

RULES AND REGULATIONS SPRING 2025

1. THE PLAYERS

1.1. Number of players

A match is played between two sides, each of ten players, one of whom shall be captain.

- 1.1.1. A minimum of 7 players are required in each side to have a match.
- 1.1.2. If, during the match and for whatever reason, a side is reduced to fewer than the 7 players, the match shall be stopped immediately by the umpire(s) and match shall be awarded to the opposite side.
- 1.1.3. If a team refuses to participate in a match that has been confirmed by the TCA, they will be considered a forfeit in accordance with the Playing Conditions.

1.2. Nomination and replacement of players

1.2.1. Each captain shall nominate 10 players (minimum 7) before the toss and one (1) Impact Player after the toss. No player (member of the playing ten and impact player) shall be changed after the nomination and prior to the start of play without the consent of the opposing captain.

To utilize the impact player, all eleven (11) players from the team must be on the ground at the time of the toss. If, for whatever reasons, at the time of the toss, the team does not have eleven (11) players on the ground, then the team cannot use the impact player in the game at all.

[Example: In the scenarios, where team(s) has only 7 players at the time of the toss, umpires will conduct the toss and start the game as scheduled. If the remaining 2 regular players and impact players show up after the toss, only regular players can take part in the game. Team will lose the impact Player.]

Use of Impact Player:

- Captain can use Impact Player immediately after the toss.
- A captain can nominate the team's Impact Player and bring them in before the start of an innings; at the end of an over; and at the fall of a wicket or when a batter retires. However, if the bowling side brings in an Impact Player during an over at the fall of a wicket or if a batter retires then that impact player will not be allowed to bowl the remaining balls of the over.
- The replaced player will take no further part in the match. Not even as a substitute fielder.
- Once Impact Player enters the field of play and replaces a player from playing eleven members, Impact Player becomes the part of the play till the end of the match.
- Impact Player is allowed to bat, bowl, and keep the wickets.
- Impact Player cannot be used as a substitute fielder.
- For any reasons set within playing conditions, if substitute fielder enters the field for Impact player, substitute is allowed to only field. Substitute cannot bat or bowl.
- Team can adopt not to use Impact Player at all. If a team does not use the Impact player at all, then concerned team shall remove the Impact player from the scorecard before the final submission of the scorecard.



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- 1.2.2. No player who is not part of the approved team roster (squad members) shall play or act as substitute fielder under any circumstances.
- 1.2.3. All those nominated including those nominated as substitute fielders must be official squad members of that team and by such nomination the nominees shall warrant that they are so eligible.
- 1.2.4. If a player sustains a concussion or suspected concussion because of a head or neck injury during the relevant match, a Concussion Replacement is not permitted.
- 1.2.5. A player must be present and ready to participate before the completion of the 5th over of the first innings. Failure to do so will result in the player being ineligible to take part in the match.

2. THE UMPIRES

2.1. Appointment and attendance

- 2.1.1. The TCA appointed umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least 15 minutes before the scheduled start of play.
- 2.1.2. Neither team shall have a right of objection to the appointment of any umpire.
- 2.1.3. In the absence of both neutral umpires, it is expected that the teams will still play and complete a scheduled match. It is the responsibility of the captains to agree on all general aspects concerning the smooth running of a match, and to ensure that the Spirit of the Laws are clearly followed by their respective players. If no neutral umpires agreeable to both captains are available to play, each captain shall nominate 4 players on the opposing team to serve as umpires while the opposing side is batting, and the batting side captain shall make final selection of the umpires to stand from these 4.

2.2. Consultation with captains

Before the match the umpires shall inform both the captains about the hours of play and the times and duration of any agreed intervals

[Umpires need to strictly follow the game duration as specified in these playing conditions.]

2.3. Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

[Any team or player intentionally delaying the proceedings of the match is considered as an act of unfair play. Intentional delay can be but not limited to change in bowler's run-up to negatively impact the over-rate, batter taking unusual amount of time to face the balls, fielding captain or players changing the field so often that it negatively impacts the over rate considerably, player changing the protective equipment regularly, and claiming a catch when player was clearly outside of the playing area (boundary rope) or ball bounced before catching etc.]

2.4. Fitness for play

2.4.1. It is solely for the umpires together to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded



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as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.4.2. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.5. Position of umpires

2.5.1. The striker's end umpire may elect to stand on the offside instead of the onside of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.

2.6. Umpire's decision

2.6.1. An umpire may alter any decision provided that such alteration is made promptly and does not contradict clause (Dead ball not to be revoked). This apart, an umpire's decision, once made, is final.

3. THE SCORERS

3.1. Appointment of scorers

3.1.1. Batting team shall appoint the scorer to record all runs scored, all wickets taken and, number of overs bowled, in the scoring application/facility provided by the TCA.

3.2. Acknowledging signals

3.2.1. The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

4. INTERVALS

4.1. Duration of interval

4.1.1. There shall be a 10-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

5. HOURS OF PLAY

There shall be 2 sessions of 55 min each, separated by 10-minute interval between innings.

Match Timeline for league stage games unless changed by the TCA.

Toss 8:45 AM

First Session 9:00 AM - 9:55 AM

Interval 9:55 AM – 10:05 AM (10 minutes)

Second Session 10:05 AM - 11:00 AM

6. INNINGS

6.1. Duration of match

- 6.1.1. All matches will consist of one innings per side, each innings being limited to a maximum of 12 overs.
- 6.1.2. There might be back-to-back matches played on the same day.
- 6.1.3. The League, Semi-Finals and Final shall have a reserve day allocated on which an incomplete match will be played from the start.

6.2. Length of innings



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- If the team batting first is dismissed in less than 12 overs, the team batting second shall be entitled to bat for 12 overs.
- To constitute a match, a minimum of 5 overs must be bowled to the team batting second subject to a result not being achieved earlier.

6.3. Number of Overs per Bowler

- 6.3.1. Two bowlers shall bowl 3 overs and remaining shall bowl max 2 overs in an innings
- 6.3.2. In a delayed or interrupted match where the overs are reduced for both teams and for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 6.3.3. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- 6.3.4. In the event of a bowler breaking down (in) and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

7. THE RESULT

7.1. A Tie

- 7.1.1. For all matches throughout the tournaments except knockout games, if the match is tied, points shall be distributed for tied game.
- 7.1.2. For all knockout matches, if match is tied, then winner will be decided by a Super Over.

7.2. No Result

7.2.1. All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

7.3. Calculation of the Target Score

- 7.3.1. Interrupted Matches
 - If, due to suspension of play after the start of the match, the number of overs in the first innings cannot be revised.
- 7.3.2. Prematurely Terminated Matches
 - If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by DLS.

8. NO BALL

8.1. Mode of delivery

8.1.1. The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker.

It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

8.2. Fair delivery - the arm

- 8.2.1. Illegal Bowling actions will result in a no ball and can result in change of bowler.
 - If in the opinion of any umpire, a bowler's natural over arm action is observed as obviously chucking or throwing the ball, the umpire will immediately call a no-ball and warn the bowler that his bowling action is illegal. This is primarily done from the square leg umpiring position but can be called by the officiating umpire if blatantly obvious.



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- The umpire will inform the fielding team captain and opposite team as well as fellow umpire. If bowler again does not or is unable to correct his action and bowls an illegal ball (chucking/throwing) then a second warning will be issued in the same manner.
- On third illegal ball of chucking/throwing the umpire will ask the captain of the fielding side to change the bowler.

8.3. Bowler breaking wicket in delivering ball

- 8.3.1. Either umpire shall call and signal No ball if, other than to run out the non-striker (non-striker leaving his/her ground early), the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.
- 8.4. Ball bouncing more than once, rolling along the ground or pitching off the pitch (partially or wholly)
- 8.5. More than 5 fielders on the on side (excluding bowler) and if minimum three players are not inside the circle.
- 8.6. Fielders encroaching the pitch
- 8.7. No ball to over-ride wide

8.8. Free hit will be awarded for a no ball

- 8.8.1. The delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.
- 8.8.2. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
 - There is a change of striker
 - The No Ball was the result of a fielding restriction breach, in
 - which case the field may be changed to the extent of correcting the breach.

9. WIDE BALL

9.1. Judging a Wide

- 9.1.1. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 9.1.2
 - the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal batting position.
 - the ball passes above the head height of the striker standing upright at the popping crease.
- 9.1.2. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

9.2. Delivery not a Wide

- 9.2.1. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 9.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
- 10. BYES are allowed
- 11. Leg Byes & LBW



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11.1. Leg byes are not permitted. Additionally, there is no provision for LBW (Leg Before Wicket) decisions. If a batsman attempts to run for a leg bye, they won't be out, and no runs will be awarded.

12. BATTER'S INNINGS

12.1. Batter retiring

- 12.1.1. A batter may retire at any time during his innings when the ball is dead. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring.
- 12.1.2. If a batter retires because of illness, injury during batting or any other unavoidable cause, that batter is entitled to resume his innings. If for any reason this does not happen, that batter is to be recorded as 'Retired not out'.
- 12.1.3. If a batter retires for any reason other than as in clause 12.1.2, the innings of that batter may be resumed only with the consent of the opposing captain. If for any reason his innings is not resumed, that batter is to be recorded as 'Retired out'.

12.2. Runners

- 12.2.1. Runners are not permitted.
- 12.3. If the wicket falls because of a catch before the last ball of the over, new batsman should always take the strike.

13. THE FIELDER

13.1. Protective equipment

13.1.1. Gloves are allowed for the Spring 2025.

14. POWERPLAY

- **14.1.1.** During the first 3 overs of an innings, a maximum of two fielders are allowed outside the inner circle.
- **14.1.2.** After the 3rd over of an innings, a minimum of three fielders are required to be inside the inner circle, excluding the bowler and the wicket keeper.
- 14.1.3. Regardless of the number of players on the team, about two rules must be followed.

15. UNFAIR PLAY

15.1. Short Pitched Ball

- 15.1.1. A bowler shall be limited to one fast short-pitched delivery per over.
- 15.1.2. A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 15.1.3. The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- 15.1.4. In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- 15.1.5. In the event of a bowler bowling more than one fast short-pitched deliveries in an over, the umpire at the bowler's end shall call and signal No ball on each occasion.

15.2. Bowling of dangerous and unfair non-pitching deliveries

15.2.1. Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.



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If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batter by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

- 15.2.2. Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batter) by the same bowler in that innings, the umpire shall
 - call and signal No ball
 - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
 - inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

16. ELIGIBITY FOR PLAYOFF

16.1. To be eligible for the playoff stage, a player must participate in a minimum of 2 matches for the same team during the league stage.

17. PLAYER TRANSFER

- 17.1. Player transferred are allowed after the first game.
- 17.2. If a player is transferred to another team during the league stage, they must participate in a minimum of 3 matches for their new team to be eligible for the playoff stage. Only players who meet this requirement will be considered for selection in the playoffs for their new team.

18. DRESS CODE

18.1. Flip-flops and shorts are strictly prohibited as part of the official attire.