**Super 8 Rules**

1. All the games will be played with hard tennis balls. Old balls will be replacement for the ball lost during the game. If no old balls are available, we can use a new one.
2. The team captain is required to submit a roster of all playing members.  The roster can have a maximum of 15 names. Any future additions or modifications to the roster will not be allowed, unless approved by the organizing committee.
3. A player can play for only one team in the tournament. No exceptions allowed.
4. Games will be played between two teams with 8 members per side.
5. No LBW, no leg byes. Over throws and byes included. Umpire has the final decision to say when the ball is considered dead in case there is dis-agreement.
6. Ball is dead if balls hits the batsman body (no run outs). However, it’s a valid catch if ball hits body first and then bat.
7. Each bowler can bowl a maximum of two (2) overs per innings.
8. Minimum of 2 fielders on either side of the ground at any time, **No-ball** **(no free hit)** if rule not followed. Min. fielder count excludes bowler and Wk.
9. There will be no power plays and min 2 people should be inside circle at any point of time irrespective of playing with 8 or less people. Count of 2 excludes WK and bowler. **(no-ball; no-free hit if rule not followed). Minimum 6 people needed to start a game.**
10. All umpire decisions will be considered final. Umpires have the power to consult org committee on clarification of rules.
11. A over stepping No ball will be followed with **a free hit**.
    1. No bouncer is allowed per over. – **No ball** -**No free hit**
    2. A full toss ball above waist height will be called a **No ball**. – **No free hit**
12. The following point system will be employed for each match:
    1. Winning team will be awarded two (2) points.
    2. Losing team will get zero (0) points.
    3. Tie will be one (1) point.
    4. No show (-1) point
13. If a bowler pitches the ball outside the pitch it will be considered a wide.
14. By- runner will be allowed only if both captains agree to it. A substitute (does not need both captain’s agreement but mentioned to umpire and opposing captain) is only allowed to field and cannot bowl or bat. Max substitutes at any point of time is 2.
15. A team’s run rate is calculated as:
    1. Average runs per over scored by that team-Average runs per over scored against that team.
    2. If a team is bowled out, the calculation will consider the entire overs.
16. Schedule and start times are very important for success of the tournament, expectation is teams will be 30mins before their scheduled game. Team that is late will be penalized overs/runs if they do not start the game on time.
17. Players late by 2 overs or 6 minutes (whichever comes first) from scheduled start of play can only play as substitutes. IF game does not begin on scheduled time due to player availability scheduled time is considered as start time. Deliberate delay tactics to start a game (waiting for some individual) may lead to game being awarded to opposing team.
18. Any RULES not explicitly described here will follow the regular LAWS of Cricket. New rules that came into existence last year regarding faking fielding and run out considered not out when batsman bounces inside the crease are not part of this tournament