

# **RULE BOOK LEATHER CRICKET SPARDHA**

## **1. Tournament Format**

The tournament will be conducted in a league format followed by knockout stages. Teams will play league matches to qualify for the Semi-Finals and Final. Qualification criteria will be decided by the tournament committee.

## **2. Match Format (Overs)**

League Matches: 12 overs per side.

Semi-Finals: 16 overs per side.

Final Match: 20 overs per side.

## **3. Bowling Restrictions**

12-over matches: Maximum 3 overs per bowler.

16-over matches: Maximum 3 overs per bowler.

20-over matches: Maximum 4 overs per bowler.

## **4. Powerplay Rules**

12 overs: Powerplay of 4 overs.

16 overs: Powerplay of 5 overs.

20 overs: Powerplay of 6 overs.

## **5. Ball Rules**

A new leather ball will be provided for each innings. If the ball is lost during the powerplay, a new ball will be issued. After the powerplay, replacement balls will be provided at the discretion of match officials.

## **6. LBW Rule**

LBW (Leg Before Wicket) is applicable in all matches. LBW decisions taken by the on-field umpires will be final.

## **7. Substitutions & Injuries**

Substitutions are allowed only for fielding purposes. Batting or bowling substitutions are not allowed. In case of injury, one replacement player may be allowed with the consent of match officials and the opposing team.

## **8. Bye / Walkover Rule**

If a team fails to report on the ground at the scheduled match time, a waiting period of 15 minutes will be given. If the team does not arrive within this 15-minute time span, a bye (walkover) will be awarded to the opposing team.

## **9. General Rules**

All standard Laws of Cricket apply unless mentioned otherwise. Decisions of the umpires and tournament committee are final and binding. Any form of misconduct may lead to penalties or disqualification.

## **10. Dress Code**

Teams are encouraged to wear uniform jerseys. White clothing should be avoided as this is a white-ball leather cricket tournament.