

Rockchase T10 League 2025

1. General Information

- Competition Period: November 2025 – February 2026
- Match Days: Thursday, Friday, Saturday between 9:00 PM – 11:00 PM
- Two neutral umpires to officiate every match.
- For each game a new ball will be provided, if the seam of the ball gets damaged, the ball can be changed.

2. Team Composition & Player Requirements

- Each team fields 6 players.
- 4 players must be present at the time of the toss.
- Toss must take place promptly before the match starts.
- Teams must submit a list of 10 registered players before the tournament begins.
- Any changes must be approved by the organising committee.
- Only players registered via Play-Cricket may participate.
- A team with fewer than 6 players 15 minutes after scheduled start forfeits the match.

3. Attire & Equipment

- Recognized coloured cricket attire must be worn.
- Any wooden bat is allowed, including tape-ball bats.
- Carbon fibre bats are not permitted.
- Wicket-keeper should wear wicket-keeping gloves.
- Protective equipment is optional but recommended.

4. Payments

- Registration Fee: £150
- Match Fee: £60 per game (must be paid on the day).
- If a team forfeits, they must pay the total match cost (both teams).
- Prize Money:
 - Winner: £1200 + trophy
 - Runner-Up: £500

5. League Structure

- Round robin format: each team plays all others twice.
- Top 4 teams qualify for semi-finals.
- Semi-final winners progress to the final.

6. Points System

- Win: 3 points
- Tie: 1 point
- Loss: 0 points
- Walkover or unfulfilled fixture: 0 points for the forfeiting team + they must pay total match cost.

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7. Match Format

- One innings per side, maximum 10 overs.
- Batters retire upon reaching 30 runs and may return after remaining batters are dismissed.
- No last-man-standing rule.

8. Bowling Rules

- Minimum of 4 bowlers must be used.
- One bowler may bowl a maximum of 3 overs; all others may bowl up to 2 overs.
- No Ball Rules:
 - **Overs 1-9:**
 - - Any no ball results in a free hit, but the over still consists of 6 balls.
 - - If a no ball is bowled on the 6th ball, the first ball of the next over becomes the free hit.
 - - Last Over: - No balls and wides must be re-bowled.
 - **Wide Ball:**
 - - Offside wide: There will markings, anything outside will be wide.
 - - Leg side wide: anything on the leg side is a wide

9. Scoring Rules

- 6 runs: direct hit on the front top net
- 4 runs: direct hit or after a bounce to the back wall
- Side wall, back wall, or ceiling is = 1 run.
- Running between wickets = 2 runs per completed run..
- Overthrow hitting a wall = 1 run.

10. Dismissals

- Standard dismissals: bowled, caught, run-out, stumped, hit wicket, LBW.
- LBW does apply.
- Top-net catch rule removed.
- If the ball hits the base of the wicket during a run-out attempt, the batter is OUT.
- If a clean catch is taken and the fielder leans on the side wall, the catch is valid.

11. Additional Rules

- - Any attachments or obstructions to walls or ceilings count as part of the playing area.
- - Umpires may call dead ball (1 run) if any obstruction makes fielding impossible.
- - Player checks will be enforced; ineligible players cause forfeiture of match and progression rights.

12. Enforcement

- - All regulations strictly enforced.
- - Point deductions, forfeitures, or disqualification may occur for rule breaches.
- - Teams failing multiple fixtures may face relegation at organisers' discretion.

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