



## **SUPER OVER SPORTS WINTER INDOOR TOURNAMENT**

**Super Over Sports** proudly presents Winter Indoor Tournament with a new format of Cricket first time in the Tri State.

### **BASIC RULES OF THE LEAGUE:**

- All the games will be conducted in Indoor facility at Super Over Sports, Columbia
- The complete playing area is with Astro Turf
- Ball is Tape Tennis Ball which will be supplied by committee
- The length of the pitch is 22 yards
- Regular Bowling action
- The length of running between the wickets for batsmen is 16 yards
- Match duration is 1 hour 15 Mins. Should be finished
- Roster of 8 player allowed per team
- Six (6) players in a team for a game.
- 1 Super Sub is allowed who can bat, bowl, field and keep. Team size would be 6+1
- 1 Sub is allowed who can ONLY field
- Bowling side team can have ONLY 6 players in the field including Wkt keeper and Bowler
- Only 1 fielder is allowed at the boundary (behind the Bowler side stumps) during the game
- Run Declarations will be given when batsmen hit the ball in the “marking zone”
- The choice of innings is decided by a toss, which should be completed by team captains 5 minutes before your scheduled start time. If any team is late, the toss will be forfeited to the other team.
- There will be a maximum of 2 minutes in between each innings.
- Each *innings* consists of 10 six ball overs and must be completed within 30 minutes
- Winning teams will be decided by which team scores the most runs in their innings.





- Each winning team will be awarded 4 points and a bonus point will be awarded based on the margin of winning
- No Super Over during the league game stage but at Playoffs
- Regular Rules for superover

### **BATTING RULES:**

- Batsmen will bat in pairs for 3 overs.
- Any batsmen can bat in the innings last over which is 10th over. (Super Sub can also bat)
- All wickets carry a 3 run penalty, and batsmen should change ends during the pair overs.
- Shots that hit in the marking zone will be given “two” runs in the form of declaration by Umpire
- Shots that bounce across the ground at least once before it hits the side nets either leg or off side as “four” runs. (Markings will be there)
- Shots that hit in the marking zone and then hit the boundary marked nets will be given as “four”
- Shots that hit the boundary marked nets in the air count as “six” runs.
- The batsman will be given out either bowled/runout/stumped/hit wkt/straight catch taken by any fielder
- If the ball touches any part of net and catch is taken, it will not be considered as batsman out
- Except “2s”, “4s” and “6s”, all other runs will be awarded to the batting team as the batsmen completes the full runs between wickets.
- Ball should be caught in full off the net/ground/wall, then a wicket will be awarded to bowling team and 3 run penalty to batting team
- No LBW dismissals. No Leg Byes
- Regular rules for overthrows

### **BOWLING RULES:**

- Maximum of “two” overs per bowler. (which cannot be consecutive). (Super Sub can also bowl)
- Only 1 Bowler can bowl max of “three” Overs





- Wides – Umpires will be strict on the off side and all balls that pass the batsman on the leg side will be called “wide”. Two(2) runs will be awarded to batting team
- No Balls – Two(2) runs will be awarded for all no-balls.
- Over stepping the crease at the bowling end will be considered as No-ball
- Ball is delivered that reach the batsman on the full over waist height will be considered as No-ball
- 2 runs will be awarded to the batting team for all wides and no balls with NO extra ball delivered.
- Free Hit: Every No-ball shall result a “Free Hit” ball.
- Each innings of the last ball should be a legal ball.
- If, in the Umpires opinion, a player deliberately bowls a no ball, leg side or wide at any stage of the game with intent to limit the batting sides run scoring opportunity, the Umpire may ask for the ball to be re-bowled whilst awarding two runs to the batsman. A warning to the bowler may or may not be given at the Umpires discretion.

## **GENERAL RULES:**

- All rules shall be interpreted by the Umpire in accordance with “The Spirit Of The Game”.
- This standard shall override all rules hereinafter detailed and total discretionary power shall be left with the Umpire for his final decision after taking “The Spirit Of The Game” into account.

