

**22. Ball Hitting Obstacles:** If the ball hits a tree, branch, baseball fence, or other objects on the ground, the game will continue based on the final position of the ball, with the umpire making the final call.

## **Conflicts on the Ground:**

**23. Discussion:** Only the captain and umpire should be involved in discussions on issues.

**24. Conduct:** Verbal or physical abuse is not tolerated, and the person responsible will be disqualified from further participation.

**25. Respect:** All players must treat each other with respect, as sportsmanship is paramount.

**26. Walkover:** Any walkover due to conflicts or arguments related to umpiring decisions will result in the team's removal from the tournament.

**27. Stalemate:** In the case of a stalemate due to an extremely close call, both captains can decide to call the ball 'dead' and move on.

**28. Boundary Decisions:** If the ball is fielded or caught on the boundary and it's unclear to umpire whether it crossed the boundary or not, in such event the ball will be called dead and replayed.

**29. ICC Rules:** For matters not covered in this rule book, ICC Rules will be followed.

**30. Organizing Committee:** In case of conflicts or issues, the organizing committee (with a majority vote from the four captains) reserves the right to make the final judgment, which all participating teams must abide by.

