

Rules & Regulations

TEAM

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

PLAYERS

Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless in exceptional circumstances, allows subsequent additions.

The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder to act for a nominated player, at the start of the match, or at any subsequent time

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire.

If the player is absent from the field for longer than 8 minutes, the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

UMPIRES

The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality.

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

Neither team will have a right of objection to an umpire's appointment

The umpires shall be the final judges of the fitness of the ground, weather and light for play.

BALL

The Home team shall provide cricket balls of an approved standard for T20I cricket and spare used balls for changing during a match, which shall also be of the same brand.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play

In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

Number of Overs per Bowler

No bowler shall bowl more than 4 overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

INTERVALS

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier

NO BALL

- If a bowler ever delivers a ball overstepping the popping crease, it is a no-ball.
- The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled over arm.
- The batting team gets one run for the ball and the next delivery is a free hit. In other words, in the next ball, the batsmen can only be dismissed through a run out.

FREE HIT

- In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless:
 - a) There is a change of striker
 - b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

GENERAL

- If either of the umpires believes that a team is wasting time, he can award a five-run penalty, at his own discretion.
- In a normal T20 game, the interval lasts for 15 minutes. However, in a reduced-overs match, it can be cut to 10 minutes.

- If, and only if, each of the two teams has faced (or had the opportunity to face) five overs, will be a match deemed to have played.
- In each Twenty20 cricket match, one short-pitched ball is allowed per over.
- To calculate a team's net run rate, the average runs per over scored by that team is deducted from the average runs per over scored against it.

Field Restrictions

- At the most, five fielders can be on the leg side, at any given point of time.
- In the first six overs of a T20 game, there cannot be more than two fielders outside the 30-yard circle.
- There can be a maximum of five fielders outside the fielding circle, after the first six overs end.
- The fielding team has to start bowling its 20th over within 75 minutes. If it fails to do so, extra six runs will be added to the batting team's score, for every whole over bowled after the 75 minute-mark. In case the umpire believes that the batting team is wasting time, he may add more time to this.

Tie Deciders

There cannot be a tie in a Twenty20 cricket game. If, and when, there is a tie by the end of a T20 match, it is broken with a one over per side – Eliminator or Super Over. Each of the two teams nominates three batsmen and one bowler, to play a one-over per side, which can be termed as mini-match. If a team loses two wickets before the over is complete, it loses the game. If this does not happen, the team with the higher score from its over wins it. In case there is a tie after the mini-match as well, the team that has higher number of sixes in its full innings, or in the Super Over, will be declared the winner. If, by any chance, there is still a tie, the winning team is the one with the higher number of fours in both innings.

OTHERS

- We'll be conducting matches with white balls so it's mandatory for every team to wear coloured outfits on fields.
- In case of heavy rain, decision taken by umpires will be considered as final.
- In case of any discrepancy during finals or semi-finals, winner will be decided on the basis of point's tally of league matches STRICTLY.
- Teams are requested to report the ground 15 minutes before the scheduled start time.
- Walkover will be given to a team if the opponent team is not able to reach the ground within 15 minutes of the scheduled time.
- If there would be need of applying D/L rules, Umpire's decision will be final.
- No team shall argue with umpires in any case. It could lead to cancellation of team registration and no refunds will be given. It could also attract proper disciplinary actions against the team.
- All the matches are to be played on turf wicket.
- No extra labour will be provided for any team help.

****RULES & SCHEDULE ARE SUBJECT TO CHANGE IN THE SPIRIT OF THE GAME
& FESTIVAL AND THE FINAL DECISION RESTS WITH THE *SANGRAM*
ORGANIZING TEAM**