

STARWOOD PREMIER LEAGUE-SEASON 4
MEN'S CRICKET-RULE DOCUMENT

VER-1.1

Match Format:

1. Each team will compete against every other team twice, resulting in 6 matches for each team in the league.
2. All league matches will consist of 15 overs per innings, while the 3rd Place match and the Final will have 20 overs per innings.
3. In league matches, the first 4 overs will be designated as Power Play overs, with only 2 fielders permitted outside the inner circle. In the 3rd Place and Finals, the Power Play will be for the first 6 overs.
4. For league matches, each bowler is allowed a maximum of 3 overs; however, in the 3rd Place and Final matches, each bowler can bowl up to 4 overs (minimum 5 bowlers to be used).
5. At any given time, the fielding team can have a maximum of 5 players positioned on the leg side, including the bowler.
6. No DRS for any Umpire decisions.
7. If there is a delay of up to 30 minutes from the scheduled match start time due to external factors, the number of overs will be reduced based on the remaining available match slot time.
 - Eg: If a match is scheduled to start at 7AM, it must commence on or before 7:30 AM to avoid any reduction in overs.

- If the start is delayed beyond 7:30 AM, overs will be reduced proportionately based on the delay.
- Over reduction will be calculated at a rate of 1 over for every 4 minutes (per innings) of delay beyond 7:30 AM.
- If the 1st match starts at 8:00 AM, it means there is a 30-minute delay beyond the buffer time of 7:30 AM. Accordingly, the match will be played with 11 overs per innings, with a total reduction of 8 overs. This reduction (8 overs × 4 minutes per over = 32 minutes) effectively compensates for the delay.
- At any circumstance, a minimum of 8 overs per side is required for a match to be considered valid.
- If the last match of the day is delayed and cannot be conducted with at least 8 overs per side, then the match will be abandoned and both teams will be awarded 1 point each.

DLS Rules:

- DLS will be applicable only during the 2nd innings, and only after the completion of the Powerplay.
- If the match is delayed by more than 30 minutes beyond the scheduled end time, the result will be determined using the DLS method.
- Eg: If a match starts on time at 7:00 AM and is interrupted due to rain or any other reason, with play resuming at 8:30 AM, the original end time of 9:15 AM will still apply, and with an additional 30-minute buffer, play can continue until 9:45 AM, beyond which the match

will be stopped and the result determined using the DLS method.

Rules & Regulations:

1. All players can be used in a game at any point of time.
2. Bowler should be on the field for minimum 2 overs before he comes to bowl.
3. Leg byes are permitted. LBW rules do not apply.
4. The wicketkeeper is allowed to bowl at any time without needing to notify the umpires about the change in the wicketkeeper.
5. Only one bouncer per over above shoulder height is permitted. Any subsequent bouncer of this nature will be deemed a no-ball even if it is hit by the batsman.
6. The decision made by the umpires is final. No arguments/fights with umpires.
7. Even if fielding captain permits Bye-runners are not allowed.
8. Retired Out: If a player is called by a batting captain for any tactical reasons is considered as OUT & the player cannot bat again in the same innings.
9. Retired Hurt: If a batsman returns to the dugout because of any injuries he can only come to bat again as a last batsman. If one or more retire hurts in the same innings the batsman should return to bat only in retired hurt sequential order.

Super Over & Match Result Rules:

1. Tie Scenario

* If a match ends in a tie, a Super Over will be conducted to determine the winner.

2. Super Over-Matches 1 to 3

- * For the first 3 matches of the day, a Super Over will be conducted without any challenges in case of a tie.
- * This is feasible as there is a 15-minute gap before the next match, along with an additional 30-minute buffer window available can be used if required.
- * In a worst case scenario, if the scheduled start time of the next match is reached even after the buffer time of 30 mins, the Super Over will not be conducted and each team will be offered with 1 points. This is just to avoid delay of next game start without any over reduction.

3. Super Over – Match 4 (Final Match of the Day)

- * For the 4th (last) match of the day, a Super Over will be conducted only if sufficient light is available.
- * In case of insufficient or poor light conditions, the Super Over will not be played.
- * The match will then be declared a tie and both teams will be awarded 1 point each.

4. Multiple Super Overs

- * If the first Super Over also ends in a tie, additional Super Overs will be played.
- * Multiple Super Overs will continue only as long as they do not impact the scheduled start of the next match.
- * If continuing further is likely to delay the next match or force any over reduction (only happens if super over continued beyond the 15+30 mins buffer time), the Super Over process will be stopped.

* In such cases, the match will be declared a tie, and both teams will be awarded 1 point each.

Super Over Time & Decision Rule:

A Super Over requires a minimum of 15 minutes to be completed. The GC and on-field umpires will assess whether sufficient time is available to conduct the Super Over without delaying the start of the next match (including 30 mins buffer) or causing any over reduction.

- If 15 minutes is available and the next match remains unaffected, the Super Over will be conducted.
- If sufficient time is not available, both teams will be awarded one point each.
- In borderline situations (± 2 to 3 minutes), the final decision will be taken by the GC and umpires together to proceed or skip the super over.

In such situation, all teams are requested to respect and support the decision taken by the GC and umpires.

Innings Duration and Time Penalty Regulations:

League stage: Each innings is limited to a maximum of 65 minutes, with an additional 5-minute buffer (for a total of 70 minutes). The timer begins with the first ball bowled.

* Break Time:

A 2 minute mandatory drinks break will be allowed at the end of 7 overs.

Between Innings: A 5-minute interval will occur between innings.

3rd & Final : Each innings is limited to a maximum of 90 minutes, with an additional 10-minute buffer (for a total of 100 minutes). The timer begins with the first ball bowled.

* Break Time:

A 3 minute mandatory drinks break will be allowed at the end of 10 overs.

Break Between Innings: A 5-minute interval will occur between innings.

Field Restriction Penalty:

A penalty that restricts the number of fielders outside the 30-yard circle to 4 will be imposed in the following circumstances:

1. Slow Over Rate: If the bowling side does not finish their allocated 15/20 overs within the 70-minute/100-minute limit, the fielding restrictions will persist until the innings concludes for any overs remaining beyond the 70/100 minutes.
2. Exceptions: Time lost due to unavoidable circumstances, such as injuries to players in the batting team or other legitimate situations, will not count towards the 70/100-minute limit. Umpire will have a track on this.

Disciplinary Regulations for Players on the Field:

1. Use of Abusive Language (directed toward Players or Umpires) during personal confrontations.

* First Offense: A warning will be issued.

* Second Offense: The player will face a ban for the subsequent game, depending on the incident's severity or context.

2. Physical Altercation (Hitting/attempting to hit or injuring a Player or Umpire)

* Immediate Action: The player will be suspended from both the ongoing and the following game.

* Additional Penalty: Depending on the severity or context of the incident, the player may face a ban for the ongoing and an additional two upcoming games.

All the above penalty decisions will be assessed and decided by GC.

Fielding and Substitution Regulations:

1. Players Requirement: A team must play with the available players during the match/innings start.

2. Grace Period for Substitutes: A grace period of 4 overs is permitted for a team to organize a substitute fielder.

3. Role of Substitute Fielder: The substitute is allowed to field in positions inside the 30 yards circle (they cannot take on the role of the wicketkeeper but can field in other positions close to the wicket). Any catches taken or runouts achieved by the substitute will not be recorded under their name.

4. Condition Post-Grace Period: If the actual player has not arrived within powerplay overs, the substitute will be removed, and the team must continue with the available players.
5. Consent from Opponent Captain: The captain of the batting team must consent to the use of a substitute.
6. Maximum of only 2 substitutes from other teams are allowed at any given point of time.

Ball Change During the Course of the Game:

A change of ball during the match will be permitted only under the following conditions, based on a claim made by the batsman: In the event of a ball lost before the end of powerplay, a new ball will be provided as a replacement. If the ball is lost after 4 overs, a used ball will be given instead. The umpires will select the replacement ball. Umpires decision is final.

1. Ball Condition:

If the ball is damaged or faulty or if it is not pitching/behaving properly.

2. Ball Colour Change:

If there is a noticeable change in the ball's colour affecting visibility.

3. Ball Goes into Water:

If the ball goes into water, play will immediately resume with a replacement ball provided by the umpire (mandatory change).

* The wet (match) ball will be dried by the organisers and will be brought back into play immediately once it dries.

* The batsman may request the above mentioned condition for the change of the replacement ball, but the final decision rests with the umpire.

4. Ball Visibility Due to Bad Light:

* Ball change will be considered only on the batsman's claim. The bowling team cannot request a ball change for this reason.

Note:

All possible scenarios have been comprehensively covered in the rules document by the GC. In the event of any unforeseen situation, the GC will assess and make a decision on the spot. We request everyone to respect and support the GC's decision.

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