OFFICIAL PLAYING CONDITIONS

TCL Season 6 League Rules and Q&A Manual

Every scheduled Season 6 fixture is one playing day containing four games between the same two teams. All available team members take the field.

Revision date: 27 September 2026

Official interpretation

This manual is the official published interpretation for Season 6. Where a situation is not expressly covered, the organisers will determine the ruling and may publish a further interpretation.

Generated from the same published rules data used by the TCL web and app manuals.

Contents

1. Playing-Day Format
2. Games 1-3: Eight-Over Bowling and Opening **[Updated 20 September 2026]**
3. Game 4: Four-Over Batting and Bowling **[Updated 27 September 2026]**
4. Games 1-3 When Playing Short
5. Batting
6. Complete Team Jersey, Shoes and Team-Branded Bats **[Updated 20 September 2026]**
7. Fielding Restrictions and Super Over Bands **[Updated 27 September 2026]**
8. Bowling
9. No-Balls
10. Wides
11. Attendance, Qualification and Coaching **[Updated 27 September 2026]**
12. Substitutes and Absentees
13. Substitute Runner
14. Procedural Objections
15. Escalation and Conduct
16. Team Owner Responsibilities
17. Captain Responsibilities
18. Playing-Day Fees

RULE 01

Playing-Day Format

- Each team has 15 scheduled playing days, normally one playing day per week.
- Every playing day contains four games against the scheduled opponent.
- Games 1, 2 and 3 are eight overs per side. Game 4 is four overs per side.
- All available team members take the field. Fielding substitutes are not permitted.
- In each eight-over innings, one Super Over is assigned during overs 1-4 and one during overs 5-8.

Questions and answers

Q: Is each listed fixture a single match?

A: No. One fixture is a playing day of four separate games between the same teams.

Q: What if weather, time or another exceptional event prevents the normal format?

A: The umpires and organisers decide the treatment of the affected game or playing day under the published competition process.

RULE 02

Games 1-3: Eight-Over Bowling and Opening [Updated 20 September 2026]

- With nine players, eight different players must bowl exactly one over each.
- The ninth player, who does not bowl, must open the batting and face the first delivery as striker.
- Games 1-3 must have three different opening strikers, regardless of team size.
- With nine players, the opening striker must also be the non-bowler and must face the first delivery.
- A short team chooses its opening pair normally but must still rotate the designated opening striker across Games 1-3.
- Game 4 has no opener-rotation restriction. The opener rotation resets at the next playing day.

Questions and answers

Q: Can the same player be the opening striker twice in Games 1-3?

A: No. Game 1, Game 2 and Game 3 must each have a different designated opening striker, even when the team is short.

Q: Does a short team still have to use its non-bowler as opening striker?

A: No. The nine-player non-bowler rule applies only with nine players, but a short team must still use three different opening strikers in Games 1-3.

Q: Does a Wide or No-Ball satisfy the first-delivery requirement?

A: Yes. The requirement is satisfied by the first delivery, including a Wide or No-Ball.

Q: May an opener be reused in Game 4?

A: Yes. Game 4 is unrestricted by the opener-rotation rule.

RULE 03

Game 4: Four-Over Batting and Bowling [Updated 27 September 2026]

- If batting first, the first four players who actually enter the crease cannot bowl unless the team is short and there are not four other available bowlers.
- If bowling first, four players bowl one over each. Every non-bowler must bat before any of those four bowlers enters the crease.
- Once all required non-bowlers have batted, the batting order is open.
- Game 4 has no opener-rotation restriction.
- If Game 4 is set or reduced to one over per side, each batting team may lose a maximum of two wickets.
- If Game 4 is set or reduced to two overs per side, each batting team may lose a maximum of four wickets.
- If Game 4 is set or reduced to three overs per side, each batting team may lose a maximum of six wickets.
- The innings ends when the allocated overs or applicable wicket limit is reached, whichever occurs first. Any lower all-out limit resulting from the number of available batters still applies.
- This clarification applies only to a shortened Game 4. When Game 4 remains four overs per side, the existing wicket and all-out rules remain unchanged.

Players	Batting first	Bowling first
9	The first four batters cannot bowl; choose four bowlers from the remaining five.	Four players bowl; the other five must bat first.
8	The first four batters cannot bowl; the remaining four bowl.	Four players bowl; the other four must bat first.
7	Players 5-7 bowl first; one of the first four supplies the remaining over.	Four players bowl; the other three must bat first.
6	Players 5-6 bowl first; two of the first four supply the remaining overs.	Four players bowl; the other two must bat first.
5	Player 5 bowls first; three of the first four supply the remaining overs.	Four players bowl; the sole non-bowler must bat first.

Questions and answers

Q: Who counts among the first four batters?

A: The first four players who actually enter the crease, not merely the names written first on a list.

Q: What if a short batting-first team has fewer than four other bowlers?

A: Use every available player outside the first four first, then use as many of the first four as needed to complete the four overs.

Q: What is the wicket limit when Game 4 is shortened?

A: The maximum is two wickets for one over, four wickets for two overs, and six wickets for three overs. A lower all-out limit still applies when the number of available batters requires it.

RULE 04

Games 1-3 When Playing Short

- Eight players: every player bowls exactly one over.
- Seven players: every player bowls once; one player supplies one additional absentee over.
- Six players: every player bowls once; two different players supply one additional absentee over each.
- Five players: every player bowls once; three different players supply one additional absentee over each.
- No player may supply more than one additional absentee over, and absentee overs do not apply to a Super Over.
- All field restrictions and the three-different-opening-strikers rule continue to apply when a team plays short.

Questions and answers

Q: Can one player bowl two absentee overs?

A: No. Each additional absentee over must be supplied by a different player.

Q: Can an absentee over be the designated Super Over?

A: No. The normal Super Over assignment remains separate.

Q: Does playing short waive opening-striker rotation?

A: No. The short team chooses each pair normally but must designate a different opening striker in Games 1, 2 and 3.

RULE 05

Batting

- There is no above-waist No-Ball when the striker is outside the crease.
- Fibre bats are not allowed. Any wooden bat, including a Mongoose bat, is allowed.
- Batting gloves are permitted.
- If a shot touches the top rope, but not the top net, and travels directly to the boundary, six runs are awarded.

Questions and answers

Q: Is every above-waist delivery a No-Ball?

A: No. The above-waist rule applies only while the striker is inside the crease.

Q: What happens if bat material or a top-net contact is disputed?

A: The captain must object promptly to the umpire. The umpire rules on the immediate facts; any unprovided case goes to the organisers.

RULE 06

Complete Team Jersey, Shoes and Team-Branded Bats [Updated 20 September 2026]

- Every player must wear the complete official team kit, including the team top, team bottom wear, and proper sports or cricket shoes.
- The opposing team may report a missing official team top or team bottom to the umpire. The player must sit out the current game and, after obtaining the missing item, may resume only from the next game on the same playing day.
- A player who is not wearing proper sports or cricket shoes may not participate while non-compliant. After putting on proper shoes, the player may resume the current game at the next natural stoppage once the umpire confirms compliance.
- Every player must use a bat carrying that player's own team sticker. If the opposing captain spots a player using another team's bat, five penalty runs are awarded to the opposing team.
- If an opposing captain knowingly permits the other team to use a non-branded or incorrectly branded team bat, that captain commits a Level 2 offence: an INR 500 fine and a one-match ban.

Questions and answers

Q: May a player obtain a missing team top or team bottom and return in the same game?

A: No. After obtaining the missing item, the player may return only from the next game that day.

Q: May a player put on proper sports or cricket shoes and return in the same game?

A: Yes. The player may return at the next natural stoppage after putting on proper shoes and receiving the umpire’s confirmation.

Q: Who must object to an incorrectly branded bat?

A: The opposing captain should raise it immediately. The five-run penalty is applied when the violation is identified in time.

RULE 07

Fielding Restrictions and Super Over Bands [Updated 27 September 2026]

- With nine players, a maximum of three fielders may be on the boundary, a maximum of two may be in the middle zone, and at least two must be in the front zone.
- With eight players, a maximum of three fielders may be on the boundary, a maximum of two may be in the middle zone, and at least one must be in the front zone.
- With seven players or fewer, a maximum of three fielders may be on the boundary, a maximum of two may be in the middle zone, and there is no compulsory front-zone fielder.
- The boundary and middle-zone maximums are caps, not quotas. A captain may use fewer fielders in either zone and move additional fielders forward.
- The middle zone is the area between the bowler and the mid-pole. The front zone is in front of the stumps at the bowler's end; the bowler and wicketkeeper do not count toward a compulsory front-zone minimum.
- A field-restriction violation is a No-Ball.
- The Super Over bowler must remove the band, or have it cut by the umpire, before the first delivery.
- From the first delivery until the fixture day ends, including during a later child match, the opposing captain may object to the band violation. The original Super Over batting team receives three runs.
- Completed deliveries stand. If the Super Over is still in progress, the same bowler must remove the band and continue.
- No objection is accepted after the fixture day ends. This is a rule clarification only; the scoring system does not apply an automatic retrospective adjustment.
- If a ball makes normal contact with or deflects off any fielder and then enters the one-declare dead area, the ball is dead and exactly one run is awarded to the batting team. No additional runs from running are counted.
- If a deliberate throw or return by a fielder enters the one-declare dead area as an overthrow, the ball is dead. The batting team is awarded one declared run plus all runs physically completed before the ball entered the dead area. A run still in progress is not counted.
- Except for the designated wicketkeeper, no fielder may wear gloves or any item that covers the palm or aids grip. Bandages, tape and finger protection are permitted only when the palm remains fully uncovered.

Questions and answers

Q: What must the Super Over bowler do with the band?

A: Remove it before the first delivery. If it cannot be removed normally, the umpire may cut it.

Q: How long may the opposing captain object to the band?

A: From the first delivery until the fixture day ends, including during a later child match. The original Super Over batting team receives three runs.

Q: What if the objection is made after the Super Over?

A: Completed deliveries stand. The three-run remedy still applies during the same fixture day, but no objection is accepted after that fixture day ends.

Q: What happens when a normal fielder contact or deflection enters the one-declare dead area?

A: The ball is dead and exactly one run is awarded. No additional runs from running are counted.

Q: What happens when an overthrow enters the one-declare dead area?

A: The ball is dead. Award one declared run plus all runs physically completed before the ball entered the dead area. Do not count a run still in progress.

Q: What is the result of an illegal field?

A: The delivery is a No-Ball. The opposing captain should raise the issue immediately with the umpire.

RULE 08

Bowling

- Pace bowling is allowed.
- Touching the front line during delivery is a No-Ball.
- The over allocations for nine-player and short teams are compulsory and must be followed in addition to the normal bowling rules.

Questions and answers

Q: May a bowler touch the front line?

A: No. Touching the line during delivery is a No-Ball.

Q: Can a captain depart from the compulsory over allocation by agreement?

A: No. The allocation remains compulsory; an objection should be raised as soon as the incorrect bowler is identified.

RULE 09

No-Balls

- A delivery that bounces before the centre pitch line is a No-Ball; the line belongs to the umpire.
- An above-waist delivery is a No-Ball when the striker is inside the crease.
- A field-restriction violation is a No-Ball.
- A fielder disturbing the batter during delivery results in a No-Ball.
- A full toss passing behind the stumps is not a No-Ball.
- When a delivery qualifies as both Wide and No-Ball, it is recorded as a Wide.

Questions and answers

Q: How is a ball that is both Wide and No-Ball recorded?

A: Record it as a Wide.

Q: Who decides whether the bounce was before the centre line or the ball was above waist height?

A: The umpire decides. A captain may ask promptly, but play proceeds on the umpire's call.

RULE 10

Wides

- Leg-side Wides are called strictly.
- Off-side Wides are at the umpire's discretion; the line belongs to the umpire.

Questions and answers

Q: Is the off-side line an automatic Wide?

A: No. Off-side Wides remain at the umpire's discretion.

Q: When should a captain question a Wide decision?

A: Immediately and respectfully. A later objection does not retrospectively rewrite completed play unless the rules expressly say so.

RULE 11

Attendance, Qualification and Coaching [Updated 27 September 2026]

- The umpire has sole authority to decide when a team's allotted two-hour turf period begins. Once the umpire signals the scorer, the scorer must start the two-hour timer immediately, even if the full team is not present.
- Waiting for missing players does not delay, pause or restart the turf timer. Attendance and late-arrival rules continue to apply separately.
- Attendance is confirmed separately for each game and locks when that game's first delivery is bowled, including a Wide or No-Ball.
- A player who arrives after the first delivery may not participate in the current game and is recorded Absent for that game. The player may be selected from the next game if attendance is confirmed before it begins.
- At least 80% attendance across competitive matches is required for automatic qualification to the next-season shortlist. Coaching and trial attendance are recorded separately and do not count.
- Coaching is compulsory. The fee is INR 300 per attending player for each coaching day; an absent player owes INR 400 for that coaching day.
- Organisers may formally note players who do not take coaching seriously.

Questions and answers

Q: May a team ask the scorer to delay the two-hour turf timer while waiting for players?

A: No. The timer starts as soon as the umpire signals the scorer, even if the full team is not present, and it is not delayed, paused or restarted for missing players.

Q: Does an illegal first delivery lock attendance?

A: Yes. The first delivery locks attendance even if it is a Wide or No-Ball.

Q: Can a late player join the next game?

A: Yes, if attendance is confirmed before that next game begins. The player remains Absent for the earlier game.

RULE 12

Substitutes and Absentees

- No fielding substitute is allowed for any game.
- When a player is injured, a permanent replacement may be requested, but the replaced player cannot return during that tournament.
- The organisers choose the replacement; any captain who is also an organiser is excluded from that decision.
- The captain may accept or reject the replacement. If rejected, the team plays short but may accept the replacement later in the same game.
- Injury replacements are allowed through exactly 75% completion of the scheduled league-stage matches. No replacement is allowed above 75%.
- The captain remains responsible for the full playing-day fee when the team plays short.

Questions and answers

Q: May an injured player use a temporary fielder?

A: No. There are no fielding substitutes; the permanent-replacement process is separate.

Q: Can a rejected permanent replacement be accepted later?

A: Yes, during the same game, but until acceptance the team plays short.

RULE 13

Substitute Runner

- Only players approved for a substitute runner may use one.
- The batting team chooses the runner, and a different runner must be used for each game.
- A player using a runner must field within the compulsory two-fielder front zone.
- If a player cancels a runner request at any time during the season, that player cannot request a runner again during the same season.

Questions and answers

Q: Can the same person run in consecutive games?

A: No. A different runner must be used for each game.

Q: What if runner approval or eligibility is disputed?

A: Raise it before or as soon as the runner enters. The organisers determine any case not resolved by the recorded approval.

RULE 14

Procedural Objections

- Only the opposing captain may object if an incorrect bowler starts a Super Over or an incorrect batter comes to the crease.
- The objection must be raised before the first delivery of that Super Over, or before the batter faces their first delivery, as applicable.
- Once that delivery has been bowled, the selection stands: the bowler must complete the Super Over, and the batter may not be recalled or replaced on that ground.
- The Super Over band appeal has its own timing and three-run remedy in the Fielding Restrictions section: it remains open from the first delivery through the end of the fixture day, including later child matches.

Questions and answers

Q: Who may make a selection objection?

A: Only the opposing captain.

Q: Is an objection valid after the first delivery?

A: Not for an incorrect Super Over bowler or batter selection. The selection then stands. The band rule is different and permits an objection through the end of the fixture day.

RULE 15

Escalation and Conduct

- Only captains may raise objections during a game. Players must not argue with opponents or umpires.
- Captains must monitor rule violations and raise objections immediately with the umpires and, when necessary, non-playing organisers.
- An objection raised after the game will not alter the result unless a published rule expressly provides otherwise.
- Quitting mid-season carries an additional one-year ban.
- Level 1: INR 500 fine.
- Level 2: INR 500 fine and a one-match ban.
- Level 3: INR 1,000 fine and a four-match ban.
- Unclassified offences and situations not specified in this manual are decided by the organisers.

Questions and answers

Q: How should a rule objection be made?

A: The captain raises it promptly and respectfully with the umpire, then with a non-playing organiser if needed.

Q: What happens when this manual does not specify the situation or penalty?

A: The organisers determine the ruling. Their decision may be added later as an official published interpretation.

RULE 16

Team Owner Responsibilities

- Ensure discipline and punctuality.
- Choose the vice-captain together with the captain.
- Suggest the team logo and jersey while respecting the assigned base colour.
- Suggest retained players and confirm whether to continue as owner next season.
- An owner may retain the team at base cost or return it to auction but cannot sell the team.

Questions and answers

Q: May an owner sell the team privately?

A: No. The owner may retain it at base cost or return it to auction.

Q: Who resolves an owner responsibility not described here?

A: The organisers determine the process under the team charter and competition administration rules.

RULE 17

Captain Responsibilities

- Maintain team discipline and choose the vice-captain with the owner.
- Decide whether to accept player replacements during the tournament.
- Monitor rule compliance and make time-sensitive objections on behalf of the team.
- Ensure match fees and misconduct fines are paid on time.

Questions and answers

Q: Can an ordinary player make the official objection?

A: No. The captain must present the team's objection.

Q: Who is responsible for payment when players are absent?

A: The captain remains responsible for ensuring the complete team amount is paid.

RULE 18

Playing-Day Fees

- The fee is INR 600 per player and INR 5,400 per team for the complete four-game playing day.
- The full team amount remains payable when one or more players are absent.
- Any team member may pay the complete amount by GPay to 9136771238 before 7:30 PM on the team's playing day.
- The payment screenshot must be sent to the same number. Cash is not accepted.
- Late payment adds one INR 500 team penalty, making the total INR 5,900.

Questions and answers

Q: Is the fee reduced when a team plays short?

A: No. The complete INR 5,400 team amount remains payable.

Q: What happens after 7:30 PM?

A: The payment is late and the one-time INR 500 team penalty makes the total INR 5,900.