Section-1: Game timelines:

Evening matches: 6 PM – 9:30 PM (including break and MoM presentation)

- Umpires to be available at the ground**: 5:40 PM**
- Home team ground setup to be done by**: 5:40 PM**
- Ground Inspection by Umpires and Away team**: 5:45 PM**
- Roaster update in mobile app & Toss Time: **5:50 PM**.
  - Team winning the toss has to announce their choice (batting/bowling) right after the toss.
  - Umpires to validate Team Roster at the time of toss
- First innings: **6:00 PM to 7:30 PM (includes 5 min break at the end of 10th over)**
- Innings break: 10 min
- Second innings: **7:40 PM to 9:10 PM** (in case first inning finishes earlier than 7:40 PM, 2nd innings has to start with 10 min break)
- *MoM Presentation*: **9:15 PM**

Note: Both innings have 5 min water break and 5 min buffer time in the allotted 1.5 hours

Below is the schedule for the days where the evening temperature is greater than **100 F**

- Umpires to be available at the ground**: 5:55 PM**
- Home team ground setup to be done by**: 5:55 PM**
- Ground Inspection by Umpires and Away team**: 6:00 PM**
- Roaster update in mobile app & Toss Time: **6:10 PM**.
  - Team winning the toss has to announce their choice (batting/bowling) right after the toss.
  - Umpires to validate Team Roster at the time of toss
- First innings: **6:20 PM to 7:50 PM (includes 5 min break at the end of 10th over)**
- Innings break: **10 min**
- Second innings: **8:00 PM to 9:30 PM** (in case first inning finishes earlier than 8:00 PM, 2nd innings has to start with 10 min break)
- *MoM Presentation*: **9:35 PM**

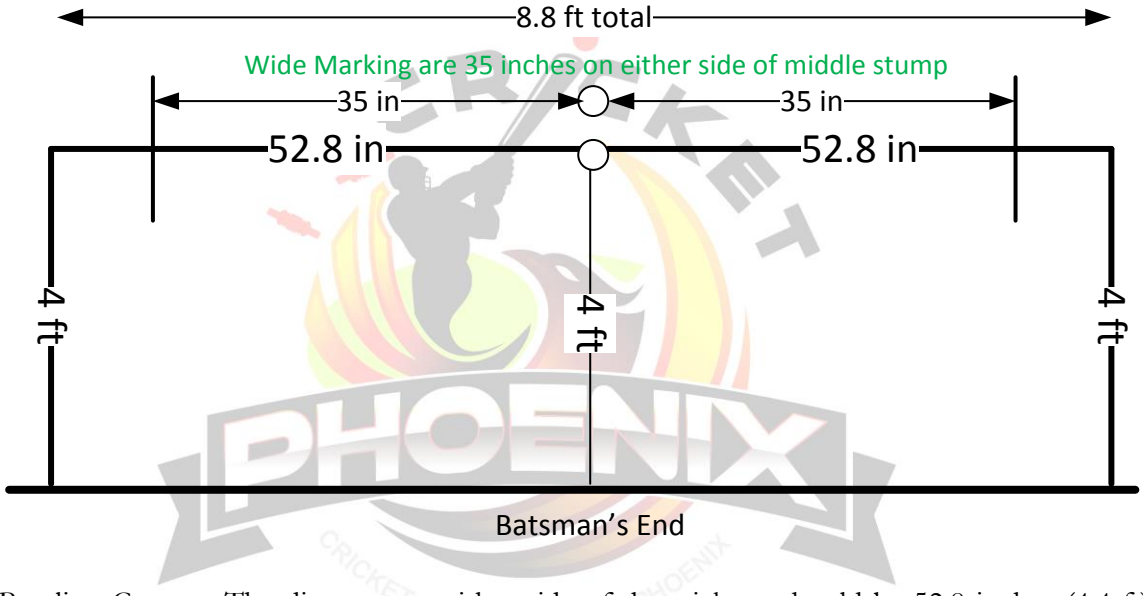
Section-2: Infrastructure:

- Stumps, Bails, tape, cones and boundary flags are home team's responsibility. Please co-ordinate with away team or OC in case of shortage of these items.
- OC will provide field marking spray, match ball(s) and first aid kit at the venue.
- Refreshments such as water, Gatorade etc are individual team's responsibility.
- All grounds were reserved well in advance and available for use until **9:45 PM**.
- Please note that allocation of ground(s) is totally a decision of OC and teams have to be prepared to play the game on any ground.
- **No smoking and drinking allowed near the playing premises. OC will adhere to any disciplinary action taken by City of Phoenix officials due to these violations.**
- OC recommends the below items for all players.
  - Adequate water and energy drinks to hydrate yourself

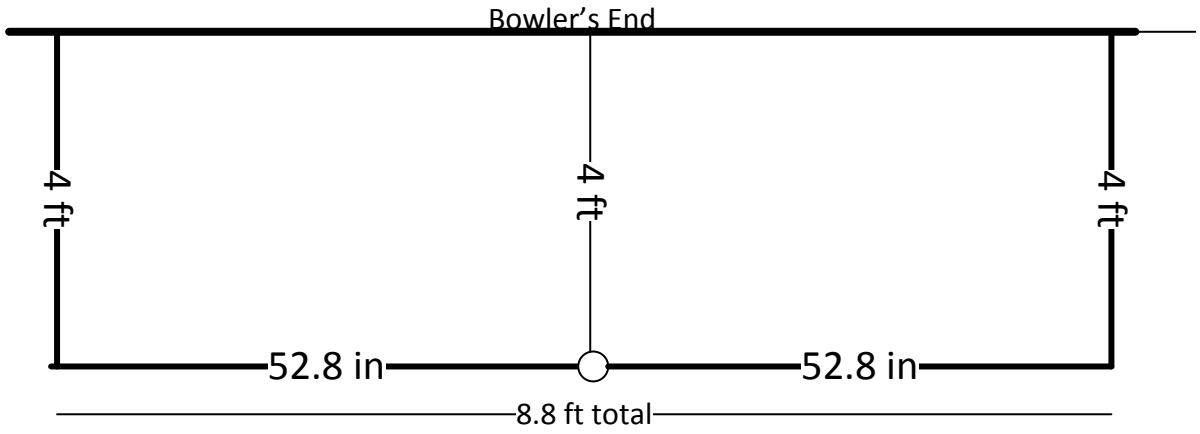
- Sun screen, Sun glasses and cap to avoid sun stroke
- Protecting gear and basic first aid kit.

Section-3: Pitch Dimension

- The pitch can be marked diagonally on the brown (or hard) surface to have equal circumference across the ground except for behind the stumps.
- **The pitch can be marked in a direction to avoid direct sun to batsman.**
- Pitch length - 22 yards (66 ft.) from one end of the stumps to another.
- Wide Marker –Length of wide line on either side of wickets has to be 35 inches (89 cm) from center of middle stump.
- Distance between Batting Crease and Stump line is 48 inches (4 ft).
- Length of Stump lines(also called as bowling crease sometimes) is 105.6 inches(8.8 ft) in total



- Bowling Crease - The distance, on either side of the wickets, should be 52.8 inches (4.4 ft) from the center of the middle stump.
- Distance between Bowling Crease and Popping crease is 48 inches (4 ft).
- Popping Crease - on both sides of the pitch, should be atleast 4.4 feet (48 inches) from the middle stump and can be extended at any length.



- Inner circle – 30 yards (90 ft.).
- Boundaries – 55 to 70 yards (165 ft. to 210 ft.) depending on field size, will be decided by home team.

Section-4: League Specific Rules and Guidelines:

1. Unless rules defined in this document, all other issues/rules to be followed according to http://www.lords.org/laws-and-spirit/laws-of-cricket/ web site.
2. **There is no D/L system in our competitions for any game.**
3. **There are no leg byes and LBW in the tournament.**
    a. There is no run out if the ball hits the batsman's body instead of his bat or glove.
    b. Umpire's decision will be the final decision on leg byes and related run outs.
4. Both the teams to be present at the field at least 20 minutes before the "ideal" schedule time. Toss will be done 10 minutes before the game start time.
    a. Teams need to have at least 7 players to start the game, in case a team cannot produce 7 players within 10 min of the toss time, they will forfeit the game.
    b. After 6:05 PM, an over will be deducted from the delaying team's batting quota for every 4 minutes lost.
    c. Teams should start the game no later than 6:05 PM with atleast 7 players on the field. In case of shortage players, team shall continue the game with available players.
    d. This rule will be adjusted based on the start time on the days where the summer temperatures are high.
5. We will continue to have neutral umpires for the games and the team that fails to send an umpire by innings start will lose 1 point per umpire and 20 USD/umpire per game during league stage.
    a. During knock out stage, the umpiring team will lose 50 USD/umpire from their share of security deposit.
    b. Umpires have to be mindful of over rates and remind the captains in case of any deviation

c. Umpires have to record the over rate and scheduled innings time in their Umpire report.
d. Umpires have to send their Umpiring report via EMAIL only on or before the following Monday.
e. Incomplete Umpiring reports will not be accepted and subjected to penalty.
f. Umpires have to make sure both the captains have signed the copies before leaving for the day.
g. Captains should send their umpiring nominations on or before Wednesday 4 PM.
h. Automatic deduction of 1 point is applied, if the umpire reports are not emailed to capocteam@gmail.com by Monday 11 PM local time.

6. Umpires and Captains have to make sure that all players are having proper sporting attire before the game starts.
   a. **No shorts/cargos/pajamas/non-sport tracks or jerseys are allowed**.
   b. Also, no designer tracks/t-shirts is allowed.
   c. Player will NOT be allowed to play the game if he is not in proper attire.
7. It is the duty of the captains to make sure fair play is warranted by their umpires.
   a. They should let only those players stand as umpires who have good understanding of the cricket rules and have shown good judgment on prior occasions.
   b. Captains are encouraged to report any major umpiring mistakes/ignorance occurred during their games to the organizing committee and if an umpire is found guilty, the umpiring team will be asked to not appoint that person as an umpire again during the tournament.
8. FAIRNESS AND TRANSPERANCY RULE -- NO PLAYER CAN PLAY on 2 or more TEAMS whatever the role can be.
   a. It is the Captain's responsibility to make sure none of his players have appeared for another team anytime during the season. No excuses for the Captain or the Player.
   b. A Player cannot change teams during a season. If a situation arises where an active player of one team has played for another team, then the match in play can be awarded to opposing team irrespective of the state of match (in progress, to start, to end, has ended in favor of the player-in-question team).
   c. A player who performed even a substitute role for a team will continue to be part of the same team for entire tournament.
9. If any team has questions/concerns about a player, at the start of the match team's captain can verify the identity from the submitted player list and clarify with other captain (before the match has begun). It is a MANDATORY for the two captains to exchange their playing XI (or Playing 12) during the toss time.
10. New Players can be added to any team during the league phase of the tournament after informing the organizing committee about it. As long as the player is/was not part of any other team he can join the team during the tournament.
11. **A player to be eligible to play in Playoffs should have played in at least 2 league matches.**
12. Any other issues arising before a match should be negotiated between captains before the game starts. If needed, they can approach the organizing committee.

13. Substitute runner will NOT be allowed under any situations.
14. In case of on field illness (which includes dehydration, cramps, etc) batsman will be allowed to retire. Such batsman will be called retired hurt.
    a. Retired hurt batsman can come back only at the end of the innings, after all other batsmen are out.
    b. In case of retired hurt because of any on field injury, ICC rules will be followed, which allows the batsman to return after any wicket is down.
15. For the team fielding first, if a substitute fielder is used for a player who has not been part of the fielding for any ball since the beginning of the innings then such fielder can bat only after 5 wickets are down. Injury or illness will not be considered for this rule, as it is at the start of the game.
    a. **If the original player has not joined the team before the end of 10th over, he cannot bat or bowl or keep the wickets for remainder of the innings. However, he can field like any substitute player.**
    b. Substitute players have to be chosen either from their own team or from any other non-playing teams. **Players from other teams in league are NOT allowed as substitutes.**
16. If the game has to end prematurely in league stages then the points will be spilited equally. Such games including the games cancelled due to rain will NOT be rescheduled.
17. If the game has to end prematurely in knock out stages, fresh match to be played on another day. The teams can change their roaster. Please be prepared to play the rescheduled games on any day (weekdays also) and any time.
18. In case of a Tied game, points will be shared by the two teams in the league phase. In play offs the result will be decided by a super over. The super over rules will follow the international standard where the team that batted first during the match will bat second, a team can loose a maximum of 2 wickets and the bowling team will designate 1 bowler to bowl the super over. The team scoring more runs in the super over will win. If both the teams score same amount of runs in their super overs, the winner will be decided by a team hitting max number of 6's; if that again matches, winner will be decided by team hitting maximum no. of 4's. If none of the above decides the match, we shall be deciding the winner with toss.
19. The umpires will provide written report to the organizers on the teams' behavior and any team which is reported for misconduct will be reviewed by organizing committed and can subject to penalties.
20. Only the captains have the right to speak with umpires in case of a doubt and discuss any on-field issues politely, however the umpires have the right to end the discussion at any point. No other player will be allowed to engage with the umpires.
21. It is the captains' responsibility warrant fair play from their players. The umpires have the right to dismiss any unruly player(s) from a game, at which point the team will NOT be able to field substitute players. Also the dismissed player(s) may be punished by the organizing committee.
22. Captains/teams with slow over rate (irrespective of game result) are subjected to OC's decision of penalties.
    a. There will be no warnings provided to the existing teams for slow over rates.

   b. If the team is new, penalty will applied after 1st warning. The 1st warning can be related to any other issues in the league.
23. Scoring has to be done via cricclubs.com/cap app via your smart phones. In case of any technical issues, teams can use manual scoring provided the scorecards are updated within 24 hours.
24. It is the responsibility of home team captain to update the score card of both teams by end of the following Monday.
    a. Teams failed to update their COMPLETE score cards in time will lose 1 point on every incident.
    b. It is every captain's responsibility to update the website with full roaster before the game start time. Any changes in roaster have to be communicated with opponent before the game and update the same within 24 hours of the game day.
    c. All score cards will be auto-locked on Monday midnight after the game weekend. Please correct the scorecards on or before Monday.
    d. Teams will be auto locked every Friday. Please update your team roster well in advance.

Section-5: Playing Conditions

1. Matches will be 20 overs a side max.
2. Each bowler may bowl a maximum of only one-fifth of the total overs per innings. For a full, uninterrupted match, this is 4 overs.
3. Matches will start at 6:00 pm. Teams will get 80 minutes to bowl their quota of 20 overs. There will be a 10 minute break between the innings. The will be a 5 mins breaks at the end of the 10th over in each inning.
4. A win gets a team 2 points, loss - 0, tie -1 no result due to weather/nature – 1
    a. **The teams forfeiting the game due to any reason will be awarded with zero points and in addition to this, 0 runs and 20 overs will be added to their NRR calculation. This is to ensure that teams are fully committed and keep the spirit of game alive.**
    b. Games interrupted due to technical glitches or unplayable ground conditions shall be rescheduled to later stage before the playoffs. These games might be on weekdays or weekend mornings.
    c. If the grounds are in unplayable condition due to previous night rain or rain before the game and city of Phoenix cancels the grounds, the games will be considered as NO RESULT and points will be awarded.
5. There will be NO LAST MAN BATTING.
6. No LBW outs /Leg Bye runs.
7. No run-out if its leg-bye as there is no run for it.
8. **Power play (PP)** – The only and mandatory power play is first 6 overs of the innings.
9. **Bouncers:** A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease

a. **Above Shoulder**: If the ball, after bouncing, crosses the batsman between his shoulder and his head (***as per batman's normal standing upright position at popping crease)***, it's called a bouncer.
    - Only one legal bouncer allowed per over. Any subsequent bouncer will be called as illegal bouncer and called as no ball.

b. **Above head:** If the ball, after bouncing, passes the batsman's head (***as per batman's normal standing upright position at batting/popping crease)*** and remains untouched by him, it is called a Wide Ball.
    - If a batsman makes contact with a ball that is even above his head, it cannot be a 'wide' for the 1st bouncer. And as bowler has not been warned for 1 bouncer per over (i.e. it is the first ball of the over which is over the shoulder height), it **can't be declared** as 'no ball' for height. So, it would be a **legal delivery.**

10. **Dead ball** - A delivery could be declared dead by the umpire under conditions that the ball did not rise above the ground and not clear how many bounces the ball took before reaching the batsman.
11. The following fielding restrictions apply in T20 format:
    - No more than five fielders can be on the leg side at any time.
    - During the first six overs, a maximum of two fielders can be outside the 30-yard circle, power play overs.
    - After the first six overs, a maximum of five fielders can be outside the fielding circle.

12. **No ball** –
    a. **Illegal action by the bowler**
        - **Front Foot No Ball**: If the bowler bowls without some part of the front foot (either grounded or raised) behind the popping crease.
        - **Side No Ball**: If the bowler bowls with the back foot not wholly inside the side crease.
        - **Bouncer**: If the bowler bowls a bouncer after the one for the overning warning in an over, each such delivery shall be called a No Ball.
        - **Waist High Full Toss**: If a full toss ball reaches the batsman above his waist, it will be called a No Ball.
        - **Others**: If the bowler breaks the non-striker's wicket during the act of delivery.
        - If the bowler throws, rather than bowls, the ball as per ICC rules
        - If the bowler changes the arm with which he bowls without notifying the umpire.
        - If the bowler changes the side of the wicket from which he bowls without notifying the umpire
        - If the bowler bowls underarm unless this style of delivery is agreed before the match

- If the bowler throws the ball towards the striker's wicket before entering the "delivery stride"
- If the ball comes to rest in front of the line of the striker's wicket.
- **If the ball bounces more than once before reaching the batsman.**

b. Illegal action by a fielder

- If the wicket keeper moves any part of his body in front of the line of the stumps before either a) the ball strikes the batsman's person or bat; or b) the ball passes the line of the stumps.
- If a fielder (not including bowler) has any part of their body grounded or in the air over the pitch.
- If there are more than two fielders that are on the leg side and behind the batsman's crease.
- Under certain playing conditions, further restrictions apply to the placement of fielders. For example in T20 cricket, there can be no more than five fielders a) on the on-side; and b) outside the 30-yard circle. (The bowler is not a fielder when counting fielder placement)

c. **Distraction to batsman**: Any action determined to be a distraction to the batsman facing the bowler will be called a no ball. Examples are fielder(s) movement, bowler's unusual actions during act of delivery.

d. **If required number of fielders is not within inner circle during the act of delivery. A fielder walking into circle during the act of delivery can be considered as the fielder outside the inner circle and declare no ball.**

13. Should a bowler deliver a no ball, Front Foot or Side No Ball or above waist or 2nd bouncer of the over, it costs 1 run and his next delivery is designated a "free-hit". In this circumstance the batsman can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball.

    Note: **To make it simple, our league follows the same ICC rules for No-balls as well. Any "No ball" will be followed by a free-hit delivery.**

14. Beamer - If a fast full toss ball is over the batsman's waist, it will be called a beamer. A bowler will be taken off attack and will not be allowed to bowl in the rest of the match if he bowls **3 such deliveries in the entire match** or **2 beamers in an over**. The umpire will decide if the waist high full toss is deemed a beamer or not. The general rule is if the delivery seems dangerous for the batsman, it should be called a beamer.
15. **Wide ball** - The judgment of wide-balls should be based on the position of the stumps (and not the batsman) at the point of the ball crossing the batsman.

16. "Running out" the "backing up"" Batsman - The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker."

NOTE: Delivery stride is when bowler's back foot lands for the last time before delivering the ball and/or his bowling arm has crossed his shoulder for the last time before delivering the ball. It has been customary for a bowler to warn the batsman but nothing in the Laws requires him to do so. If a batsman is backing up too early, the bowler is legally entitled to run him out without warning."

Section-6: Violations:

1. Any violation on the field can be reported by any of the captains or the umpires assigned to the game. Such report should contain details about the violation.
2. Any violation received by the organizing committee, will be classified into any of the following 4 types:

A) Minor violation: Minor violations mostly include verbal violations, like, verbally provoking or abusing opposition players, showing strong dissent to the umpire's calls. There can be multiple violations by a same player in one game.

Penalty: A warning to the player(s). Accumulation of 2 minor violations, during the lifetime of a tournament, will be equal to one major violation. Also, every minor violation thereafter will be considered a major violation.

B) Major violation: Major violations mostly include minor physical incidents and intentions to cause physical harm. Some of the examples are, kicking the stumps, charging at opposition player(s) or at the umpire(s) or verbally abusing the umpire(s). Slow over rate is also considered as major violation.

Penalty: Minimum one game suspension and Maximum of 2 games suspension for each instance.

C) Severe violation: Severe violations involve causing and getting into physical or verbal brawl. All the people involved in a brawl should be charged with a 'Severe violation'

Penalty: Minimum 2 games suspension and maximum of 4 game suspensions. The whole team gets 2 points penalty."

D) Critical violation: Critical violations involve causing physical injury to a player or an umpire. Also, any AZ state charges of type misdemeanor or felony for an on the field incidents.

Penalty: Suspension for the tournament per individual. The whole team gets 5 points penalty. Depending on the severity of the incident, an agenda item can be put by the organizing committee to suspend such player(s) from any future tournament.

3. Organizing committee will give detailed reasons while classifying a certain violation in any of the category mentioned above. Such report will be sent to all the teams' representatives for the perusal only.
4. Any violations and penalty awarded has to be approved by 2/3 majority by the organizing committee.

Section-7: Dispute Resolution

In the event that disputes arise on the field, the captain(s) and/or umpire(s) must submit a written report to the Neutral Disciplinary Committee appointed by the Executive Committee and facilitated by the Disciplinary Chair. This committee shall be responsible for taking appropriate action or may forward the report to the Organizing Committee for action. The results of the investigation (if any) shall be forwarded in writing to the team captains, umpires and players involved.

Requirements for Disputes:

(a) Both captains will be required to file a complete and detailed report and their account of the incidents in question NO LATER than the Monday following the game by 5pm to the Executive Committee.

(b) On the Tuesday following the game in question there will be a conference call with the Disciplinary Char, Disciplinary Committee with other Exe Committee members as optional attendees to hear from both captains and umpire.

(c) On the Thursday following the game the decision and any penalties or actions will be communicated by 12 noon to both of the captains, the umpire with the penalties and actions to be implemented immediately for their next scheduled games.

(d) The captains have till 12 noon of the following Friday for an appeal to the penalties or actions implemented by the Disciplinary Committee in writing with their case which will be read and reviewed by the Disciplinary Committee.

(e) The Disciplinary Committee will come back with their decision by 12 noon of the following Saturday which will be the final decision on the dispute in question and will then be closed and penalties and actions implemented immediately.

(f) ***Operating Process of the Disciplinary Committee:***

· DC Chair will appoint 3 Sub-Committee members from the pool of 5 members identified to form the Disciplinary Committee for every incident

·Each sub-committee members will be from different teams

·The selection of the 3 members for each incident will be picked ensuring that they are not part of any of the teams involved in the incident

· With every reported violation from the Umpire, the DC Chair will notify the impacted team contacts and present the umpire's report (to be presented by Monday EOD if there was an incident over the past weekend)

·The impacted teams will be requested to present their case in writing within 2 days of the report (Wednesday EOD)

·A conference call, or a face-face meeting sponsored by CAP, will be setup on Thursday evening, chaired by the DC Chair

- The DC Chair, the CaP General Secy, the Umpire, the impacted team individuals, and the impacted team captains and/or designated team representatives will be part of this discussion

-Umpire's report and Team reports will be presented and open discussions based on "facts" will be conducted to ensure that everyone is aligned on the incidents that occurred

- The DC Chair and Gen Secy will draft the final report and share it with the umpire and the teams for their record by Friday EOD.

·The DC Chair will share that report to the Sub-Committee and ask them to provide their voting decision (Minor, Major, Severe, Critical, No Violation as defined in Section 6 of PPL Rules above) within 3 days of the final report.

· The DC Chair will have no involvement in the voting – In case of an unlikely situation of only 2 of the 5 members being available to vote, and there is a voting tie, the DC Chair will break the tie

· The violations, if any, and the corresponding penalties as documented in the Section 6 of PPL Rules, will be determined based on the number and extent of violations, as voted by the Sub-Committee members

· The Gen Secy will share the results with the teams and umpires by Wednesday evening.

Disclaimers

1. Any violations/incidents, pertaining to the Tennis Ball Cricket Tournaments, which have not been covered in this rules sheet, will be handled by the organizing committee on a case by case basis.
2. Organizing committee shall provide basic First Aid for minor injuries and shall not be responsible to any personal injuries to the players in and around the field. It is Captain's responsibility to ensure safety for his team.
3. The organizing committee reserves the right to take appropriate action based on the severity of the incident.
4. The organizing committee reserves the right to refuse to hear any complaints/explanations/comments from an individual or a team if derogatory remarks have been made towards them.