

SEATTLE YOUTH CRICKET LEAGUE (SYCL)

Youth Cricket Rules

Notes:

- All playing rules are described in the ICC Cricket Laws apply unless modified by this SYCL rules
- It must be understood that SYCL Youth Cricket is an “Instructional League”. Learning cricket, good sportsmanship and having fun are the guidelines by which the board will base any decisions. The desire and intent are that the program provides a positive experience for all players.
- Benefit of doubt for decisions should go to the batsmen without any Bias
- All cheering shall be of a positive nature, directed only to one’s own team
- Umpires are volunteers who are making best effort and are to be treated with respect. Mistreatment of umpires will not be tolerated.

Change Log

Date	Comments	Author
Apr 3 rd 2018	Initial draft sent to Coaches/Captains/Umpires	Sreekanth Kannepalli
Apr 11 th 2018	Feedback from Coaches/Captains/Umpires meeting	Sreekanth Kannepalli
Apr 15 th 2018	Feedback around no-balls, correction about 7 players, DOB change	Sreekanth Kannepalli
April 26 th 2018	Rule clarifications	SYCL Youth Committee
April 30 th 2018	Wide rules, Retiring a bowler	SYCL Youth Committee
March, 2019	Changed to SYL and updated new rules	Sreekanth Kannepalli
April 12, 2019	Changed to SYCL, which is an independent youth cricket body	Jagan Nemani
April 23, 2019	Fixed Typos	Sreekanth Kannepalli
September 4, 2019	Fixed errors and updated document for SYCL Fall 2019 tournament	Jagan Nemani
September 6, 2019	Updated Game disruptions guidance/rules	Jagan Nemani
September 16, 2019	Updated Weather Related exceptiosn	Sreekanth Kannepalli

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1 SCOPE

Except as otherwise stated, the latest [MCC Laws of Cricket](#) will apply.

This playing law's document intends to provide clarity about the laws for SYL-Youth Tournament and any uncovered topics are governed by the SYCL playing laws and the ICC laws.

Apart from traditional cricket rules, we are introducing a new 3-Strike rule as a penalty for bad behavior by parents/kids on the playing field. Please review it carefully.

2 TEAMS

- The tournament has different leagues for U-11, U-13 and U-15
 - o U11 - **All kids must be born on or after 09/01/2007.**
 - o U13 - **All kids must be born on or after 09/01/2005.**
 - o U15 - **All kids must be born on or after 09/01/2003.**
- Any exceptions to the age rule needs to be approved by the SYCL board
 - o Umpires are required to ask for Valid ID for kids they have any doubt and the kid will only be played after providing the ID. In case where the ID is not available, the coach of the team is responsible for providing valid Id within 24 hours.
 - o Valid ID is a government issued ID, that includes birth certificate, passport etc.
 - o Coaches are responsible for updating the CricClubs profile of their players with correct **DOB.**
 - o Underage kids represented in a team are responsibility of the respective coach and the parents
 - o A team found to be violating the age rule, will be disqualified from the tournament and all their matches will be awarded to their opposing team.
- The team size is **11 players/team**. No Super subs are allowed in this tournament.

2.1 ROSTER

- Teams must have updated rosters before beginning of play
- Players who are not in the roster will be not be allowed to play
 - o Also, if they are not **approved** by the league manager
- Players cannot change teams during the course of the tournament
- Players without profile pictures/DOB info will not be **approved** to play the game
- Floating subs are allowed. Substitute does not have to be from the same team but cannot bat or bowl while substituting
- If a player is found to have incorrect DOB the team will forfeit the match
- A player must have played at least 25% of the games in the league to be eligible to play in Playoffs/Finals. This 25% games is rounded up to ensure fair play. Here are some examples of how number of games required to play in Playoffs/Finals is calculated.

# of games in tournament	25% of games	Rounded Up Min game Requirement
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4	1	1
6	1.25	2
9	2.25	3

2.2 CLOTHING

- Teams have to wear colored clothing
- **Umpire will not allow a player to bowl or bat if they are wearing white clothing (shirt/pant)**
- **If more than 25% of the players shirt is white, then they will not be allowed to bat or bowl.**

3 UMPIRING

- **Umpires word is final on the field.** Arguments will lead to penalty for teams.
- Each team has to umpire games assigned to them in this tournament, and will require to ensure that they have enough SYCL certified umpires
- Neutral Umpire will be provided by teams as per the umpiring assignments listed in the schedule for playoffs/finals.
- Umpires are expected to report to the management in case of any unwanted situations arise during hours of play
- In case of a doubt regarding a rule, Coaches can raise a question, and umpires can refer to rule book/ICC rules to confirm or call SYCL Committee
 - o In case the original ruling was correct, the questioning team shall lose time equivalent to the time it took to validate the rule
 - o In case the original ruling was incorrect, the questioning team will not lose time
- **In case the Umpire is unaware of a rule and exercises "I know best", teams are requested to report the instance to management. The team represented by the Umpire will lose Points as determined by the league management.**
 - o **Umpires/Teams are urged to train the umpires with the right set of rules**
- **Missing Umpiring assignments:** The league tries to assign equal assignments for all teams
 - o Teams cannot ignore umpire assignments
 - o Umpire no-show will result in \$100 fine for the team and 6 points loss
 - o The fine must be paid to SYCL Youth before the start of the next match else the next match will be forfeited
 - o Teams should report non-attendance of neutral umpire to syclusa@gmail.com
 - o Umpires must be from a neutral team and cannot be replaced by a parent from the active teams unless there is agreement from the opposition team

4 FIELD SETUP

- All Teams have equal responsibility in setting up the field and cleaning up the field, though the primary setup responsibility lies with the home team.
- Teams playing the first game are supposed to share responsibility to lay the mat (if needed), place cones and setup the markings
 - o If a team does not help in setting up the field, they lose the chance to participate in the toss and *toss shall be awarded to the team that helped setup the field*

- Teams playing the last game of the day are supposed to share responsibility to roll the mat into storage (if needed), remove cones and ensure we leave the field clean
 - If the field is not cleaned up, *both the teams will receive a violation* that will result in fines
- A 100\$ fine will be levied on teams (both playing teams) if the ground is found littered
- A 500\$ fine will be levied on teams (both playing teams) if the mat/field kit are not returned to storage

4.1 PITCH RULES

- For U11 and U13, the pitch is an artificial mat. Care needs to be taken while playing to ensure there is no damage.
- Metal spike shoes are absolutely not allowed. Player will be asked to remove the shoes or even disallowed to play.
- Rubber soles are preferred.

4.2 PITCH SIZE/BALL SIZE

- SYCL will provide the official balls for the tournament. Teams should use only the official ones for the games.

Age	Pitch Size	Ball Size
U-11	21 Yards	4.75oz/135g
U-13	21 Yards	4.75oz/135g
U-15	22 Yards	156g

4.3 BOUNDARIES

- It is recommended that, other than in exceptional circumstances, the size of the boundary, measured from the middle of the pitch being used in the match, shall conform to the following dimensions
 - **U-11 – Min 45 yards and Max 50 yards**
 - **U-13 – Min 45 yards or Max 50 yards**
 - **U-15 – Min 50 Yards and Max 60 Yards**
- **Inner Circles**
 - Two **inner** semi-circles shall be drawn on the field of play. The semi-circles have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles is
 - 25 yards for U11, U13
 - 30 Yards for U-15
 - The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch.

1 COACHES AND PARENTS

- Coaches and Parents are an integral part of youth games. However, they are respectfully asked to provide support to their kids/players and evolve a positive culture.

- All cheering from parents shall be of a positive nature, directed only to their own team. Negative cheering or sarcasm will lead to the 3-Strike rule. Umpires will call this out and discredit 1 strike from the team.
- **Each team can only have 1 designated coach** at the start of the game.
- Only at the invitation from the Umpire, the coach can enter the field. Coaches entering the field without permission from Umpire will lead to 1 strikeout point for the team. (See 3 strike rule)
 - o Parents are not allowed to enter the field, under any circumstance, before or after the field. For e.g. even game practice has to happen outside the field.
- Coaches/Parents exhibiting verbal disagreement (or constant nagging) regarding incorrect calling of wide/no-balls/dismissals etc, pointing at the umpire, will lead to 1 strike out.

4.4 CONCUSSION TRAINING

- It is recommended that parents/coaches undergo Concussion training.
<https://www.cdc.gov/headsup/youthsports/training/index.html>

2 SCORERS

- Every team needs to have a designated scorer acquainted with the CricClubs app
- They should have necessary credentials to login to the app (even incase they get logged out during the game)
- **Home team is responsible for setting up the scoring system**
- The scorers need to accompany the captains for the toss
- The scorers need to record the playing 11 at the toss

3 3-STRIKE RULE

- To ensure a positive nature in Cricket, we are establishing a 3-Strike rule. This rule will be strictly followed to ensure Cricket achieves a stature like other popular sports in the vicinity.
- Each rule violation will lead to a strike and after 3 such strikes the Umpire will call the game off and hand the game to the opposition team
- Umpire is required to report the matter to SYCL (**syclusa@gmail.com**) in writing after the game
- Summary of violations, but not limited to
 - o Indecent behavior on field by kid or parent
 - o Indecent behavior outside the field by kid or parent
 - o Disrespect to the umpire (both bowler and leg side umpire)
 - o Negative sledging from parents/coach
 - o Nagging the umpire for Wides/No-balls/Outs etc.
 - o Parents entering the field without umpires permission
 - o More than one coach representing the team in discussions

5 WEATHER RELATED EXCEPTIONS

- Minimum 6 overs per inning is required to obtain a result
- There is minimum opportunity to reschedule matches based on weather forecast. To make sure everyone gets fair opportunity no team can request for rescheduling of matches.

- The neutral umpire has the main responsibility to conduct the match and will consult with only the coaches of the two teams. Parents cannot be consulted for conducting the game.
- All decisions (to play, postpone, abandon) are to be done on the field only
 - o Both teams are expected to be present on the field at the start of play
- Teams should take advantage by being on the field and if the opponents don't make it claim a win
- Umpire shall try and conduct a game as much as possible
- In cases, the match cannot be played, both teams will get equal points of 2 each
- If a playoff game is rained out, then winner will be declared based on the league round, in below order
 - o Head to head wins
 - o Points
 - o NRR
- For a game to be considered as complete, we need to have at least 5 overs per side completed. In case of interruptions due to weather or unforeseen circumstances, the goal of the umpire should be to complete 5 overs per side. Here are the potential scenarios:
 1. **Game has started but got interrupted in play.** First preference should be given to cutting down drinks breaks before we cut down overs bowled. After cutting down break time, umpire should calculate how many overs are possible in remaining time. As general rule of thumb, each over should take about 4.5 minutes. Using this the umpire can calculate the remaining overs possible in the day. Then use DL to calculate the par score. The team batting second needs to score 1 run over the par score to win. If rain interrupts in 2nd innings after 5 overs, umpire shall be the sole decider in terms of whether the match can be resumed and determines the revised target. If the umpire feels that no play is possible then, he can use DL calculator to decide which team has won.
 2. **In case the game has not started.** Then the umpire will calculate the number of overs that can be completed in the remaining time for both innings and start the game. Use 4.5 minutes per over for this calculation. Minimum of 5 overs per side need to be completed to call the result.
- In case of rain or unforeseen circumstances disrupting an existing game, we will use the Duckworth Lewis method based on the **DL Calculator app by TARAMS**

5.1 EVALUATING PLAYING CONDITION - TURF PITCHES

- The Turf pitches are intended to play in any amount of rain
- **Team cannot request stoppage of play on grounds of slippage of pitch. the pitch has good perforation to allow continuation of play**
- Coaches need to ensure their kids have appropriate and good footwear while playing the game
- Small amount of rain where there is no disruption for batsmen or fielder should be continued
- Slippage of ball cannot be considered as an excuse
- **Umpire will solely determine stoppage of play based on amount of rain. Any intervention by coaches will result in them forfeiting the game to the opponents.**

5.2 EVALUATING PLAYING CONDITION - GRASS FIELDS

- Our grass field pitches are enabled to play in drizzle and after a short rain
- Playing conditions need to be evaluated at the time of play and not beforehand
- Puddles in the field can indicate that game cannot be played

- “Slippery conditions” are subjective and should not be used as an excuse
- **Umpire will solely determine stoppage of play based on amount of rain. Any intervention by coaches will result in them forfeiting the game to the opponents.**

6 GENERAL PLAYING CONDITIONS

6.1 DURATION OF MATCHES

- All Matches - Matches will consist of one innings per side and each innings will be limited to 25 overs in U11 and U13 age categories, and 30 overs in U15 age category. All sides are expected to complete the bowling of their allocated overs within the time allowed, as described below:

# of Overs	1 st inning	Drinks break	2 nd innings	Drinks break	Break between Innings
25 Overs	110 minutes	5 minutes	110 minutes	5 minutes	10 minutes
30 Overs	130 minutes	Two - 5-minute breaks	135 minutes	Two - 5-minute breaks	10 minutes

- **It's the umpire's responsibility to complete the overs in stipulated time.**
- Umpire is encouraged to take a drinks break after every 50-55 minutes of play. In this time, the bowling team should have finished 12-13 overs. This drinks break is suggested to be maximum of 5 minutes. If the bowling team does not complete the stipulated number of overs before this break, the coach of the bowling team needs to be warned about slow over rates. Section 7.5 discusses the penalties related to slow over rates.
- A break of 10 mins is allowed between innings.
- Hours of Play and Intervals and Conditions of Play – all games will be played under the General ICC Laws AND the Spirit of Cricket guidelines.
- Drinks break is max of 5 mins.
 - o Drinks will be taken on field and kids require permission from umpire to exit the field

6.2 Toss

- The umpire shall call both the captains for **toss 15 minutes prior** to the scheduled game start time.
 - o The decision to bat/ field should be made and informed to the umpire right after the toss is done, if the captain decides to consult another member of the team before announcing his decision, the Toss will be awarded to the opposition captain, who then has to choose what he wants to do right away without any delay or consultations.
- If a team does not have 6 players at the time of toss, then the umpire will not proceed to toss and the toss will be awarded to the other team if they have 6 players present on the field at the time of toss.
 - o Also, the team arriving late will lose number of overs, equivalent to 1 over for every 4 mins they don't have 6 players, for their batting
- Upon prior notice to the umpire, in case one team reaches the ground with 6 players, later than the start time, the game will commence, but the team at fault will be deducted overs (at the rate of 1 over for every 4 minutes) from their innings.
 - o The team at fault needs to bowl their quota of overs, but will get to bat only the reduced overs.
- The game shall not commence until both the teams have 6 players on the field.

- The team without 6 players will be adjudicated as "**NO-SHOW**" after 15 mins from the scheduled start time and the game will be awarded to the team which has at least 6 players on the field.
- If both the teams are no-show, both teams will be penalized and the game would be abandoned after 30 mins from the scheduled start time.
- In case both teams are at fault, the match would be reduced as per the playing rules
- One neutral umpire will give a time update every 15 minutes.
- A player who is a no-show in the first innings cannot bat in 2nd innings until No. 7
- A player who is a no-show in the first innings cannot bowl in 2nd innings for that many overs that he was a no-show in the first innings

6.3 THE BALL

- Each team will bring a new ball, provided by SYCL, for the start of their innings
- The umpires will decide if and when a ball becomes unfit and it is the bowling team's responsibility to provide a suitable alternative

6.4 FIELDING REGULATION

Power Play Rules

- First 6 overs at the instant of delivery, no more than 2 fielders are permitted to be outside this inner fielding restriction area.

Non Power Play Rules

- No more than five fielders are permitted outside the inner fielding restriction area.
- No more than 5 fielders are permitted on leg side
- In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal "No Ball".

General

- No fielder is allowed to stand right behind the keeper or behind the umpire
- Number of Overs Per Bowler – Max 20% of playable overs. For 25 overs game it will be 5 overs and for 30 overs game it will be 6 overs.

6.5 DEAD BALLS, WIDES AND NO-BALLS

- Wide Ball - Judging a Wide
 - A delivery will not be called Wide, if it comes into contact with the striker's bat or person or is called as a No ball (Laws 2003)
 - **Off side Wides**
 - **For artificial mat**
 - The edge of the pitch marks the wide line (and not the inner white lines)
 - The umpire will call any delivery that passes over or outside of this line **Wide**. It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide.
 - **For most of the grounds**

- Two white lines will be marked joining the bowling and popping creases.
 - Each line will be parallel to the Return Crease and will be 35" (88.90cms) from the center of the middle stump.
- It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line.
- **Leg side Wides**
 - The line markings mentioned above do not apply to leg side deliveries.
 - Any ball passing down the leg side i.e. missing the leg stump and not been hit or hitting the batsman is deemed a wide ball even if the batsman steps inside the line.
- **Ball Pitching on the edge or off the matting**
 - Balls pitching on the edge or off the artificial wicket shall be called '**Wide**' and **deemed dead immediately which means no byes, outs or runs shall be added**
 - Ball pitching on the edge of off a real pitch shall be called '**No Ball**' and **deemed dead immediately which means no byes, outs or runs shall be added**
- If the bowler bowls a ball, not being called a No Ball, the umpire shall adjudge it a wide if the ball passes wide of where striker is standing and which also would have passed wide of the striker in a normal guard position or the ball passes above the head height of the striker standing upright at the popping crease
- No Balls – Judging a No-ball -
 - **Free hit**
 - **Free hit will be used for all no balls**
 - **Calling the bowling side**
 - Determining the initial bowling side is responsibility of the umpire. The bowler **shall not** be called for a 'no ball' in case they don't call their side
 - If however, the bowler, switches to a different side on a subsequent ball without informing the umpire it will be called a 'no ball'
 - **Overstepping/Side stepping**
 - Some part of the bowler's leg has to be behind the crease. Ideally the umpire should not be able to see the crease (near the foot) when the bowler stepped on it for delivery.
 - Bowler cannot bowl a delivery from outside the returning crease. For this particular rule, if the bowler's foot (any) is outside the returning crease at the time of delivery, it will be deemed a no-ball. In case of the Flicx pitch games played for U11 and U13, this rule will not be applied if return crease is not marked on the bowlers end. The return crease needs to be marked about 1 foot from the edge of the Flicx pitch.
 - **Bouncers/Short Pitched Balls**
 - One 'bouncer' ball per over is allowed. A short pitched ball is defined as any ball that passes or would have passed over the shoulder of the batsman in his normal standing position. It is immaterial whether he hits it or not.
 - If that short pitch ball is deemed a wide on grounds of height or direction or is a no ball anyway it counts as the one for the over.
 - The Bowlers End Umpire will inform the bowler, the batsman and the fielding captain that the one per over has been bowled.
 - Should there be a second 'bouncer' in the same over it will be called No Ball by the umpire.

- A third 'bouncer' in the same over will result in the umpire calling the bowler out and removing him from bowling further in the innings.
- **Bowling of high full pitch balls**
 - 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 dangerous and unfair, whether or not 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. 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 batsmen of what has occurred. This caution shall apply to that bowler throughout the innings. The umpires will ensure that no such deliveries go unpunished.
 - It is immaterial whether the batsman hits the ball or not.
 - Under the above law (and ICC), a No ball as soon as it passes the batsmen (if the batsman is inside the popping crease). So it doesn't matter that it hit the wicket - it's still a No ball and therefore the batsman cannot be ruled out.
- **Fielding restrictions**
 - If the bowling team is violating fielding restrictions at the time of delivery, the ball shall be called 'No Ball'
 - If the bowling team fielding is standing right behind the keeper or umpire at the time of delivery, the ball shall be called 'No Ball'
 - If the bowling team is adjusting the fielders or talking at the time of delivery, the ball shall be called 'No Ball'
- **Bowler breaking the Non-Striker's Wicket during Delivery**
 - Where a bowler breaks the non-striker's wicket during his delivery any umpire shall call 'No Ball' – free hit allowed.
- **Wide and No-Ball in the same delivery**
 - The width of the ball is not considered and even if it satisfies the criteria for a Wide it will still be a No ball
- **Out from a No-Ball**
 - When No ball has been called, neither batsman shall be out under any of the Laws except ICC 34(Hit the ball twice), ICC 37 (Obstructing the field) or ICC 38 (Run out).
- A legal delivery that reaches the batting crease (before being hit) in two or more bounces will be called a no ball. The batsman is allowed to hit the ball and take runs on it. The following delivery will be a FREE HIT as well.

6.6 LBWs

- Standard LBW rules will apply. Benefit of doubt will go to the batsmen.
- In summary
 - Ball pitching outside leg cannot result in an LBW no matter what
 - Ball hitting the batsmen outside the line of the wickets cannot result in an LBW
 - Ball hitting the batsmen at a height (or resulting height) over the stumps cannot result in an LBW

6.7 MANKADING

- The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. The bowler **may/may not provide one warning** for the non-striker before attempting Mankading.
- Since the bowler does not release the ball as a genuine delivery, the umpire will call the ball dead, in case the batsman was not out, and will not call it a No-Ball.

6.8 SUBSTITUTES

- Substitutes can be used to have 11 fielders in the field when the team does not have enough players to play the match or if a player is injured or needs to go out of the ground during the match.
- Substitute fielders don't have to be part of the team roster but it is encouraged for the substitute to be from the same team.
- Substitute fielders cannot be counted as part of 6 required fielders at the start of the game.
- **Substitute fielders cannot be from an older age group. For example, a U13 player (who does not qualify for U11 age category) cannot be a substitute fielder for a U11 match.**

Retiring a Batsman

- A batsman can be retired due to injury that happened during the game and that player can return to bat anytime.
- If strategically retired by coach, he is retired out and cannot come back for batting.

Retiring a bowler

- Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended
- This means a bowler cannot be retired intentionally
- Once retired due to the injury, the bowler cannot bowl again in the innings

12th Man/Substitute

- 12th man cannot bat or bowl. However, the 12th man is allowed to keep wickets and be used as substitute for fielding whenever needed. A bowler taking a break, and replaced by sub, has to at least field as many overs as he has rested before able to bowl again

7 TOURNAMENT RULES

- No team can request for a reschedule of their game due to team situations. To be fair to all teams, no reschedule requests will be entertained by the committee
- All issues/concerns should be sent in writing to syclusa@gmail.com
- **Abandoned/Forfeited games**
 - In the event of a game is abandoned/forfeited by any team there will be a penalty of 2 points
 - Team/Club will be immediately suspended
 - \$250 Penalty need to be submitted for further continuation in the ongoing tournament or return into a future tournament.

7.1 OUTCOME

The outcome of a game cannot be changed at any time. The only circumstances the outcome can be altered is when a team has been found to violate any rules related to the roster or other such violations.

7.2 POINTS

- Please note that we are following the standard ICC procedures for calculating the bonus points. 1 bonus point will be rewarded for the team that achieves victory with a run rate 1.25 times that of the opposition. A team run rate will be calculated by reference to the number of runs scored divided by the number of overs/balls faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face. A normal win will fetch the winning team 4 points and a win with bonus point will fetch the winning team 5 points. A tie will result in rewarding 2 points to both the teams
 - o There are no points for an abandoned game or a game which did not have 8 overs in an innings.
 - No bonus points are awarded for a tie game
 - o A game which is abandoned cannot be rescheduled unless it can be completed within the allocated 3 hours and 15 minutes

7.3 SUPER OVER

- In case of a tie, each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over.
- In the event if a ball is lost during the super over, then the bowling team has to supply another semi-new ball. A new ball cannot be used during the super over.
- The team batting second in the match will bat first in the super over.
- Whoever scores the most runs in the super over will be the winner of the match. In case scores are level, the team hitting maximum sixes in the match will win. If it is also same, the teams with maximum fours win the match.
- In case two wickets fell, it is counted as all-out and the total made before losing the wicket is final.
- If there is still a tie, then the game will be declared a tie and 2 points awarded to each team.

7.4 PENALTIES FOR DELAY OF GAME

- All penalties are completely at the Discretion of the Neutral Umpire Officiating the game.
- For the 1st innings, **the game will be stopped after stipulated time, irrespective of whether the bowling team was able to finish the overs.** The game time and does not include the drinks break at middle of the game.
- For every over not being bowled, the batting team will be awarded the current run-rate + 4 runs/ over.

Ex: For a 8:00 AM Game:

At 9:55 AM if the team bowling first has bowled only 21.4 overs, the remaining 2 balls will be bowled and the innings declared closed at 22 overs.

If the batting team has scored 120 runs, the current run-rate is: 5.45

Remaining overs to be bowled: 4 Additional runs to be added will be $(5.45 * 3) + (4 * 3) = 28$ runs
revised total will be: $120 + 28 = 148$ runs

- Umpire will make a judgment on delays in game caused by the batting team (during the 1st innings).
- Umpire will issue a warning for the first delay. For subsequent delays, based on the umpire's discretion an over leeway will be given to the bowling team.
- The team batting second, still gets to chase the target for 25 overs.
- If the team batting second is causing delays, then the same rule as the first innings applies. For every 4 minutes of wasted time, one over will be truncated from the innings.
- The team batting second still needs to chase the runs as determined within the first innings.

Ex: if the team batting first, after the fall of a wicket is taking a long time to send the next batsmen, change leg umpires and or supplying drinks or any other additional delays... if the delays exceed 3+ minutes, the bowling team can finish the allocated 110 minutes with having bowled 25 overs & no penalty will be accessed against the bowling team. If there are multiple warnings, then the resultant overs will be calculated accordingly. For example for 2 warnings in total, after the first warning, the team bowling first is expected to bowl only 23 overs.

- During the Second innings, the game will be stopped after stipulated time. The penalty for the number of remaining overs after stipulated time, will be current run-rate + 4 runs/ over (if this delay is caused by the bowling team. if the delay is caused by the batting team, the penalty as appropriate to the batting team applies). The resultant calculation will be used to determine the result. An extra 1 run is taken into account on account of the team bowling second already aware of the situation and the potential result.
- If there is a delay in the game due to an injury, the ball getting lost, other extraneous circumstances, weather etc. the team bowling first will stop the innings after stipulated time. The number of overs bowled becomes the defacto game. Ex: after 110 minutes, there has been only 20 overs bowled, then the total number of overs for the game becomes 20 overs a side. If there are any other penalties as levied by the umpire, from the previous conditions, then those would apply.