**RULES AND REGULATIONS:**

1. **Dead ball:**
   * If the ball pitches outside the mat or bounces 2 twice before reaching the batsman it will be called a dead ball. Umpires will make the call on this and it will be final decision.
2. **Extras:** 
   * Byes and over throws are applicable in this tournament. But LBW is not applicable so no leg byes
   * No ball and Wide will be penalized according to tennis ball cricket rules. One run and an extra ball will be awarded for a no ball and a wide ball. Every no ball will be awarded with a free hit.
   * Umpires reserve every right to declare a no ball with or without warning, if any bowler delivers under arm or throw ball.
3. **Gears:**
   * Batting and keeping pads are not allowed in the tournament. However, batting and keeping gloves can be used.
   * Only ICC specified cricket bats can be used.
4. **Field restrictions**
   * After the power play, a minimum of 4 fielders should be inside the fielding circle
   * Only 5 fielders can field on the leg side/off side at any point of time (bowler & keeper are not considered as a fielders in this regard)
5. **Roster & Player Restrictions**
   * Transfer of players between teams is not allowed. If noticed, the team will be disqualified from the tournament without any prior notice.
   * A team can choose minimum 15 members squad and a team manager. Any players apart from the squad will not be entertained.
   * Each player in the roster has to play at least one league match to qualify to play knockout games
   * New player being added to roster should be notified by Thursday mid-night, teams failing to do so will be penalized 1-point.
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   * Any team playing out of roster players will not be awarded any points.
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6. **Schedule & game** 
   * Teams should report 15 minutes before the start of the play
   * At least 7 players must be present at the time of the toss and it will held 15 minutes prior to the scheduled time. If any team fails to reach in scheduled time, the toss will go in favor of the opposite team and late reporting team will lose 1 over in 1st 10 minutes, 15 mins 2 overs, 20 mins 4 overs and they will be disqualified after 30 minutes.
   * After the toss, the fielding team should set the fielding positions immediately to avoid any delay to begin the match. Batsmen will come to the crease only after the field arrangement.
   * Teams are advised to avoid any unnecessary delay before or during the game to maintain our time schedule.
   * Organizing committee will reserve full authority to intervene in such case off field and umpires will have full authority to intervene on field.
   * Each captain should nominate his playing XI before the toss. No player can be changed after the nomination without the consent of the opposing captain.
   * A new (Hard tennis ball) ball will be provided for each innings. In case of loss or damaged ball, umpire will replace the old ball with a new one/replacement ball and dead ball will give in case of out only. (Run out will not consider)
   * Umpire's decisions will be final throughout the tournament. Any sort of misconducts by any players will result in direct suspension.
   * Organizers reserve the right to change the venue, date time and reduce the overs of matches at short notice.
   * A team must be ready to play two matches in a day, if required.
   * Team’s not sending umpires to their assigned matches have to inform prior and send the umpiring dues upfront
7. **Substitution**
   * No bowler can bowl immediately after coming off the field after substitution. He will be able to bowl only after taking the field for next two overs in T8, 3 Overs in T12 and 4 overs in T15.
   * Substitute runners are not allowed, unless a batsman gets injured in the field during a particular match and the role of a substitute will be fielding only.
   * No batsman can get retired in the middle of his innings. If the batsman is injured he will be considered as out with one dot ball.
8. **Super Over**

* In case of a draw in knock-out stage of a league, 'Super Over' will come into play. Each team will have to bowl one over called 'Super Over'. Only 3 batsmen will be allowed to bat the entire Super Over and 2 batsmen have to be given out to end the one-over innings. In simple words, the match will be of one over per innings and only 3 batsmen batting.
* In case, scores are tied at the end of the Super Overs. The team that lost fewer wickets will be adjudged the winner. In case the scores and wickets lost are the same, then each team will enter the 'Death Over', where each team will bowl an over each at a set of stumps (without the batsman) and whoever hits the stumps more times will win the game. In case, both teams are equal at the end of six balls, they will carry on until one team misses the stumps, and the team hitting the stumps will be the winner. Every bowler will bowl only ball in Death Over.

1. **Scoring** 
   * All teams need to use scoring app cricclubs . Teams not using scoring app and not sending scoresheet in email will be penalized 1 point. (Any help in understanding the scoring app can contact us)
   * All the scores should be emailed by Wednesday Midnight, failing to do so will be penalized with 1 point

**T8 Format:**

**1. Overs & bowling limit**

* + 8 Overs per Innings.
  + Minimum 5 bowlers need to bowl

**2. Power Play**

* + - Bowling Power Play: A maximum of 2 fielders can be outside the 30 yard circle and bowling power play should be first over of the innings.
    - Batting Power Play: A maximum of 3 fielders can be outside the 30 yard circle. Batting power can be taken anytime between 2nd -7th over.
    - No Power play: Min 4 fielders inside 30-yard circle

**3. Point System**

* + - Winner – 4 points, Losers – 2 points, Draw in league matches – 2 points each
    - Team with highest points and NRR will be in the number 1 spot after league stages and teams with lower points will be ranked accordingly.

**4. Time Limit:**

* + Each innings should get over in 40 mins. 5 mins innings break. Total match time 1 hour 25 mins.

**5. Team Limit:**

* **9 players in a team**
* **Max 15 members in roster**
* **1 Super-Sub: In any game A super-sub can play but not mandatory. A super sub should be nominated before the start of the game. Super Sub can be substitute for batting or bowling.**

**Note:** **BCSL reserves the right to change rules without any prior notice.**