

Playing Conditions and Bylaws of Masco T20 Premier League – 2025

Introduction

Masco T20 Premier League – 2025, scheduled to take place in January 2025, shall be administered by a set of “Playing Conditions and Bylaws”. “The Playing Conditions and Bylaws” shall be followed in strict compliance to ensure and experience functional excellence of the tournament in a fair ambience. The tournament committee shall be the sole authority to administer the “Playing Conditions and Bylaws” of the tournament while the playing teams shall be expected to comply with the set of rules and regulations under the “Playing Conditions and Bylaws” of the tournament.

Scope

A set of rules and regulations in connection with Masco T20 Premier League – 2025 has been put in the frame of “Playing Conditions and Bylaws” to ensure a smooth, disciplined and fair cricket tournament under the title Masco Cricket T20-2025.

Procedure

Masco T20 Premier League-2025 shall be in compliance with some of the standards as followed hereunder.

1. Tournament’s Name and Schedule

Cricket tournament, decided by the management of Masco Group, has been named as Masco T20 Premier League-2021, which is scheduled to commence on Thursday, March 11, 2025 with an inauguration ceremony followed by an opening match on the same day.

2. Place of the Tournament

Matches of Masco T20 Premier League-2025 shall take place in one venue. These are Masco Cricket Academy Ltd. Venues of the matches shall be decided by the tournament committee well before the opening of the tournament, which shall be deemed binding and final.

3. Design of the Tournament

3.1. Group Stage

All 16 teams will be placed under 4 groups. In each group, there will be 4 teams, which will be determined through a session of lottery. Each team of each of the groups will play with each other teams of the respective group. Teams of each of the groups will have 3 matches each at the group league stage. Only Champions of each of the groups will confirm their places for Seminal Matches.

3.2. Second Round (Semifinal Matches)

4 champions of 4 groups of the first stage (group league stage) will play in the seminal matches. 2 winners of the semifinal matches will qualify for final match of the tournament.

3.3. Final Match

Two winners of the semifinal matches will compete each other in the final match of the tournament.

3.4. Number of Matches

1. Group League Stage (First Round)	: 24
2. Semifinal	: 02
3. Final	: 01
4. Total Match	: 27

4. Sessions, Start and Concluding Time of Matches

Every day there shall be two sessions, morning session and afternoon session. Two matches will be held every day during Group League Stage and Semifinal Stage. On the day of Final match, there will be only one match (final match). First match will take place in the morning session and second match will be held in the afternoon session in compliance with the following schedule/timing:

4.1. Morning Session (First Match) -: 10:00 am – 12:30 pm

4.2. Afternoon Session (Second Match) -: 1.30 pm – 4:00 pm

5. Match Point

a. For each of the group-league-matches, winning team will be awarded with 3 points and the losing team will earn no point (0). There will be no drawn matches.

b. Settling Drawn Matches

There will be no drawn match. If score of both the playing teams of any match remains same, both teams will play a super-over (one-over-eliminator) to determine the winner as per the following conditions:

1. Prior to the commencement of the one-over per-side eliminator, each team will elect three batsmen and a bowler.
2. The nominated players' list must be given in writing to the umpires.
3. The umpires shall stand at same end following the place of their last standing of the match.
4. Each team's over will be played with the same fielding restrictions as applied for normal T20 match.
5. The team batted second in the main match will bat first in the one-over eliminator.
6. The same ball as used at the end of the team's innings shall be used for the extra-over (One-over- eliminator).
7. The loss of two wickets in the over will end the team's one-over innings.
8. Winner will be selected from the runs scored in the super-over by both the teams. In the event of the teams having the same score after completion of super over, the team that hit the most number of sixes combined from its two innings (main match and the super over) shall be the winner.
9. If the number of sixes hit by both teams is equal, number of boundaries scored by both the teams in main match and super over will be considered/compared to find the winner.
10. If the number of boundaries from the two innings (main match and super over) per side are equal, the team which has the most number of wickets combined in both the main match and the super-over per side shall be winner. In case of further requirement to find the winner, tournament committee's instant decision (like fall of wickets, catches, three runs, etc.) shall be binding and final.

6. Selection of Semifinalists

- a. 4 champions from 4 groups of the group league stage shall qualify for the semifinal round.
- b. Team scoring the highest points in the group matches after completion of group league stage shall be deemed as champion of the group. This shall be applicable for each of the 4 groups of the group league stage.
- c. If two teams have the same points, net run rate shall be counted to find the champion of the group of the group league stage. If run rate is also same, the winner of the head-to-head match between them shall be considered as the champion of the group. If this is also same, the fall of wickets by them in the head-to-head match and, if needed, throughout the group matches shall be considered to find the champion of the match. This shall be applicable for each of the groups (A, B, C, & D).
- d. If three teams of any group have the same points after completion of group league stage, run rate of these teams shall be considered to find the champion of the group. In case of same run rate between or among them, the face-to-face win shall be considered to find the champion of the group. Still drawn/tied, the fall of wickets (head-to-head or throughout the group matches) shall be considered to find the group champion. This shall be applicable for each of the groups (A, B, C, & D).

7. Settling Interrupted Match

- a. If match gets interrupted by rain or inclement weather condition, tournament committee may reschedule the match at its sole discretion.
- b. If match gets interrupted by rain or bad weather condition, D/L method may be applicable to decide the result of the match.
- c. Each team must be facilitated with minimum five overs of play to decide the result of any interrupted match.
- d. **Any other decisions as declared by the tournament committee at its sole discretion shall be binding and final.**

8. Team and Player Registration

- a. Teams, selected by the tournament committee, shall be deemed registered automatically.
- b. Players and other team members of a team shall be deemed registered after the tournament committee receives a team-list from the respective team. Number of registrations for any team must not cross 20, out of which not more than 15 must be direct players of the tournament. Other than players, Coach, team manager, and other team-management persons may be included in the team.

9. Eligibility of Players

- e. Each team of Masco T20 Premier League-2025 represents one or more facilities of Masco Group. Hence, the players and team management must be selected from the respective facilities that they are representing or serving under.
- f. Playing members and members of team management registered under a team must join the representing company or respective facility/company on or before December 01, 2024. If someone joins after December 01, 2024, shall not be eligible to play in the tournament.

10. Requirement of Uniform

Each team shall wear the uniform, which are selected and shall be provided by the tournament committee. Without being dressed in the appropriate uniform, provided by tournament committee, no player or team management shall be allowed to be in the field.

11. Management of Matches

- a. Management of all the matches shall be done by the selected on-field match umpires, third umpire and match referee under the guidance of tournament committee.
- b. Any team shall be available to play the match complying with the timing declared by the tournament committee.
- c. Each team shall report to the match referee before 30 minutes of commencement time of the match. Breach of this may result in penalty, as decided by the tournament committee.
- d. Match toss shall take place 15 minutes before the match-start-time. Breach of this may result in penalty, as decided by the tournament committee.
- e. If any team delays to make their appearance in the field or any delay taking place for negligence of any team, 1 over for each 4 minutes' delay shall be made curtailed from the respective team's over.
- f. Any decision taken by on-field umpires during the match shall be binding and final. On-field umpires may seek help from the 3rd umpire or the match referee as and when needed. In such case, 3rd umpire or match referee's decision shall be binding and final.
- g. If any team fails to make appearance in the field within 20 minutes from the commencement time of the match, the opposite team shall get walkover for that match. If it happens for both the teams, the match shall be declared cancelled and it shall not take place again, and no teams shall be awarded any point from such a cancelled match.

12. Batsman/Fieldsman Leaving/Entering the Field

- a. If any Batsman gets injured during his batting, he may leave the field with the permission from the on-field umpire.

- b. The injured batsman, if feels better, may return to field for batting after any fall of wicket during the respective team's batting time.
- c. If injured batsman cannot return to field for batting, his replacement for batting shall not be considered.
- d. For any injured player, runner shall not be allowed.
- e. During fielding, 12th player shall be allowed to field as a replacement fielder. Umpires must get informed of such entry. But the 12th player shall not be allowed to bowl during fielding.
- f. If a fielder fails to take the field with his side at the start of the match or at any time or if he leaves the field during the play:
 - h. Umpires must be informed of reason of his absence.
 - ii. This fielder cannot enter the field without the consent of the umpires.
 - iii. If this fielder or his substitute enters the field without the umpire's permission and handles the ball before ball is dead, 5 (penalty) runs will get awarded to the batting side after declaring the ball dead.
 - iv. If any fielder is absent for 2 overs or more, he shall not be allowed to bowl after his entry into the field until he has been on the field for at least that length of time for which he remains absent in the field.

13. Outside Service Inside the Field

- a. 12th man can enter the field when it is convenient to enter, i.e. break after over, break after fall of wicket, etc. to render service to the batsmen or the fielders. This does not need consent from umpires. This can be done three times in an innings.
- b. Medical team can enter the field if someone gets injured in the field. Time spent by medical team in the field must be reasonable.

14. Overs and Balls

- a. Each team will bat and bowl for 20 overs.
- b. No fiber-bat is allowed in the tournament.
- c. Each over contains six balls.
- d. No players must bowl more than 4 overs.
- e. Teams shall play with one new ball each.
- f. Umpire shall decide Wide and No Ball as per the cricketing practice/law.
- g. Any No Ball will carry an extra ball. In such case, batsman cannot be declared Out except run-out. Extra ball shall be treated as Free Hit where batsman also cannot be declared out except run-out. Field will remain exactly same as the previous ball. Free Hit will not be counted for No Ball for bouncers.
- h. Any Wide Ball will carry an extra ball. Batsman can be made runout or stumped from wide balls.
- i. In case of runouts, bells must get dislodged. In case, bells are dislodged but batsman is not out, fielder must, in such a case, uproot the broken stumps in case a second runout attempt.
- j. There will be no "Leg Before Wicket".

15. Fielding Restrictions

- a. There will be power play for 6 overs per innings. 2 fielders will be allowed outside the inner circle during the power play.
- b. 5 fielders except bowler and keeper shall remain in the inner circle during bowling.
- c. During time of bowling, not more than six fielders on the off-side and 5 fielders on the on-side of the wickets shall be allowed. In any infringement related to this, the umpire shall call a No Ball.
- d. Maximum 2 fielders shall be allowed to be behind square leg line throughout the innings.

16. Over Rate

- a. Over rate shall be counted as 15 overs per hour. Captains must ensure that the over rate is maintained.
- b. If any team fails to maintain set over-rate, the responsible team will face a penalty, which will be as per the instant decision of the match referee. Example:
 - 1 over-curtail for 4 minutes' delay made in the innings,
 - Curtail of 5 runs for 1 over/4 minutes' delay made in the innings.

17. Scoring

- a. The official scorer appointed by tournament committee shall be responsible for recording the match score. This team shall ensure that the sheets are neatly and correctly filled in. Scoring may comprise digital and manual scoring.
- b. There shall be a scoring board which will ensure immediate and broader score-display-management.

19. Refreshment

Refreshments during the match shall be borne by the respective teams. No refreshments shall be provided by the management of the tournament.

20. Conclusion

If any of the clauses mentioned herein arises confusion, the tournament committee of Masco T20 Premier League-2025 shall have all the rights to take any decision at its sole discretion in such a case, and the decisions taken by the tournament committee in such a situation shall be binding and final.