
ALL STARS
TENNIS BALL
CRICKET
LEAGUE
T10

ALL STARS TENNIS BALL CRICKET LEAGUE
SEASON 3 - RULES & REGULATIONS

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1. INTRODUCTION

Welcome to the **All Stars Tennis Ball Cricket League - ASTCL Season 3**, a pioneering T10 tennis ball cricket league created to discover, nurture, and elevate tennis ball cricketing talent from across India.

ASTCL brings together competitive cricket, entertainment, television and OTT personalities, social media creators, team owners, and passionate local players from across India on one platform. The league is designed to provide open-category players with a unique opportunity to play alongside renowned actors, creators, and stars, while delivering a professional, broadcast-friendly, entertaining, and competitive sporting property.

The objective of this rulebook is to ensure that all teams, owners, captains, players, MVPs, support staff, and league personnel understand and follow the rules, playing conditions, discipline standards, sponsorship guidelines, kitting protocols, and operational requirements of ASTCL Season 3.

2. FOREWORD

This document outlines the official rules and regulations that must be followed by all participants in **ASTCL Season 3**.

Failure to adhere to these rules may result in penalties, match suspensions, financial fines, disciplinary action, or permanent suspension from the league, depending on the seriousness of the breach.

The **ASTCL League Administration** shall have the final say in all matters. Decisions that are not explicitly covered in this rulebook, or exceptional situations that require interpretation, shall be decided by the League Administration in the interest of fairness, safety, sportsmanship, broadcast standards, and smooth conduct of the tournament.

All teams, owners, captains, MVPs, auctioned players, coaches, managers, content teams, and support staff are expected to respect the spirit of the league and conduct themselves professionally at all times.

The ASTCL League Administration Team
Bunty Walia, Apoorva Lakhia

PART A: MATCH FORMAT

3. MATCH FORMAT

1. Each match shall be played in a **T10 format**.
2. Each innings shall consist of **10 overs**, with **6 legal balls per over**.
3. Each side must complete its batting or fielding innings within **30 minutes**.
4. Each match shall be **60 minutes** in duration.
5. There shall be a **2 minute innings break / half-time interval** between the two innings.
6. There shall be **4 matches per day**.
7. The league shall be played across **4 match playing days**, unless otherwise modified by the League Administration.
8. League stage points shall be awarded as follows:
    - **Win:** 3 points
    - **Tie:** 1 point
    - **Loss:** 0 points
9. In league-stage matches, if scores are tied, the match shall be treated as a tie and both teams shall receive 1 point each.
10. A Super Over shall be applicable only in the **Semi-Finals and Finals**, as per the Super Over rules stated in this rulebook.

4. HOURS OF PLAY AND OVER RATE

1. Each innings must be completed within **30 minutes**.
2. The minimum over rate required is the completion of 10 overs within 30 minutes.
3. The actual over rate shall be monitored by the match officials, including the umpires and third umpire.
4. The fielding team shall be responsible for completing its quota of overs within the allotted time.
5. If the fielding team fails to complete its quota of overs within 30 minutes, a penalty of **2 runs per minute** shall be applied against the fielding team.
6. If a team does not take the field within the stipulated 2 minute break-interval between innings, then the third umpire can deduct two runs from the score of the erring team.
7. The penalty shall be decided by the Third Umpire / Match Officials at the end of the innings.
8. The decision regarding timing penalties by the Match officials shall be final and cannot be challenged by the team, captain, owner, or player.
9. Legitimate time allowances may be considered by the match officials in case of injury, medical treatment, third umpire review, serious delay outside the fielding team's control, or any exceptional circumstance.
10. Time-wasting by any team shall be treated as misconduct and may attract further penalty.

PART B: TEAMS, PLAYERS AND SQUAD COMPOSITION

5. TEAM COMPOSITION

Each team shall consist of a squad of 12 players. The squad shall be composed as follows:

1. 1 Captain
2. 2 MVPs
3. 9 Open Category Players

6. PLAYING COMBINATION

1. Each team shall nominate its playing combination before the toss.
2. Out of the 12-member squad, each team shall nominate:
    - 10 playing players
    - 2 substitute players
3. The playing 10 must include:
    - 1 Captain
    - 2 MVPs
    - 7 Open Category Players
4. The Captain and 2 MVPs are mandatory in the playing lineup for every match.
5. The Captain and MVPs shall not be rotated.
6. The 7 Open Category Players shall be subject to the rotational policy.

7. ROTATIONAL POLICY FOR OPEN CATEGORY PLAYERS

1. Every team must ensure that all open-category players receive fair playing opportunities.
2. It is mandatory for each team to rotate the 2 Open Category Players in the starting lineup for every match.
3. A team's playing lineup cannot be identical to its previous match.
4. This policy is designed to ensure that all open-category players receive meaningful participation during the league.
5. Failure to comply with the rotational policy may result in disciplinary review by the League Administration.

8. PLAYER NOMINATION BEFORE MATCH

1. Each captain must nominate the playing 10 and substitute players before the toss.
2. The nomination must be submitted to the Match Referee / League-appointed match official.
3. Once the playing 10 has been submitted and the toss has taken place, no change shall be permitted without the approval of the Match Referee.

4. A change may be permitted only in exceptional circumstances such as injury, illness, or any matter approved by the League Administration.
5. All nominated players must be eligible to represent that team.
6. By being nominated, each player agrees to follow the ASTCL Rulebook, match regulations, kitting guidelines, disciplinary code, anti-corruption obligations, anti-doping obligations, and all league instructions.

9. CAPTAIN

1. The Captain shall be responsible for:
    - Team conduct on the field
    - Player discipline
    - Communication with umpires
    - Playing combination
    - Batting and bowling order compliance
    - Ensuring that the team follows the spirit of the game
2. If the Captain is unavailable for any valid reason, the League Administration must be informed immediately.
3. The Captain shall be held accountable for repeated misconduct or indiscipline by the team's players.
4. In case of injury to the Captain Player resulting in such player being unable to continue for the remainder of the tournament, the replacement shall be governed by the Injury Replacement Rule for Captain as stated under the replacement rule for injured captain section of this Rulebook.

10. MVP

1. Each team shall have **2 MVPs**.
2. The MVP players must be popular faces from the television, OTT, film, entertainment, or creator fraternity.
3. MVP eligibility may include:
    - Lead, second lead or supporting roles in films, television or OTT projects
    - Sportspersons or models
    - Anchors or presenters
    - Influencers with a following of 5 million or more
4. MVP players shall not be part of the draft pool.
5. MVP players shall not be drafted.
6. The team ownership must inform the League Administration in writing about their selected MVP players.
7. The nominated MVP players must be present on draft Day, seated at their respective team table, and wearing the team kit.
8. In case of injury to the MVP Player resulting in such player being unable to continue for the remainder of the tournament, the replacement shall be governed by the Injury

Replacement Rule for MVP as stated under the replacement rule for injured MVP section of this Rulebook.

9. All injury declarations shall be verified by the League Doctors / Medical Partner.

PART C: TRIALS AND DRAFT

11. TRIALS

1. All registered players must attend the official ASTCL Season 3 trials.
2. Registered players must select their trial city as per their preferred nearest location.
3. Team Captains and Coaches can attend the trials.
4. Players shall be evaluated across the following categories:
    - Batting All-rounder
    - Bowling All-rounder
5. The bowling run-up will be a maximum of 8 steps only.
6. Based on the trial evaluation, players shall be placed into the Draft under the Open Category.
7. Only players approved by the League Administration shall be eligible for the Draft.

A. BATTING TRIAL

Each participant appearing for the batting trial will receive:

6 Legal Deliveries

The batter's target will be: **15 Runs from 6 Balls**

B. BOWLING TRIAL

Each participant appearing for the bowling trial will bowl:

6 Legal Deliveries

The bowler's objective will be to:

Defend 15 Runs in 6 Balls

12. DRAFT TABLES AND TEAM PERSONNEL

1. Each team shall have a designated table during the draft.
2. The League Administration shall allocate draft tables.
3. Each team may have up to **8 persons** seated at the table.
4. The team table must include the following :

    - Team Owner
    - Captain
    - 2 MVPs
    - Coach
    - Team Manager/POC
5. All team personnel must remain seated throughout the draft.
6. Team personnel are prohibited from moving around the room during any round of the draft.
7. Any attempt to disrupt or influence the draft process may result in disciplinary action.

13. ACCEPTANCE OF DRAFT RULES

1. Each team shall receive the draft rules before the draft.
2. A soft copy of the draft rules shall be shared with each team via official email.
3. Each team must acknowledge the draft rules via email before the draft.
4. By acknowledging the rules, each team irrevocably and unconditionally accepts them.
5. These rules shall be binding on all team owners, captains, MVPs, coaches, managers, and drafted players.
6. It shall be the responsibility of the captain to educate all team members about the applicable rules.

14. PLAYER DRAFT RULES

1. The Draft Pool shall consist of players shortlisted through ASTCL Season 3 trials and approved by the League.
2. **Draft Order Draw:** The draft picking order will be decided through a free-hand random draw. Eight tennis balls numbered **1–8** will be placed for the draw, with each team captain/owner picking one ball at random. The number drawn by each team will determine their draft position (**T1–T8**), with the team drawing No.1 getting the first pick. The draft will thereafter follow the approved snake draft sequence.
3. Each team shall have a total squad of 12 players, consisting of:

Category	**Number of Players**
Captain	1
MVPs	2
Open Category Players	9
Total Squad Size	12

4. The team must immediately inform the League Administration in case a drafted player is unavailable due to injury, emergency, force majeure, or any reason beyond the player's control.
5. No team may independently bring in any outside player.
6. If a replacement is required, the League Administration shall provide a replacement only from the ASTCL Season 3 Draft Pool.
7. No player outside the ASTCL Season 3 Draft Pool shall be permitted to play in the league.

15. DRAFT POOL

1. The Draft Pool shall consist only of players approved by ASTCL selection committee.
2. Players shall be shortlisted based on trials, where they will be assessed on:
    - Batting
    - Bowling
3. The League will circulate player profiles to teams before the Draft to help them prepare.
4. Teams are advised to do their own review of available players before making their selections.
5. The League may revise the Draft Pool before or during the Draft in case of injury, unavailability, medical issues, eligibility concerns, or any other valid reason.
6. Teams will select players only from the official ASTCL Season 3 Draft Pool.
7. Every draft player must attend all matches once assigned to a team.
8. If a draft player is absent without valid reason, the player may be banned from further league participation.

16. TEAM DRAFT REQUIREMENT

Each team must complete its Open Category squad by selecting 9 players from the Draft Pool.

The final team squad after the Draft shall be:

Slot	Player Type
1	Open Player 1
2	Open Player 2
3	Open Player 3
4	Open Player 4
5	Open Player 5
6	Open Player 6

7 Open Player 7

8 Open Player 8

9 Open Player 9

17. DRAFT PROCESS

1. The League shall display or announce the available Draft Pool during the process.
2. Each team shall make its player selection when its turn arrives.
3. Each team shall have 2 minutes to make a selection.
4. If a team fails to make its selection within 2 minutes, the League will move to the next team and allow the delayed team to make its pick at the end of that round.
5. Once a player is selected, the pick shall be confirmed and announced by the League.
6. Once confirmed, a selected player cannot be changed except with League approval.
7. The League's decision shall be final in all Draft-related matters.

18. PLAYER PRICE

1. Each Open Category Player shall be entitled to a remuneration of ₹25,000 (Rupees Twenty-Five Thousand Only).
2. Since there is no auction, teams shall not bid against each other.
3. No team may offer or commit any amount above the player remuneration.
4. Any side arrangement, private payment, additional benefit, or inducement outside the approved structure shall be considered a breach of League rules.
5. The League may take disciplinary or commercial action against any team found violating the player remuneration.
6. The Captain shall be paid between **₹5,00,000 and ₹7,00,000**, subject to discussion and finalisation by the respective franchise management.
7. Each MVPs shall be paid up to a maximum of **₹2,00,000**, subject to matching the required MVP criteria.

19. REPLACEMENT PLAYER RULE

1. If a drafted player becomes unavailable due to injury, medical reason, emergency, or force majeure, the team must inform the League immediately.
2. The League shall verify the reason for unavailability.
3. Any replacement player shall be selected only from the remaining ASTCL Season 3 Draft Pool / approved player pool.
4. No team may bring in an outside player without League approval.
5. The League's decision on replacement players shall be final.
6. In case of injury to the Captain Player resulting in such player being unable to continue for the remainder of the tournament, the replacement shall be governed by the **Injury**

Replacement Rule for Captain as stated under the replacement rule for injured captain section of this Rulebook.

7. In case of injury to the MVP Actor Player resulting in such player being unable to continue for the remainder of the tournament, the replacement shall be governed by the **Injury Replacement Rule for MVP** as stated under the replacement rule for injured MVP section of this Rulebook.

20. GENERAL RULES

1. Each team must sign and acknowledge the Draft Rules before the Draft begins. Email acknowledgment permitted.
2. By participating in the Draft, each team agrees to be bound by these rules.
3. The League will make decisions on any matter not covered in these rules.
4. In case of any unforeseen event, confusion, or dispute, the League's decision shall be final and binding.
5. The Draft is intended to ensure fair team balance, professional conduct, and equal opportunity for all teams.

21. DRAFT SEQUENCE

The Draft shall follow a snake-style rotational sequence to ensure fair allocation of players.

Teams shall first be allotted draft numbers from T1 to T8 through a lot system or any method approved by the League.

Each team shall make 9 picks, one pick per round.

The order below is to be read horizontally round-wise.

Draft Round	Pick 1	Pick 2	Pick 3	Pick 4	Pick 5	Pick 6	Pick 7	Pick 8
Round 1	**T1**	**T2**	**T3**	**T4**	**T5**	**T6**	**T7**	**T8**
Round 2	**T8**	**T7**	**T6**	**T5**	**T4**	**T3**	**T2**	**T1**
Round 3	**T7**	**T8**	**T1**	**T2**	**T3**	**T4**	**T5**	**T6**

Round 4	**T6**	**T7**	**T8**	**T1**	**T2**	**T3**	**T4**	**T5**
Round 5	**T5**	**T6**	**T7**	**T8**	**T1**	**T2**	**T3**	**T4**
Round 6	**T4**	**T5**	**T6**	**T7**	**T8**	**T1**	**T2**	**T3**
Round 7	**T3**	**T4**	**T5**	**T6**	**T7**	**T8**	**T1**	**T2**
Round 8	**T2**	**T3**	**T4**	**T5**	**T6**	**T7**	**T8**	**T1**
Round 9	**T1**	**T2**	**T3**	**T4**	**T5**	**T6**	**T7**	**T8**

T1 to T8 represents Team 1 to Team 8. The team numbers shall be allotted before the Draft begins.

22. DRAFT COMPLETION

At the end of the Draft:

1. Each team must have selected 9 Open Category Players.
2. The League shall confirm and announce each team's final squad.
3. Team Owners / Captains will be required to sign a confirmation sheet acknowledging their selected players.
4. Once confirmed, the team squad shall be final, subject only to League-approved replacements.

PART D: PLAYING CONDITIONS

23. THE TOSS

1. The toss shall be conducted under the supervision of the Match Referee / League-appointed official.
2. The toss shall take place before the scheduled start of play.

3. Once the decision is communicated to the opposing captain and umpires, it cannot be changed.

24. INNINGS

1. Each side shall have one innings.
2. Each innings shall be limited to a maximum of 10 overs.
3. A team's innings shall be considered complete if:
    - The team is all out
    - The prescribed 10 overs are completed
    - No further batter is available to bat
    - A result has been achieved
4. No last-man batting shall be allowed.

25. BATTING REGULATIONS

1. Batting shall happen only from one end of the pitch.
2. There shall always be two batters at the crease.
3. The Captain and 2 MVP players must be the first three batters of the innings.
4. Two of the Captain / MVP group shall start the innings, and the remaining Captain / MVP player must bat at No. 3.
5. No team shall be allowed last-man batting.
6. Byes and leg byes shall be allowed.
7. Batters may take physical runs where applicable.
8. Demarcated scoring areas shall be placed around the ground.
9. If the ball hits the LED perimeter board between demarcated areas and the LED displays 2 or 3 runs, the batters must complete one compulsory physical run to claim the declared runs.
10. The compulsory physical run shall not be counted in addition to the declared LED runs.
11. If the ball does not hit the LED screen, batters may take unlimited physical runs.
12. If the batter places the ball in a way that it does not hit the LED screen, then only the runs physically completed between the wickets shall count.
13. If the ball goes into the audience, the runs shall be declared according to the marked area through which the ball passes over the perimeter scoring sign.
14. Runs behind the wicket shall be allowed.
15. If the ball goes over the LED perimeter behind the wicket, 2 runs shall be declared.
16. If the ball goes beyond the LED perimeter behind the wicket, the batter shall be given out.
17. A straight 4 shall require the batter to complete one physical run.
18. A straight 6 shall not require any running.
19. If the ball goes into the audience on the on-side or leg-side between the demarcated areas, 2 or 3 declared runs shall apply as per the marked zone.
20. If the ball goes beyond the branding area on either side, the batsmen will be given out.
21. Hitting the special Bullseye Target on the straight boundary shall award **12 runs**.

22. The Bullseye Target shall be approximately 3 feet in diameter and 12 feet in height.

26. BOWLING REGULATIONS

1. Each innings shall consist of 10 overs.
2. Each player in the playing 10 must bowl one over.
3. The Captain and 2 MVP players must bowl the first three overs.
4. Only one bouncer shall be allowed per over.
5. All bowling must be overarm.
6. Underarm bowling shall not be permitted.
7. A bowler must follow the pre-marked **8-step run-up restriction**.
8. If a bowler exceeds the permitted run-up or violates bowling regulations, the umpire may call No Ball or take action as per playing conditions.
9. The bowling team must complete its quota of overs within 30 minutes.
10. A penalty of 2 runs per minute shall be applied against the fielding team for slow over rate, as decided by the Third Umpire / Match Officials.
11. Each team shall be allowed one review per innings.

27. THE OVER

1. Each over shall consist of 6 legal deliveries.
2. A ball shall not count as one of the 6 legal deliveries if:
    - It is called No Ball
    - It is called Wide
    - It is declared Dead Ball before the batter has an opportunity to play it
    - The umpire determines that the ball should not count under playing conditions
3. An over starts when the bowler starts the run-up or, if there is no run-up, starts the bowling action.
4. Once 6 legal balls have been bowled and the ball becomes dead, the umpire shall call “Over”.
5. If the umpire miscounts the number of balls in an over, the over as counted by the umpire shall stand.
6. The Third Umpire and scorers may assist the on-field umpires in case of a miscount.

28. NO BALL

1. A No Ball shall result in:
    - 1 run to the batting team
    - The ball shall not count
    - The next delivery shall be a Free Hit
2. A batter can be run out on a No Ball.
3. A batter can be run out on a Free Hit.
4. A delivery may be called No Ball for reasons including but not limited to:
    - Illegal bowling action
    - Overstepping

    - Underarm delivery
    - Ball bouncing more than once before reaching the batter
    - Ball rolling along the ground before reaching the popping crease
    - Ball passing above permitted height - Above waist
    - Violation of run-up restriction
    - Any other breach determined by the umpire
5. The umpire's No Ball decision shall be final.

29. FREE HIT

1. The delivery following a No Ball shall be a Free Hit.
2. If the Free Hit delivery is not a legal delivery, the next delivery shall continue to be a Free Hit.
3. On a Free Hit, the batter can be dismissed only through modes of dismissal applicable on a No Ball, including run out.
4. The umpire shall signal the Free Hit after signalling the No Ball.

30. WIDE BALL

1. A Wide Ball shall result in 1 run being awarded to the batting team.
2. A Wide Ball shall not count as one of the 6 legal balls of the over.
3. The umpire shall adjudge a ball as Wide if it passes outside the batter's reach in a normal batting position or passes above permitted height, subject to the umpire's interpretation.
4. The umpire's decision on Wide Ball shall be final.

31. BYES AND LEG BYES

1. Byes shall be allowed.
2. Leg byes shall be allowed.
3. Runs completed by the batters as byes or leg byes shall be credited to the batting team as per standard scoring practice and ASTCL match conditions.
4. If a No Ball is involved, the No Ball penalty shall also be added.

32. LBW

1. LBW shall be a valid mode of dismissal in ASTCL season 3.
2. The batter shall be out by LBW if, in the opinion of the umpire, the ball would have hit the stumps after legally pitching and making contact with the batter's body without first touching the bat.
3. The umpire's decision on LBW shall be final, subject only to the permitted team review.

33. RUN OUTS

1. Run outs are possible at both ends of the pitch.

2. A fielder may collect the ball after it rebounds from the LED perimeter and attempt a run out.
3. Batters must complete the required physical run wherever applicable under ASTCL scoring conditions.
4. The umpires may refer run out decisions to the Third Umpire.

34. FIELDING AND DISMISSAL RULES

1. Any ball hit outside the stands on the leg-side, on-side, or behind the branding at the back shall result in the batter being given out.
2. LBW shall be out.
3. Run outs shall be valid at both ends.
4. A batter may also be dismissed through standard cricketing modes, including bowled, caught, stumped, hit wicket, obstructing the field, and run out, subject to ASTCL playing conditions.

35. OBSTRUCTING THE FIELD

1. Either batter shall be given out if obstructing the field, while the ball is in play, the batter wilfully attempts to obstruct, distract, or interfere with the fielding side by word or action.
2. The striker may also be given out if he wilfully strikes the ball with a hand not holding the bat while receiving the delivery.
3. The umpire's decision shall be final.

36. DEAD BALL

1. The ball shall become dead when:
    - It is finally settled in the hands of the wicketkeeper or bowler
    - A boundary or declared score is completed
    - A batter is dismissed
    - The umpire calls Dead Ball
    - The ball becomes trapped in clothing or equipment
    - A serious injury occurs
    - A player or umpire is distracted before or during delivery
    - The ball cannot be recovered
    - The umpire determines that play should stop
2. Once the ball is dead, no further runs may be scored on that delivery unless already completed or awarded.
3. Once the ball is dead, it cannot be brought back into play for that delivery.

PART E: SPECIAL ASTCL RULES

37. DOUBLE TROUBLE OVER - Gravix Ball

1. The **5th over** of every innings shall be the Double Trouble Over.
2. **Double Trouble Over – Gravix Ball**
3. To make the upcoming season more exciting and challenging, the League is considering introducing the Gravix ball during the 5th over. Its use remains subject to the League's final decision, and the applicable rules will be communicated to all teams before implementation.
4. Every run scored in this over shall be doubled.
5. If a batter is dismissed in this over, **5 runs shall be deducted** from the batting team's score.
6. Deductions and doubled scoring shall be calculated at the end of the over.
7. Fielders may cause run outs by retrieving balls that rebound from the LED perimeter.
8. Overthrows shall be permitted.
9. If the ball does not hit the LED perimeter, batters may take as many physical runs as possible.
10. The League Administration and official scorers shall have the final say on Double Trouble Over scoring.

38. MANDATORY CAPTAIN AND MVP PLAYING RULES

1. The Captain and 2 MVP players must be part of the playing lineup for every match.
2. The Captain and 2 MVPs must be the first three batters.
3. The Captain and 2 MVPs must bowl the first three overs.
4. Fielding team captains may be mic'd during the first two overs to allow direct interaction with commentators.
5. The mic'd captain segment is part of the league's entertainment and broadcast format.
6. Captains must maintain discipline and avoid any inappropriate language during mic'd segments.

39. INJURY AND SUBSTITUTE PLAYER RULE

1. If a player is substituted due to injury or any other reason approved by the umpire or League Administration, that player cannot return to the same match.
2. The substitute player must complete the remainder of the match, subject to the applicable substitute restrictions.
3. Substitute players may field only after approval from the umpires.
4. A team may nominate a maximum of 2 substitutes before the match.
5. No runner shall be allowed if a batter is unable to run due to injury.
6. In case of a medical emergency during play, certified by the on-ground doctor, involving a Captain or MVP, the bowling team may continue the mandatory Captain / MVP bowling

requirement by allowing either the Captain or MVP to bowl an additional over, subject to League approval.

7. In case of injury before batting to any player in the playing 10, the approved substitute may be used only as per League and umpire approval.
8. All injury claims shall be verified by the League Doctors / Medical Partner.

REPLACEMENT RULE FOR INJURED CAPTAIN / MVP

1. In the event that a Team Captain or MVP suffers an injury during or before the League has started and is certified by the League Doctor / Medical Partner as being unable to continue for the remainder of the tournament, the concerned player may be replaced only through the League-approved **Captain/MVP Replacement Pool**.
2. The League shall maintain a Replacement Pool consisting of up **two (2)** to **four (4)** eligible players for such situations. The replacement of an injured Captain or MVP shall be made from this Replacement Pool, subject to approval by the League Administration.
3. No franchise shall be permitted to independently appoint, nominate, or bring in any outside player as a replacement for an injured Captain or MVP Player.
4. All injury declarations, medical unavailability, and replacement approvals shall be subject to verification and final confirmation by the League Doctor / Medical Partner and the League Administration. The decision of the League Administration in relation to such replacement shall be final and binding.

40. SUPER OVER RULE

1. A Super Over shall be played only in case of a tie in the Semi-Finals and Finals.
2. The Super Over shall consist of one over per team.
3. The batting team may select the bowler it wants to face in the Super Over, subject to eligibility and League approval.
4. If the Super Over also ends in a tie, the result shall be decided based on a **bowl out**. Each team can select **6** players who will bowl at the stumps and whichever team hits the stumps the maximum times - wins the match.
5. The League Administration and Match Officials shall have the final say in the Super Over result.

PART F: MATCH OFFICIALS, UMPIRES AND SCORERS

41. MATCH OFFICIALS

The following match officials may be appointed for each ASTCL match:

1. Match Referee
2. Two on-field umpires
3. Third Umpire

4. Official scorers
5. Integrity Officer
6. League-appointed operational officials

The League Administration shall appoint all match officials.

No team shall have the right to object to the appointment of any umpire, Match Referee, scorer, Third Umpire, Integrity Officer, or League official.

42. UMPIRES

1. The umpires shall control the game in accordance with ASTCL Playing Conditions.
2. The umpires shall act with absolute impartiality.
3. The umpires shall be the sole judges of fair and unfair play.
4. The umpires will consult the Third Umpire or Match Referee wherever necessary.
5. The umpires' decision shall be final and cannot be challenged except through the permitted review process.
6. An umpire shall not be changed during the match except in case of injury, illness, or exceptional circumstances.

43. THIRD UMPIRE

1. The Third Umpire will assist with:
    - Run outs
    - Stumpings
    - Boundary decisions
    - Timing penalties
    - Review decisions
    - Miscounted overs
    - Any matter referred by the on-field umpires
2. The Third Umpire's decision shall be final.

44. SCORERS

1. Official scorers shall be appointed by the League.
2. Scorers shall record:
    - Runs scored
    - Wickets taken
    - Overs bowled
    - Extras
    - Penalties
    - Double Trouble Over calculations
    - Declared LED runs
    - Any other official scoring event

3. Scorers shall frequently check their records with each other and consult the umpires where necessary.
4. Scorers shall accept all instructions and signals given by the umpires.
5. Any correction in scoring shall be handled by the umpires, scorers, and Match Referee.
6. Once the umpires and scorers confirm the final result, the result shall not be changed unless there is a clear scoring error discovered before formal closure of the match.

PART G: WEATHER, FITNESS AND INTERRUPTED MATCHES

45. FITNESS FOR PLAY

1. The umpires, in consultation with the Match Referee and League Administration, shall decide whether conditions are fit for play.
2. Ground, weather, light, safety, player welfare, broadcast obligations, and exceptional circumstances may be considered.
3. Conditions shall be considered dangerous if there is foreseeable risk to the safety of players, umpires, officials, or spectators.
4. Conditions shall be considered unreasonable if play cannot proceed in a fair, sensible, or professional manner.
5. The decision of the umpires, Match Referee, and League Administration shall be final.

46. DELAYED OR INTERRUPTED MATCHES

1. In case of delay or interruption, the League Administration and Match Officials shall determine the revised playing conditions.
2. To constitute a valid result in a delayed or interrupted match, a minimum of 4 overs must be bowled to the team batting second, unless a result has been achieved earlier. If fewer than 4 overs are possible in the second innings due to weather, light, ground conditions, or any other interruption, then the match shall be called off and both teams shall be awarded 1 point each.
3. Wherever possible, both teams shall receive equal batting opportunities.
4. If a result cannot be achieved, the League Administration shall decide the outcome in accordance with tournament requirements.
5. The League Administration’s decision shall be final.

PART H: PMOA, DUGOUT AND PLAYER AREA RULES

47. PMOA RULES

PMOA means the Player and Match Official Area.

1. Only authorised personnel shall be allowed inside the PMOA.

2. Players, medical staff, attendants, and team officials inside the PMOA shall not use mobile phones.
3. Mobile phones must be stored in the designated locker box.
4. Phones may be retrieved only upon leaving the PMOA.
5. Substitute players are not allowed to stand outside the dugout area.
6. The Integrity Officer shall ensure compliance with PMOA rules.
7. Violations may result in penalties, suspensions, or disciplinary action.

48. POST-MATCH PMOA CLEARANCE

1. Once a match is over, the non-playing team must vacate the PMOA area.
2. The team must move to the designated players' sitting area.
3. Loitering, resting, or remaining inside the PMOA without authorisation is strictly prohibited.

PART I: KIT, EQUIPMENT AND BRANDING

49. TEAM KIT RULES

1. Teams must wear only the official kit provided and approved by the League.
2. Each team must wear the official team kit throughout the tournament.
3. The team name and logo shall be prominently displayed on the front of the jersey.
4. The team kit must maintain a consistent colour scheme across caps, jerseys, trousers, and other team gear.
5. Substitute players and support staff must wear team-approved attire, including matching tracksuits or polos in team colours, with appropriate sponsorship branding as per League guidelines.

50. PLAYER NAME AND NUMBER

1. Each player's number must be printed on the back of the jersey in a large, legible font.
2. The player's name must be displayed on the back of the jersey, directly below the number.
3. Jersey numbers should be between 8 and 12 inches in height for clear visibility during matches and broadcast.

51. FOOTWEAR AND SAFETY EQUIPMENT

1. No spikes shall be allowed.
2. All players must wear shoes provided and approved by the League.
3. All batters must wear an abdomen guard and thin gloves while batting.
4. Wicketkeeping gloves shall be provided.
5. The wicketkeeper may wear an abdomen guard if required.

6. The League shall not be responsible if a player is injured due to failure to wear an abdomen guard.
7. Batters may use permitted safety equipment, subject to League approval.

52. BAT RULES

1. Players may use their own bats.
2. Only tennis ball cricket bats shall be allowed.
3. Fibre and plastic bats shall not be permitted.
4. If a player uses a personal bat, the team sponsor logo must be displayed.
5. If there is no team sponsor, the League-provided logo must be fixed on the bat.
6. No unauthorised branding shall be allowed on the bat.
7. Bat logo size shall be 4 x 5.5 inches.

53. LOGO GUIDELINES

1. The League logo must be given equal prominence to the team logo across all creatives.
2. The League logo must be the same size as the team logo in:
    - Social media creatives
    - Print media
    - Outdoor media
    - Team communication
    - Promotional material
    - Any other approved platform
3. No team may reduce, hide, distort, recolour, crop, or misuse the League logo.
4. All sponsor and team creatives must be approved by the League wherever required.

PART J: COACHING AND PRACTICE

54. COACHING

1. The league shall provide qualified coaches for each team.
2. The coach shall assist with team preparation, practice, lineup strategy, and player readiness.
3. The coach must follow all League rules and conduct requirements.
4. The coach shall coordinate with the team owner, captain, MVPs, Team manager, and League officials.

55. PRACTICE SESSIONS

1. The Franchise Holder shall be responsible for conducting, coordinating, and managing at least 5-10 team practice sessions prior to the commencement of the League.
2. The League-provided practice session shall be organised and paid for by the League.

3. The League provided practice session shall be held on the official match ground, wherever possible, with actual pitch and boundary dimensions, scheduled by the League Manager.
4. Franchisees / teams may avail additional coaching or practice services beyond the League-provided session.
5. Any additional services must be coordinated directly between the franchise/team and the coach.
6. Payments for additional services shall be made as per the coach's fees and shall not be the responsibility of the League.

PART K: SPONSORSHIP, SHAREHOLDING AND COMMERCIAL RULES

56. FRANCHISEE SPONSORSHIP RULES

1. Teams must submit their team sponsor logos at least **30 days before the tournament**.
2. The League shall not be responsible if sponsor logos are not displayed due to late submission.
3. Team sponsors must comply with League, broadcaster, government, legal, and advertising regulations.
4. Betting companies are strictly not allowed.
5. Surrogate alcohol brands may be permitted as sponsors only where legally permissible and approved by the League.
6. Alcohol and tobacco brands shall not be entitled to FCT / Free Commercial Time, as broadcasters do not allow on-air promotion of alcohol, betting, or tobacco brands.
7. Any sponsor category that creates reputational, legal, regulatory, or broadcast risk may be rejected by the League.
8. The League Administration's approval shall be final for all sponsor branding.

57. BLACKLISTED BRAND CATEGORIES FOR SPONSORSHIP

The following categories are not permitted as team sponsors or league-associated sponsors unless expressly approved by the League in writing and legally permissible:

1. Direct alcohol
2. Direct or surrogate betting
3. Direct tobacco
4. Drugs and magical remedies
5. Services for pre-natal determination of sex
6. Infant milk substitutes, feeding bottles, and infant foods, including products such as Cerelac
7. Prize chits and money circulation schemes
8. Any brand or category prohibited by law, government regulation, broadcaster policy, or League policy

58. SHAREHOLDING RULES

1. Each franchise must share its shareholding pattern with the League before draft Day every year.
2. The shareholding pattern must be submitted in writing through official email.
3. Any change in ownership, shareholding, control, beneficial interest, or management rights must be disclosed to the League.
4. The League may request additional documentation to verify ownership or control.
5. Failure to disclose accurate shareholding information may result in disciplinary or commercial action.

PART L: SOCIAL MEDIA, CONTENT AND ACCESS

59. SOCIAL MEDIA

1. The League shall share its official content with the teams.
2. Each team must have its own social media team to engage with fans and create hype, visibility, and audience interest.
3. Each team shall be allowed one content creator inside the venue with full access except restricted areas.
4. Restricted areas include:
    - PMOA
    - VVIP Area
    - Broadcast control areas
    - Any area restricted by the League
    - Any area restricted by security or venue operations
5. Team content creators must follow League instructions, venue protocols, sponsor guidelines, and broadcast restrictions.
6. The League may restrict, remove, or revoke access for any content creator who violates access rules or disrupts operations.

PART M: TICKETING AND ACCESS

60. TEAM TICKETING ALLOCATION

Each team shall receive the following ticket and access allocation:

1. **10 VVIP tickets**
2. **20 VIP tickets**

3. **5 car passes**

Additional tickets, passes, or access shall be subject to availability and League approval.

PART N: DISCIPLINE, CONDUCT AND SPORTSMANSHIP

61. SPORTSMANSHIP

1. Players must uphold the spirit of cricket and maintain the integrity of the game.
2. Teams must play in a competitive but respectful manner.
3. Players must honour and promote the game responsibly, especially considering broadcaster, sponsor, fan, and public visibility.
4. Captains are responsible for ensuring that their players conduct themselves appropriately.
5. The League encourages energy, personality, passion, and entertainment, but not misconduct.

62. ENTERTAINMENT RULES

1. Light banter and controlled arguments may be permitted for viewer engagement.
2. However, the following are strictly prohibited:
    - Abusive language
    - Personal insults
    - Physical altercations
    - Threats
    - Disrespectful behaviour
    - Offensive gestures
    - Misconduct toward umpires
    - Misconduct toward opponents
    - Misconduct toward spectators
    - Misconduct toward League officials
    - Damage to League or venue property
3. Any player or team responsible for damaging League property shall attract a fine of **Rs. 1,00,000** to the team ownership.
4. Further disciplinary action may also be taken depending on the seriousness of the incident.

63. UMPIRE AUTHORITY AND PLAYER DISCIPLINE

1. The umpire’s decision is final and cannot be challenged except through the permitted review.
2. Players can not argue with the league owners or umpires; only the **captains** can bring the case forward

3. Arguing with, abusing, threatening, or disrespecting an umpire shall be treated as misconduct.
4. Opposing or arguing with the umpire may result in:
    - Yellow Card warning
    - Red Card suspension
    - Match suspension
    - Further disciplinary action
5. A Red Card shall result in immediate match suspension.
6. The player receiving a Red Card must leave the pitch immediately.
7. The team shall continue with one player short.
8. A player receiving a Red Card shall also be suspended for the next match.
9. Repeated Yellow Cards across matches may result in a Red Card.
10. The suspended player shall sit in the designated suspension area / suspension chair.
11. The umpires may refer run outs and other relevant decisions to the Third Umpire.

64. SERIOUS MISCONDUCT

1. The umpires shall act upon any serious misconduct.
2. If either umpire considers that a player has committed a serious offence during the match, the umpire may call and signal Dead Ball.
3. The umpires may consult the Third Umpire, Match Referee, or League officials.
4. Video or audio evidence may be reviewed where available.
5. If an offence is confirmed, sanctions may be applied immediately.
6. Any call of No Ball or Wide before the offence shall stand.

65. LEVEL 4 OFFENCES

The following shall constitute serious Level 4 offences:

1. Threatening to assault an umpire
2. Making inappropriate and deliberate physical contact with an umpire
3. Physically assaulting a player
4. Physically assaulting any other person
5. Committing any act of violence
6. Serious abuse or threat directed at a match official, player, spectator, or League representative

If a Level 4 offence is committed:

1. The umpire shall call Time.
2. The umpires shall inform the offending player’s captain.
3. The offending player shall be removed immediately from the field of play for the remainder of the match.
4. No substitute shall be allowed for the offending player.
5. If the offending player is a batter, the player shall be recorded as retired out.

6. If no further batter is available, the innings shall be completed.
7. If the offending player is a bowler and is suspended mid-over, another eligible bowler must complete the over, subject to bowling restrictions.
8. The player may face further suspension or permanent removal from the League.

66. CODE OF CONDUCT

1. All players, captains, team owners, MVPs, coaches, managers, support staff, and content personnel must follow the ASTCL Code of Conduct.
2. Captains shall be responsible for maintaining discipline on the field.
3. Team owners shall be responsible for ensuring that their franchise behaves professionally.
4. Sledging, abuse, foul language, threats, physical contact, and unsportsmanlike behaviour shall not be tolerated.
5. The following conduct is strictly discouraged and may result in disciplinary action:
    - Abuse of umpires
    - Abuse of opponents
    - Abuse of spectators
    - Abuse of League officials
    - Damage to stumps, bats, balls, LED boards, branding, dugout, or any League property
    - Offensive language
    - Provocation beyond acceptable banter
    - Refusal to follow umpire instructions
    - Refusal to leave the field after suspension
6. If a player refuses to leave the field after being ejected, the team may forfeit the match.
7. No substitute shall be allowed for an ejected player.
8. Any player abusing or threatening umpires or opponents may be suspended for one or more matches.
9. The captain may also face action if the team repeatedly violates the Code of Conduct.
10. The final decision shall lie with the League Administration / Disciplinary Committee.

67. DISCIPLINARY COMMITTEE

1. The League may constitute a Disciplinary Committee to handle serious or escalated incidents.
2. The Disciplinary Committee may include League officials, Match Referee, senior administrators, and any other authorised representatives.
3. Umpires and match officials shall report unruly behaviour or misconduct to the committee.
4. The committee may take action on a case-by-case basis.
5. Actions may include:
    - Warning
    - Fine
    - Yellow Card

- Red Card
- Match suspension
- Multiple-match suspension
- Team penalty
- Match forfeiture
- Permanent suspension
- Ban from future ASTCL participation

6. The decision of the Disciplinary Committee / League Administration shall be final and binding.

PART O: LEAGUE MANAGEMENT AND FINAL AUTHORITY

68. LEAGUE MANAGEMENT

1. The League Administration shall have the final decision in all disputes.
2. League decisions cannot be challenged.
3. Any miscommunication or misunderstanding regarding umpire decisions, scores, penalties, timing, or match situations must be brought to the League's notice immediately.
4. The League Administration shall have the final say in all such matters.
5. In any dispute, the final decision shall be communicated to the team owner.
6. In the absence of the team owner, the decision shall be communicated to the team captain.
7. All teams are expected to cooperate with the League Administration for smooth conduct of the tournament.

69. UNFORESEEN EVENTS

1. The League retains the authority to make decisions in the event of unforeseen circumstances.
2. This includes matters not explicitly covered by this rulebook.
3. Such decisions may relate to match conditions, player eligibility, safety, scheduling, auction, sponsorship, scoring, weather, disciplinary issues, or operational requirements.
4. All decisions made by the League shall be final and binding on all teams.

PART P: PRESENTATION AND PRIZE MONEY

70. PRESENTATION CEREMONY

1. After every match, there shall be a presentation ceremony.
2. The presentation shall include the **Man of the Match / Player of the Match** award.

3. Players must cooperate with presentation ceremony timelines and broadcast requirements.
4. Teams must ensure that award winners are available immediately after the match.

71. PRIZE MONEY

1. Prize money shall be distributed within **45-60 days** of the conclusion of the league.
2. Prize distribution shall be subject to League verification, compliance, documentation, tax obligations, and any required approvals.

PART Q: OWNER AND TEAM RESPONSIBILITIES

72. TEAM OWNER RESPONSIBILITIES

Each team owner shall be responsible for:

1. Ensuring compliance with all League rules.
2. Ensuring timely payment of all financial obligations.
3. Ensuring team management and coordination.
4. Appointing a responsible team manager / POC.
5. Coordinating with the Captain, MVPs, players, coach, and League.
6. Ensuring player attendance.
7. Ensuring sponsorship logo submission within deadlines.
8. Ensuring team social media activity.
9. Ensuring discipline and professionalism.
10. Ensuring shareholding information is submitted before Auction Day.
11. Ensuring the team does not violate sponsorship restrictions.
12. Ensuring the team follows kitting and branding rules.
13. Ensuring that all players are educated about the ASTCL Rulebook.

73. TEAM MANAGER / POC RESPONSIBILITIES

Each franchise must appoint a Team Manager / POC for essential team functions.

The Team Manager / POC shall be responsible for:

1. Practice session coordination
2. Player trial and auction coordination
3. Player availability and attendance tracking
4. Team communication with the League
5. Kitting coordination
6. Matchday reporting
7. Dugout discipline

8. Sponsor logo coordination
9. Social media coordination
10. Player documentation
11. Any other responsibility required by the League from time to time

The responsibilities of the Team Manager / POC shall not be limited to the above list and may include any additional task required for smooth conduct of the League.

PART R: SIGN-OFF

74. ACKNOWLEDGEMENT

By signing this Rulebook, the Team Owner, Team Captain, and Team Management confirm that they have read, understood, accepted, and agreed to be bound by the rules, regulations, playing conditions, commercial guidelines, disciplinary code, and operational requirements of ASTCL Season 3.

All teams shall ensure that their players, MVPs, coaches, managers, staff, content teams, and representatives comply with this Rulebook.

Team Owner Name: _____

Signature: _____

Date: _____

Team Captain Name: _____

Signature: _____

Date: _____

League Management Representative: _____

Signature: _____

Date: _____

END OF ASTCL SEASON 3 RULEBOOK