

# Cricket

1. Every team can have a maximum of 16 players and 11 players will be playing in one game. All the players will be asked to show their ID cards before the match, failing which the defaulting individual(s) will not be allowed to play.
2. All the communication will be done through the team captain. The Team captain is responsible for informing all the teammates about the time and date of the matches.
3. Teams have to report at the given time, failing to which may result in walkover to the opponent team.

## Game rules-

1. No shoes with metal spikes will be allowed to wear.
2. A written list of 11 players must be presented at the time of the coin toss.
3. Matches shall be played according to the ICC rules in force, as adopted from time to time by the Board of Control for Cricket in India, unless otherwise modified.
4. Each game will be played in T20 format, with six overs of powerplay and maximum 4 overs per bowler.
5. Each side has 90 minutes to get through their 20 overs. There are run penalties for each over which hasn't been bowled in the allocated time, which would be declared later.
6. If any group stage matches are tied then equal points will be awarded to both the teams. But for knockout matches, the Super Over will be repeated until one team scores more runs than the other.
7. If two teams have same points at the end of group stage, the team having the better net run-rate shall be placed higher in the table.

### Rules regarding the postponement of cricket match due to rain

- When rain affects play during the innings of the first team itself, the match will be continued, from where it has been discontinued. The umpires shall decide whether the ground is fit for play.
- Minimum 5 over per innings is required to declare the result of the match.
- If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie.
- 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 comparison with the DLS 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.
- In case no play is possible, equal points will be awarded to both teams in group stages. In knockout stages, the team with better position in group stage will qualify (more points or better run rate in case of same points).

#### Note-

- Organizing committee has the power to give a walkover to a team if the opposing team does not turn up in 15 minutes after the scheduled time.