



BADLAPUR TENNIS BALL CRICKET LEAGUE

PLAYING CONDITIONS

V2.4 6/18/2022

(For the latest edition, always refer to the pdf uploaded on the criclubs.com/BTCL website)

The Spirit Of Cricket	4
Law 1: Players	5
Law 2: The Umpires	6
Law 3: The scorer	7
Law 4: The Ball	7
Law 7: The creases	8
Law 11: Intervals	9
Law 13: Innings	9
Law 16: Results	9
Law 17: The Over	9
Law 18: Scoring runs	10
Law 19: Boundaries	10
Law 20: Dead ball	10
Law 21: No ball	11
Law 22: Wide ball	16
Law 24: Fielders absence, Substitutes	17
Law 25: Batter's Innings, Runners	17
Law 27: The wicket keeper	18
Law 28: The fielder	18
Law 30: BATTER OUT OF HIS/HER GROUND	19
LAW 31:APPEALS	19
LAW 35: HIT WICKET	20
LAW 41: UNFAIR PLAY	20
Penalty for TEAM/ PLAYERS' CONDUCT	22
Level 1 offense	22



Penalty:	22
Level 2 offense	23
Penalty:	23
Level 3 offense	24
Penalty:	24
Appendix A - Pitch and Crease Layout	25
Appendix B - Tournament format	26
Appendix C - Umpires responsibilities	27
Appendix D - Captains responsibility	29
Appendix E - Players responsibility	30
Appendix F- Rubber ball Tournament format and conditions	31
Appendix F- Procedure for the Super Over	34



The Spirit Of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the laws, but also within the spirit of cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the spirit of cricket.

- Respect your captain, teammates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the spirit of cricket.

1. Law 1: Players

- 1.1. Each captain shall select his playing 11 in the CricClubs app in front of one of the umpires before the toss.
- 1.2. The player's eligibility criterion is 'The player must be already in the 18 player roster' in cricclubs.
- 1.3. No new players can be registered or played or added to the cricclubs roster on the game day. Everything must happen on the Friday before the tournament.
- 1.4. All roster changes must be approved by the committee.
- 1.5. Minimum 7 players from the fielding team are needed for the toss and to start the game. If not, the BYE will be awarded to the other team after waiting for 10 mins past the 'game start time'.
- 1.6. Only a maximum of 4 substitute players can be used at any given time.
- 1.7. Substitute players can NOT bat, bowl or keep the wickets. They can only field, that too only inside the circle.
- 1.8. All the players need to be from Badlapur City region.
- 1.9. Following players are NOT allowed to play in BTCL
 - 1.9.1. Players who are not residents of Badlapur region.
 - 1.9.2. Players living outside of Badlapur.
 - 1.9.3. Players currently playing or have previously played any other tournament or league in Badlapur.
 - 1.9.4. Players currently playing, have played before or have a connection with any of the current or past 'Gramin' teams.
 - 1.9.5. Players who are on vacation, just visiting or temporarily residing with the family, friends or relatives of current league members.
 - 1.9.6. Anyone who can not prove with valid documentation such as AADHAAR card, PAN card, Driving license, rental agreement, passport that they are residents of Badlapur.
 - 1.9.7. In short, If you can not prove, then you should not play.
 - 1.9.8. The document should be a proper and valid (not expired) documentation. Any verbal confirmation from anyone or any self made/printed proof will not be accepted.

- 1.10. It's every team captain's responsibility to NOT play any player who is doubtful or can create any controversy.
- 1.11. If there is a need to play the players mentioned above in 1.6 , they can play only as substitute players, meaning they can NOT bat, NOT bowl or NOT keep the wickets or NOT field outside the inner circle.
- 1.12. Player attire
 - 1.12.1. Players can not wear shorts. Cricket is a gentleman's game so full pants must be worn at all times.
 - 1.12.2. Wearing closed toe shoes is recommended, but not mandatory.
 - 1.12.3. Please report the incident immediately to the committee, but No one can take objection to any player during the game. Please do not interfere with the game.
 - 1.12.4. The committee will take appropriate action based on the complaint.

2. Law 2: The Umpires

- 2.1. The Team which has played a match before or the team whose match is next has the responsibility to send two qualified and impartial umpires to the games.
- 2.2. The umpires shall be the sole judges of fair and unfair play.
- 2.3. The umpires are not allowed to explain their decision. Please do not engage in any discussion with any player other than the captain.
- 2.4. Organizers may be called upon in case of any disputes, but at the end whatever is the umpire's decision, that is considered as a final decision.
- 2.5. An umpire may change any decision after the discussion provided that such alteration is made promptly. This decision will be final.
- 2.6. No player from either the batting team nor the fielding team should try to influence or explain the rule to the umpire.
- 2.7. The umpires should not consult any spectator or anyone sitting outside. They should take the decision on their own.
- 2.8. Interfering in the umpire's decision will be a Level 1 offense.
- 2.9. The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.
- 2.10. Consultation between umpires and scorers on doubtful points and after every over is important.

3. Law 3: The scorer

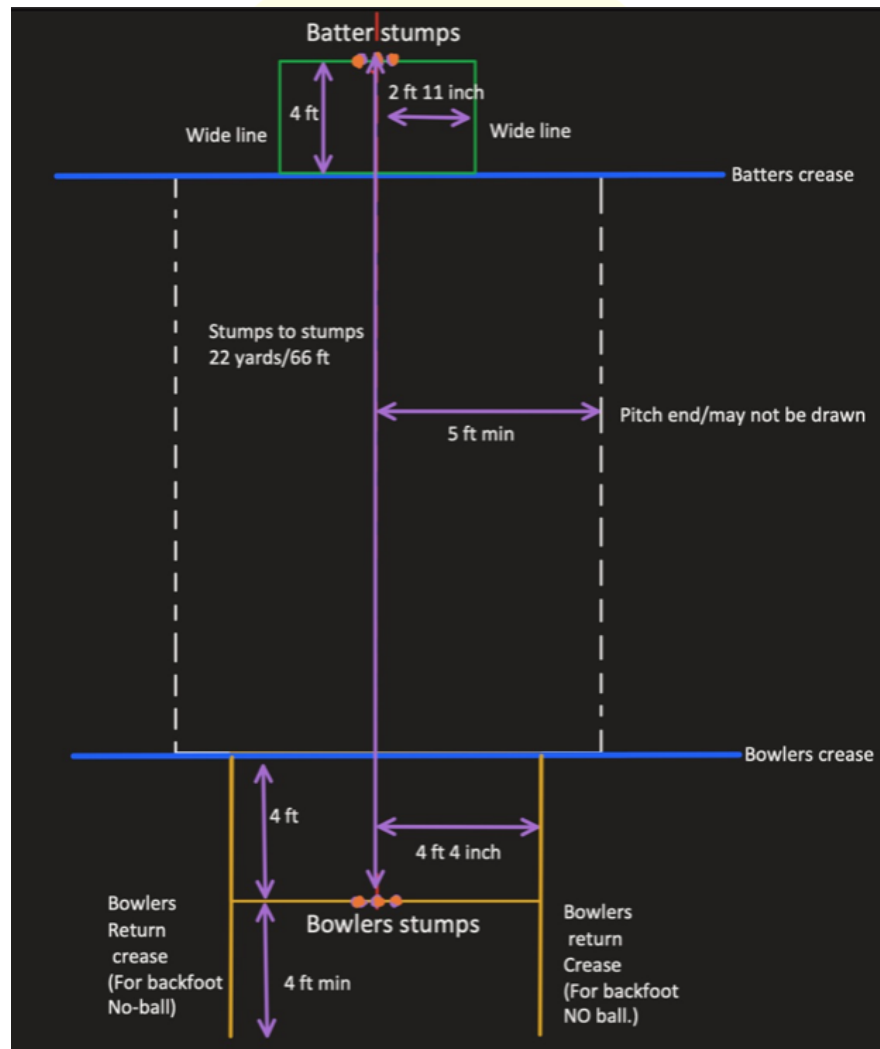
- 3.1. Each team should make sure that its roster is fully up to the date before the lots day. It's the captain's responsibility to make sure that your players get credit for their efforts.
- 3.2. Both the teams should assign 'one of the players' as the scorer. They both together should score in the CricClubs app. Its captain's responsibility is to make sure that the scorers are provided with the working app.
- 3.3. It's every team's captain's responsibility to make sure that they send one of their players to the scorer to tell the names.
- 3.4. Most runs, wickets trophies will be given to the player whose name appears in the app.
- 3.5. The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal by showing the hand.
- 3.6. The scorers shall check the score with the umpire after every over and announce to everyone.
- 3.7. They should not announce the score to anyone while the over is in progress.

4. Law 4: The Ball

- 4.1. Only 'Captain' hard tennis yellow colored balls are accepted in BTCL. They shall be provided by the organizers.
- 4.2. T- Rubber balls can be used during Rainy seasons.
- 4.3. Each innings shall start with the new ball. But this will be decided by the community. Sometimes, the games can be played with the used balls.
- 4.4. If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement.
- 4.5. The batsman should not unnecessarily demand to check the ball after every boundary or violently squeeze or tamper the ball. He may be given OUT 'tampering the ball'.

5. Law 7: The creases

- 5.1. The pitch shall be marked as per MCC dimensions as follows.
 - 5.1.1. Stumps to Stumps - 66 ft (22 yards)
 - 5.1.2. Popping crease - 4 ft from the stumps.
 - 5.1.3. Wide line - 2 ft 11 inch
 - 5.1.4. Bowlers return crease (for backfoot No ball) - 4 ft 4 inch
- 5.2. These dimensions can be changed if the local authority or ground owner does not allow it or the pitch is already completely marked.
- 5.3. Wherever possible, try to mark with MCC approved dimensions.
- 5.4. Please don't use 'human steps' or 'bats' to mark any crease lines. They are not accurate measurement devices.



5.5.

6. Law 11: Intervals

- 6.1. Maximum break of 5 mins between the innings is allowed.
- 6.2. Maximum break of 10 mins between the matches is allowed.

7. Law 13: Innings

- 7.1. As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision can not be changed.
- 7.2. Only the fielding team captain should come for the toss.
- 7.3. If any other players come, they should already decide, before coming to the toss, what they will choose if they win.

8. Law 16: Results

- 8.1. There is no compulsory chase rule in BTCL. If both the teams score an equal amount of runs, then the winning team shall be decided by a 'super over'.
- 8.2. The procedure for the super over is in the appendix F.
- 8.3. Net run rate will stand as is in the app.
- 8.4. If the net run rate also matches, then also the winner will be decided by a 'super over'.

9. Law 17: The Over

- 9.1. In any game of less than 5 overs, Use of minimum 4 bowlers is compulsory.
- 9.2. In any game of more than 5 overs, Use of minimum 5 bowlers is compulsory.
Actual breakup shall be announced before the tournament.

- 9.3. If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand. The scorer can inform the umpire but the balls counted by the umpire shall be considered final.
- 9.4. The umpire shall count the ball after every ball to indicate that the ball is now DEAD. The batsman should not leave their crease until the umpire counts.
- 9.5. There is no need for the batsmans to tell the umpire that they are leaving the crease. That has no effect whether the ball is dead. Thus he will be given out if the ball is not dead.

10. Law 18: Scoring runs

- 10.1. It's both the batting and bowling teams' responsibility to score the game.
- 10.2. Please make sure that one player each from both the teams are sitting together to score in the cricclubs app.
- 10.3. Please make sure to put the accurate names and full names of the players while scoring as those names will be used to award the best batsman and best bowler trophies.
- 10.4. If the umpire miscounts the ball or the score, inform them immediately.
- 10.5. Please make sure that the total score is always accurate. Total score is very important as that is used to calculate the net run rate.
- 10.6. Some mistakes in individual players' scores are allowed.

11. Law 19: Boundaries

- 11.1. If the objects such as cones, flags, posts or boards are used to mark specific points on the boundary, The boundary shall be the IMAGINARY STRAIGHT LINE on the ground joining the two nearest marked points. There is no 'curve'.
- 11.2. If a person or animal comes onto the field of play while the ball is in play and interferes with the ball, then that ball will be a dead ball.

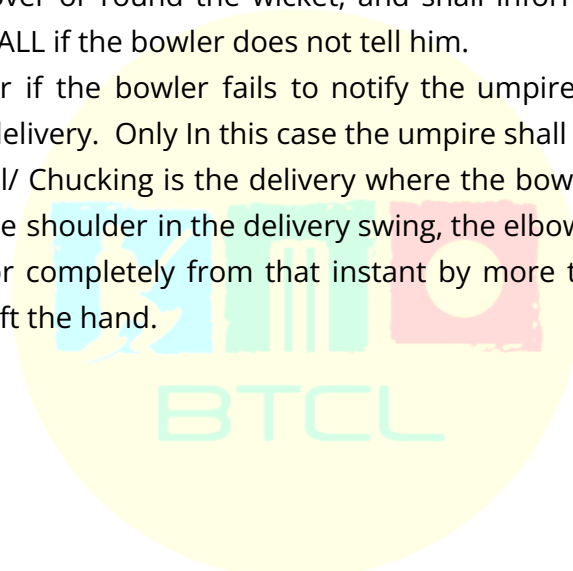
12. Law 20: Dead ball

- 12.1. The ball becomes dead
 - 12.1.1. It is finally settled in the hands of the wicket-keeper or of the bowler.

- 12.1.2. Whenever the umpire counts the ball.
- 12.1.3. Lying dead/ no motion on the field.
- 12.1.4. A Boundary is scored.
- 12.1.5. Whenever the umpire announces that the ball is dead.
- 12.2. Whether the ball is finally settled or not is a matter for the umpire alone to decide.
- 12.3. The call of the Over or the count of the ball indicates that the ball is dead.
- 12.4. The ball ceases to be dead – that is, it comes into play – when the bowler starts his/her run-up or, if there is no run-up, starts his/her bowling action.

13. Law 21: No ball

- 13.1. The umpire shall ask if the bowler intends to bowl right handed or left handed, over or round the wicket, and shall inform the striker. He can not give NO BALL if the bowler does not tell him.
- 13.2. It is unfair if the bowler fails to notify the umpire of a CHANGE in his/her mode of delivery. Only In this case the umpire shall call and signal No ball.
- 13.3. Throw ball/ Chucking is the delivery where the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant by more than 15 degrees until the ball has left the hand.



LEGAL BOWLING ACTION

IT IS only natural for the arm to bend and straighten while delivering the ball. But like R. Ashwin (left), the bowler must make sure that the degree of flex between the bent arm and the straightened arm, at the point of delivery, is not more than 15 degrees. Any more gives an unfair advantage to the bowler as he can put more revolutions or speed on the ball.

ILLEGAL BOWLING ACTION

IN THE case of Saeed Ajmal (right) and many other bowlers, the angle of flex is greater than 15 degrees. Since the naked eye can't measure angles, umpires call them on instinct. Some bowlers wear full-sleeved shirts to disguise this angle, but in biomechanic testing, only a medical anomaly in the elbow can clear bowlers.

KEY

A The plane of the bent arm before delivery
 B The plane of the straightened arm at delivery
 C The degree of flex between the two planes

13.3.1.

- 13.4. The flexing or rotating of the WRIST in the delivery swing is not considered a 'throw'.
- 13.5. If the bowler's back foot touches the return crease (in the air is allowed), that shall be considered a NO BALL.
- 13.6. If the bowler's front foot is completely out of the popping crease and not touching ,whether ground or raised, shall be considered a NO BALL.

FOOT FAULT NO-BALL



NO-BALL
The front foot is in front of the Popping crease



NO-BALL
The back foot is on the Return crease

NO-BALL
No part of the front foot is behind the Popping crease



NO-BALL
The back foot is outside the Return crease

NO-BALL
The back foot is on the Return crease



LEGAL DELIVERY



Fair
Both feet are inside the creases

Fair
Both feet are inside the creases



Fair
Part of the front foot is behind the Popping crease

Fair
Part of the front foot is behind the Popping crease



Fair
The front foot is behind the Popping crease

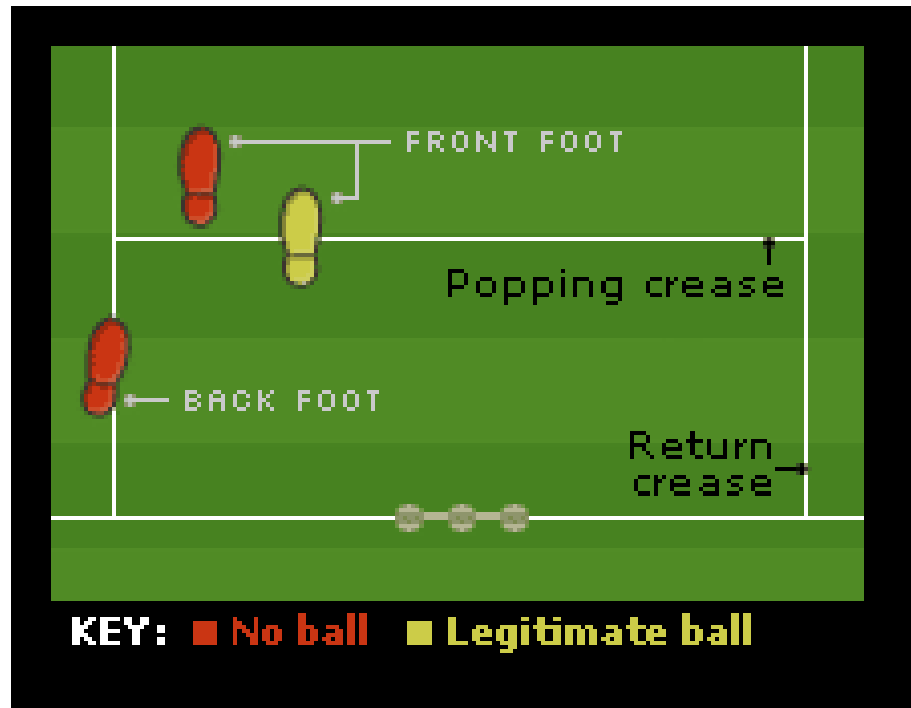
Fair
Part of the front foot is behind the Popping crease



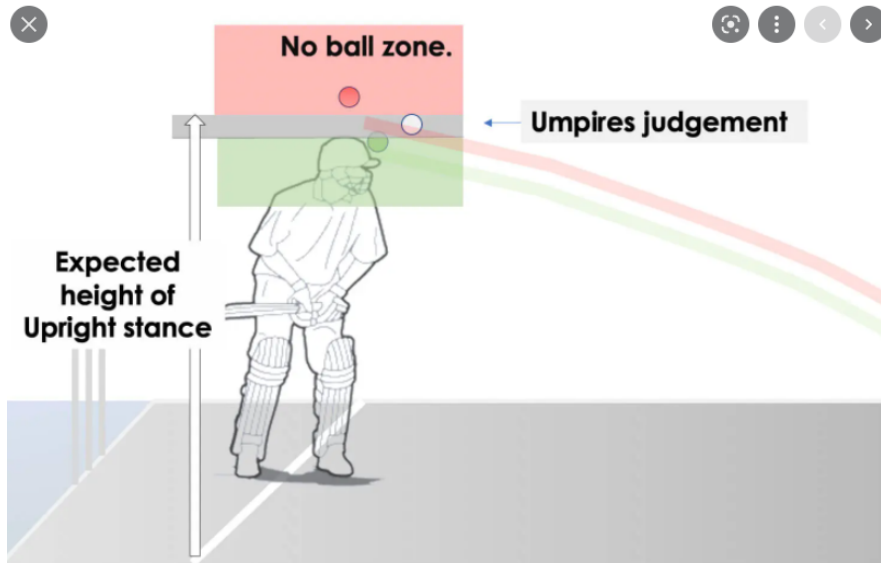
Fair
Part of the front foot is behind the Popping crease

Fair
The front foot landed behind the Popping crease before sliding over





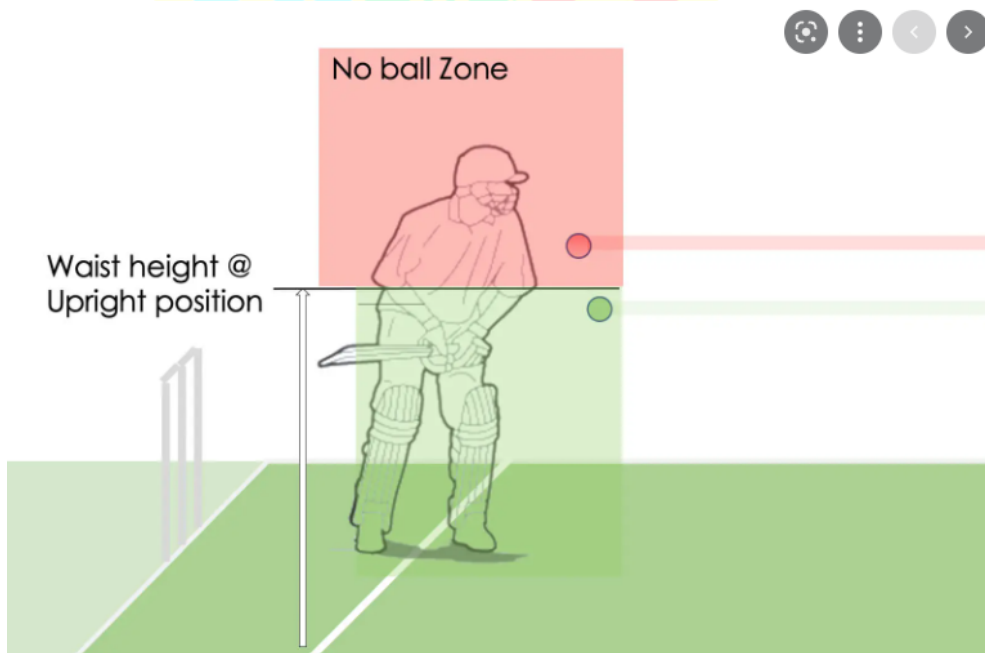
- 13.7.
- 13.8. If the front foot of the bowler touched the line during delivery but then slid out, that is NOT a no ball.
- 13.9. If the ball bounces more than twice before reaching the popping crease, that is a No ball.
- 13.10. Height (one bounce) No ball - The umpire shall call and signal WIDE BALL for any delivery which, after pitching, passes or would have passed over (even if the batsman hits) the head height of the striker standing upright at the popping crease.
- 13.11. Second occurrence above of the shoulder will be a No ball with a free hit.
- 13.12. If the batsman's moves forward, then this decision may or may not be given.

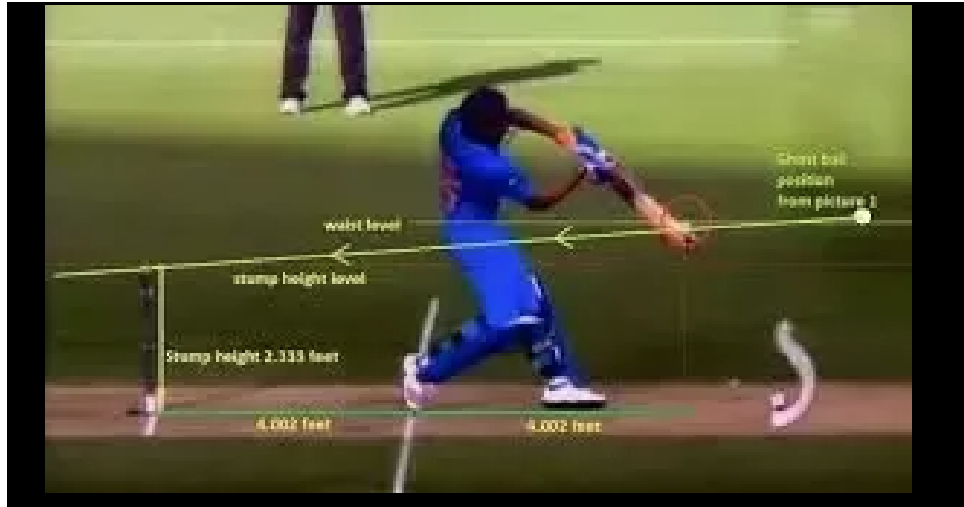


13.13.

13.14. Beamer No ball - Only if the ball was above the waist of the normal standing batsman, then that can be considered a NO ball.

13.15. If this beamer delivery hits the stumps after hitting the batsman, then it shall be given NOT OUT since the No ball already occurred first.





13.16.

13.17. If the bowler breaks the wicket accidentally by his hand, clothes or balls at any time after the ball comes into play, either umpire shall call and signal No ball with a free hit.

13.18. Ball pitching COMPLETELY OUTSIDE of the white marked line of the pitch is a no ball. The line belongs to the umpire.

13.19. No ball always overrides a wide ball. Meaning, if the No and Wide ball occurs at the same time, then that will be called a No ball.

13.20. All types of No balls are FREE HIT.

13.21. All types of Field changes and the exchange of individuals between fielding positions are permitted for free hit deliveries.

14. Law 22: Wide ball

14.1. If the ball passes over the wide marked line, the umpire shall call and signal WIDE.

14.2. The line belongs to the umpire, so some error of judgment is allowed. The umpire shall pause and think for a couple of seconds and then give their decision.

14.3. If the batsman switches or even shows the intention to switch during the bowler's runup (even if he does not actually switch hit), then both of his sides shall be considered as 'off side' and off side wide rules shall be applied.

14.4. If the batsman moves, the wide line will also move. That means, if the batsman moves by 2 ft, then both (off and leg) wide lines will also move by 2 ft.

- 14.5. No ball trumps Wide ball. No ball always overrides a wide ball. Meaning, if the No and Wide ball occurs at the same time, then that will be called a No ball.

15. Law 24: Fielders absence, Substitutes

- 15.1. For the first batting team, Late coming fielders can arrive at any time.
- 15.2. For the first fielding team, Late coming fielders can not play if the third over has already started. That means, at the most, they can come between 2nd and 3rd over. After that they will not be a part of playing 11. Meaning they can not bat also in the second innings. So please respect the time and come on time and don't be late.
- 15.3. The late arriving fielder can not bowl the immediate next over. Eg If the player arrives after 2nd over, then he can not bowl 3rd over. He can bowl the 4th over though.
- 15.4. Only a maximum of 4 substitute players can be used at any given time.
- 15.5. Substitute players can NOT bat, bowl or keep the wickets. They can only field, that too only inside the circle.
- 15.6. If a player comes onto the field of play without informing the umpires and comes into contact with the ball while it is in play, then it's a NO BALL followed by the free hit.
- 15.7. No one from the outside, batting team or bowling team can tell the umpire what happened. No one from the spectator or anyone from the outside of the field should enter on the playing field.
- 15.8. The umpire can give the decision only if he sees the violation.
- 15.9. All Above laws are applicable irrespective of the number of games in the innings. Meaning it shall remain the same whether the match is 3 over, 4 overs, 5 overs or any overs.

16. Law 25: Batter's Innings, Runners

- 16.1. A batter may retire at any time during his/her innings, for any reason, when the ball is dead. He can leave the field only after informing the umpire.
- 16.2. He should be 'retired hurt' in the cricclubs app.

- 16.3. Once retired, that batter can come back to bat only after ALL the wickets have fallen . Meaning he can only play as the 'last batsman'.
- 16.4. No runners are allowed in any situation., even if the reason is genuine. If the batsman gets injured, tired and unable to resume his innings for any reason, then he has to retire.

17. Law 27: The wicket keeper

- 17.1. The movement of the wicket keeper by few paces forward and sideways is allowed.
- 17.2. If, in the opinion of either umpire, the wicket-keeper movements are not legal, he may call and signal a dead ball. (not a no ball).
- 17.3. The umpires need not be informed about the wicket keeper change. If the umpire notices that the wicket keeper has changed or his position has changed, he should inform that to the striker's batsman. The umpire can not give a no ball for not telling him.

18. Law 28: The fielder

- 18.1. The movement by any fielder by few paces towards the striker or sideways which does not significantly alter the position of the fielder is permitted.
- 18.2. If the umpire judges the movement to be unfair, he may call and signal a Dead ball.(not a no ball)
- 18.3. There is no warning.
- 18.4. The umpires should not be very strict when the fielder stands on or around the 30 yard circle line. Do not give a No ball, unless there is a substantial movement of the fielder from outside to the inside or vice versa.
- 18.5. It is completely Umpires responsibility, he can only give the decision if he PERSONALLY observes the violation.
- 18.6. No one outside of the field or inside the field can point that out during or after the delivery.
- 18.7. At Any given moment, there should be 4 fielders on any one side and 5 on the other. The split should be 4-5.
- 18.8. Maximum of 2 players are allowed outside of the circle during the powerplay overs. (we have not implemented the bowling powerplay yet.)

- 18.9. Maximum 5 players are allowed outside of the circle during non-powerplay overs.
- 18.10. Maximum of 5 players are allowed on any one side i.e. the offside or the legside, counting all the inside and outside if the circle players.
- 18.11. There is no restriction on players fielding behind the wicket keeper or the bowler. That position is called 'long stop'.
- 18.12. Above fielding restrictions remain the same even if the fielding side is playing short of players. There is no restriction on the number of players inside the circle.
- 18.13. The Bowler and the wicket keeper are not considered fielders, so whether the bowler bowls over the wicket or round the wicket and the position of the keeper do not matter.

19. Law 30: BATTER OUT OF HIS/HER GROUND

- 19.1. The batter has to stay in his ground until the umpire announces the ball dead or counts the balls, or calls the over.
- 19.2. There is no need to inform the umpire for the bat change etc. They should wait for the ball to become dead. The batsman should not leave his crease until the ball is dead.
- 19.3. Mankading is now considered a Run-out and there is NO WARNING so the batsman must stay in his crease until the bowler delivers the ball.
- 19.4. If the bowler tries to Mankad and the batter is NOT OUT, then that ball will be a Dead ball.
- 19.5. Failed Mankad attempt is a Dead ball.

20. LAW 31:APPEALS

- 20.1. Neither umpire shall give a batter out, even though he/she may be out under the Laws, unless appealed to by a fielder.
- 20.2. If an umpire is doubtful about any point that the other umpire may have been in a better position to see, he/she shall consult the latter on this point of fact and shall then give the decision. If, after consultation, there is still doubt remaining, the decision shall be Not out.

- 20.3. Both umpires can consult on any decisions. Caught behind the wicket, cuts, height etc.
- 20.4. The captain of the fielding side may withdraw an appeal only before the ball comes into play again.

21. LAW 35: HIT WICKET

- 21.1. The striker is out Hit wicket when his/her wicket is put down in setting off for the first run immediately after playing or playing at the ball.
- 21.2. After completion of the shot, the batsman can only be given out if he was trying to take the run.
- 21.3. If the batsman was not trying to take the run, it would be a NOT OUT.
- 21.4. Benefit of the doubt should always go to the batsmans.
- 21.5. The striker is not out when his/her wicket is put down after the striker has completed any action in receiving the delivery and was not trying to run.
- 21.6. In both these cases either umpire shall immediately call and signal Dead ball.

22. LAW 41: UNFAIR PLAY

- 22.1. The umpires shall make frequent and irregular inspections of the ball after every over. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball
- 22.2. Mankading in now 'run out' - If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out if appealed by the fielding side captain.
- 22.3. Runner should stay in his crease until the ball is delivered.
- 22.4. No warning is required.
- 22.5. If the batsman is NOT OUT, then the delivery will be a Dead ball..
- 22.6. DRS Rule - Review for Unfair decisions by Umpire (Pending)
 - 22.6.1. Each team (batting and fielding) shall get only 1 review for their entire innings. This review will not continue whether successful or not.
 - 22.6.2. This review can be used for any of the umpires' decisions anytime during the innings.

- 22.6.3. Please use this review wisely for unfair and obviously wrong umpiring decisions.
- 22.6.4. The batsman or fielding team captain should take the review immediately after the umpires decision.
- 22.6.5. This review can not be taken by a non-striker batsman or the batting team captain from outside the field. While batting, Only the striker batsman can take the review.
- 22.6.6. When invoked, one member from the umpiring team committee or organizing team shall arrive at the ground along with the rulebook. All three members will take a combined decision based on the rules mentioned in the rule book and their cricketing knowledge.
- 22.6.7. After the discussion, the committee member shall announce the decision. Once announced, the decision shall be considered be final.



Penalty for TEAM/ PLAYERS' CONDUCT

1. Level 1 offense

- 1.1. Showing dissent at an umpire's decision by word or action.
- 1.2. Showing dissent at any other player, playing or non playing, by word or action.
- 1.3. Trying to influence, threaten, change or explain an umpire's decision.
- 1.4. Using abusive language directly towards anyone on or off the field. Any indirect remarks would be ignored.
- 1.5. Using language that is obscene, offensive or insulting.
- 1.6. Making an obscene gesture.
- 1.7. Appealing excessively.
- 1.8. Advancing towards an umpire in an aggressive manner when appealing.
- 1.9. Any other misconduct, the nature of which is, in the opinion of the umpires or organizers, equivalent to a Level 1 offense.
- 1.10. Littering, throwing trash, open defecation, urinating in/around the ground.
- 1.11. Throw bowlers/Chucking objections:
 - 1.11.1. The objecting team captain has to record a video of at least two deliveries of the bowler in the question BEFORE taking any objection.
 - 1.11.2. The video needs to be recorded BEFORE the objection because the bowler might change or alter his action after the objection.
 - 1.11.3. After the tournament, the opposing captain has to prove to the committee that the bowler's elbow angle (not the wrist) is changing by more than 15 degrees.
 - 1.11.4. If they can not prove, then it will be a level 1 offense.
- 1.12. **Penalty:**
 - 1.13. 1 tournament suspension/ rest for the playing team captain and vice captain.

- 1.14. If the captain or vice captain can not be determined or the team is trying to play "fake" the captains to avoid penalties, then both the top scorer and the top wicket taker from that team will be suspended for 1 tournament.
- 1.15. If the team does not register, the penalty shall be applicable until the next registration.
- 1.16. Any additional penalties and cash fine per committees discretion.

2. Level 2 offense

- 2.1. Second occurrence of Level 1 offense.
- 2.2. showing serious dissent at an umpire's decision by word or action.
- 2.3. making inappropriate and deliberate physical contact with another player, on the ground or off the ground or a spectator.
- 2.4. Any sort of physical violence, manhandling or physical abuse.
- 2.5. throwing the ball or raising the bat at a player, umpire or any other person in an inappropriate and dangerous manner.
- 2.6. Using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature.
- 2.7. Shouting loudly and actively.
- 2.8. Use and consumption of alcohol is strictly prohibited in and around the BTCL organized tournaments.
- 2.9. Carrying open alcohol on the ground, live drinking, smoking, physically abusing, stealing on or around the cricket ground are not allowed.
- 2.10. Use of unfair strategies to win the tournament.
- 2.11. Playing any suspended or non-eligible (overseas) players.
- 2.12. Refusing to remove non-eligible players.
- 2.13. Any excessive arguments with the umpires.

2.14. Penalty:

- 2.14.1. For playing any overseas players, immediate BYE shall be awarded to the other team.
- 2.14.2. 2 continuous tournament suspension/ rest for the entire team.
- 2.14.3. If the team does not register, the penalty shall be applicable until next registration.
- 2.14.4. Fine of 25% of the winning amount, if winner, otherwise 25% of the entry fees.
- 2.14.5. Any additional penalties/fine per committees discretion.

- 2.14.6. The Players causing the problem and creating ruckus will be Banned for lifetime.

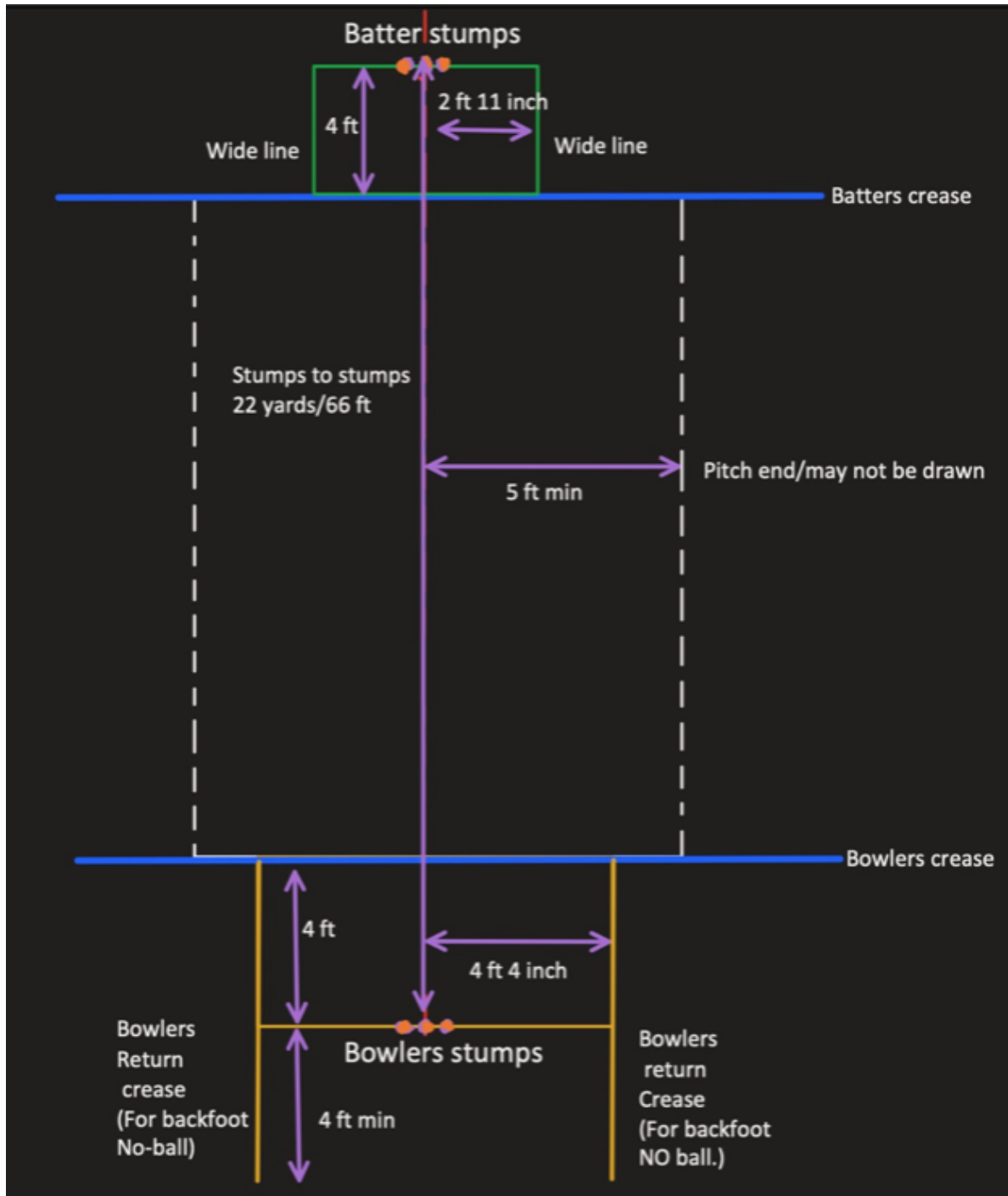
3. Level 3 offense

- 3.1. Third occurrence of Level 1 offense.
- 3.2. Second occurrence of Level 2 offense.
- 3.3. Refusing to accept the committee decision.
- 3.4. Not allowing the tournament to be conducted or creating ruckus on the field or off the field.
- 3.5. Entire team entering the field of play.
- 3.6. Any sort of physical violence, manhandling or physical abuse.
- 3.7. Threatening behavior against any committee member, player or visitor or anyone on the ground.
- 3.8. throwing the ball or bat at a player, umpire or any other person in an inappropriate and dangerous manner.
- 3.9. using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature.
- 3.10. Not following the committee decision and retaliation against the committee decision.
- 3.11. Obstructing the play of the tournament.

3.12. Penalty:

- 3.13. Immediate BYE to the other teams.
- 3.14. Removal of the team and its players from the ground and from the tournament.
- 3.15. Permanent suspension and ban on the entire team from all BTCL tournaments and all of its team members.
- 3.16. 100% match fees ban. Any awards revoked.
- 3.17. Any additional penalties per committees discretion.

Appendix A - Pitch and Crease Layout



Appendix B - Tournament format

1. The tournament format, schedule and the fixtures will be announced during and after the lots meetings.
2. If you are registered, then it is mandatory for the teams to follow league rules and format.
3. Any advance paid is not refundable. Your deposit directly goes towards ground booking and we don't get refunds for that.
4. If the tournament is canceled, then the committees try to return as much as fees as possible after deducting any expenses incurred.
5. Always comply with league rules and policies.
6. Total winning prize money can be adjusted anytime to account for any unforeseen circumstances. Your understanding is appreciated.
7. The committee will try to play at least two league games with a playoff round. Sometimes playoff rounds may not be possible but that will be communicated to the team captains promptly.
8. Top teams from the groups will be decided from the following order
 - a) Teams with higher numbers of wins/points will qualify.
 - b) If the number of points match, then the Team with the highest net run rate shall qualify. .
 - c) If the net run rate matches, then there will be a 'Super over' as per standard rules to decide who qualifies.
9. The best batsmans and best bowler will be awarded for the most run scorer and the most wicket taker of the entire tournament. The decision will be taken by the committee. Only the stats from the app shall be considered. The awards may not be repeated.
10. 'Fair play team trophy', 'Best batsman' , 'Best bowler' award will be given at the discretion of the committee. These awards will be awarded during the lots meeting.
11. The committee can decide to give medals to the winning team. But once awarded the medals can not be given to the same team twice. The committee will decide to give the medals to runner up or the other fair playing teams.

Appendix C - Umpires responsibilities

1. If in doubt, Umpires can ask any players to show their identification. This is to implement the 'no overseas players' rule.
2. Umpires should always pause for a few seconds before delivering their decision. Do not make any decisions in a hurry. Think first and then make the decision.
3. "Benefit of the doubt" always goes to the batsman.
4. If there are any issues, both the umpires can discuss and then agree to the common decision.
5. Main umpire can consult with the leg umpire if he is unsure about any rules or decisions. That conversation has to happen in private.
6. The umpire should not consult or ask anything to any player regarding his decision. He must use his own judgment to impart the impartial decision.
7. Umpires should conduct the toss 15 mins prior to the toss.
8. Before the toss, Please ask the captains to open Criclubs app and select playing 11 for their teams.
9. Do not do the toss before selecting 'Playing 11' in the app. It will delay the game afterwards.
10. It is the umpires and captains responsibility to make sure that the game begins as early as possible.
11. Before the game begins, the umpires should get two NEW balls from the Organizer and consult with the batsman which one to choose. Keep the other one with them.
12. The umpires should ask the bowler his bowling guard ie. over the wicket or round the wicket and convey that to the batsman.
13. If the bowler is wearing caps, glasses or any other accessories, then the umpire should inform the batsman if those are any distractions. If the batsman takes any objection, then the bowler has to remove those without any arguments.
14. There is no 'NO BALL' for the bowlers not telling the guard or wearing the cap. It is the umpire's responsibility to ask.
15. The same rule is applicable while the keeper changes or stands closer or far from the wickets. It is the umpire's responsibility to make sure that he informs such changes to the batsman.
16. Get hold of the ball after every over and inspect the condition. Do not let any player or batsman mishandle the ball.
17. Count each ball. It will help you remember the over. It also helps to maintain the match pace. Announce the over when it's done.

18. Whatever the judgment for the wide lines, use the same judgment for the entire match.
19. Wide shuffle rule - If Batsman moves, the wide line moves along with the batsman.
This is applicable for Both leg and off side.
20. Remind the teams to shake hands after the game.
21. Do not engage in any discussion with any players of the fielding or batting teams.
Declare your decision to the captains, provide a brief explanation only if needed.
22. Absolutely no discussion and no explanation of your decision. Do not spend any time discussing with anyone.
23. If any player misbehaves, that's a level 1 offense. Please report the incident to the organizer and to the committee immediately after the game



Appendix D - Captains responsibility

1. It's the captain's responsibility to be aware of all the league rules.
2. The team captains should all the time be aware about any changes or latest rules of the league.
3. The team captains should make sure that all of their players are also aware of all the rules. They can consult with their captain in case of any issues.
4. Latest rule book is the one which is uploaded on the website.
5. Every team should send their captains or vice captains to the lots meeting. If not, any other member can also attend the meeting.
6. Only the captain (not vice captain, not the team manager, not the sponsor) is allowed to talk to the umpires on the field for any clarifications.
7. The captain should have a quick discussion regarding any matters without wasting any time on the field.
8. It's the captain's responsibility to make sure that the game goes on without any delay. Please maintain the pace of the games.
9. It's the captain's responsibility to make sure that none of the players from their team gather around the umpire or around the pitch. Every fielder should always remain at their positions.
10. Every captain should be aware that any gathering, arguing etc incidents are level 1 offense and would incur the associated penalty.
11. If you observe any incidents during other teams games, then those should be reported promptly to the committee after the tournament with a valid audio or video proof.
12. Please report every incident to the committee. The committee will take appropriate actions against such violations.

Appendix E - Players responsibility

1. All players must be aware of all the BTCL rules and follow them.
2. Not knowing the rules is not an excuse for not following them.
3. As a Batsman or a Bowler, Please don't argue with umpires even if they are wrong. Umpiring is a very difficult job and mistakes can happen.
4. As a player, Please don't comment on any of the umpires' decisions. It can misguide the batsman.
5. Play with the sportsman spirit.
6. Behave like a Gentleman inside and outside of the ground.
7. No cursing or shouting or giving decisions from outside. If you are not inside the ground, then you are just a spectator, just enjoy the game from outside.
8. Please listen and follow your captain. Your captain will be responsible for your actions. So Please think about your captain.
9. Do not throw trash anywhere on or around the ground.
10. Do not urinate inside or outside the ground.
11. Be respectful to the other teams and their players.
12. Carry a small backpack with a bottle, some snacks and to keep your mobiles and trash.
13. Do not carry your valuables or mobiles on the field.
14. Do not give your phones to umpires. He or the league will not be responsible for any lost or damaged valuable items.
15. If your captain is discussing anything with the umpires, you should stay at your fielding position. Do not gather around the umpire.
16. For batters, While running try to run outside of the pitch. Running on the pitch damages the pitch and it affects the games played after yours.
17. Please no practicing, walking or roaming on the pitch. We need to use the pitch for the entire tournament day.
18. Please do not throw any trash on the ground. Please throw it only in the dustbin. If there is no dustbin, please take your trash back with you.
19. All the grounds are No smoking- No drinking. No tobacco, Gutkha etc. Please follow this strictly. If you really have a need, please go far far away from the ground.
20. Your captain will face consequences of your actions so please follow these rules very strictly.

Appendix F- Rubber ball Tournament format and conditions

1. BTCL tournaments shall be played with the T- rubber ball during the 'Monsoon Season'. NEW balls shall be provided to the teams before the start of each game.
2. Entire tournament will be played as per schedule. Rain or shine. Please do not complain if one team played with dry conditions and other played with pouring rain.
3. Your game must finish in the time allocated to you.
4. If there is excessive rain or anything, you must still play the game.
5. If any team is not willing to play, then BYE plus 2 points shall be awarded to the other team.
6. Wearing shorts will be allowed but a T- Shirt or a sports jersey will be compulsory.
7. Wearing shoes is compulsory. Barefoot players will not be allowed on the ground.
8. Every Team and the Captain must have a first aid kit in case of emergency. If there is any injury to its players, the captain is responsible for taking immediate action and transportation to the hospital if required. The BTCL committee will not be liable to handle these situations.
9. The captain will be the safety officer.
10. No close wicket keeping will be allowed. The umpire will not allow, in any situation, for the wicketkeeper to stand close to the wickets. Keeper can NOT stand close even if it is a '1 ball 1 run' situation.
11. No close fielders will be allowed, in any situation.
12. Both Batting teams and bowling teams should be prepared to play under pouring rain. They should prepare their bats etc and wear proper gloves.
13. Batsmen are recommended to wear gloves.
14. The umpire can stand on the field with the umbrella as long as that is not interfering with the bowler runup.
15. The cones shall be used to mark the wide, inner circle and the boundary.
16. As for the boundary, In absence of any continuous lines, A direct straight line between two adjacent cones shall be considered the 'boundary line'.
17. In case of excessive rain and when the game is not playable. 15 mins of extra waiting time will be available to the teams. After that, they must start the game. If they lose any of their match time, then the overs shall be reduced accordingly.
18. Minimum of 2 overs must happen to have a result of the game. If 2 overs can not happen, then the game shall be abandoned and both the teams will get Zero points.

Appendix F- Procedure for the Super Over

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six balls and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets in the over ends the team's one over innings.
3. If the Super Over is a tie, then the 'Compulsory chase' rule will be applied. I.e. Super Over will be a 'Compulsory chase' match.
4. The Super Over shall take place immediately, without any delay, after the conclusion of the match.
5. The team batting second in the match shall bat first in the Super Over.
6. The Super Over shall be played with 'No Powerplay' fielding restrictions.
7. The team should nominate 4 total players for the super over. 3 Batsman and 1 bowler. Designated Batsmans can not bowl and the Bowler can not bat.
8. The same ball used for the game will be used for the super over as well.
9. As per ICC rule, The runs scored and the wickets taken do not count towards players stats. So, In BTCL these super overs will be scored online. Manual counting of the score will take place. Any runs scored and any wickets taken in the super over will not count when deciding the 'Best Batsman' and the 'Best Bowler' of the tournament.