



Indian Street Premier League T10 Cricketing Rulebook (Effective Date – 4th March 2024)



RULES & REGULATIONS

1. 1 THE PLAYERS

1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

2. Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing to the ISPL Match Referee before the toss. No player (member of the playing eleven) may be changed after the nomination and prior to the start of play without the consent of the opposing captain. (Except in case of injury and the same shall be immediately reported to ISPL Match Referee)
3. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the ISPL Match Referee, in exceptional circumstances, allows subsequent additions.
4. All those nominated including those nominated as substitute fielders, as well as any Concussion Replacements, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.
5. In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable ISPL Regulations pertaining to cricket and in particular, the Clothing and Equipment Regulations, the Anti-Doping Code and the Anti-Corruption Code.
6. A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:
 - 6.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or
 - 6.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.
7. A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that:
 - 7.1 the players' dressing room (or any part thereof) for the match is not within the playing area described in clause

2. Squad

- a. The squad of each team would be of 16 players each
- b. The playing 11 of the squad needs to have a mandatory:
 - i. One player from each ISPL Zone (East, West, North, South and Central)
 - ii. One U/19 Player
- c. **The captain needs to mark their list of bowlers from the playing 11 during their lineup who can be challenged during the 50-50 over. (minimum 5 Bowlers Compulsory except U/19)**

A substitute of a player could be done based on the zone category of the player only.



3. Playing Gear

- a. Batsman needs to wear guard compulsory during their batting.
- b. Batsman are permitted to use security equipment's for their safety.
- c. Wicket keeper is allowed to wear gloves.
- d. Fibre and Plastic bats would strictly not be allowed, only wooden bats would be permitted for use during the matches of ISPL T10.

4. Captain

- a. If at any time the captain is not available, a deputy shall act for him.
- b. If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so.
- c. At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss.

5. Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

6. Boundary & Circle

- a. The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.
- b. The aim shall be to maximise the size of the playing area on venue. With respect to the size of the boundaries, no boundary shall be longer than 60 yards (54.864 meters) from the batting Crease to be used.
- c. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field

7. THE UMPIRES

a. Appointment and attendance

- i. The following rules for the selection and appointment of T10 umpires shall be followed as far as it is practicable to do so:
- ii. The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least two hours before the scheduled start of play,
- iii. The following Match Officials are to be appointed for each T10 match:
- iv. One (1) Match Referee, appointed by the ISPL.



- v. Two (2) on-field umpires appointed by the ISPL from their representatives on a Panel of Umpires.
- vi. One (1) third umpire appointed by ISPL from their representatives, who shall act as the emergency on-field umpire.
- vii. Neither team shall have a right of objection to the appointment of any umpire or match referee.

8. Change of umpire

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

9. The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

- a. the creases are correctly marked.
- b. the wickets are properly pitched.
- c. the boundary of the field of play complies with the requirements for determining the boundary of the field of play), Identifying and marking the boundary and restoring the boundary.

10. Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

11. Fitness for play

- a. It is solely for the umpires together to decide whether either condition of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- b. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- c. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.
- d. Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- e. Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- f. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batter of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

12. Position of umpires

- a. The umpires shall stand where they can best see any act upon which their decision may be required.
- b. Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.
- c. The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.



13. Disagreement and dispute

- a. Where there is disagreement or dispute about any matter, the umpires together shall make the final decision.

14. THE SCORERS

a. Appointment of scorers

- i. Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

b. Correctness of scores

- i. The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary.

c. Acknowledging signals

- i. The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

15. INTERVALS

a. An interval

b. The following shall be classed as intervals.

- i. Intervals between innings.
- ii. A drinks interval
- iii. Strategic Timeout in each innings before the start of the 6th Over (2 mins).
- iv. Any other agreed interval.
- v. Only these intervals shall be considered as scheduled breaks (fielder absent or leaving the field of play).

16. Duration of interval

- a. There shall be a 10 minutes interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

17. Allowance for interval between innings

- a. It will be on sole discretion of the match officials based on the situation of interval if required.

18. Starting a new over

Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval has been reached.



19. Completion of an over

Other than at the end of the match,

- a. if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken.
- b. when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if
- c. either a batter is dismissed or retires, or
- d. the players have occasion to leave the field,
- e. whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

20. Conclusion of match

- a. The match is concluded
- b. as soon as a result is reached.
- c. as soon as the prescribed number of overs have been completed
- d. The match is concluded if, without a conclusion, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

21. Hours of Play; Minimum Overs Requirement

To be determined by the ISPL subject to there being 2 innings of 40 minutes each, separated by a 10-minute interval between innings.

22. Minimum Over Rates

- a. The minimum over rate to be achieved in T10 Matches shall be 1 over per 4 (four) minutes.
- b. The actual over rate shall be calculated at the end of each innings by the umpires.
- c. In calculating the actual over rate for the match, allowances shall be given as follows:
- d. The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;
- e. The time lost as a result of a player being required to leave the field as a result of a serious injury;
- f. The time taken for all third umpire referrals and consultations and any umpire or player reviews;
- g. The time lost as a result of time wasting by the batting side; and
- h. The time lost due to all other circumstances that are beyond the control of the fielding side.
- i. When taken, two minutes and 30 seconds for the drinks break in each innings.
- j. In the event of any time allowances being granted to the fielding team above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.
- k. In addition to the allowances as provided for above,



- l. an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.
- m. If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

23. INNINGS

a. Number of innings

- i. A match shall be one innings for each side.

b. Alternate innings

- i. Each side shall take their innings alternately.

c. Completed innings

- d. A side's innings is to be considered as completed if any of the following applies
- e. the side is all out.
- f. at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.
- g. the prescribed number of overs have been bowled to the batting side.

24. The toss

Instead of the traditional coin flip, both team captains will stand facing each other anywhere on the 22-yard pitch. They will then begin walking towards each other, taking alternate steps in a rhythmic manner.

The steps are crucial: the heel of the front foot should touch the toes of the back foot with each stride. It's a dance-like motion that adds an element of suspense to the toss.

The captain whose foot eventually rises above the other captain's foot wins the toss! They will then have the privilege of choosing whether to bat or bowl first, setting the tone for the match ahead and making the choice of innings, under the supervision of the ISPL Match Referee, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play.

25. Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

26. Duration of Match

All matches will consist of one innings per side, each innings being limited to a maximum of 10 overs.

27. Length of Innings

- a. Each team shall bat for 10 overs unless all out earlier.
- b. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 10 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.



- c. If the team batting first is dismissed in less than 10 overs, the team batting second shall be entitled to bat for 10 overs.
- d. If the team fielding second fails to bowl 10 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

28. Delayed or Interrupted Matches

- a. Delay or Interruption to the Innings of the Team Batting First
- b. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 1 over per 5 minutes in the total remaining time available for play.
- c. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.
- d. If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

29. Extra Time

The Officials and ISPL may agree to provide for extra time where the start of play is delayed or play is suspended. For clarity, the changeover period (4 minutes) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

30. Number of Overs per Bowler

- a. No bowler shall bowl more than 2 overs in an innings.
- b. In a delayed or interrupted match where the overs are reduced for both teams, the match referee would decide the number of overs per bowler for that particular innings

31. All other matches – A Tie or No Result

- a. In Case of a Tie
- b. If the teams' scores are equal after both innings have been completed then a Super Over shall be played. If the Super Over is a tie, a subsequent Super Overs shall be played until there is a winner.

32. Statement of result

- a. If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.
- b. If the side fielding last wins the match, the result shall be stated as a win by runs.

33. Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires.



34. Mistakes in scoring

- a. If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then they shall adopt the following procedure.
- b. If, when the players leave the field, the side batting last has not completed its innings and,
- c. either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached then, unless one side concedes defeat, the umpires shall order play to resume.
- d. Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as they were at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.
- e. If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

35. Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match, the result cannot thereafter be changed.

36. THE OVER

Number of balls

The ball shall be bowled from each end alternately in overs of 6 valid balls.

Start of an over

An over has started when the bowler starts his run-up or, if there is no run-up, starts his action for the first delivery of that over.

37. Validity of balls

- a. A ball shall not count as one of the 6 balls of the over unless it is delivered, even though except Non-striker leaving his ground early a batter may be dismissed or some other incident occurs without the ball having been delivered.
- b. A ball delivered by the bowler shall not count as one of the 6 balls of the over if:
- c. if it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. (Dead ball; ball counting as one of over).
- d. if it is called dead in the circumstances based on the case to case as per the umpire (Umpire calling and signalling Dead ball).
- e. if it is a No ball.
- f. if it is a Wide.
- g. when any player returning without permission), Fielding the ball, Deliberate attempt to distract striker, or Deliberate distraction, deception or obstruction of a batter is applied.
- h. Only valid balls shall count towards the 6 balls of the over.



38. Call of Over

When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call Over before leaving the wicket.

39. Umpire miscounting

- a. If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.
- b. If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, he/she may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.
- c. Whenever possible, the third umpire shall liaise with the scorers and if possible inform the on-field umpires if the over has been miscounted.

40. Bowler changing ends

A bowler shall be allowed to change ends as often as desired, provided he/she does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

41. Finishing an over

- a. Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.
- b. If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

42. Bowler incapacitated or suspended during an over

If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated during an over, the umpire shall call and signal Dead ball. If a bowler is incapacitated or suspended during an over, another bowler shall complete the over from the same end, provided that he/she does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

43. LEG BEFORE WICKET

44.1 Out LBW

- a. The striker is out LBW if all the circumstances
 - i. The bowler delivers a ball, not being a No ball
 - ii. the ball, if it is not intercepted full-pitch, pitches in line between wicket and wicket or on the off side of the striker's wicket
 - iii. the ball not having previously touched his bat, the striker intercepts the ball, either full-pitch or after pitching, with any part of his person
 - iv. the point of impact, even if above the level of the bails,
 - v. either is between wicket and wicket
 - vi. or if the striker has made no genuine attempt to play the ball with the bat, is
 - vii. between wicket and wicket or outside the line of the off stump.
 - viii. but for the interception, the ball would have hit the wicket.

44. Interception of the ball

- a. In assessing points of impact in clauses above, only the first interception is to be considered.



- b. If the bowler's end umpire is not satisfied that the ball intercepted the batter person before it touched the bat, the batter shall be given Not out.
- c. It is to be assumed that the path of the ball before interception would have continued after interception, irrespective of whether the ball might have pitched subsequently or not.

45. Out Obstructing the field

- a. Either batter is out Obstructing the field if, and while the ball is in play, he wilfully attempts to obstruct or distract the fielding side by word or action. (Hit the ball twice).
- b. The striker is out Obstructing the field if in the act of receiving a ball delivered by the bowler, he wilfully strikes the ball with a hand not holding the bat. This will apply
- c. whether it is the first strike or a second or subsequent strike. The act of receiving the ball shall extend both to playing at the ball and to striking the ball more than once in defence of his wicket.

46. DEAD BALL

a. Ball is dead

The ball becomes dead when

- i. it is finally settled in the hands of the wicket-keeper or of the bowler.
- ii. a boundary is scored. Runs scored from boundaries.
- iii. a batter is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal.
- iv. whether played or not it becomes trapped between the bat and person of a batter or between items of his/her clothing or equipment.
- v. whether played or not it lodges in the clothing or equipment of a batter or the clothing of an umpire.
- vi. there is an award of Penalty runs under either in case Player returning without permission or Fielding the ball. The ball shall not count as one of the over.
- vii. The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.

47. Umpire calling and signalling Dead ball

- a. When the ball has become dead, the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players.
- b. Where either umpire is required to call and signal Dead ball, the ball will be considered to be dead at the instant of the incident causing the ball to become dead. These instances may be:
 - c. intervening in a case of unfair play.
 - d. a possibly serious injury to a player or umpire occurs.
 - e. leaving his/her normal position for consultation.
 - f. one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
 - g. the striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.



- h. the striker is distracted by any noise or movement or in any other way while preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the match or outside it. The ball shall not count as one of the over.
- i. there is an instance of a deliberate attempt to distract or Deliberate attempt to distract striker or Deliberate distraction, deception or obstruction of batter. The ball shall not count as one of the over.
- j. the bowler drops the ball accidentally before delivery.
- k. the bowler throws the ball towards the striker's end before entering his/her delivery stride
- l. the ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker i.e. non-striker leaving his/her ground early.
- m. satisfied that the ball in play cannot be recovered.
- n. he/she considers that either side has been disadvantaged by a person, animal or other object within the field of play. However, if both umpires consider the ball would have reached the boundary regardless of the intervention, the boundary should stand.
- o. the striker attempts to play the ball and no part of his/her person, whether grounded or raised, remains within the pitch or Area of pitch.
- p. required to do so under any of the Playing Conditions not included above.
- q. Once the ball is dead, no revoking of any decision can bring the ball back into play for that delivery.

48. NO BALL

a. Mode of delivery

- i. The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.
- ii. It is unfair if the bowler fails to notify the umpire of a change in his/her mode of delivery. In this case the umpire shall call and signal No ball.
- iii. Underarm bowling shall not be permitted
- iv. For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.
- v. An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).
- vi. If the bowler throws the ball towards the striker's end before entering the delivery stride, it is not a No ball.
- vii. The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,
- viii. bounces more than once
- ix. or rolls along the ground before it reaches the popping crease.
- x. or pitches wholly or partially off the pitch before it reaches the line of the striker's wicket.
- xi. Ball bouncing overhead height of striker



- xii. Given the limited resources we have access to and the space we operate in, it is impossible to ascertain whether the bowler has a suspect action. However, if the bowler has been reported of a suspect action the Leg umpire will bring to notice of the main (neutral) umpire and neutral umpire will declare a No Ball if the bowler chucks the ball and can go to an extent of not allowing the bowler to ball. It is not necessary for the batting team to appeal for chucking. This is solely the neutral umpire's decision and the appeal can be over ruled.

49. Fair delivery – the feet

- a. For a delivery to be fair in respect of the feet, in the delivery stride
- b. the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.
- c. the bowler's front foot must land with some part of the foot, whether grounded or raised
- d. on the same side of the imaginary line joining the two middle stumps as the return crease, and
- e. behind the popping crease.
- f. The third umpire shall review television replays of the bowler' feet landing and, if he/she is satisfied that not all the requirements have been met, advise the bowler's end umpire who shall in turn immediately call and signal No ball (Bowling of deliberate front foot No ball).

50. Free Hit

- a. In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide) then the next delivery will become a free hit for whichever batter is facing it.
- b. 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.
- c. Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- d. There is a change of striker or
- e. 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.
- f. For clarity, the bowler can change his/her mode of delivery for the free hit delivery.
- g. 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.

51. WIDE BALL

a. Judging a Wide

- i. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition of No Ball Above.
- ii. the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal batting position.
- iii. the ball passes above the head height of the striker standing upright at the popping crease.



- iv. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.
- v. Umpires are instructed to apply very strict and consistent interpretation in regard to this clause in order to prevent negative bowling wide of the wicket.

52. Revoking a call of Wide ball

- a. The umpire shall revoke the call of Wide ball if there is any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.
- b. The umpire shall revoke the call of Wide ball if a delivery is called a No ball.

53. BYE AND LEG BYE

a. Byes

If the ball, delivered by the bowler, not being a Wide, passes the striker without touching his/her bat or person, any runs completed by the batters from that delivery, or a boundary allowance, shall be credited as Byes to the batting side. Additionally, if the delivery is a No ball, the one run penalty for such a delivery shall be incurred.

b. Leg byes

- i. If a ball delivered by the bowler first strikes the person of the striker, runs shall be scored only if the umpire is satisfied that the striker has
 - ii. either attempted to play the ball with the bat
 - iii. or tried to avoid being hit by the ball.
- c. If the umpire is satisfied that either of these conditions has been met runs shall be scored as follows.
 - i. either no subsequent contact with the striker's bat or person, or
 - ii. only inadvertent contact with the striker's bat or person
 - iii. any runs completed by the batters or a boundary allowance shall be credited to the striker in the case of subsequent contact with his/her bat but otherwise to the batting side.
 - iv. The runs, unless credited to the striker, shall be scored as Leg byes.
 - v. Additionally, if the delivery is a No ball, the one run penalty for the No ball shall be incurred.

54. Leg byes not to be awarded

- a. If in the circumstance of the above the umpire considers that neither of the conditions therein has been met, then Leg byes shall not be awarded.
- b. If the ball does not become dead for any other reason, the umpire shall call and signal Dead ball as soon as the ball reaches the boundary or at the completion of the first run.
- c. The umpire shall then:
 - d. disallow all runs to the batting side;
 - e. return any not out batter to his/her original end;
 - f. signal No ball to the scorers if applicable;

55. POWER PLAY



- a. There will be 3 overs of power play
- b. First 2 overs will be mandatory **Bowling power** play for each innings where only 2 players can field out of 30-yard circle.
- c. There will be 1 over of **Batting powerplay** that can be taken from 3-9 over by the batting team where maximum of 3 players would be out of 30-yard circle.
- d. If no **Batting power plays** are taken by batsman before start of 9th over, then 9th over will be mandatory **batting power play** in 10 overs match.
- e. If the match is reduced due to reasons specified in Rules power play over's will not be reduced unless game is reduced to 7 overs or less per innings.

56. NON POWER PLAY

- a. Only a maximum of 5 players are allowed outside the circle during Non-Power Play over's. At any given time, there has to be at least 4 players excluding keeper and bowler in the inner circle. The universal fielding rule is that there is no restriction on the off side, any number of fieldsmen can stand but as far as leg side (on side) is
- b.
- c. concerned, there should not be more than 5 maximum fielders, including maximum two behind the popping crease at the time of a delivery.

57. HIT WICKET

a. Out Hit wicket

- i. The striker is out Hit wicket if, after the bowler has entered the delivery stride and while the ball is in play, his/her wicket is broken by either the striker's bat or person as described in Breaking the wicket fairly in any of the following circumstances:
- ii. in the course of any action taken by him in preparing to receive or in receiving a delivery,
- iii. in setting off for the first run immediately after playing or playing at the ball,
- iv. if no attempt is made to play the ball, in setting off for the first run, providing that in the opinion of the umpire this is immediately after the striker has had the opportunity of playing the ball,
- v. in lawfully making a second or further stroke for the purpose of guarding his wicket within the provisions of clause (Ball lawfully struck more than once).
- vi. If the striker breaks his/her wicket in any of the ways described in breaking the wicket fairly before the bowler has entered the delivery stride, either umpire shall call and signal Dead ball.

58. SUBSTITUTES

- a. Any fielder can be substituted by a player in the team list. The substitute will not be allowed to bat or bowl or keep. The umpire should be notified of a fielder change.
- b. The umpires/captains have to agree for a substitute to be on the field.
- c. A team can have a maximum of 2 substitutes in a game.
- d. It is recommended that a player not given a substitute if he comes into the game carrying an injury. The final call is left to the umpire whether to approve of a substitute.
- e. There is no runner allowed in case of batsman is unable to run due to injury or any other reason.



- f. In Case of Injury to any players from the squad that would not allow them to play in the further matches of the season 1, the league owners can elect to select a player from the unsold available player list with the League. This replacement would be between zone to zone only.

59. ISPL Special Rules Overs

a. Tape Ball Over

- i. The Bowling team needs to compulsory bowl minimum 1 over and is allowed select to maximum 2 overs to be bowled with Tape Ball of ISPL (From 1st to 10th Over).
- ii. The tape ball acts as an improvised cricket ball with the tape stretched tightly over the fuzzy felt-like covering of a tennis ball to ensure a smooth surface that produces greater pace after bouncing.
- iii. The Tape Ball over cannot be bowled in 50-50 Over.

b. 50-50 Over

- i. 50-50 over needs to be called out by the batsman at the Strategic Time out i.e after the last ball of the 5th Over. Batsman needs to inform the umpire regarding the over in which their team would take the 50-50 over (only 6th, 7th or 8th) along with the name of the bowler that needs to bowl that over (needs to select a bowler who has not bowled any over or only have completed 1 over till the strategic timeout from the bowler list submitted by the team during line up).
- ii. An U/19 Player (Bowler) cannot be challenged for the 50-50 Over.
- iii. In case if the batsman has not called out for 50-50 over in the Strategic Timeout in that case 8th Over would compulsory be a 50-50 over. The Batsman in this case would not get an option to select the bowler of his choice.
- iv. A batsman can challenge a specific bowler in Strategic Timeout for minimum 16 runs or more that he would score in 50-50 over.
- v. In case if the batsman achieves the targeted runs in that over, the batting team would receive an additional 50% of the total runs scored in that over to their total score after the over is completed.
- vi. In case if the runs scored by a batsman in 50-50 over has a 50% value in .5, then the lower number would be considered.
 1. Example 1– In case if the Batsman has scored 20 runs (challenge runs 16) in this case addition of 50% runs would be 10 runs (50% of 20 runs) making the total score of the over as 30 runs
 2. Example 2 – In case if the batsman scores 21 runs (challenge runs 16) in this case 50% runs is 10.5 however it would be considered as 10 runs making the total score of the over as 21+10 = 31 runs
- vii. In case if the batsman is unable to complete the targeted runs in the 50-50 Over then there would be a deduction in the total score of the batting team with a penalty of 50% of the total runs scored in 50-50 over on completion of that over.
 1. Example 1– In case if the Batsman has scored 12 runs (challenge runs 16) in this case a deduction of 50% runs would be 6 runs (50% of 12 runs) making the total score of the over as 6 runs.
 2. Example 2 – In case if the batsman scores 13 runs (challenge runs 16) in this case 50% runs is 6.5 however it would be considered as 6 runs making the total deduction of the over as 13 – 6 = 7 runs.
- viii. 50-50 Over penalty or additional runs scores would not affect the personal score of the batsman or the bowler. The deductions or additional runs would be in the form of extras.

c. 9- Street Runs



- i. If the ball hit by the batsman crosses over fence and goes in the audience directly it would be counted as 9 runs.
- ii. A total of 9 runs shall also be added to personal score of the batsman.
- iii. If the catch is taken by any fan from the audience, then that fan shall receive Rs.3,000 from ISPL.

60. PLAYERS' CONDUCT

a. Serious misconduct

- i. The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions would be identified by the umpires. If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.
- b. The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the match referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.
- c. Any call of No ball or Wide before the offence shall stand.
- d. If the offence is committed by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batters at the wicket may not deputise for their captain.

61. Level 4 offences and action by umpires

- a. Any of the following actions by a player shall constitute a Level 4 offence:
 - i. threatening to assault an umpire
 - ii. making inappropriate and deliberate physical contact with an umpire
 - iii. physically assaulting a player or any other person
 - iv. committing any other act of violence.
- b. If such an offence is committed, shall be implemented.
 - i. The umpire shall call Time.
 - ii. Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.
 - iii. The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:
 - iv. If the offending player is a fielder, no substitute shall be allowed for him/her. He/she is to be recorded as Retired – out at the commencement of any subsequent innings in which his/her team is the batting side.
 - v. If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
 - vi. If the offending player is a batter, he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batter is available to bat, the innings is completed.

62. CODE OF CONDUCT/DISCIPLINE

- a. Everyone involved should follow the rules and regulations of appropriate conduct on the field.
- b. Captain will be held responsible if one of his players violates code of conduct on the field.



- c. As far as the cricketing code of conduct is concerned; the teams are here to have fun and to siph a bit of relief during the weekends. So, we expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the Disciplinary committee.
- d. The President will be heading the disciplinary committee in conjunction with ISPL to handle any escalated untoward incident during the course of any match. As discussed earlier, the umpires would need to report any unruly behaviour of the players involved and the committee will take appropriate action on an incident basis.
- e. We encourage the participating teams to play in line with the laws and spirit of the game.
- f. We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against:
 - A) The Umpire
 - B) Other Cricketers
 - C) Spectators
 - D) The stumps, ball or other cricket gear.
- g. Unruly and un-sportsman like behaviour will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
- h. Determination of what constitutes unruly or unsportsmanlike behaviour will be based
 - i. on the umpire and adjudicators combined opinion.
- j. Players abusing or threatening either umpires or opponent team members will be suspended for 1 or more matches.
- k. It's the duty of the captain to maintain discipline and decorum on the field and if any of the team members is found guilty of behaving against the code of conduct captain of that team will be held responsible and disciplinary actions would be taken against the player and the captain which could result suspension for that match and next match.
- l. Captains shall advise members of their respective teams that the Umpires' decision is final.
- m. Any individual acting in an ungentle or unsportsmanlike manner or using profanity, Abusing and foul language shall not be tolerated by the Umpires nor should it be tolerated by the team to which that individual belongs. Penalty could result in a suspension for that match and next match, after a maximum of 2 warnings.

63. Player Review

- a. Each team shall get 2 reviews per innings in each match.
- b. This review can be taken for waist height, bump catch, full toss, stumping, run out and hit wicket only.
- c. Every successful review would be retained.
- d. Review needs to be signled by the team captain only within 10 seconds from the time the decision is announced or signalled by the umpire.



64. Amended Rules: 5th March 2024

- a. Every team needs to carry Bibs along with them. These needs to be worn compulsory by the substitute players thought the match. (while on field, Dugout)
- b. The team list should be marked and submitted according to the tournament rules and handed over to the official before the toss.
- c. Penalties shall apply on the captain of the team for slow over rates as follows:
 - i. 50% of his match fees in the first instance (One Match)
 - ii. 100% of the match fees from the second instance. (Second match and the same penalty shall apply if in further matches of the season in case of slow over rates)
- d. Players changing their fielding position while the bowler is in his run up would be counted as an offence.
- e. Excessive Appealing would also be marked as an offence.
- f. For 50-50 Over
 - i. In case if the challenged bowler for the 50-50 over gets injured before his 50-50 over the same shall be notified immediately to the Match umpire and the batsman will have to challenge the pending bowler from the list of bowlers submitted by the team during the lineup.
 - ii. In case if the batsman is only able to score one run in 50-50 over it would be counted as 0 runs scored in that over. (As 50% of 1 would be 0.5 and would be considered as 0 runs)
 - iii. In case if it is a maiden over the score of that particular over would be counted as 0.
 - iv. The captain needs to mark their list of bowlers from the playing 11 during their lineup who can be challenged during the 50-50 over. (minimum 5 Bowlers Compulsory except U/19)

65. Amended Rules: 11th March 2024

- a. It is compulsory to have all U-19 players in your squad to at least play 1 game during the league stage. In case of a scenario that any U-19 player from your squad has not played a single game in the first 4 league games, it is compulsory to have that player play the last league game of the season.