

Austin Premier Cricket League

T20 Rules Book

Document Control Information

Document Information

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1 APCL Executive Committee

Tournament will be organized, run and managed by the APCL Executive Committee. APCL Executive Committee (EC) consist of following:

- All current Board members of HCCA
- League Play Director: Jairam Busarajan
- Web Director: TBD
- Director of Umpiring: Mayur Kulkarni

2 Tournament Details and contact information

2.1 Tournament Management Portal- Schedule, Teams, Rosters etc.

- www.cricclubs.com/apcl

2.2 Email addresses

- Team Captains, Vice Captains: apclcaptains@googlegroups.com
- Disciplinary Committee: apcldc@googlegroups.com
- APCL Executive Committee and APCL General Contact for any enquiry: contactapcl@googlegroups.com

3 Laws of Cricket and rules for APCL

Rules will apply in following order of precedence.

1. Rules mentioned in this document will supersede the similar rules mentioned anywhere else.
2. [ICC Men's T20 Playing Conditions](#)
3. [ICC Players Code of Conduct](#)
4. [ICC Match Officials Code of Conduct](#)
5. [MCC Laws of Cricket - 2017 Code](#) (2nd Edition - 2019)
6. [CHANGES TO THE LAWS IN 2022](#)

*MCC Laws of Cricket will be referred only when APCL and ICC rules documents do not cover a specific situation.

**Only the versions attached above can be considered for the interpretation of the rules.

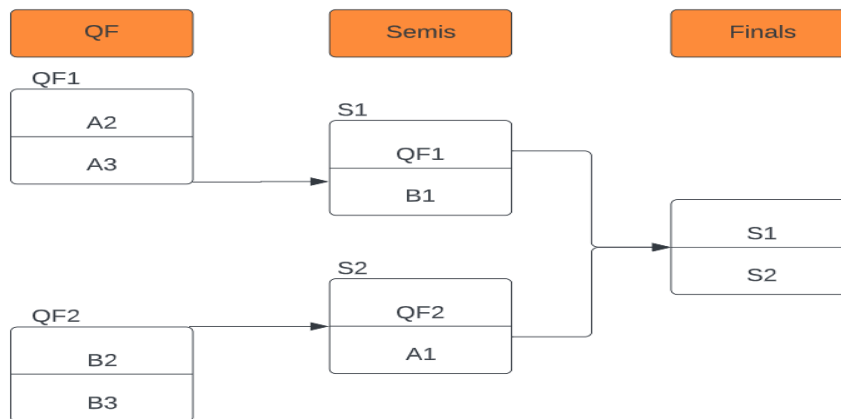
3.1 APCL Rules Deviation

- Helmet is mandatory for batsmen, wicket keepers (while fielding close to wicket) and silly position fielders
- Umpire has the sole discretion to change the match ball in the following scenarios:
 - i. if it is proposed by players to be unfit to play
 - ii. judge the time lost due to replace a lost ball

4. Tournament Format

APCL T20 will be played in the following format.

- League Phase: Round Robin* basis, where each team will play against the other team once.
- Elimination Phase is as below, And if there is a change it will be declared at the start of the tournament.



5. Tournament Schedule and Game timings, Game Duration

- Tournament schedule is located at www.Cricclubs.com/apcl
- APCL shall publish the schedule at least 5 business days before the commencement of the tournament.
- APCL shall publish the umpiring duties for a tournament at least 5 business days before the commencement of the tournament.

5.1 Rescheduling and reserve days

- League Games do not have a reserved day. All incomplete league games will be recorded as "Abandoned". Please refer to point 5.6 for weather related match abandonments.

Due to county regulations, if the ground cannot be used, it is the responsibility of the respective club officials to inform all captains and respective umpires 1 day before the game.. If the ground is not available at the last minute, the League game will be recorded as "No Result".

- Playoffs Game reserve day: as per schedule published.

5.2 Game Duration

- Maximum Game duration: 4 hours (Including breaks)
- 20 over innings duration (excluding break): 100 minutes (1 hour 40 minutes)
- Drinks break after 10 overs in each innings: 5 minutes. No drinks break in reduced over game.
- Innings Break: 10 minutes. 5 minutes break in reduced over game.
- 15 minute buffer for each game to account for time lost due to unforeseen but valid circumstances such as injuries, balls going over fence, lost balls etc.
- Reduced duration game: calculate based on 5 minutes per over
- Minimum number of overs to be played by both sides for official result: 5 over each side
- Both innings shall have equal number of overs available for a result. No D/L or any other method will be used to determine the result. Game will be marked abandoned if both innings do not have an equal number of overs available to play.

5.3 Toss

- Toss Time: 15 minutes before game start time and will be done at the center pitch.
- Minimum 7 players from each team must be available for Toss to happen. Team with less than 7 players at the toss time will lose the toss automatically. For the umpire to ensure 7 players are available for each team, all players must be available at the ground (and not in the parking lot, restroom etc.) so that the umpire can visibly identify them.
- If the umpire is not available at the toss time, both captains can do the toss per above rules. And report to the Executive Committee about the umpire incident.
- The captain of the side winning the toss shall notify the opposing captain and the umpires of his decision to bat or to field immediately after the toss and cannot subsequently reverse his decision.
- Minimum 8 players from the team's own roster are required for the team to begin and play a game for official result. This requirement must be met throughout the game except when an injury happens to a player during field of play.

5.4 Morning Game Timings

- Game Start time: Refer to schedule at www.Cricclubs.com/apcl
- Game End time: Refer to Section 5.2- Game Duration.

- Game can't be started after 11 AM CST except described below. If the game can't be started on or before 11 AM, the game will be considered abandoned. Please also refer to the Weather delay section. Only exception is when there is no afternoon game on the day of the game- please see section 4.7
- Exception: If there is no afternoon game scheduled and/or ground is available (due to reasons such as afternoon game was canceled/forfeited etc.) then game can be started anytime if neutral umpire determines that game can be completed (full or reduced overs) the same day. All parties (all neutral umpires and both captains) must agree to the revised start times.

5.5 Afternoon Game Timings

- Game Start time: Refer to schedule at www.Cricclubs.com/apcl. Afternoon games can be started earlier if ground is available (due to reasons such as morning game has finished early or morning game was canceled etc.) and both captains and the umpire agree to early start.
- Game End time: Refer to Section 5.2- Game Duration.
- Games shouldn't be started after 3.15 PM as a general guideline. However, if all neutral umpire(s) and both captains agree then the game can be started anytime if the neutral umpire determines that the game can be completed (full or reduced overs) the same day. If the game can't be started, the game will be considered abandoned. Please also refer to the Weather delay section.

5.6 Weather related delay or delay due to circumstances beyond the control of both teams and match officials

- Neutral Umpire will be the sole judge of the situation such as fitness of the ground, Weather and light. Umpire decision is Final. This decision will have to be taken at the ground on the game day.
- In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions. This decision will have to be taken at the ground on the game day.
- In case of a delay due to bad weather or any other unforeseen circumstances, the umpire and both captains will discuss and may agree to play a reduced over game. Number of overs to be played by each side will be decided by the umpire after discussion with both captains. In case of any conflicts between captains, the umpire will have full authority to take a decision which will be binding to both teams.
- **Permissible Temperature limits:** Weather.com forecast during the toss time will be used to determine the permissible limits. As a guideline, Game shouldn't begin if temperature (feels like) exceeds 104 DegF or falls below 45 DegF. But once the game has begun, Umpire is the sole judge to assess the conditions per the other weather related rules mentioned in this document.

- In some cases, temperature in combination with wind speed and humidity levels play a key role in determining if conditions are suitable to play. In that case, the umpire will be the sole judge of the conditions and will be the sole decision maker. For example: even though the temperature may be 50 but wind speed may be more than 25 MPH. In that case the umpire will make the final decision which will be binding to both teams.

Rain Rule: All rain related game decisions will have to be taken on the ground by the captains and umpires. The morning games cannot have a delayed start such that it delays the afternoon game scheduled start time.

** In extreme weather, a decision can be made 2 hours prior to the game.

5.7 Game Timings during extreme Weather conditions (Heat or Cold)

From time to time, APCL EC will change the game start/end timings and modify playing conditions based on extreme weather conditions. Such decisions will be taken by EC after consultation with all captains and will be communicated to all captains at least 2 days in advance. Some guidelines are provided below but APCL EC's decision will be final and binding to all teams.

- All morning Games in July/August should begin at 7.30 AM (Toss Time 7.15 AM) Games beginning at 7.30 should be finished by 11.30 AM. If Unfinished, Umpires should stop the game at 11.30 AM and apply relevant penalties etc. to declare the result. If the morning game can't begin at 7.30 A.M, the umpire should reduce overs as per rules.
- Afternoon games in July/August should begin at 11.35 AM.
- Revised playing conditions due to extreme weather will be added as an addendum to this document as and when revised.

5.8 Canceled/Abandoned Playoff Game

In case a playoff game is canceled or abandoned due to any reason, then following will apply

- If the playoff game has a scheduled reserve day then the game will be played on the reserved day.
- If game does not a scheduled reserve day or game could not be conducted on reserve day then following order of precedence will be applied to determine winner (including in finals):
 - a. Points in league stage

- b. Total number of wins in league stage
- c. NRR in league stage
- d. Head to head match up in league stage
- e. Coin Toss

5.9 Game Delay Penalties

- Penalty for slow over rate -

For a T20 game, the fielding team will be allowed to field only 4 fielders outside the circle for all overs started after the 100th** minute from the start of the innings.

**Umpire will be the sole decision maker, and will take into account any on field injury or ball lost delays.

5.10 Late Start Penalty

A team will be considered a no show if minimum 8 players are not on the ground within 30 minutes of the scheduled start of the play. This rule applies even if the toss has been completed as scheduled. Umpire shall award the points to the opponent team with 8 players as per the point system.

If both teams didn't have 8 players, both teams will be considered No Show and will be penalized as per point system. The game shall be considered as No Result.

- Minimum 8 players for each team are always required to begin the play.
- Teams responsible for late starts shall be penalized 1 over for every 5 minutes, until the commencement of the game. The 1st delivery bowled shall mark the commencement of the game.

6 Point, Penalties and Ranking

- Winner : 2 points, Loser- 0 Points
- Tie: 1 point each
- No result or Canceled or abandoned games due to any reason: 1 point each
- Forfeit with advance notice of 24 hours: Winner gets 2 points; forfeiting team will be penalized with -1 points

- Team no show (for example: forfeiting without notice or required number of players does not turn up): Winner gets 2 points; other teams will be penalized -2 points. If both teams are No show then both teams will be penalized -2 points.
- Umpire No show during league games: First time defaulter team will be penalized with -1 point; any subsequent default will result in -2 points penalty per occurrence thereafter.
- Umpire No show during Playoffs: APCL EC reserves the right to decide and impose the penalties for Umpire no show during Playoffs including but not limited to monetary fines, ban/suspension and disqualification of the team.
- Certified Umpires are allowed to umpire the APCL Playoff's Games

6.1 Additional Penalties

- Monetary penalty for game forfeiture or team no shows - \$150 per game
- Monetary penalty for umpire no shows - \$100 per game (Penalty will be applied to the team)

6.2 League Points Table

The tie breaker between two or more teams with equal points shall be decided according to the following order:

- a. Total Number of Wins
- b. Net Run Rate
- c. Head-2-Head matchup
- d. Toss of a coin

7 Tie Game

A game is considered TIE when both teams score an equal number of runs in their batting innings (after all the penalties applied if applicable).

- Point will be split in the league game
- Super over will decide the winner in the playoff game
- In case of TIE in super over or if Super Over can't take place due to any reason such as weather, time etc. , following order of precedence will determine the winner:
 - f. Points in league stage
 - g. Total number of wins in league stage
 - h. NRR in league stage

- i. Head to head match up in league stage
- j. Coin Toss

7.1 Super Over Rules

- Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the umpire. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- Prior to the commencement of super over, each team elects three batsmen and one bowler and nominated players are given in writing to the umpire.
- Each Over will have 6 minutes to complete
- 3 minutes innings break
- The Super Over will take place on the pitch allocated for the match (the designated pitch).
- In both innings of the Super Over, the fielding side shall choose from which end to bowl. The umpires shall stand at the same end as that in which they finished the match.
- Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- Fielding Restrictions: 4 fielders must be inside the 30 yard circle at all times.
- The team batting second in the main match will bat first in the Super Over.
- The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such a box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
- The loss of two wickets in the Super Over ends the team's Super Over innings.
- The team scoring the most runs in the Super Over shall be declared the winner.
- In the event of the both teams having scored the same number of runs in the Super Over, refer to rule "TIE in a Playoff Game" Section to determine winner.

8 Field Restrictions, Power Plays, over limits

- Only 2 players allowed outside the 30 yard circle for the first 6 overs. For the remaining overs, a minimum of 4 players are required to be inside the 30 yard circle.
- For a 20 over game, Maximum of 4 over per bowler is allowed.
- For a reduced over game, follow ICC guidelines with exception that both innings must complete for a result.
- If less than 11 players are fielding, restriction requirements (upto 5 fielders) of the outer circle applies

9 Fielder Absent or Player leaving the field

- Player absent more than 8 mins is considered leaving the field.
- Players shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- Players shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

10 Substitute Fielder and Runner

- The umpires shall allow a substitute fielder if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or for any other wholly acceptable reason.
- Substitute fielder needs to be from the same team roster.
- Substitute fielder can't bowl or lead the team.
- Substitute fielder can act as Wicket keeper If he is replacing an injured Wicket Keeper. In all other cases, a substitute fielder can keep wickets only with the consent of all neutral umpires and opposing captain.
- Runner is not allowed for a Batsman in any circumstances.

12 Roster and Portability

12.1 Roster Size

- Maximum 20 players are allowed in one team's roster at any given time.

12.2 Player Transfer

- Players can switch to any team any number of times before the start of the season.
- No transfers are allowed for **existing players**** once the league starts & the player in question has played a game.
- Transfers are allowed for **new players***, until they have played 2 games for the team/league.
- For each transfer both captains & players are required to send a request via email(to contactapcl@googlegroups.com or hcca_bod@googlegroups.com).

*Players who joined the league in the same season.

** Players who have played APCL in any capacity before.

12.3 Playoff Eligibility

- Players must have played at least 30% of the regular scheduled games for the playoff team to be eligible to play in playoffs. Players must not have played those games for the team reaching the playoffs in the capacity of a portable or Sub fielder.
- Eligibility will be decided based on scorecards available on cricclubs.
- If a game is forfeited in advance due to any reason, the winning team can upload a blank scorecard with playing 11. Those players will be counted towards eligibility for playoffs. (Forfeiting Team's players will not be counted towards playoff eligibility).
- If a game is canceled in advance due to any valid reason (such as weather), then both teams can upload a blank scorecard with each playing 11. In most cases, those players will be counted towards eligibility for playoffs. However, the APCL Committee reserves the right to remove such games from playoff eligibility based on the reason of cancellation (such as cases where APCL determines a game was canceled due to invalid reasons).
- For a game which was abandoned after at least one team and umpire was present in the ground (such as forfeiture without advance notice, cancellation due to bad weather after few over were bowled etc.) umpire shall record the names of the players available on the ground for each team and submit the partial or blank scorecard with available players names on cricclubs to determine eligibility. Only those players who were physically available in the ground will be considered eligible.

- If a team forfeits the game after coming to ground (for example- due to less number of players), the game will not be counted for playoff eligibility for the forfeiting team.

12.4 Umpire's/ Captain's Responsibility regarding rosters

- Umpire will obtain the playing 11 of both teams before the toss.
- Umpire will clearly mark the players to ensure that no roster eligibility rules are violated.
 - Any team violating the eligibility rules during a league game will automatically lose the game regardless of the actual result i.e. game will be awarded to the opposition team.
- In addition, a point will be deducted from the overall point tally of the violating team.
- Although the umpire will verify that playing 11 of both teams meet the eligibility criteria before Toss, it is ultimately the captain's responsibility. In other words, if it comes to light even after the game has taken place that eligibility rules were violated, above penalties will apply.

All weather related abandoned games can only be counted as abandoned only after entering and saving the roster for the game in Cricclubs. If the roster is not updated by both teams involved before leaving the ground, then that game will be considered as "No Result"

12.5 Eligibility violations during Playoff games

- Any team violating the eligibility rules during a playoff game will be disqualified from the playoff and can't take any further part in the tournament. Game will be awarded to the opposition team.
- Although the umpire will verify that playing 11 of both teams meet the eligibility criteria before toss, it is ultimately the captain's responsibility. In other words, if it comes to light even after the game has taken that eligibility rules were violated, above penalties will apply.

13 Player Dress Code and Equipment

13.1 Player/Umpire Dress Code

- Tournament will be played in coloured (non- white) clothing, including jackets
- Trousers: Full length trousers covering the whole part of the leg. No shorts.
- Shirt: Shirt with full, half or 3/4th sleeves
- Shoes: Mandatory. No slippers or shoes which expose the part of the feet. Only sport shoes allowed. No leather shoes or shoes with metal spikes allowed.

- Cap/Hat: Any coloured cap/hat is allowed. However if any player or umpire objects to white caps, it has to be removed.

13.2 Player Equipment

- Coloured pads are mandatory for batsmen.
- Helmet with Grille is mandatory for batsman/ Wicket Keeper(fielding in close position)
- Thigh Guard must be worn inside the trousers unless allowed by the umpire due to any reason (such an injury).

14 Scoring and Scorecard Update

14.1 Live Scoring

- All games will be scored live online using cricclubs scoring app unless circumstances are not suitable for live scoring. Detailed instructions for live scoring will be provided separately.
- Captain of the batting team will be solely responsible for ensuring Live scoring of the Team's batting inning. Captain will ensure all infrastructure is available for live scoring (such a Mobile phone with Cricclubs app and internet connection, Enough battery charge, back up mobile/tablet, Login credentials etc.)
- At the end of the game, umpire will verify scores and declare the Man of the Match.
- All corrections to the scorecard after the game will be done by winning Captain within 3 days of the game i.e. before 10 PM CST Tuesday for Saturday Game and before 10 PM CST Wednesday for Sunday game. In case of canceled/abandoned/No –Result game, both Captains will be responsible for corrections/updates.
- Scorecard must be marked “Closed” within **3** days of the game. Once a Scorecard is closed, it can no longer be edited.

14.2 Manual Scoring

- Manual scoring will be done only when circumstances are not conducive for online scoring. Captains have to submit a report stating the reason for manual scoring within 3 days of the game i.e. before 10 PM CST Tuesday for Saturday Game and before 10 PM CST Wednesday for Sunday game.
- Captain of the batting team will be solely responsible for ensuring manual scoring of the Team's batting inning. Captain will ensure all infrastructure is available for manual scoring (Such as Scoring book and Pen)

- Umpire will review, approve and sign the score book at the end of the game and declare Man of the Match.
- Manual scorecard must be uploaded to cricclubs website within 3 days of game i.e. before 10 PM CST Tuesday for Saturday Game and before 10 PM CST Wednesday for Sunday game. Winning Captain is responsible for uploading the complete scorecard.
- In case of an abandoned, canceled, No-result game, both captains will be responsible for uploading the scorecard.

15 Awards and Trophies

15.1 All Games

- **Player of the match:** to be decided by Umpire after consultation with both Captains. Umpire is the ultimate decision maker. Man of the match can be given to any player from both teams regardless of which team won the game. In most cases however it is expected that a player from the winning team is more likely to be declared as Player of the match.

15.2 Tournament Awards

- **Most Valuable Player (MVP) of the tournament:** Number #1 ranked player as per cricclubs ranking. If more than one player has the same ranking points, the award will be shared. All games including playoff games will be considered for this award.
- **Leading Run Scorer - League Stage:** Most number of runs scored during league stage. If 2 or more players have the same number of runs, players with higher strike rate will receive the award. If still 2 or more players are tied, then the award will be shared.
- **Leading Wicket Taker - League Stage:** Most number of wickets taken during league stage. If 2 or more players have the same number of wickets, players with lesser economy rate will receive the award. If 2 or more players are still tied, then the award will be shared.
- **Best Fielder- League Stage:** Player with most number of catches +Direct Runouts +In Direct Runouts during league stage. Stats will be based on cricclubs stats as shown below. (Wicket keeper catches and stumpings are not included for best fielder award). Award will be shared in case of TIE.
- **Best Wicket Keeper - League Stage:** Wicket Keeper with most number of wicket keeper catches + stumpings during league stage, based on cricclubs fielding stats as shown below. (catches and runouts as normal fielder are not included)

- Note that due to the way cricclubs captures and stores statistics, there might be ambiguity in whether Direct/Indirect Run Outs are affected as a wicketkeeper or fielder. In that case, APCL EC will review, take the feedback from Captains and decide Best fielder and Best Wicketkeeper awards.

15.3 Youth Awards

- **Youth Batsman of the Tournament:** Will be decided by APCL EC. Based on the combination of number of runs scored, strike rate, Number of games played and Captain's feedback. All games including Playoffs will be considered for this award.
- **Youth Bowler of the Tournament:** Will be decided by APCL EC. Based on the combination of number of wickets taken, economy rate, strike rate, Number of games played and Captain's feedback. All games including Playoffs will be considered for this award.

15.4 Team Awards/Trophies

- Winner Trophy
- Runner-up Trophy
- Medals for all members of the winning Team/Runner-up Team roster.
- **Team Fair play Award:** Will be based on team feedback from Neutral Umpire(s) for every completed game. Feedback by umpire will be captured via "Team Feedback" form. This form needs to be filled by the Neutral Umpire for both the teams for each completed game. (Separate forms needed for each team). It has 6 questions with point systems- The points will be added for each team at the end of the tournament and Average (Points/Game) will be calculated. The team with the most points/game will receive the fair play award. (if during any game, there are two neutral umpires- both umpires must fill the form for each team). In the case of TIE, awards will be shared. If enough data is not captured for this award, this award will be canceled.

16 Match Officials (Umpires)

16.1 General

- One neutral umpire shall be appointed by APCL for each game (who shall be the main umpire) and two neutral umpires for Playoffs.
- Captains of each team have the responsibility to send their players for umpiring during the allotted game.

- Captain of the team responsible for sending an umpire for a weekend game should provide the name of the assigned umpire to the APCL Committee and get approval by Thursday of that week.
- The Captain of the team responsible for sending an umpire shall also be responsible for notifying the captains of both teams involved in the game for which the umpiring assignment has been changed. This notification needs to happen at least 24 hours before the commencement of the game.
- Committee must approve umpires for each game irrespective of whether the umpire meets the eligibility criteria defined in section below.
- APCL, at any time, may designate an umpire for any given game or change the umpiring responsibilities for any given game. At such times, impacted teams (newly assigned and originally assigned teams) shall be given adequate notice in writing.
- Umpire No Show: Teams will be penalized as per Point and Penalty rules described in this document if the Umpire from their team does not show up for the allocated game. The assigned umpire will also be banned from playing his team's next APCL game. A Second and subsequent violation thereafter will result in suspension of the assigned umpire for next 2 games and the team captain for next game. The suspension duration for the umpire and Team Captain will accumulate for second and subsequent violations. If the Captain responsible for sending the umpire did not assign umpire then the all penalties for umpire described in this section will be applied to the Captain of the team. APCL ECs decision will be final in case of any conflict.
- If the designated umpire does not show up for the game, captains shall inform the APCL Committee either during or after the game. The Committee and both Captains will try to find a neutral umpire at short notice but both captains shall agree to self - umpire the game if no neutral umpire is available on such short notice. APCL ECs decision will be final in case of any conflict.

16.2 Umpire Certification

- In order to improve the standards of umpiring, APCL will organize a certification program. Umpire will be certified if he/she passes all criteria for certification as provided in the program.
- Please contact the Director of umpiring for more information on Umpire Certification.

16.3 Eligibility to Umpire a APCL Game

Any person can umpire a APCL game subject to following eligibility criteria:

- Person has passed the APCL Umpiring certification Or

- Played at least 2 APCL games previously Or
- Have umpired in at least 2 APCL games previously Or
- Person has obtained approval from APCL EC.

16.4 Umpiring a APCL Playoff game

- Two Neutral umpires will be assigned for each playoff game.
- Umpiring responsibilities will be assigned to teams before Tuesday of the playoff week. Captain of the assigned team will be responsible for providing umpires.
- Neutral umpires should be certified. Captain should reach out to the club if certified umpires are not available from his own team. Note, if used from a club, the umpire cannot belong to a team with the same group as the teams playing. However, teams eliminated during playoffs can officiate the remaining playoff games. For example, the teams eliminated during Semi-finals can officiate the Finals, if needed.
- Approval of APCL EC is required if using Non-Certified umpire and/or any exception to the conditions above.

16.5 Before Game day

- Umpire must go through this document to understand APCL specific rules.
- Umpires should attend/go through umpiring clinic materials.
- Umpires should go through the ICC Playing conditions, MCC rules book (Links provided in the Section 3) to understand general Cricket rules followed internationally.

16.6 Umpire Dress Code

- Full length Non-white trouser. Preferably black jeans or trouser but any dark coloured trouser or jeans is acceptable. No shorts allowed except when it is hot (i.e. Temp exceeding approx. 90 DegF).
- Shirt: Any non-white shirt with half, full or 3/4th sleeve. Shirts without sleeves are not allowed.
- Cap/Hat: Any coloured cap/hat is allowed. However if any player (especially striker batsman or wicket keeper) objects to white cap, it has to be removed.
- Shoes: Mandatory. No slippers or shoes which expose part of the feet are allowed. Shoes with metal spikes are not allowed.
- Leg Umpire: Leg umpire must wear the yellow/orange vest provided in the shed to distinguish themselves from the fielders.

16.7 Umpire Dress Code Violation

- If the umpire is violating the dress code due to injury or any other reason, he shall inform both captains before the game. If the umpire fails to inform Captains then Captains should ask the umpire for the reason of dress violation. Regardless of whether the reasons given by the umpire are valid or not, both captains must agree to allow the umpire to officiate the game. If both captains don't agree then Captains can decide to self-umpire the game.
- Captains will inform the APCL Committee and Captain of Umpire's team (if applicable) after the game.
- Based on Captains report and reasons given by Umpire, APCL Committee may decide to officially warn the umpire and his Team's captain. Any subsequent violation may result in additional penalties which will be decided by APCL EC.

16.8 Umpire Tools

Umpire should have all the tools necessary to conduct and control the game.

- Mandatory Tools:
 - Pen and Paper (or any electronic device such as mobile or tablet) to take notes.
 - Watch to monitor over rates and breaks
- Recommended (but optional)
 - Ball Counter to count balls/overs
 - Clicker to update score
 - Nail clips or other such implementations to be able to trim the ball when necessary.
 - Retractable Key holder to hang bowler's cap etc.
 - Video Camera (Such as GoPro) which can be attached to cap
 - Spare bails
 - Ball gauge
 - Bat Gauge
 - Stump/Bail Gauge

16.9 Umpire Roles and Responsibilities

- Umpire must be at the ground 30 minute before the start of the game.
- Before the toss, Umpire shall inspect the ground, weather, pitch, boundaries, inner-circle, pitch markings and ensure conditions are suitable for play.

- Umpire shall collect the roster from captains before toss.
- Umpires shall conduct the toss with the Captains of the two teams 15 minutes before the actual start time of the game.
- Umpire will keep the note of game start time, break times and end time.
- Stumps and Bails are available in the shed. Umpire shall ensure stumps and bails are returned to the shed after the game.
- Neutral umpire will also ensure that the leg umpire wears a shirt/vest which can easily distinguish him from the fielders.

16.10 Leg Umpire

In APCL, generally only one neutral umpire will be assigned per league game (Playoff games will have two neutral umpires). In those games, duties of leg umpire will generally be performed by a player from the batting team. In addition to performing standard roles and responsibilities of a leg umpire, following code of conduct rules apply:

- Leg Umpire will wear the yellow vest available in club Storage shed (or any color vest/shirt which can clearly distinguish them from the fielders)
- Leg umpire will not indulge in any discussions with Batsmen except when he is helping them with drinks.
- Leg umpire will not shout, motivate, coach, praise, provide feedback, or give suggestions to the batting or fielding side.
- Leg umpire should carry a few drinks with them at all times especially during summer.

16.11 Umpires Fees

- APCL Certified Umpire's Fee : \$50 per game (few exceptions apply as described below)
- Non-certified Umpire's Fee: \$30 per game (few exceptions apply as described below)
- Captains should pay the umpiring fee during the toss or before the first ball is bowled. HCCA Captains will receive reimbursement from HCCA/APCL treasurer. Please contact the treasurer at hcca_bod@googlegroups.com for reimbursement.
- Umpire will not be paid if he does not need to come to ground. For example- if a game is canceled or forfeited in advance.
- If an umpire has reached ground and game is washed out due to bad weather or canceled, forfeited or abandoned due to any reason without a single ball being bowled then umpires shall be paid \$20 regardless of umpire's certification level. In case of forfeit by a side, Captain of the forfeiting team will be responsible for complete payment of \$20 to the umpire. In case of forfeit by both teams, the Captain of each team will be responsible for paying \$10 each to the umpire. APCL will not pay the umpires for forfeited games.

- Once the game commences (i.e. first ball has been bowled), umpire will be paid in full irrespective of duration of the game.
- Only one Neutral umpire will be paid per game except Playoff games. If players playing the game are performing umpiring duties, they will not be paid.
- Umpiring dues will be paid to the captain in two phases(League Level & Playoffs) by APCL Treasurer.

16.12 Umpire Feedback by Captains

- Both Captains are required to submit Umpire Feedback form (online) to provide feedback about performance and conduct of the umpire before 10 PM CST Friday of the following week of the game.
- Instruction to Fill and submit the feedback form will be provided separately.
- Any Captain failing to submit the feedback form will be penalized as follows: Warning for first violation and forfeit of Toss for next APCL Game for each subsequent violation.
- Umpiring feedback will be consolidated and shared with respective umpire anonymously from time to time to improve the umpiring standards.
- Feedback may also be used to determine umpiring assignment for future games and playoffs.

16.13 Feedback by Umpires

- Neutral umpire is required to submit a Team feedback form (online) to provide feedback about the conduct of the game, conduct of players/captains etc. before 10 PM CST Friday of the following week of the game.
- Instruction to Fill and submit the feedback form will be provided separately.
- Any umpire failing to submit the feedback form will be penalized as follows: Warning to Umpire and his Team's Captain for first violation. His Team will forfeit the Toss for their next APCL Game for each subsequent violation.

16.14 Umpire Empowerment

Umpires will have full authority to control the game. If a player is found disrupting the decorum of the game, umpire can:

- Give a verbal warning to the player and team captain.
- Penalties can be imposed for repeat offenses by an APCL Certified umpire.
- Penalty 1: Post a 3 over penalty in T20 game to sit out of the game for repeat offense or severe offense.

- In new playing condition pertaining to players' conduct, a player can now be sent off the field for the rest of the match for any serious misconduct such as Level 3 and 4 offenses as defined in "Code-of-Conduct-For-Players-and-Player-Support-Personnel-effective-20170928.pdf" document (link to document provided in Section 3)
- Any action by the umpire towards disciplining a player needs to be reported by the umpire to apclcricket@gmail.com within 3 days i.e. before 10 PM CST Tuesday for Saturday game and before 10 PM CST Wednesday for Sunday game.

17 Disciplinary Process

All disciplinary issues/complaints will be resolved by the APCL disciplinary committee (APCL DC).

17.1 Disciplinary Committee members

Disciplinary Committee will consist of

- All HCCA Board of Directors (Total 5)
- League Play Director (LPD)
- Web Director
- Director of Umpiring
- Committee Chairman: Current HCCA president will be the chairman of the DC

17.2 Process to file complaint or report an incident

Incident must be reported within 5 days of date of incident via sending email to apcldc@googlegroups.com with following details:

1. Date, Time and Place of incident
2. Name of person(s) involved
3. Names of all witnesses
4. Details of incidents
5. Optional: Any video/audio/text/image content supporting the complaint

Note: If all of the above details are not provided in the first email, the official "date of filing" will be the first day when all of above information is available to DC.

17.3 Resolution Process

- If an incident/complaint involves players from multiple teams, the respective captains and all BOD members belonging to those teams will be excluded from the DC for that incident.

Rest of the members will form DC and take decisions on the incident. If the Chairman's team is involved in the incident, then the DC Chairman for that incident will be decided by the rest of HCCA BODs.

- Chair will request the opinion of each DC member via email or a conference call or meeting within 10 days of the date of filing of report.
- Meeting/conference call must be attended by a minimum of 5 members of the committee. If done via email, a minimum 5 responses will be needed to move forward. The members who attend the meeting/call/respond via email can take the decision which will be binding to everyone.
- Decisions will be arrived at by consensus or majority of votes if consensus is not reached.
- In case of TIE in votes, Chair's vote will be used to break the tie.
- Decisions will be communicated to respective parties within 20 days of filing the report.
- Decision of DC will be binding to all parties.

17.4 Decision Appealing process

- Appeal can be made by sending an email to apcldc@googlegroups.com with all details, any additional evidence and reasoning behind the appeal.
- Appeal can be made within 3 days of the decision.
- Appeal can be made only once. DC will address the appeal in same way and within same timeframe as a normal incident
- Once a decision on an appeal is made, no further appeal can be made.
- Decisions will be binding to all parties.

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