

Rules			
#	Rule Type	Rule	Exception/Remark
1	Match Types	15-15 Overs Match, (Final Match is 20-20 Overs)	
2	Over Limits/Bowler	4 Overs Max/Bowler (5 Overs Max/Bowler for 20 overs match)	Only 2 Bowlers can ball 4 overs (Only 3 Bowlers can ball 5 overs for 20-20 match)
3	Allowed Extra Run		
	a.	Over throw	
	b.	Wide	
	c.	No Balls	
4	No ball Rules		
	a.	If the Bowler oversteps	
	b.	Ball goes over the shoulder height in the normal stance of the batsman after bouncing.	One Bouncer / Over is allowed.
	c.	Ball goes over the waist height on the full.	
	d.	If the fielding restrictions are not followed.	First of the each inning will be warning to Captain (No Runs)
	e.	If any of the fielder do following during the delivery of the ball (includes the run-up of bowler) Speaks, Shouts, Claps, Moves "Sideways"	First of the each inning will be warning to Captain (No Runs)
	g.	Free hit after "Overstepped" No Ball	
5	Power Play		
	a.	First 2 Overs - Mandatory (First 3 Overs - Mandatory for 20 overs match)	
	b.	1 Over - Any time - Bowling team power play (if not called, last over automatically)	
	c.	1 Over - Any time - Batting team power play (if not called last over automatically)	
6	Field		
	a.	Power Play - Max 3 fielders closer to boundry (outside 30 yard)	
	b.	Normal Play - Min 4 Fielder within 30 yard	
	c.	Max 5 fielder on leg side any time	
7	General		
	a.	All area of the "Stumps and Base" will be considered as wicket	
	b.	Batsman can be allowed a runner only if he has any injury during the game that hampers his running	
	c.	No Single player Batting (11th player)	

	<p>d.</p> <p>If the match is aborted/disrupted</p> <p>1) Before start, match can be rescheduled (if both the captains agree) otherwise both teams get equal points.</p> <p>2) In any situation, If the match is aborted/disrupted within<b>first 50%</b> of the game, match will be rescheduled and will restart from beginning.</p> <p>3) In any situation, If the match is aborted/disrupted<b>after 50%</b> completion of the game then match will be paused, rescheduled and will resume from the same condition.</p> <p>3.1 It will be captain's responsibility to gather his team as per new schedule.</p> <p>3.2 Same bowlers and batsmen shall be used. Fielders can be substitute.</p> <p>3.3 Match should be schedule withing next 14 days with mutual understanding b/w Captains.</p> <p>3.4 Same ground should be used.</p>	<p>50% Meaning -</p> <ul style="list-style-type: none"><li>- completion of first inning or 15 overs (inculding 15th) for 15-15 overs game</li><li>- completion of first inning or 20 overs (inculding 20th) for 20-20 overs game</li></ul>				
8	Teams and Playing 11					
	a.	Captains has to declare playing 11s one day before the game.				Captains can borrow 3 (Max) players from the non playing team (3rd team), in case of playing 11 shortage. However this should be in agreement with all three captains. Specific rules will be communicated to Captains.
	b.	Min players to start the game is 9 per team.				After 9, Captains can borrow 2 "Fielders" from other teams ( if required).
	c.	<p>Late coming players will be allowed to play with following conditions only</p> <p>1) If batting team player joins/comes in Xth overs, He will be allowed to do batting only after 2X th over. (For example, One batsman comes during 5th over of game, he will not be able to start batting until 10th over finishes. If player will come after 8th over he will not be able do batting)</p> <p>2) If fielding team player joins/comes in Xth overs, he will be allowed to do balling after 2Xth over.If player will come after 8th over he will not be allowed do bowling.</p> <p>3) Fielding team can take substitute fielder in any case</p>				<p>1) If any player (batting side or bowling side) joins/comes in Xth overs, He will be allowed to bat/ball only after 2X th over.</p> <p>For example - if batsman/bowler comes during 5th over of game, he will not be able to start batting/bowling until 10th over finishes.</p> <p>Another example - if batsman/bowler comes during 12th over of game, he will not be able to start batting/bowling until 24th over finishes.(which mean 9th over of second inning in normal case)</p>
9	Schedule					
	Match#	Match Type	Team 1	Team 2	Date	Ground
	Match1	Type1	Gravity	Velocity	05/18/14	
	Match2	Type1	Gravity	Relativity	05/31/14	
	Match3	Type1	Velocity	Relativity	06/07/14	
	Match4	Type1	Gravity	Velocity	06/14/14	
	Match5	Type1	Gravity	Relativity	06/21/14	
	Match6	Type1	Velocity	Relativity	06/28/14	
	Match7	Type1	Gravity	Velocity	07/12/14	
	Match8	Type1	Gravity	Relativity	07/19/14	
	Match9	Type1	Velocity	Relativity	07/26/14	
	Match10	Type2	Gravity	Velocity	08/02/14	
	Match11	Type2	Gravity	Relativity	08/09/14	
	Match12	Type2	Velocity	Relativity	08/16/14	
10	Point System					
		Match Type				Points (Win / Lose / Draw )
	a.	Type1 (League)				2 / 0 / 1 - 1
	b.	Type2 (Final)				4 / 0 / 2 - 2
11	Winning					
	a.	- After Match 12, the team with highest points <b>will be Tournament winner</b>				