3CA T20 Standing Rule Draft 2021 (1/19/21)

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3CA T20 STANDING RULES 2021

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# 1.Revision History

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| --- | --- | --- | --- |
| Name | Date | Highlights | EC Approved Date |
| Raghu | 01/28/2021 | Initial Version |  |
| Raghu | 6/25/2022 | Added 6.2.6  Revised 6.1.4.2  Added 6.1.2.7 |  |

# 2.Preamble

Any references herein to 3CA shall mean the “Charlotte Corporate Cricket Association.”, to the Board or Board of Directors (REPs) shall mean the REPs of 3CA and to the Executive Committee (EC) shall mean the Executive Officers of the 3CA. The 3CA is governed by the by-laws as set forth in the Constitution of the 3CA. All games played under the jurisdiction of the 3CA shall be governed by the latest ICC Men’s T20 as applicable International Playing Conditions before start of the season, except as stated in the 3CA T20 Standing Rules contained herein and such Playing Conditions shall not be changed in the middle of the T20 season. The latest copy of the Standing Rules and the approved changes posted on 3CA website are considered official.

# 3. T20 League Structure

3.1. The 3CA League Competition shall be contested in groups. The groups shall be determined prior to the start of the season, teams will be divided into one or multiple groups based on their last year standings.

3.1.1. Group standings shall be determined according to the points accumulated by each team.

In the case of a tie-on points, teams shall be placed according to their Net Run Rate.

3.2. New Teams

2.2.1. Admission of new teams to League Competition shall be by approval of the Board of Directors, and only between league seasons.

3.3. Existing Teams

3.3.1. All existing teams must continue to maintain all league standards. If a team fails to meet league standards, the REPs may elect to place it on probation, suspend it, or expel it from the league immediately. If a team is expelled or has withdrawn for any reason during a season, all games it has already played and games yet to be played are treated the same as for a team that is disqualified due to a forfeit (see section below). An expelled team, or a team that has withdrawn for any reason, may re-apply to join the league in future years in which event it will have to start at the lowest rank and will be treated as a new team

3.4. Applications and Schedule Deadlines

3.4.1. All existing and new 3CA member teams shall submit their applications, along with their

dues, for the upcoming T20 League Season by the deadline provided by 3CA Executives.

3.4.2. All teams shall provide their team’s unavailability dates to the scheduling committee during registration applications.

3.4.3. The 3CA scheduling committee shall announce the Season Schedule as soon as they can based on ground availabilities. They will try to consider all the team requests but not guaranteed.

# 4.Provisions for the Game/Conditions of Play

4.1. Start Time.

4.1.1. Play shall commence at scheduled start time as per schedule uploaded on 3CA Web Portal.

Requests for an exception to this rule shall be submitted to the scheduling Committee in writing along

With the applications. Such exceptions, if reasonable, shall be included in the schedule. Exceptions shall be granted on a limited basis.

4.1.2. All T20 league games shall consist of one innings each side. An innings shall be whichever occurs first - either the dismissal of the team or the completion of a maximum of twenty (20) overs.

4.2. In an uninterrupted game:

4.2.1. The length of innings and should be 90 Minutes excluding the breaks. Allowance shall be given for drinks breaks, injuries, lost balls or other circumstances beyond the control of playing teams.

4.3. In matches where the start is delayed, or play is suspended by natural causes or any other avoidable circumstances:

4.3.1. The objective shall always be to rearrange the number of overs so that both teams shall have the opportunity of batting for the same number of overs. A minimum of 5 overs shall constitute a game.

4.3.2. If, owing to a suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as decided by umpires and captains of both teams. Overs should be decided as time remaining to complete the game divided by 4.5 minutes. In this case, if the team batting second have neither been all out nor have passed their opponent’s score, the following shall apply.

4.3.2.1. If the match is abandoned after the side batting second has faced at least 5 overs, the result shall be decided on the average run-rate throughout both innings.

4.3.2.2. If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, the target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first, plus 1 run.

4.3.2.3. In the event of the team batting first being all out in less than their full quota of overs, the calculation of the average run-rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

4.3.2.4. Matches in which one or both teams have not had an opportunity of batting for a minimum of 5 overs shall be declared “NO RESULT” matches and points shall be split to both teams.

4.4. Delayed Start

4.4.1. All T20 league matches shall start at the time designated unless both captains agree to the change of starting time at least twenty-four (24) hours prior to the game. It shall be the responsibility of the home team’s captain to notify the umpires, opposition team and scheduling committee.

4.4.2. Automatic penalties for late start of a match shall be applied as described in Section [Penalties](#_9._Penalties).

4.5. Intervals

4.5.1. Innings Break. Unless otherwise agreed by the Captains, Innings Break interval shall be taken between innings and shall not exceed 10 minutes.

4.5.2. Drinks Break. The option of one drinks interval at half of the total number of stipulated overs, shall be allowed by right to either side.

4.6. Provisions for the Game

4.6.1. Uniform. In all League, Cup and representative games, the wearing of white uniforms as approved by 3CA is required.

4.6.2. Ball. Each fielding team shall have one new ball for its innings, to be used from both ends.

4.6.3. All T20 League and Cup games shall be played with approved T20 Red balls supplied by 3CA. No other brand or type of balls are allowed in any of the 3CA League and Cup games unless approved in writing to EC.

4.6.4. The home team shall provide spare balls to be used if the game ball is lost.

4.6.5. Other Provisions. The home team shall provide drinks for both teams during the game as well as a first aid kit. The home team shall also make sure that a copy of the 3CA T20 Standing rules are made available for the duration of the game.

4.6.6. Umpires. The umpires shall wear 3CA approved Colored Umpiring Clothing and dark colored trousers.

4.7. Rescheduling Games

4.7.1. Should a league games on a specific weekend be abandoned or cancelled either due to natural causes, or unavoidable circumstances, the matches will not be rescheduled except for playoff games.

4.7.2. Individual games can only be rescheduled under extraordinary circumstances, and only after written request from the Reps has been obtained no later than the Wednesday preceding the game.

# 5. Laws of the Game

5.1. 3CA follows applicable (Men’s’ T20) ICC Rules. Changes shall not be implemented in the middle of the season

5.2. Exceptions to ICC Men’s T20 International Playing Conditions

5.2.1. Wide Ball.

5.2.5.1. Either Umpire shall call and signal "Wide Ball," when a ball delivered by the bowler pitches on the bound edge of the matting or other material used as a playing surface.

# 6. General Rules

**6.1. Players**

6.1.1. Player Registration

6.1.1.1. Before the first game of the league season a club must register at least eleven players per team, along with email addresses, if available.

6.1.1.2 Guest Player: Anyone not part of initial approved roster can play as a guest player. A maximum of 4 guest players are allowed per game. A guest player can not bat/bowl in first 10 overs. A guest player can bat in first 10 overs only if all other wickets of players from 20 players list are out. A guest player is eligible to be moved into 20 players list after playing 4 (was 5) league games. This player will replace one of the existing player from the 20 players list. An email should be sent to EC about the Player eligibility. A guest player not moved into 20 players list will continue to be treated as guest player even after playing 5 or more games.

6.1.1.3. All players in any league game must be registered with the club for which they play. New players must be registered with the team before being eligible to play for the team. If the team fields a player that has not been registered with the team prior to the game being played, then the team automatically forfeits the game and full points shall be awarded to the opposing team.

6.1.2. Player Transfer between Clubs

Players changing clubs during the season must have their release approved by their former club before they can play in the 3CA Competition for another club. Such approval shall not be unreasonably withheld and is subject to the following rules.

6.1.2.1. The request must be submitted to EC either by the player himself or his new club. An official of the former club should be copied on such request for transfer.

6.1.2.2. If this request for transfer is submitted by the new club on behalf of a player, the EC needs to make sure that the player is requesting such transfer.

6.1.2.3. The EC and former club must receive the request for transfer before the end of Wednesday if the transferred player is to play for his new club the following weekend.

6.1.2.4. If no legitimate reason is provided within 48 hours by the former club for withholding the transfer, such transfer shall be considered granted.

6.1.2.5. The EC shall determine if any reasons provided for denial of transfer are reasonable.

6.1.2.6. Any player may only change clubs once per season. The new club must submit the transferred player’s registration before he is eligible to play.

6.1.2.7. Any player cannot transfer for another team if his current team is already played half or more of the league games. Similarly he cannot transferred to a team if the prospective team already played half or more league games.

6.1.2.8. If a team is found to have fielded a player who is ineligible in accordance with these rules, it will automatically forfeit the game in question and points will be awarded to opposite team.

6.1.2.9. In the case of a team disbanding or being removed from the league for failure to meet their obligations, a player may join the club or team of his choosing but may not play for them until his registration has been submitted by that club and accepted.

**6.1.4. Player Eligibility**

6.1.4.1. No player who has been suspended by 3CA for disciplinary reason will be allowed to play in league games until that player has completely served out the time of suspension in full. If the player is part of a team that disbanded during the season, the games missed do not qualify as part of the sentence.

6.1.4.2. A player must have played 30% or more matches for a team during the season to be eligible to play for that team in the playoffs

6.1.4.3. For a playoff game, each team must submit their eligible-player roster to EC to get clearance by Wednesday preceding the game.

6.1.4.4. Any violations of player eligibility rules noted or brought to the attention of and confirmed by the EC will result in the offending team being deemed to have forfeited the game(s) in question.

6.1.4.5 A player cannot participate in the match (unless he is just a substitute allowed by umpires) without a 3CA approved team uniform. All the players of a team must have a matching uniform.

**6.2. Reporting of Results.**

6.2.1. CricClubs will be used for reporting results of all games.

6.2.2. The use of CricClubs application is mandatory for all teams.

6.2.3. All the scorecard edits and choice of Man of the match (MoM) player must be entered into CricClubs by end of day Wednesday immediately following the game. No more changes to MoM will be allowed after that period even if it is left blank. EC will look into requests for corrections in scorecards only within two weeks after the match conclusion if both teams together agree and send a written request.

6.2.4. If a manual scorecard is entered into CricClubs, then the paper score sheets used for scoring must be emailed to the appropriate EC by end of day Wednesday immediately following the game.

6.2.5. In case of a rained-out game or forfeited game, A Basic Scorecard must be entered in

CricClubs with appropriate details in match summary section.

6.2.6. For a washed out if both the teams agree they can confirm to EC within a week when and where they will be playing a rescheduled game. Ground fee and Umpiring fee is both the team’s responsibility. If one of the team didn’t agree for reschedule or if it was not communicated to EC through email about the rescheduled date within a week then the game is considered as washout and points will be split. Game should be played within last league game.

**6.3. Forfeits**

6.3.1. A team forfeiting a game during regular league season will be assessed a fine of $200 for each forfeited game and penalized 2 points

**6.4. Dispute Resolution**

6.4.1. In the event that disputes arise on the field, the captain(s) and/or umpire(s) must submit a written report to the EC and IRC. EC shall be responsible for taking appropriate action or may forward the report to the Match committee for action. The results of the investigation (if any) shall be forwarded in writing to the club, umpires and players involved.

6.4.2. Any appeal of a decision by the Issue Resolution Committee (IRC), by a team or a player, can only be made to the Executive Committee and such appeal must be made in writing within 48 hours of the decision being communicated to the team or player.

6.5. Annual General-Body Meetings (AGM)

6.6.1. Each team participating in the 3CA shall be represented at all scheduled Annual General-

Body Meetings by an appropriate 3CA representative or an alternate representative nominated by the team. Clubs with multiple teams must have separate representation for each team. All Representatives must be present for the entire duration of the meeting unless the Executive Committee grants permission otherwise.

# 7. Umpiring

7.1. Assignment of Umpires

7.1.1. The scheduling committee shall designate non-participant (neutral) teams to provide Umpires for each match. The teams designated shall be responsible for the on-time attendance of their appointed Umpires.

7.1.2. In case a team designated to provide neutral umpires for a game engages external umpires (not their club members) to officiate the game on their behalf, the team with original assignment is still liable for any failure to no-show or late-show penalty for umpires. The fees that teams have to pay umpires shall be the fees approved by the REPs for umpiring games in T20 format.

7.1.3. In the event that only one neutral umpire is present, this umpire shall officiate as Non-Strikers End Umpire throughout the match. The Captain of the batting side shall be responsible for appointing an umpire who shall stand as Striker’s End Umpire only.

7.1.4. In the event that the appointed neutral Umpires do not attend the game, the Captain of the batting side shall be responsible for the appointment. Both Captains shall be responsible for the good conduct and completion of the game.

7.1.5. Failure to provide Umpires shall result in a point penalty and a monetary fine per umpire per game. Point penalties shall apply to T20 league games only.

8. Points - Competition Points in 3CA

8.1. Competition Points will be awarded as follows:

8.1.1. Walkover or Forfeit = 2 points – Team forfeited will lose 2 points and opposition team get 2 points.

8.1.2. Win = 2 points

8.1.3. Loss = 0 points

8.1.4. Tie = 1 points each

8.1.5. No Result = 1 points each.

8.2. Net Run Rate (NRR)

8.2.1. NRR is automatically calculated by CricClubs:

8.3. Following championship rewards to be awarded to teams

TBD

# 9. Penalties

9.1. Automatic penalties for late start of a match shall be as follows:

9.1.1. A team without seven players in attendance (visible to umpires) by latest toss time (15 min prior to scheduled start time) automatically loses the toss to the opponent team. If neither team has seven players present, then the toss will be delayed until at least one of the teams have 7 players in attendance and that team will automatically win the toss. If both teams 7th player show up at exact time, then a toss must be done in presence of one of the umpires.

9.1.2. Either team without seven players in attendance by the agreed starting time shall be penalized two overs. Players must be present in person for the UMPIRE to see. Any explanation e.g.-player is at the parking and or at a place where the UMPIRE cannot see from the field of play, will not be granted for the sake of presence of a player. An additional penalty of two overs shall be imposed if either team is unable to take the field with at least seven players within 15 minutes after the agreed starting time.

9.1.3. If either team is still in violation of Sections 9.1.1 or 9.1.2 thirty (30) minutes after the agreed starting time the offending team will automatically forfeit the game.

9.1.4. In the event that neither team has seven (7) players on the ground thirty (30) minutes after the official starting time, the match shall be declared null and void and zero (0) points shall be awarded.

9.2. Penalties for unfair play

9.2.1. The following will be enforced and will be applicable to all 3CA games.

9.2.1.1. In the event that Umpire has experienced an act of Unfair Play under the 3CA Code of conduct, the Umpires shall forward a brief account of the incident to the 3CA IRC. The report should be received within 3 days of the incident, and in any case no later than one week after the game.

9.2.1.2. Any arrangement made between the captains on ground without EC’s approval can be overruled at a later stage and teams can be fined and lose points.

9.2.1.3. Any team not following the rules will be awarded fine of 2 points if they lose the game and fine of 4 points (lose two points for winning the game+2 more point as penalty) if they win the game.

9.3. Umpire Not Sent: (Only one neutral umpire is assigned for T20 league games)

9.3.1. If neutral umpire do not show up for a game, a 1-point penalty and $100 fine shall be imposed on the assigned Umpiring team

9.3.2. If the umpire is not present at the scheduled start time, a 1-point penalty shall be imposed on the Umpiring team

9.4. Improper attire:

9.4.1. Opposition captain and umpires need to accept before the player take field. If it’s a repeating offense by the team or a player he can only play as substitute in that match. All ICC substitute rules apply.

9.5. Penalties for slow Over-rate.

Slow over rate will be penalized by awarding run to the opposite team 1 run per minute

9.6. All fines are payable within 30 days of Invoice.

9.7. Player No Shows at Games.

9.11.1. If no member of the home team or visiting team shows up by game time and fails to communicate this to the umpires, EC and the other team's captain in advance, then the offending team will be fined $100 and 2 penalty points. These penalties will be applied in addition to the other applicable penalties. If this is a playoff game, then a fine of $200 will be assessed.

# 10. Awards

10.1. Individuals and Team Awards shall be given in each T20 Season as per the following sections.

10.2. Individual Awards

10.2.1. Best Batsman

10.2.2. Best Bowler

10.2.3. Most valuable Player

10.2.4. Best Fielder

10.2.5. Best Wicket Keeper

10.2.6. Best Captain

10.2.7. Best All-rounder

10.3. Team Awards

10.3.1. League Champions

10.3.2. League Runners-Up

# 11. T20 league Playoffs

11.1. Top-2 ranked teams from consolidated standings will qualify into IPL Style Playoff’s

11.2. Next-4 teams from each groups will qualify and play eliminator

11.2. EC to announce play-off formats at the start of the season

11.3. Group level standings are only to get into rankings.

11.4. Team winning the Final will be declared as respective T20 league champions.  
11.5. EC will make all efforts to make finals happen. If it couldn’t for any unforeseen reason then team ranked higher among the two in the group phases will be declared winner.