

Equinox Cricket League - Rules

General Tournament Rules:

1. Each team to register a total of 11 players and play with 9 players each match.
2. The playing 9 should have a minimum of 1 female player.
3. The entire tournament will be played with Tennis balls only.
4. Minimum of 7 players are required from a team to start the match, failure to do so would yield a walkover to the opposition team. Remaining players must arrive within the first two overs, in case of a failure only the 7 players on the field would be allowed to continue till the end of the match.
5. On-field umpire's decision would be binding and Final.
6. Any argument by a team, would yield a walkover to the opposition team based on the decision by umpires and organizers.
7. If a match is halted due to rain, then the match would be continued from where it was stopped when better weather prevails.
8. Any requests for change of match timings will not be entertained.
9. In matters of doubt not covered by the tournament rules, the decision of the tournament organizers will be final and binding upon all concerned.
10. All matches would be of 5 overs with 30 mins play time per match.
11. Profanity/consumption of alcohol/ any offensive behavior by players or team members are strictly prohibited on and off the field.
12. This tournament is for organizations inside of Equinox and players working in these enterprises are only allowed to participate.
13. Organizations inside of Equinox can register their bonafide employees working in sister locations.
14. Please carry your company identity cards for the organizers to verify before the start of the first match. Company ID cards will be checked to verify that the registered players belong to the companies based out of Equinox or its sister companies.
15. Hiring of professional players or players who are not employees of companies of the registered teams is prohibited. Any team violating this rule will be summarily disqualified.

Batting Rules –

1. Fours and Sixes are allowed. When the ball hits the boundary net opposite to the batsman directly, it will be counted as a six. If the ball touches the boundary net opposite to the batsman after pitching on the floor, it will be counted as four.
2. If the ball directly hits the roof, it won't be counted as bounce, and if the bowling team catch the ball directly after hitting the roof the batsman will be given caught out.
3. A by-runner can be used only when a player gets injured during the batting. The by-runner can be used only with the discretion of the umpires depending on the reason/cause.
4. Leg before wicket (LBW) is not applicable for the tournament and batsman will not be ruled out due to the same.

5. Byes and leg byes are allowed, running between the wicket is required.
6. The Non-Striker must have at least one leg completely inside the stump box.
7. Hit wicket will be considered as out.

Bowling Rules –

1. Only underarm bowling is allowed throughout the tournament.
2. The ball should pitch beyond the no-ball line, otherwise, it will be called as a no-ball.
3. Bowler must ball within the given box i.e., the bowling crease.
4. Any deviation from the above rules will be ruled as a “No Ball”.
5. Usual No ball, Wide ball, Byes and Overthrow will be applicable.
6. Sidearm bowling is not allowed.
7. Six balls per over.
8. Bowling Pattern - 2-1-1-1
9. Only direct catches will be considered as out.
10. Stumping or run out will be considered as out.
11. Rapid objection decision lies with the umpire.

Scoring Rules –

1. In case of No balls and Wide's, one run will be given to the batting team (No free hit)
2. Batting team may score extra runs in case of overthrow by running between the wickets.
3. Winning team will be awarded 2 points and no points will be given to the losing teams per match.
4. A match resulting in a Tie will earn the team one point each in the group stage.
5. In the event of a tie between teams at the end of the group stage, the team with higher run rate will move to the next stage of the tournament.
6. In the event of a tie in the knockout stage, a Super over would be bowled as a decider.
 - Super over – maximum of two wickets or 1 over.
 - Batting team will get to bat first.