

S. Rajesh Memorial Junior Cricket League 2025

Rules and Regulations

- 1) Tournament shall be played on league cum knockout format.
- 2) The Entry fee shall be Rs.15000/-
- 3) Eligibility Criteria:
 - I. A Team may include up to four boys who are born 'after 01-09-2009, but before 01-09-2010' in the Playing XI of a match.
 - II. And the Rest shall be either: Boys born on or after 01-09-2010 or
 - III. Girls born on or after 01-09-2006.
- 4) Teams should include only players who are eligible to seek selection to the district and state according to the relevant BCCI rules.
- 5) Super Sub: A player nominated in the initial 14-member squad, but not part of the Playing XI, can replace any player in the original playing XI at any point during the match, subject to the following conditions.
 - i) The Super Sub must be announced and confirmed to the umpires and opposing team captain immediately after the toss.
 - ii) Once the substitution is made, it is irrevocable.
- 6) Teams should submit at the ground, a copy of the age proof of all the players duly attested by the Secretary / Authorized official of the Club. If any team is found to have included a player ineligible to participate or if any player of a team is found guilty of forgery of the age proof, the team shall be disqualified from the tournament and disciplinary action shall be initiated by the DCA against that player as well as the Club concerned.
- 7) Balls will be provided free of cost by the association.
- 8) Matches shall be of 25 and 50 overs during league and knock out phase respectively.
- 9) Under normal circumstances two league matches shall be played on a day
- 10) If a match could not be started on time solely due to the late reporting of a team or both the teams, the number of overs proportionate to the time lost shall be reduced from the innings of the team(s) so responsible; based on the table given below. For the purpose of this rule, by 'reporting' it shall mean that the team(s) should be ready to take the field when demanded by the Umpires. The Umpires shall be the sole judges of the time lost.
 - Up to 10 Mts Nil
 - 11 to 15 Mts 1 over
 - 16 to 20 Mts 2 overs
 - 21 to 25 Mts 3 overs
 - 26 to 30 Mts 4 overs

- 11) In normal case, each team shall complete their full quota of 25 overs in 1 hrs 50 minutes and 50 overs in three hours and thirty-five minutes. In cases where the number of overs to be bowled by either or both the teams are recalculated due to any reasons, the Umpires shall inform both the Captains on the revised number of overs and the rescheduled timing to be followed.
- 12) If the team bowling first fails to complete their full quota of overs in the stipulated time, they shall be required to bowl their full quota of overs, but while batting they shall get only the actual number of overs they had bowled within the stipulated time. The over in progress at the end of the stipulated time shall be counted as a completed over while calculating the number of overs completed by the team bowling first.
- 13) If the team bowling second fails to complete their full quota of overs in the stipulated time:
 - a) A penalty of 10 runs per over for every remaining number of overs to be bowled in that innings OR as many runs required by the team batting second to win the game; whichever is lesser, shall be added to the score of the team batting second.
 - b) The over in progress at the end of the stipulated time shall be counted as a completed over while calculating the number of overs completed by the team bowling second.
- 14) A bowler shall be allowed to bowl a maximum of 1/5th of the total no. of overs in an innings.
- 15) In case of interruption during a league match due to rain or any other reasons overs shall be rearranged in such a way that a minimum of 10 overs are available for both the teams.
- 16) If a match is stopped due to rain, the winner shall be decided on better overall run rate, provided the team batting second has played a minimum of 10 overs. If the team batting second has not completed ten overs the match shall be treated as a draw and the points shall be shared.
- 17) Free hit shall be given to the delivery following a no ball
- 18) It is mandatory for players to wear the following protective gear at all times when:
 - Batting, Wicket-keeping and Fielding in close proximity to the batsman
 - Required gears: helmets, abdomen guards, and other recommended safety equipment.
 - Umpires will strictly enforce this rule
- 19) During league phase a team shall get four points for a win, 0 Points for a loss and two points for a draw/Tie /abandoned match.
- 20) Two teams with highest no of points in a group will qualify to the knock out stage (quarter final).
- 21) In case there is a tie in no. of points, position shall be determined by net run rate.
- 22) If a match ends in a tie during knock out stage, winner shall be determined by super over or bowl out as decided by the umpires depending on the availability of time.

- 23) All Players shall register themselves using the link available in the tournament page provided in the website of the Trivandrum District Cricket Association before the start of their tournament.
- 24) No player who is not registered prior to the match shall be permitted to play.
- 25) The Organizing committee reserves the right to interpret, or modify any of the rules if such a necessity arises. In case of disputes, the decision of the Organizing Committee shall be final and binding.