**EDCL T25 PLAYING RULES**

**Playing conditions**

1. The Powerplay is one continuous slot of 7 overs where only 2 fielders are allowed outside the circle.
2. Home team responsible for preparing ground before the game (boundary marked, 30-yard circle marked, stumps, crease, chalk, etc.).
3. Match sheets, duly filled by both teams, to be handed to the umpire before the toss.
4. Foot-fault (front or side line) no-ball will result in a free hit.
5. 5 overs per bowler max (including incomplete overs bowled).
6. 105 mins max per team to bowl the 25 overs.
7. 15 min break between innings
8. Timings are as below:
   * 1:00 PM to 2:45 PM - First innings
   * 3:15PM to 5:00PM - Second innings
9. ***Game will be defaulted if a team is not ready for play (7 players) 30 minutes after the scheduled play time (1:00PM). The overs lost by the late-arriving team will be 4 mins/over.***
10. Tie decided by a Super-over - one over each side (see details below).
11. Umpire fees to be paid as set for the format.
12. Points are as below:
    * 10 for a win, 0 for a loss or a default.
    * 5 points each for a rain-out, if both teams had 7 players in team clothing at toss time and when the match is called off.
13. All other EDCL by-laws, along with the ICC regulations for T20 cricket will apply, unless specifically overruled by EDCL by-laws.
14. EDCL by-law - 10 overs constitutes as game (each side should have had the opportunity to face at least 10 overs unless bowled out before that)
15. A player MUST play a total of 3 games in order to qualify for the playoff. Said player must actively participated in the game and not just been named on the match card,

**SUPER-OVER**

In case of a tie (scores level at the completion of both innings - irrespective of the wickets lost of overs played), a "Super Over" will decide the game. The following will apply:

1. Both teams will nominate (before the toss) the 3 batsmen and 1 bowler from their team for the "Super Over".
2. The toss will be spun between the two teams and the team winning the toss can decide to bat first or bowl first.
3. One over will be bowled by the designated (named) bowler of the fielding side. Powerplay restrictions will not apply, but 4 fielders have to be inside the 30-yard for the "Super Over".
4. On the fall of the first wicket, the 3rd named batsmen from the batting side comes out to bat.
5. On the fall of the second wicket, or completion of 6 valid deliveries, the "Super Over" for the batting side will end.
6. The second team then bats with all the above rules being followed. The team scoring more runs wins the game.