



GENERAL RULES:

- • Teams are encouraged to have at-least matching color jerseys. **This is a guideline and will not enforced.
 - • A team roster may have a maximum of ten (10) players and minimum of 8 players.
 - • Minimum of 6 players required to start the game.
 - • A player will not be allowed to play for more than 1 team.
 - • Players **will not** be allowed to play in the playoffs if they have not played at least **one league** match.
 - • All team members must sign liability waiver at the time of cricclubs registration.
 - • Each individual under a team must be 16 or older to play.
 - • All teams/roster will be locked a night before the game i.e., Sep 8th. No request will be entertained on a game day for roster edits/add.
- Captains need to ensure that all players are registered and approved.
- • The pitch will be 22 yards (stump to stump) and two sets of wickets will be placed on either end.
 - • No player is allowed to play for more than one team. A player's name must be included in CricClubs under their respective team and on the waiver form to be eligible to play.
 - • Nivia hard tennis balls will be used. A new ball will be used at the start of each innings. If a ball is lost, the innings will be continued with a used/new ball.
 - • All matches will have neutral umpires and each team must designate two players for umpiring duties when requested/scheduled; In case of unavailability, the batting side must assign a player to take care of leg. umpiring.
 - • In the event of dispute, the main umpire's decision will be final; The main umpire has the right to overrule the leg umpire's decision.
 - • In the event of a dispute beyond the umpire's decision, the organizers' call will be final.
 - • If any player who is not registered for the league plays a game and if opponents object to it then that team

will be disqualified from the tournament.

- • Sledging will not be tolerated. Verbal abuse, use of profanities etc. will result in direct suspension of the player(s) involved, and calls will be made by organizers. The safety of players is of utmost importance.
 - • CricClubs stats, Main Umpire, and the team captains will decide the MOM for the match.
- Each team captain is responsible to make sure that trash is disposed of at designated areas for garbage disposal or trash bins.

RULES AND REGULATIONS:

- • No LBW.
- • No leg byes (no runouts).
- • Byes and over-throws are allowed.
- • There is no power play. However, two players at minimum are required to be inside the short field.

(excluding wicket keeper and bowler).

- • The Main Umpire can overrule the decision made by the Leg Umpire if he feels the decision given by the

Leg Umpire is not correct.

- • Main umpire can request a change on the Leg umpire's decision.
- • Full toss above the waist (beamer) is a no ball for all bowlers (seamers and spinners) and if a bowler bowls

2 beamers in an over then he won't be allowed to bowl anymore for that game and another player must.

finish that over.

- • During a "free hit" a person may not be bowled out however they may be run out.

Field may not be changed if it's the same batsman. If not the same batsman, the field can be changed.

- • All matches are to begin on time unless unavoidable circumstances arise.
- • Bowlers will not be allowed any kind of fabric/tape/glove/enclosure on the bowling palm/fingers. In case of

a medical condition, an exception can be made with an agreement of the opposing team's captain and the umpire.

- • Chucking: Chucking will be monitored by umpire only when reported by the batsmen at crease. The umpires' decision will be a final decision.

- • Main umpire can refer to the Organizing committee in case of any clarification needed for rules and can

force or withdraw his original decision. The committee will not advise the Main umpire until consulted.

TOURNAMENT FORMAT:

Separate file have been shared to captains

NO BALL: EVERY NO BALL SCENARIOS LISTED BELOW WOULD RESULT IN A FREE HIT

- • Full toss: Above Waist
- • Above head: (If ball touches a bat then No ball else wide)
- • Overstepping (NOTE: Sliding/skidding after the first impact beyond the popping crease is legal)
- • Back foot of the bowler touching the side crease. No warning will be given.
- • When Field restriction not followed: Minimum of 2 Players should be inside (excluding wicket keeper and bowler)
- • If bowler hits the non-striker stumps while ball delivery (except mankading scenario).
- • Substitutions without informing the umpire will be considered as a no ball.

WIDE:

- • If a bowler bowls a ball, being a no ball(above waist), and the ball is beyond the wide line, it is a WIDE ball not a NO BALL(Overstepping no ball will have highest priority)
- • Ball passing OVER the head of the batsman: If hit by the batsman, it's considered a NO BALL. If not hit by the batsman, it's considered a WIDE. There is no one bounce rule in this tournament.
- • In case if the batsman moves sideways before the ball is delivered the wide will be called according to batsman position, the wide line belongs to the umpire. The umpire's decision is final.

SCORING:

- • If the ball goes over the boundary directly, 6 runs will be given and if the ball rolls to the boundary line, 4 runs will be given to the batsman.
- • If the ball goes out of the side/back fence directly, 2 runs will be declared.
- • If the ball rolls and goes outside the fence, 1 run will be declared.
- • If the ball hits the nets and gets stuck inside, 1 run will be declared.
- • If the ball hits/touches the top of the side/back fence or any part of the side fence and goes out, 1 run will be declared.
- • If the ball goes outside of the fence after touching the fielder (accidentally pushed by the fielder) in the infield, the declared runs (1 or 2) will be considered as an overthrow and added to whatever the batsmen run and score.

- • If the ball hits the side/back fence and stays in the field, the batsman has to run between the wickets to make runs.
- • If the ball crosses the fence after crossing the boundary it will be declared boundary (if the ball bounced inside the boundary line, then crossed the boundary and then crosses the fence) /six (if the ball crossed directly out of the fence after crossing the boundary line).
- • Wide and no balls are one run each.

CATCHING:

- • Batsman is out caught if a fielder who is in contact with the fence catches the ball, and the ball is not in contact with the fence. (NOTE: boundary fielders should stay once the catch is complete to make sure umpire reviews).
- • If a batsman is out caught, the new batsman will take the strike unless it is the end of the over.

SUBSTITUTIONS:

- • A fielder can be substituted during the game after notifying the umpire.
- • A batsman can be substituted ONLY at the end of an over with another not out batsman but can come back
in only after all other batsmen are out.
 - ○ (If batsman “A” is retired for any reason he can do batting again at last.
 - ○ If batsman “B” is retired after “A” then “B” will come after “A”.
 - ○ NOTE: A batsman can retire only once)
 - ○ Substitute players cannot bat or bowl.
- • If a bowler walks out of the field for 1 over, the bowler needs to stay on the field for at least 1 over before bowling the next over.
- • If a fielder leaves the field for the last 2 overs in the innings, he will not be allowed to bat for the first 2 overs.
- • NO substitute runners, however in case of genuine injury and if the opposite team captain agrees then substitute runners are allowed.

MANKADING:

- • The non-striker shall not leave the popping crease before the bowler enters his delivery stride.
- • Mankading is valid with NO warning.

OVER LIMITS:

- • Maximum of 7 overs per innings during all games. NO POWERPLAY.
- • 2 overs max per bowler

TIED GAMES:

- • Tied games(Playoffs) will be decided by the “Super Over” where each team will nominate 1 bowler to bowl, and the batting side nominate 3 batsmen.
 - • Highest score during the super over wins.
 - • In the event of a tie in the super over, there will be a second super over. If the second super over results in a tie, then a coin toss will decide the game.
 - • Super over rules: All ICC rules will be applied for a super over
- 1 bowler and 3 batsmen: 6 balls or 2 outs.
 - Super over 2: Not the same bowler or not the same 3 batsmen would take the field.

PENALTIES

- • Teams must have to report to the ground 15 minutes before schedule time. If not, a penalty will be applied.
- • *Penalty will be assessed based upon umpires’ discretion. Committee can question the umpire for delays*
 - ○ Bowling team: 5 runs will be added.
 - ○ Batting team: 1 over will be reduced.