SDOpen T20 - Rule Book - 2025

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ICC women's cricket rules will be followed and any exception will be called out separately.

Covid Policy :   If you are experiencing any COVID-19 symptoms, please stay at home or remain in your hotel room to prevent spreading illness. For those traveling from out of town, please ensure you carry your insurance card with you.

Tournament specific Rules

1. Playing Squad

11 players can bat ,13 players can bowl. Always 11 on the field with other players rotated for fielding.This is to provide more opportunities to all the players as they travel.

Batting 11 should be announced and to be shared in the Team sheet with the umpire before the toss.

2. Playing Conditions

Ground Dimensions :

- Inner circle : 25.15 yards , Boundary/OuterCircle : 50 - 55 yards

Ball size : 5 Oz/ White ball

Field Restrictions :

Powerplay(6 overs) - 2 fielders maximum outside the inner circle,

Non Powerplay - Maximum of 4 fielders allowed outside the inner circle during.

Time Management

- 90 mins per inning maximum , with a maximum of 3 mins water break (can't come outside of the field) after 10 overs and 5 mins of extra allowance time.15 mins break time between innings.

3. Team Ranking

Elite Category

Each team will play 4 league games. End of the league games, top4 will play play offs.

a. Top two teams(Rank1 vs Rank2) will play finals
b. 3rd and 4th ranked teams will play for 3rd position.
c. Ranking will be based Points (Win, Tie, Loss) first, upon tie of the points NRR will define the ranking
d. During league games No super over if tie, just the points will be split
e. For play offs there will be super over if there is a Tie

Emerging category

Each team will play against each other two times of a total of 4 games. End of the games, teams will be ranked on Points, NRR and top team will be winners, 2nd team will be runners.

4. **Awards** (Encouraged to distribute to different players, rather than one player getting more awards)

a. Each game will have two awards

i. Players of the match from winning team- Umpires will decide the award. Winning team Captain/Coach can work with umpire if they like to give to different players

ii. Best Fielder of the day : This will be decided by umpires and awarded to best fielder (It could be a great catch, diving stop,amazing run out..etc).

b. Series Awards (All series awards will be strictly based on Cricclubs statistics. New ranking calculator is chosen for this tournament available from Cricclubs). If there is a tie, both players will receive the awards. Also organizers will decide to distribute to different players if the same player receives the multiple awards. These will be decided at the end of all the games including ranking games.

i. Best Batter -> Highest run scorer

ii. Best Bowler -> Highest number of wickets taking bowler

iii. Best fielder-> Will be chosen from Cricclubs, best fielder stats-> Wicket keepers will be excluded from this

iv. Best WK-> Will be chosen from Cricclubs, best WK stats

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ᵥ. MVP-> Highest number of points from Cricclubs (including the points from player of the match points)

5. **Umpires decision** is FINAL -

Players should not show any dissent to the umpires, any such occurrence will be noted as a   Level 1 warning to that player. Repeat of such a situation will lead to the suspension from the rest of the tournament Each day umpires will report this and will be sent to team managers if such situation occurs.

Absolute no interaction with umpire by anyone other than Players, Team manager.

Follow the above to avoid any wastage of time and non adherence of that will be leading to Level 1 warning and the second warning will make the team ineligible for the rest of the tournament

On Field umpire decisions are final and No consultation using any video evidence from either live streaming or parents recording.

6.Game Times

● Hours of Play and Intervals and Conditions of Play – all games will be played under the General ICC Laws AND the Spirit of Cricket guidelines.

● Reporting time is 30 minutes before the scheduled start time provided in schedule(This reporting time is different from your own team reporting time mentioned by your coach/captain)

● The toss MUST be done 15 minutes before the normal start of play between the two captains or their representatives.

In the event of a team (i.e. 7 or more players present) not being able to comply, the opposition team will award the toss win.

Official Reporting Time (Different from your own team reporting time)	Based on the schedule for each ground
Toss	15 min before Start of the Game
Break at 10 overs	3 min max
Innings Break	15 min max

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General Playing Conditions:

● All scoring to be done live in Cricclubs and will have back up using paper scoring

● All players should wear Team uniform and no exceptions

- No white pads are allowed to batters and keepers
- No white skins/sleeves to be used by bowlers as it is white ball tournament.
- Intentionally Discarded clothing/bottles or items that are hit by the ball on the field of play whilst the ball is in play will invoke a 5 run Penalty as in helmet rules to the fielding team (5 runs will be added to the batting team)
- Thigh guards and chest guards must be worn inside the clothing.
- Playing in Turf Wicket - Following items need to be complied
  - Bowlers and Fielders can wear metal spikes
  - Batter are not allowed to wear metal spikes
  - Running on the Turf Pitches - Batters
    - Batters should not run over the pitch , danger areas during the game while running between wickets.
    - Umpires will give 2 warnings on such occurrences and will give a 5 runs runs penalty to the batting team on the 3rd occurrence.
    - Any further occurrences will also add 5 runs penalty
  - Damaging/abusing the pitch or ground or pavilion will be removed from the game and organizers will reserve the right to decide on penalties for players' parents' coaches and team managers.

● Running on the Turf Pitches - Bowlers

- Maximum of 2 warnings would be given to bowlers in case of running into the pitch after which they would be penalized with the 5 runs to the bowling team
- Any further occurrences will also add 5 runs penalty

Fielding Rule - Leg side

- ❖ No more than five fielders are permitted on leg side
- ❖ No more than two players allowed behind the batting crease on the leg side
- ❖ In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal "No Ball".

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Power Play Rules:

First 6 overs at the instant of delivery (of maximum of 20 overs game), no more than 2 fielders are permitted to be outside the inner circle.

If the overs are reduced due to various reasons, umpires will inform the exact number of powerplay overs.

Non-Power Play Rules:

❖ No more than four fielders are permitted outside this outer fielding restriction area.

Number of Overs Per Bowler – 20 % of Max overs

● Max of 4 overs per bowler (For 20 overs game)

o Umpire has the final authority to make the changes for shortened games and shall

communicate with both the captains and coaches.

Super over rules for the last day ranking games.

▪ Prior to the commencement of super over, each team elects three batter and one bowler and nominated players are given in writing to the game umpires.

▪ Umpires select which end to bowl from and both teams use the same end to bowl & bat their over. No Umpire change.

▪ Team batting second in the match will bat first in the one over eliminator.

▪ Same ball used in their inning will be used. No ball change.

▪ Non power play field placement restrictions apply.

▪ In the event of the teams having the same score after super over (tied), the next super over will be conducted until the results are obtained.

▪ In case if super over cannot be played due to weather conditions, bad light, etc.,

the game will be concluded as "No result" & the same ranking will be given to both teams.

Mankading

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-strike. **The bowler WILL provide one warning for the non-striker** before attempting Mankading.

Batter Retirement

A batter can be retired due to injury that happened during the game and that player can return to batanytime. If strategically retired by the coach, she is retired out and cannot come back for batting.

Substitute/12th Man

● Each team will consist of a maximum of 13 players

● No more than 11 players can bat or be on the field of play at any one time.

● 11 players can bat; 13 players can bowl.

    ❖ Team sheet should nominate which players will bat, ahead of the toss.

● Coach's / Captains will be required to inform the Umpire of players moving in/out before the

occurrence and change can be done only at the end of the current over.

● No runners will be permitted for injured batters.

Weather Related Exception:

● Considering the travel and importance of the event, the host would try its best to give four full 20 overs game to each team. For this if the game is delayed due to rain/thunderstorm it would be attempted to continue from the point it was stopped. The decision would be made by Tournament Manager and teams are requested to abide and cooperate.

● Minimum 5 overs per inning is required to obtain a result.

● Teams are requested to be accommodative/supportive of these changes which are intended

to benefit the teams directly and are forced due to natural causes beyond human control.

● All updates will be communicated via WhatsApp group created by Tournament Manager,

and all the teams are requested to stay connected/informed. Please call the Tournament

manager if in doubt.

● In case the games absolutely cannot be played, then the teams would share points.

● If the final ranking game rains out, then the winner will be declared based on their league ranks.

General guidelines

● Parents should not interfere during the games such as talking, yelling, etc and ensure that the game is governed by umpires and coaches. Parents may not get the opportunity to see their kids during the break time unless they need any specific attention which umpires will make a call.

● Umpires will issue 1 warning to team manager / coach for parent intervention after which penalty rule will be applied based on which team is causing interventions.

- Smoking / Drinking is not allowed in tournaments and parents / guardians found in violation will result in their team being penalized and parents being barred from future tournament games.
- No phones to be used by the players during the game

Sledging

● Sledging or an attempt to intimidate a player by passing a negative comment is unacceptable behavior. Any such behavior should be reported to the umpire immediately. The umpire will issue a warning for the first offense. A subsequent offense will require the player to be removed from the game and the player can no longer participate in the game. Umpire is required to report the matter to host/organizers in writing after the game.

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Umpires:

● Umpires will not be allowed to wear White Uniform or Hat when he/she is the Main Umpire.

Injury:

● If a player gets injured during the game, the emotions of the parents is understandable, the

administrative committee requests that the parents understand and let only the Coach's and

Manager's on field to assess the situation.

Scoring:

● Cricclubs would be utilized for scoring for all the games.

Each team should provide 1 parent as designated scorer and both scorers should sit together for the entire game. General guideline is that the batting team will do the scoring.

● In case of any technical difficulty, paper scoring will have to be utilized and the scores will have to be inputted manually at the end of day by the Organizing committee. For manual update , only summary of the scores possible, which will reflect the statistics to the players. There is no way to update ball by ball details with manual update.

·   All corrections to the scorecard should be submitted to the organizers in the common group so that it is transparent. Also corrections should be submitted on the same day and organizers will finish the corrections by 10pm each day.

Anti-Corruption Rules:

Teams and team manager will be responsible to follow the ICC set guidelines and rules for Anti-Corruption -

https://www.icc-cricket.com/about/integrity/anti-corruption/the-code-pmoa

Anti-Doping Rules:

Teams and team manager will be responsible to follow the ICC set guidelines and rules for Anti-Doping -

https://www.icc-cricket.com/about/integrity/anti-doping/code