Syntel’s SECL 2018 Rules

1. Every team members will have participation fees of $20 which is non-refundable.
2. Hard Tennis ball will be used.
3. Win equals 2 points, Bonus Point equals 1 point. Bonus point will be rewarded for the team that achieves victory with a run rate 1.25 times that of the opposition (as per ICC rules).
4. For Net Run Rate calculation standard ICC rules will be followed.
5. Main Umpire will be from neutral team and should have gone through these rules.
6. One point will be deducted if neutral umpire is not shown for umpiring.
7. Teams not having at-least 6 players at start time of the game shall start losing overs at the rate of 1 over for every 5 minutes. If both teams are late, then overs shall be reduced for both teams.

After 30 minutes from start time, if a team is still short of players, the other team shall be declared winners with 2 points.

After 30 minutes from start time, if both teams are short of players, match shall be called off and both teams get ZERO points.

1. Based upon the baseball field location we will have some specific scoring rules for situations like ball going into dug-out, crosses infield and goes out of ground. Such rules will be explained to captains at the start of the game.
2. Each team is responsible for bringing their own refreshments and cleaning their dug out area.
3. All washed out games will be rescheduled ONLY once to be played on a reserved weekend before playoffs. Washed out games include the games which could not have at least 4 overs bowled for each team due to rain.
4. If game is not completed due to the rain and batting first team has completed 10 overs, and 2nd team has batted at least 4 overs then D&L method will be used to declare the winner.
5. In case of a tie of scores in the league and playoffs, a SUPER OVER will be used. The team chasing shall bat first in super over. Both teams shall give names of 1 bowler and 3 batsmen to the umpire and the umpire shall review and give it to the opponent teams. If super over also doesn’t resolve the tie, then another super over game will be played until a result is produced.
6. Every team is encouraged to have uniforms in solid colored clothing to participate in this tournament.
7. Players registered with a team for SECL 2018 can’t change teams once the tournament begins.
8. Once the playoff begins, rosters are locked and it can’t be changed. A player must play at least one league game to be eligible for playing in Qualifier and Eliminator.
9. Umpires decision will be final and in case of conflict Umpires can involve Captains/Organizers.
10. All matches except Semi Final and Final will be of 10 overs per inning and then rest are 12 overs per innings.
11. Dead ball will be given if the ball bounces more than once.
12. Dead ball shall be given if the ball hits the nail or the edge of the mat.
13. Wide ball shall be given if the ball pitches outside the mat and the batsman cannot run for more extras of this wide ball.
14. One bouncer per over is allowed.
15. If the ball goes over the batsman’s head and it’s untouched it is called a wide for the first occurrence of the over ONLY. This shall count as one bounce for the over.
16. If the ball goes over the batsman’s head and it’s untouched it is called a NO BALL for any occurrence after the first bouncer is announced to the bowler. Free hit shall follow.
17. Any bouncers, if made contact by the batsman, even if it would have gone above head shall be counted as Legal ball for the first time in over and NO ball any time after that.
18. A No-ball shall result in a free hit for the batting team. Players can take runs for BYE & Overthrow, no runs/run-out for Leg Byes. No LBW and Leg Byes.
19. One bowler can bowl maximum of 2 overs for all the League, Qualifier and Eliminator matches and 3 overs maximum for Semi-Final and Final.
20. If a bowler bowls 3 no balls that if Umpire feel it’s Dangerous to batsman can bar the bowler to continue bowling and will not be bowling for the entire innings.
21. First 3 overs will be default Power Play. During Power Play only 2 players are allowed to field outside of inner circle otherwise only 3 players are allowed to field outside of inner circle.
22. Scoring will be done on Cricclubs App and manually just in case App doesn’t work.
23. If a team decides to forfeit the game for any other reason other than short of players, the organizing committee shall have the right to NOT let the team participate in any of current or future Power tournaments conducted by the same organizing group.
24. Any forfeit league games, shall result in win for the playing team with 2 points. No bonus points shall be given for forfeited games. If it happens in knockout stages, the playing team shall advance to next level.
25. Chucking is not allowed and will be called a no-ball by the umpire. If a bowler is identified to be chucking in between his overs, the neutral main umpire or the organizer present in the field have the right to disqualify that bowler from bowling in this tournament.
26. Organizing committee reserve the right to come up with approaches to resolve issues and unforeseen circumstances and deal with them at their discretion.