



T10 BLAST

Rule Book

1) General

- a) The leadership of the league shall be responsible for the administration and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the league.
- b) Except for those laws that are unique to local playing situations and conditions, this league will abide by the latest available ICC Laws of Cricket. The complete and latest ICC code can be found at ICC's website. In the event of conflicts, the rules as stipulated by the leadership team shall supersede.
- c) A player who has already played from one team cannot play from another team.
- d) Members of the leadership team will not be held liable for any accidents or injuries that a player may suffer while traveling to/from the grounds, while playing or even spectating a game.

2) Leadership (OC)

- a) Sonal – 530 774 3570
- b) Vinod - 978 761 0842
- c) Ashwin – 678 557 9851

3) Scoring and Points:

- a) Each team (batting side) will be responsible for CricClubs app scoring.
- b) There will be 2-points awarded for each win, 1 for a tie and 1 for no result.
- c) In case of teams finishing with the same number of win/tie points, higher net run rate up to 3 decimal digits will be used to determine the ranking.

4) Clothing & Uniform

- a) We will be using tennis balls so NO yellow/light green shirts shall be allowed.
- b) The wicketkeeper is the only member of the "fielding" side permitted to wear gloves.
- c) Both batsmen can wear gloves while batting.

5) Pitch and Ground Measurements

- a) Pitch Length will be 66 fts between the two stumps.

- b) Boundary will be 145 fts measured from the center of pitch.
- c) There will be an inner circle of 70 ft for power play.
- d) Wide will be measured from the middle stump, of the size of a full bat.

6) Schedule and Field

- a) Schedule will be adjusted to availability of teams.
- b) Rain washed out games may be rescheduled based on the availability and criticality of the tournament.
- c) Smoking and Alcohol is strictly prohibited.
- d) Organizing committee will take the responsibility for securing the field.

7) Format

- a) There will be 18 teams participating in this league.
- b) Each team will play 8 league games.
- c) All games throughout the league will be of 10 overs each.
- d) A bowler can bowl maximum of 2 overs.

8) Playoffs

- a) All 18 teams will be through to the Playoffs
- b) Only players who have played 2 round robin games are eligible to play playoff games.



Playoffs Bracket

9) Player and Special rules

- a) Each team can have a maximum of 25 players in the roster.
- b) Only 10 players can play the game. And 1 Super Sub player per game.
- c) Innings ends at the fall on 9th wicket. This can be done by selecting start second innings using the actions menu option in the CricClubs.
- d) You had enough man:
 - i) A batsman must be retired if he has played 20 balls.
 - ii) Both legal and no balls played are counted.
 - iii) Retired batsman can bat after all other players batted.
 - iv) Retired batsman must follow the same order as the initial.
- e) Superman:
 - i) One Super Sub will be allowed per game.
 - ii) Both captains should announce their respective super sub (if used) at the toss.
 - iii) A super sub can bat, bowl, field and keep wickets.
 - iv) Subbed out players cannot bat and bowl at any point during the game.
- f) Give me the ball:
 - i) Each wicket will be awarded with a 5 runs penalty for the opponent.
 - ii) Maiden over will be awarded with a 10 runs penalty for the opponent.
 - iii) Bowling team must inform the Umpire and Batting team's captain before the beginning of the over.
 - iv) Bonus over is mandatory.
 - v) No powerplay field restrictions enforced.
 - vi) Bowling team can choose any over (3-5) as Bonus Over
- g) We can smash it too:
 - i) All the runs scored in the Bonus over will be doubled.
 - ii) Batting team must inform the Umpire and Bowling team's captain before the beginning of the over.
 - iii) Bowling team cannot change bowler after the batting team's decision.
 - iv) Bonus over is mandatory.

- v) No powerplay field restrictions enforced.
- vi) Batting team can choose any over (6-8) as Bonus Over.
- h) A runner is allowed only with the opposing captain's approval.
- i) Only one runner is allowed at a given time. Both batsmen can't have runners on at the same time.

10) Game Time and Penalties

- a) Teams are to be present at the field allocated for their match prior to the scheduled commencement of their game.
- b) A minimum of 6 players must be at the ground to start the game regardless of the team bowling or batting.
- c) If a team doesn't show up 10 minutes after the scheduled start time, then the leadership will award the toss to the opposing team.

11) Umpiring and Disputes

- a) If you do not like or agree with the decision of the umpires, please be respectful. No cursing, screaming, or calling names, nothing that violates the spirit of the game. If you believe that the umpire has the wrong understanding of the rules applicable for this league, then you can gracefully call for a quick consultation. You can dispute the umpire's understanding of the rules, but you can't disrespect their judgement.
- b) Main umpire will have the authority to overrule the leg umpire's decision if necessary.
- c) It is the responsibility of BOTH captains to see that decorum is always maintained and the spirit of the game is adhered to.
- d) The representatives of both teams and the umpires shall arbitrate disputed matters.

12) Playing Rules

- a) There will be No LBW or Leg Byes however Byes and overthrows are allowed.
- b) Any delivery bouncing twice or more before the batting crease will be declared No ball.
- c) If the bowler or any apparel hits the stumps during the run up it will be a No ball.

- d) Mankad is allowed (without warning) if the bowler hasn't completed the action.
- e) Wide will be declared if the ball is outside the bounds of the wide marker. "On-the-marker" is considered a legitimate ball. However, if the batsman shuffles, then it would be up to the umpire to decide whether the ball was within the batsman's reach or not. In that case the wide marker will not apply.
- f) Above waist high full toss balls will be called a No Ball regardless of whether it was bowled by a fast bowler or a spinner.
- g) Any bouncer passing over the batsman's head will be called a WIDE Ball. If the ball touches any part of bat, batsman body or apparel, it will be considered as legal delivery.
- h) All No balls shall result in a free hit. Field positions can be changed if the batsman is changed.
- i) A foot no ball overrules a wide ball. For instance, a bowler bowls a wide ball, but he oversteps while doing so then it will be declared No ball and a free hit shall be awarded.
- j) Stand-in stumps with the metal frame will be used. If a ball hits any part of the stumps including the frame, the batsman is considered out. There will be no bails.
- k) A retired hurt batsman can come back after all other players have batted and in the original order.
- l) A batsman is retired for reason other than in game injury or 20 balls rule, it is considered as retired out and they cannot bat again in the same innings.
- m) At any point of the game, the team cannot field more than 4 fielders on the leg side. Bowlers are not counted.

13) Power Play

- a) First 2 overs of an innings are mandatory powerplay.
- b) Following field restrictions will apply: (Players = Bowler + WK + Fielders)
 - i) During Powerplay Overs:
 - (1) Inside – minimum 8 players
 - (2) Outside – maximum 2 players
 - ii) During Non-Powerplay Overs:

- (1) Inside – minimum 6 players
- (2) Outside – maximum 4 players

Note: Inside the circle always takes precedence.

Example: If a team has less than 10 players, then they must satisfy the inner circle requirement first and then place the remaining players outside.

14) Bonus Over Scoring Instructions:

- a) Bonus runs are scored at the end of the over.
- b) Use penalties to score +ve or -ve bonus runs.
- c) Please refer below screenshot for more info

