CricketUS Guidelines

General guidelines

1. All participating Teams are required to read CricketUS Guidelines and follow instructions/guidelines/disclaimers as mentioned. If team(s) fail to spend time to read these guidelines and run into any disadvantage by not knowing guidelines, team(s) are responsible for it. Failure to adhere any guidelines, will lead to bad cricket playing experience for everyone involved. So, all teams are requested to cooperate and provide full support to everyone involved. Teams are requested to carry printout of most recent Guidelines (CricClubs.com/CL/documents.do?clubId=16), so that it can be referred if need arises for any guideline confusion. Most recent version of the Guidelines will be always available on CricClubs.com/CL under Club -> Documents. Please refer online if need arises for any clarification.

2. All communications will be sent to Captains and Governing council (Captains and Vice Captains as default unless team chooses someone else) with end date to respond. They are responsible to share these details with respective team members. If any team's member on governing council fails to respond during deadline given, it will be assumed team agrees with suggestions made by Organizing Committee. Decisions will be made based on whatever responses received by deadline from various teams.

3. CricClubs League Management Solution to be used extensively by Teams/Captains/Players including CricClubs Live Scoring App (available for free in Android, IOS, Windows online app stores), providing real-time information to people following games online as well as eliminating manual scoring and upload. Information generated will be used to produce player statistics and informative charts. Before toss, home Team captain will enter playing XI via scoring app, followed by Guest Team captain entering playing XI. In presence of at least one umpire home team captain will do the toss, with Guest team captain making call. Toss outcome is reflected in scoring app and Scorer is assigned for the game. App gives functionality to change scorer anytime during the game any number of times. Scorer can use multiple devices, Scoring continues from last logged in device. If scorer faces any issue with app during game, umpires must stop the game allowing scorer time to work on issue faced. If app issue continues for more than 3 mins, umpires should request scorer to switch to other means of scoring and proceed with the game. Bowling teams must keep check on score end of every over with scorer to ensure scores are on track. Reporting scoring issue after few overs is not feasible to verify.

4. All the teams (Home/Guest/Umpiring) should be ready for the game unless informed by the organizers about rescheduling. From Schedule listed on CricClubs website, Team 1 is host and Team 2 is Guest. Host Team has the responsibility to arrive at ground prior to the Guest team's and the Umpires' arrival, prepare the pitch, and lay the creases, wickets and mark the boundary line with flags/cones/discs.

5. Team(s) is required to keep track of schedule on website for games and umpiring assignments and show up for games as Host/Guest/Umpires in assigned capacity without any notification. No communication is required from any teams. Teams are more than welcome to communicate with Home/Guest/Umpires but it's not mandatory. Everyone is requested to adhere to schedule and follow responsibilities as assigned. Please reach out to playing teams, umpiring teams directly if player(s) or umpire(s) not available on field (No communication to OC)

6. Organizers will provide match balls for the series. Teams are required to collect those from organizers for entire series before series begins. Each team will provide new ball for their batting innings. For the game if team forgets to bring the ball or ball is lost due to any reason or not in playable condition, ball will be replaced with a used ball from earlier game(s). If no used ball available from earlier games, whatever ball is available on field from either team will be used. Batting team will get to choose which

ball to be picked from options available. Please feel free to provide feedback about match balls, we will work in our capacity to rectify those.

7. Each team is responsible for their own match kit (bats, stumps, bails, cones, water-based markers, food, water, first-aid etc.). Team mentioned first in Schedule will be Host team for the game. Host team is required to bring stumps, cones, markers, measuring tape etc. and do setup. Guest team will be responsible to wrap up all cones/flags/wickets end of the match and hand it over to host team. For series where jerseys/uniforms are provided by organizers/sponsors, teams are required to wear those jerseys. Minimum 8 players from playing 11 should be wearing jerseys/uniforms else team will be penalized. For series where jerseys/uniforms are not provided by organizers/sponsors, teams are requested to dress appropriately considering playing conditions. Players must wear sport shoes and full-length track pants else they will not be allowed to participate.

8. Unless communicated otherwise, For CricketUS series, awards will be given in categories - all man of the match winners, most runs, most wickets and Most Points (when more than one player with same most runs/wickets/points, tie will be broken in order of lesser number of games -> balls faced/bowled-> better SR -> better average -> better economy).

9. For any issue - each playing team will be allowed to send ONLY ONE summarized email. Umpiring team is required to provide inputs (in form of an email) as per best of their knowledge after reading both emails. Excluding these 3 teams, remaining randomly chosen 5 teams will form Resolution Committee which will read all 3 emails and come up with decision. Organizing Committee has NO say in decision making and they are required to obey decision taken by Resolution Committee. Team raising issue to send detailed email to CricClubs_OC@googlegroups.com by Monday 11 PM, Other team to provide their email by Tuesday 11 PM, Umpiring Team to provide email by Wednesday 11 PM. Resolution team to respond with decision by Friday 11 PM. Teams are requested to follow timelines else response(s) will not be accepted. We know timelines are bit tight, but we want issue to be closed before next game. To achieve completely neutral and unbiased decision making in current and future issues, team names of involved teams will not be disclosed. We do not entertain any Conference calls, Email chains, WhatsApp group, Facebook posts or any other sort of group/social communications.

10. For any issue, direct communication with opponent team, umpiring team(s) or any other playing team(s) is strictly prohibited. Teams must communicate via OC in order to maintain controlled communication. Invariably these communications lead to lot of blame game with different version of truth and leading to spoiled sporting relations between teams over issues which could have been resolved had those been discussed constructively via OC.

11. For any concerns players/teams are required to work with ONLY organizing committee by providing concern details via email. OC will respond to all concerns within 7 business days. In unlikely scenario of, OC failing to respond to concerns in allotted time, player(s)/team(s) is allowed to escalate their concern(s) via other avenues. If for any reason Player(s)/team(s) fail to follow this protocol and on first communication about concern/issue involves other playing team(s)/player(s) or goes public via email/social posts/tweets/blogs, Player will be suspended for entire series with immediate effect. Both Captain and Vice-Captain of the team will be suspended for next 3 games with immediate effect. Team will be fined for complete security deposit. If this incidence occurs after league phase at end of series or after completion of series team will be fined $100 in addition to security deposit as player(s) suspension option will not be applicable. Please note this is not to suppress anyone's freedom to raise concern, but to have a constructive discussion on any issue/concern before making it public. Sometime OC/Team(s)/Player(s) might not see entire picture about issue/concern and discussion with open mind will help both parties than commenting something publicly in spur of moment.

12. Player should play minimum 50% of league phase games to qualify for playoffs unless specified differently for specific series. Allowed exceptions are when player is outside US and returns to AZ or relocates to AZ from another state or undergoes medical procedure - if team plays 2 or more games during that interval, player will be credited with maximum of 1 game. Also, if player(s) are representing National/State/University teams on match day, player will be credited with maximum of 1 game. It is team's responsibility to ensure they are fielding players who fulfill qualifying criteria. If a situation arises

where team fields player(s) who do not fulfill criteria, then the match in play will be awarded to opposing team irrespective of the state of match (in progress, to start, to end, has ended). In past we had allowed player(s) to play after getting approval from opponent team, but teams have indicated privately to not allow this anymore. Teams who have been following criteria strictly, have been taking hit during league stage by playing players who will qualify for playoff. When during playoffs opponents request relaxation for player(s) who have not played required number games puts them at loss for obeying guidelines. So, for now on we are not allowing any relaxation of criteria and teams will be playing with only qualified players, even if it means playing with less than 11. Teams are allowed to field substitutes to field 11 on ground but as substitute player will not be allowed to bat or bowl. Teams ending up with less than required qualified players, has no one else but themselves to blame for ending up in that situation by not playing their players required league games. In case of a washout or a forfeiture or an abandonment with no recorded playing XI, its participating teams' responsibility to email their respective playing XIs to the OC before the end of day on Monday following the match. Failure to do so may result in players not getting credit for that match. In case of a forfeiture, the team forfeiting the match will not be allowed to submit their playing XI.

13. FAIRNESS AND TRANSPERANCY GUIDELINE -- NO PLAYER CAN PLAY on 2 TEAMS. It is the Team's Captain's responsibility to make sure none of his players have appeared for another team anytime during the season. No Excuses for the Captain or the Player. A Player cannot change teams during a season. If a situation arises where a player has played for another team, then the match in play will be awarded to opposing team irrespective of the state of match (in progress, to start, to end, has ended in favor of the player-in-question team). Player(s) will not be allowed to participate in current series where offense occurred. If captain(s) were aware of wrongdoing and did not disclose then teams' security deposit will be taken away as fine. Player(s) can change team during league phase if player(s) have not played more than one game and cleared by current team, future team and OC. To qualify for playoffs, player must play required games for qualification with team new team, games played for prior team will not be counted.

14. To avoid misuse of players playing under different names to meet playoff qualification criteria, umpires will send team picture of playing 11 of both teams (no substitutes, only playing 11) before first innings to CricClubs_OC@googlegroups.com with subject as team names. In one photo both teams to be side by side, forward facing with no caps and taller 6 players at back with rest 5 players in front. Its responsibility team captains and umpires to make sure both teams are pictured together and emailed. In case there is any player arriving late, please take second picture mid innings with late arrived player(s) included. This process is being evaluated, not mandatory yet.

15. If any team has doubts about a player, at the start of the match team's captain can verify the identity from the submitted player list and clarify with other captain (before the match).However, it is mandatory for the two captains to mention their playing XIs before the toss to umpires.

16. It is captains' responsibility to make sure that all players are registered on CL website with valid email address before the start of the league. New Players can be added to any team during the league phase of the tournament by registering on the website. As long as the player is/was not part of any other team during the tournament. Any player who is playing in a match has to be added on the team's roster before the game starts. Players not being added to website by Sunday night following the match will be considered as a minor violation and will be treated as per violation guidelines.

17. Any other issues arising before a match should be negotiated between captains before the game starts. If needed they can approach the organizing committee. Unless guidelines defined in this document, all other issues/guidelines to be followed according to http://www.lords.org/cricket/laws.asp

18. Teams are required to assess playing conditions in terms umpires, ground, pitch, boundaries, scoring, delayed start etc. which they think will affect them before the toss. Please report if anything to umpires, who will have final authority to evaluate situation. If game is carried out without reporting any issues, means playing conditions were accepted by teams. If playing conditions deteriorate/change during

game, neutral umpires are final authority to assess playing conditions and decide on continuing keeping safety as priority.

19. Teams are required to raise guidelines violation by any playing teams within two days after the match date over email to OC. Violations need to be verified by neutral umpires on field if applicable giving opportunity to playing team add their inputs. If not raised during this window, that violation cannot be brought in discussion while addressing any other violation reported for any other team during allowed window. "Some other team did same thing and was not punished, so we should not be punished" is not acceptable argument. OC will not penalize any violations on their own unless reported by team(s)/player(s)/umpire(s) involved.

20. A batter may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batter retiring. (a) If a batter retires because of illness, injury or any other unavoidable cause, batter is entitled to resume his innings subject to (c) below. If for any reason batter does not do so, his innings is to be recorded as 'Retired - not out'. (b) If a batter retires for any reason other than as in (a) above, batter may only resume his innings with the consent of the opposing captain. If for any reason, batter does not resume his innings it is to be recorded as 'Retired - out'. (c) If after retiring a batter resumes his innings, it shall be only at the fall of a wicket or the retirement of another batter.

21. The umpires will provide an oral or written report to the organizers on the teams' behavior and any team which is reported for misconduct will be punished by resolution committee. Only the captains have the right to speak with umpires in case of a doubt and discuss any on field issues politely, however the umpires have the right to end the discussion at any point. No other player will be allowed to engage with the umpires. Umpires are requested to keep game moving forward without any delay due to prolonged discussions.

22. It is the captains' responsibility warrant fair play from their players. But umpires are key to control proceedings of the game. In CL umpires have the right to dismiss any unruly player(s) from a game, preferably giving warning directly to control things or via Captain (Warning is not mandatory). Any verbal/physical abuse, unaccepted words, name calling, in the face sledging, provocative in the face send offs/sledge to any player/umpire/visitor or any sort of inappropriate behavior is not accepted. Umpires must step up and take control at very first occurrence of this. Once player is ejected from game by umpire, player will not play any part in game that point onwards (no batting/bowling/fielding/Substitute). Team will NOT be able to field substitute player for ejected player, basically team will be playing player short. Ejected player will be required to play next game (whenever part of playing 11) with no batting and no bowling, just fielding. If ejected player(s) continue to create trouble from outside the field, umpires have every right to ask player(s) to leave the field via team's captain. If situation does not pacify, umpires to issue warning to captain(s)/team(s) about game being awarded to opponents if continued. Post warning, if continued game to be awarded to opponents. Ejected players will be punished separately as per resolution committee instructions after the game. Any physical contact will lead to a minimum suspension of player from current series.

23. If a player's name is not in the team roster, that person will not be allowed to play. This is to make sure no player plays in two teams unless club structured. In case of a dispute, the matter could be taken to organizing committee after the match, and its (organizing committee's) decision would be binding on both the teams.

24. Teams are requested to send good NEUTRAL umpires who will govern game with authority. This is very important aspect for good peaceful game. Teams are requested to compete hard but within spirit of the game. It is the duty of the captains to make sure fair play is warranted by their umpires. For rescheduled games if umpiring teams are informed about umpiring assignment by Monday of game weekend (Fri/Sat/Sun), Umpiring Teams are required to send umpires if umpiring teams do not have game scheduled on same weekend. Umpiring team is excused from umpiring assignment, if teams reschedule game on same day when umpiring team has scheduled game. Any changes to start time/location must be reported to umpiring teams by playing teams to ensure umpire has enough details to reach ground. Teams should let only those players stand as umpires who understand basic cricket guidelines and have

shown good judgment on prior occasions. Captains are encouraged to report any major umpiring mistakes/ignorance occurred during their games to the organizing committee and if an umpire is found guilty, the umpiring team will be asked to do extra umpiring assignment during the season and other penalties as appropriate on case basis. To maintain umpiring standards umpiring issues due to lack of knowledge will be punished. Teams are required to send umpires with knowledge of game guidelines. If umpires, make error on catch/runout like not noticing edge or runout was so quick that could not give out with naked eye all these are human limitations and are acceptable. But umpires not knowing guidelines, like calling waist high full-toss first warning or failure to give batter out on first attempt for a ball way above his head but nicked to fielder etc. these are poor umpiring errors which can be covered with awareness of guidelines. Such incidences if reported with enough evidence will be addressed and team will be asked to send umpires for additional turn.

25. In unfortunate case where umpire(s) are not aware of any rule(s), playing teams are within rights to show rule from CL guidelines have umpire(s) correct their made call. This can be applied to only prior ball till next ball is delivered. (Not for earlier overs)

26. For playoffs team with higher ranking will be home team. Higher ranked team can give away home team responsibility to lower ranked team by informing OC by Thursday of the week.

27. Series format to be published with clear details about groups/division/league phase and qualification rules/structure for playoffs. Teams have 2 business days to provide feedback on format. All suggestions beyond deadline will not be considered for current series and will be considered for future series only. During playoffs/knockout phase (after league stage) teams who could not make it to knockouts will umpire. For subsequent playoff games, teams losing in prior round will umpire. For example, in series, where league games are followed by Quarterfinal, Semifinal and Final. Teams who did not qualify for knockouts during league phase will umpire in Quarterfinals, teams who lose in QFs will umpire in semifinals and teams who lose in SFs will umpire in Finals. Please note umpiring assignments may vary depending upon playoff format for series, which will lead to teams active as well as inactive in playoffs to send umpire(s) for other games. To improve quality of umpiring, for knockouts teams are required to send players who have played 50% of leagues. If a team misses their umpiring assignment in Playoffs (penalties are doubled plus), they will automatically forfeit their match played during the same round or the next round. In addition, their captain will be suspended for 4 matches and the suspension will carry over to the next tournament that the team/player participates in.

28. If umpires fail to arrive by decided game time, teams are requested to start the game using players from their squad as umpires. There are severe penalties for no umpires or late arrival as it causes unpleasant experience for teams playing. Teams tasked for umpiring are required to adhere to schedule published on website/app and required to do good honest neutral effort on the field. Teams must check schedule on website/app on Monday of the week, do NOT refer to any offline content maintained individually as it will not reflect changes if any.

29. Match start time will be mentioned on CL website. Total game duration ~3 hrs. Teams must be at ground and complete setup at least 10 mins ahead of match start time. Umpires must be on ground and complete toss 10 mins ahead of match start time. Captain(s) is responsible for bowling on an average 10 overs in 40 mins (clay)/ 45 mins (grass).

Leather ball:

Innings 1	Team 1 (0-10) = 40 mins	Mid innings break = 5 mins	Team 1 (10-20) = 40 mins
Break	10 mins		
Innings 2	Team 2 (0-10) = 40 mins	Mid innings break = 5 mins	Team 2 (10-20) = 40 mins

Clay Summer:

Innings 1	Team 1 (0-10) = 40 mins	Mid innings break = 5 mins	Team 1 (10-20) = 40 mins
Break	10 mins		

Innings 2	Team 2 (0-10) = 40 mins	Mid innings break = 5 mins	Team 2 (10-20) = 40 mins

Grass Winter (Morning/Evening):

Innings 1	Team 1 (0-10) = 45 mins	Mid innings break = 5 mins	Team 1 (10-20) = 45 mins
Break	10 mins if ground has restrooms else 20 mins		
Innings 2	Team 2 (0-10) = 45 mins	Mid innings break = 5 mins	Team 2 (10-20) = 45 mins

30. Captain(s) will be warned after first occurrence of slow overrate. On second occurrence, Captain(s) will be suspended for immediate next game after discussing with umpires who officiated game to counter for any time loss due to unavoidable reasons.

31. To make sure games start on time as per CL website, Umpires MUST reduce maximum overs per innings by number of overs for every multiple of 5 minutes delay by BOTH teams. Umpires to make decision on delayed start and number of overs for BOTH Teams. Umpires are not allowed to entertain any requests from teams in terms of reducing break(s) or finish overs quickly to avoid deductions for delayed starts. Umpires will be penalized with P12 if they failed to deduct overs for teams for delayed start. Umpires should account for any uncontrollable delays like ground was already occupied or weather situation which did not allow home team to setup ground and work with both teams to decide overs (only home team should not be affected in such cases). Game will be called off at 30 mins from scheduled start time if it's purely team(s) delay. If teams are waiting on ground condition to improve, teams can wait beyond 30 mins from scheduled start time.
Example: 6:00 PM start time then at 6:05+ PM - 19 Overs, 6:10+ PM - 18 Overs. In case of reduced overs there will be only one mandatory power play of 6 overs, no batting/bowling power plays. Curtailed game will be counted in NRR with reduced number of overs. Reduction in overs is umpires' call and must be announced before first ball of the match is bowled.

32. Game will start as scheduled with whatever number of players available. If one team delays start of game due to late arrival ONLY that team will be docked for number of overs for every multiple of 5 minutes delay. Umpires will have authority to make this decision. Example 1: if home team was ready at 6 PM but Guest team arrived late at 6:15, in that case home team will get full quota of 20 overs whereas Guest Team will be docked 15/5 = 3 Overs (no rounding) and allowed 17 Overs only. Example 2: If Guest team arrived at 6:05 but home team could get ground ready by 6:10, then Home Team will be docked 10/5 = 2 overs whereas Guest team will be docked 5/5 = 1 Over.

33. Over deductions will apply during league phase only. If umpires fail to deduct overs for delayed start, either of team(s) can appeal for it and umpires need to react as per rules. For playoffs there will be monetary fine (P2) for delay without impacting overs if we have infrastructure required to complete game. If overs deduction is required to complete game due to infrastructure limitations, then both teams will lose overs equally.

34. Umpires will determine the team responsible for late start of the match & could use combination both guidelines to determine the number of overs to be bowled by each team. Both team captains are required to report to umpire whenever their team is ready to begin with the game. Umpires need to make note of any time wasted during innings and take control of game for any deliberate wastage of time from either team. No unrequired stoppages during over, everything during change of overs.

35. Reduction in overs for the match is umpires' call and it must be announced to both captains in person by both umpires before first ball of the match is bowled. Reduction of overs can be for entire game or for one or both playing teams in same or different magnitude depending upon guidelines around delayed start.

36. If either of the teams do not show up by 30 mins from scheduled start time, match will be awarded to team present on ground. If both teams do not show up, then points will be split. Team(s) will be charged with P7 offense.

37. For reduced number of overs for innings, Maximum overs per bowler will be modified accordingly. For every over reduced over from max overs, 5th -> 4th -> 3rd -> 2nd -> 1st bowler loses one over.

- For 20 overs innings, 5 bowlers allowed max 4 overs.
- For 19 overs innings, 4 bowlers allowed max 4 and 5th bowler max 3 overs.
- For 18 overs innings, 3 bowlers allowed max 4 and $4/5^{th}$ bowler max 3 overs.
- For 17 overs innings, 2 bowlers allowed max 4 and $3/4/5^{th}$ bowler max 3 overs.

38. If team(s) are playing with less than 11 players, team with 2 or more players less as compared to opponent team will be awarded toss and get chance to decide whether to bat or bowl first. Late arriving player(s) should be counted in while making this decision before coin toss else those will not be allowed to participate in the game. This is designed to save pain for team which is handicapped due to unavailability of players. Any planned misuse of this guideline will result in penalties.

39. If a team decides to opt out of series after confirming participation or mid-way through series for any reasons (Players availability, schedule/ground/group/guidelines/Umpiring/Decision issues or any other unforeseen reason) or team is suspended by OC for any violations (failure to adhere to series guidelines, unaccepted behavior during email/verbal communications or Physical altercations etc.), team will NOT be refunded with any amount including security deposit. All players from team will be suspended from participating in ongoing series from any other team.

40. All league games must be played by last scheduled league game date. If any game is not played by the last scheduled league game date, then points will be split between playing teams. If teams mutually agree to reschedule game, must come up with new date on or before original scheduled game date as well as cover costs involved with reschedule. On rescheduled date, teams are required to fulfill their original commitments like umpiring(s)/game(s). OC approval is needed for rescheduling game but will not be involved in discussion of reschedule. All games which do not happen on schedule or abandoned for any reason with no result via DL, teams have option to play the game by coordinating with opponents/umpires before last scheduled league game date (teams to bear any costs involved with game). Points table/team rankings will be locked by EOD after last scheduled league game date. No corrections will be applied after this deadline, teams must report corrections by given deadline.

41. Teams will be selected for playoffs based on higher points (if Tied then NRR, if tied head-to-head, if tied coin toss). If playoff game gets tied, winner will be decided by super over (if superover is tied then league points -> NRR -> Head-to-head -> coin toss). For any playoff round, if any team decides to forfeit playoff game, then teams for ONLY that playoff round will be reseeded. If forfeit is reported by Monday EOD, all games of playoffs round will be rescheduled with reseeding. If forfeit is reported later than Monday but 24 hrs. before scheduled start time of match being forfeited, all games scheduled 24 hours or later will be rescheduled using reseeding and opponents will be adjusted keeping game day same for teams with highest ranked team post reseeding getting bye. Any forfeit with less than 24 hrs before scheduled start time of match being forfeited, will be awarded to opponents (no schedule changes or reseeding). If a scheduled playoff game does not have winner for any reason or not played, except finals team with higher points (if Tied then NRR, if tied head-to-head, if tied coin toss) will get through to next round.

42. In case of forfeit, for NRR Calculation – team forfeiting game will be counted for 0 runs and full overs whereas team winning will be counted for 1 run from 0 overs. If final game of series is not played, both teams in finals will be declared joint winners.

43. In case of a Tied game, points will be shared by the two teams during league phase. In play-offs/bubble-sort the result will be decided by a super over. The super over guidelines will follow the international standard where the team that batted first during the match will bat second, a team can lose a maximum of 2 wickets and the bowling team will designate 1 bowler to bowl the super over. The team scoring more runs in the super over will win. If both the teams score same amount of runs in their super overs, then winner decided by in order.

1	Team scoring more boundaries combined from main match plus super over
2	Team scoring more boundaries in main match
3	A count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner
4	Coin Toss

44. If game was not completed for any reason, winner will be decided based on DL method when either both innings have played at least 25% of max overs or team chasing has scored at least 40% of Target or lost at least 4 wickets. Here is CricClubs online DLS calculator (This Calculator is in accordance with the ICC DLS Calculator 5.0). Link: https://cricclubs.com/CL/viewDlsCalculator.do?clubId=16. In DLS target is score to win, anything less will be loss. There will NOT be a Tie when DLS applied.

45. While evaluating any game situation, any resources (overs, wickets, runs, fielders) not available for team's use will be counted as consumed. All docked overs for team will be treated as overs played with no runs/wicket. All players who are fielders only will be treated as wicket(s) fallen at no score without consuming any balls.

46. If a team stagnates a game in progress for more than 5 mins in normal playable conditions for any Team/Umpire/OC discussion, decision protest or anything, Umpires to issue them warning and instruct to get on with game (allow 3 minutes grace for any setup etc.). If team fails to start by end of grace period, game will be awarded opponents as abandoned. If a team decides to walk away from game for any reason (immaterial of valid reason or not), again game will be awarded to opponents. Umpires will be responsible for reporting team name who decided to walk away. Teams are required to respect umpires' decisions and should continue playing game after voicing their dissatisfaction in polite manner. This game will be termed as abandoned with opponents getting full win points. Runs/Overs from such abandoned game will not count towards teams' net run rate. Individual achievements will be counted towards any series level individual awards like most Runs/Wickets/Points etc. Team walking away from game will be charged with P7 penalty.

47. In case of any issues related to grounds' playing condition, lights or any another situation which stops an ongoing game, umpires must assess situation and note down time at which game was stopped. Weather delays or infrastructure issues are very rare in Arizona. If game needs to be moved on same or different ground to overcome issue (primarily getting kicked due to reservation), teams are required to do that. Game will continue from same point onwards (no rematch, we do understand it may favor one team or other but acceptable risk considering probability of event. This can be always brought back for discussion on case basis to propose change for future). If its infrastructure issue or weather delay which is likely to clear within 60 mins, teams are required to wait and complete game. If any team chooses not to wait, it will be treated as forfeit by them. Umpires to officiate entire game even though there has been delay.

48. In case of any issues related to grounds' playing condition, lights or any another situation (not weather/rain/storm) which does not let game to proceed, teams are required to take pictures/videos indicating issue. OC will work with City based on details provided. **If City accepts issue under their control** and provides replacement ground, there will be effort to play complete game all over again (no other game will be rescheduled or moved).

Affected Game	Resolution
League with more league games to go	Teams will be provided with whatever option(s) available from City. Teams are required to choose from available options. This may lead to playing on weekday in evening or on weekend (2 games)
League with NO more league games to go	If this is last playing weekend for league stage, then game will be played till prior Wednesday of subsequent games scheduled. If there are no feasible options from City fitting to this criterion, points will be split.

If City does NOT accept issue under their control, like weather/storm/rain etc. points will be split. Unfortunately, this may favor or affect some teams, but this is best which could be done under such

uncontrollable scenarios. Please note OC has no say in what city decides or way to question/challenge decision. If teams want to pursue options outside of provided by OC, please work with both playing teams and umpiring team. Once all 3 teams agree to a date and ground, please inform OC. OC would like to be out of these discussions as in past OC had experiences where teams could not agree to alternate dates and wanted OC to convince other teams involved.

49. Scorecard update on website to be done by winning captain on match day by 11 PM. Losing captain need to report any corrections to Winning captain and have them fixed on website by next day 11 PM. Please copy OC in all these communications. Scorecards will be locked and no more available for changes by Tuesday 11 PM. Man of the Match for the game will be decided by winning captain. Only in case of tie, Man of the match will be decided by both captains, umpires to cast deciding vote if both captains fail to agree on MOM.

50. No smoking and drinking allowed near the playing premises as well as any other actions which are termed illegal. OC will adhere to any disciplinary action taken by City officials due to these violations. Please note that allocation of ground(s) is totally a decision of OC and teams must be prepared to play the game on any ground.

51. All teams are required to attend CL related sponsors' events, to extend full support to individuals/businesses who lend their support to CricketUS Series. At least half of the squad is required to attend events like kickoff party, Awards distribution or any other promotional events. For any series these events will be limited to maximum of two. Failure to attend these events in required capacity will result in partial refund of security deposit as per attendance. We apologize for mandatory attendance, but this is introduced due to prior experience where awards distribution was attended by collective 16 players from 26 participating teams. Higher attendance will benefit everyone as well as will encourage prospective sponsors to become reality.

52. Keeping in mind sponsors' interests, all sponsored trophies like man of the match, most runs, most wickets, Man of the series, Champions, Finalists etc. are to be received by respected winners in person. These will not be handed over to teammate attending distribution or will not be distributed later.

<u>CricketUS (CL) Playing Guidelines</u>

1. Matches will be typically 20 overs a side with 4 overs max per bowler. Each side will have 11 players for game. Team winning game gets 2 points, Team losing game gets no points. In case of tie/cancellation points are split 1 each

2. Wide Marker - distance on either side of wickets to be 35 inches from center of middle stump.

3. Bowling Crease/Side Crease - The distance, on either side of the wickets, should be 48 inches from the center of the middle stump.

4. Popping Crease - on both sides of the pitch, should be 4 feet (48 inches) from the stumps.

5. Boundaries - Length of the boundaries should be measured from center of the pitch and should be for clay 55 yards (165 feet) and for grass 55 yards (165 feet). Inner circle - 30 Yards (90 feet) from center of the pitch. Boundaries must be measured using tape and no guess work. Boundary markers must be cones, no flags. If home team does not setup ground as per required measurements, Umpires/Opponents can cross check and if deviation is beyond 5 ft, then home team will redo setup and will be docked for 1 over.

6. Power play (PP) – Mandatory power play is first 6 overs of the innings.

7. Fielding Restriction (Excluding Bowler and wicket keeper)
    ✓ No more than 5 fielders can be on the leg side at any time.
    ✓ Mandatory Power Play overs, maximum of 2 fielders outside 30-yard circle
    ✓ Non-Power play overs, maximum of 5 fielders can be outside the fielding circle.
    ✓ No more than two fielders are allowed in square leg - long stop quadrant.

8. If fielding teams breaks the above fielding restriction, then a no-ball will be awarded (no free hit) to the batting side. All the no-ball guidelines will be in effect (except free hit). If umpire(s) miss fielding restrictions call on PREVIOUS ball, batting team can claim violation by making an appeal to umpire. This applies only for previous ball, which was bowled, not to any occurrences prior to it.

9. For teams playing with less than 11, guidelines will relax on inside circle field restriction. Example, team playing with 9 players will have 2 outside 30 yards (7 inside) during mandatory PP), 3 outside 30 yards (6 inside) during batting/bowling PP and rest of the time 4 outside 30 yards (5 inside)

10. Pitch - The length of the pitch should be measured with a tape and be 22 yards (66 feet) from one side of the stumps to the other. The two captains and the umpires should verify the length of the pitch before the first ball is bowled. After first ball pitch cannot be altered unless both teams agree for change.

11. There will be NO LAST MAN BATTING. No LBW outs /Leg Bye runs. No run-out if its leg-bye

12. Bowler's Guard is Umpire's responsibility: According to Cricketing Law 24.1, umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball. If any doubts batter can ask umpire to confirm guard. Bowler retains Guard (by default right arm over the wickets) throughout the game unless change reported by bowler.

13. Bouncer: If the ball, after bouncing, crosses the batter between his shoulder and his head, it's called a bouncer. If the ball bounces above head and batter does not connect, it is called a Wide Ball (including first instance). First occurrence in an over, where batter connects the ball above his head it will NOT be a No Ball, but a legal delivery and counted. Second and further occurrences of balls bouncing over

batter's shoulder (after umpire's warning for first bouncer) will be called No Balls even when batter connects ball.

14. Dead ball - A delivery could be declared dead by the umpire if the ball bounces more than once before reaching the batter (not the wickets, as generally perceived). In case it is not clear how many bounces the ball took before reaching the batter, it can be declared dead only if the ball did not rise above the ground at all.

15. No ball -

Front Foot Fault	When bowler bowls without some part of the front foot (either grounded or raised) behind the popping crease
Side Foot Fault	When bowler's back foot (landing foot) in the delivery stride touches the return crease
Bouncer	When bowler bowls more than 1 bouncer in an over, each such delivery shall be called a No Ball
Waist High Full Toss	When full toss ball reaches the batter above waist at the natural position at pitch (immaterial of whether it would have landed on stumps or not). If ball hits the stumps direct without any contact with bat or batter, batter will be out.
Disturbing stumps	when a bowler disturbs the bails or stumps at the non-striker's end while trying to deliver the ball

16. Free hit - After foot fault No ball (front line or side line), the delivery following a no ball will be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batter is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

17. No free hit for No balls which are NOT foot fault. At this moment we do not have free hit for no balls because of height. Height no balls are judgement calls and many times leave room for argument.

18. Beamer - If a fast full toss ball is over the batter's waist, it will be called a beamer. A bowler will be taken off attack and will not be allowed to bowl in the rest of the match if bowler bowls 2 such deliveries in the match. The umpire will decide if the waist high full toss is deemed a beamer or not. The general guideline is if the delivery seems dangerous for the batter, it should be called a beamer.

19. Wide ball - The judgment of wide-balls should be based on the position of the stumps and natural position of the batter when bowler was in delivery stride. If batter moves from regular stance or changes his stance for reverse/switch hit/across the stumps to the off before bowling arm crosses shoulder going upwards delivery stride, wide markers to move accordingly while umpire makes wide decision. If batter moves towards original off wide marker with respect to stumps before bowling arm crosses shoulder going upwards delivery stride, bowler can bowl further wider on offside outside original wide marker, which will be legal delivery if balls is in batter's reach with his new position. If batter moves away from leg stump exposing stumps making room, it will be legal delivery if it finishes within offside wide marker.

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

21. Runout/Stumping off a Leg Bye: batter cannot be given out runout/stumped off a leg bye. The only way a batter can be out if the ball hits his body is bowled in case of leg bye.

22. Delivery stride is when bowler's back foot lands for the last time before delivering the ball and/or his bowling arm has crossed his shoulder for the last time before delivering the ball. It has been customary

for a bowler to warn the batter but nothing in the Laws requires him to do so. If a batter is backing up too early, the bowler is legally entitled to run him out WITHOUT warning.

23. Leg umpire will be responsible for watching bowler's action and if finds illegal should call no-ball immediately (warning is not mandatory). This no-ball will result in free hit. Both umpires are advised to inform bowler as well as bowling team captain and switch their positions to let main umpire be at leg umpire position for remaining over to watch action carefully. Current regulations of ICC set the legal limit of 15 degrees of permissible straightening of the elbow joint for all bowlers, any movement of wrist is perfectly legal. This applies between the point at which the bowling arm passes above shoulder height and the point at which the ball is released. The limit is to allow some natural flexing of the elbow joint which happens during a legal delivery. We do understand minor deviations will not be easy to catch by naked eyes, but we are trying to eliminate obvious ones. Question about action can be raised by umpires or batters. Batters need to report this to umpires but must get on with the game leaving it to umpires to address issue. If batting team makes repeated arguments about action, then umpires must warn batters for time wasting and penalize with -5 runs to batting team on each occurrence after initial warning. If both umpires find action illegal (not different or unique) then bowler will be allowed maximum of 2 No Balls for action before stopping him from bowling. If not all but for specific balls seem illegal, then umpire(s) should call no-balls for those and provide that feedback to bowler. Bowler will not be allowed to bowl any further in series if called for 2 actions related no balls in game. Umpire(s)/Playing team(s) should report any such incidences about actions to OC after the game. Reported player will be auto suspended from bowling with immediate effect and is not allowed to bowl in any further games until bowler cleared by all teams via review process. Player will be required to work with OC to setup session for review and bowl a spell with his corrected action which bowler intends to use during games. All playing teams will have equal anonymous vote on player action in questions. Based on votes appropriate action will be taken to clear/stop player from bowling. If suspended player participates in a game, that match will be treated as forfeit immaterial of the match result/state. Player suspended from bowling, can participate in game as batter (no bowling until cleared)

24. Umpiring always remains one area which needs improvement. To avoid howlers, all decisions made by either umpire(s) will be soft decisions. This means decision made by either umpire will be reviewed by both umpires when other umpire is thoroughly sure about decision being made in first place is wrong. In such situation both umpires will share their findings with each other and will revisit decision. First soft decision will be changed only when other umpire is 100% sure of overrule. If there is any doubt to either umpire, soft decision will remain final decision. Please note players do not have right to challenge umpires' decision, it's only the other umpire who has right to step in with inputs. In case of doubt, batter gets benefit of doubt.

25. Main umpire will be responsible for delivering all decisions after discussing with leg umpire as appropriate. Leg umpire makes decision for Stumping, Run outs/short runs at striker's end and waste high deliveries ONLY. For everything else Main umpire arrives at a decision. Main umpire has authority to overrule leg umpire's decision if need be. Main umpire can always consult leg umpire for whether ball carried to fielder or did it cross boundary or position of fielder but in the end main umpire makes decision. For any reason leg umpire goes forwards and makes a decision outside scope (edge, legbye, fielder position, ball carrying to fielder etc) that will be duly overturned by umpire.

26. To maintain consistency, umpires must do same number of overs in same capacity for both innings. This means if Umpire 1 is main umpire for first half of first innings and Umpire 2 is main umpire for second half of first innings then they should follow same routine in second half. For any reason Umpire 1 decides to do entire first innings, then umpire must do entire second innings too as main umpire. With main umpire being focal point of most of decisions on field, in cases of weaker umpire consider stronger umpire being main umpire for entire game.

27. There will be straight line between two adjacent boundary cones, no virtual curved line.

28. No impact player or super sub rule. No runner allowed in any situation.

29. Pitch direction can be changed to avoid any disturbances on the field like sun in the eyes of batter or any bad spot on the ground which affects both teams. This needs to be done before the toss and it is must that BOTH teams agree for change. Even if one team is not ready to make this change, then game will be played with standard field settings. Teams are responsible for outcome/NRR etc. because of this change, so please keep that in mind while going for deviation.

30. Using balls different from OC approved for the series is allowed. This needs to be communicated before the toss to umpires. It is must that BOTH teams agree for change. Even if one team is not ready to make this change, then game will be played with OC provided balls. Teams are responsible for outcome/NRR etc. because of this change, so please keep that in mind while going for deviation.

31. Replacing balls for any reason, Umpires need to inspect ball when reported by either team and make decision on ball replacement. Teams need to understand replacement ball cannot be guaranteed of exact game situation (difficult to find replacement for 6 overs old ball with similar 6 overs old ball) so please use whatever is available with closest match.

32. During a run out attempt, if one bail gets dislodged fielding team can affect runout in second attempt by removing second bail which is still in its position on stumps. If both bails are dislodged but stumps are rooted, then fielding team needs to either a) put one or both bails back (only if at minimum two stumps are still rooted) and dislodge one of the placed bails or b) uproot any of the stumps which are rooted. Uprooting equivalents are Fielder lifting rooted stump with ball in contact with stump from rooted position to clear from ground or fielder making good enough throw which makes rooted stump lose its connection with ground. If neither stump(s) is rooted due to earlier attempts of run out, then fielding team needs to root at minimum one stump in its original position and uproot stump(s).

33. Use of spring stumps is encouraged for grass and must for Clay (City requirement – Chandler, Gilbert, Ahwatukee, Tempe, Mesa) as it helps in keeping playing area undamaged. Both teams are required to carry spring stumps one for each end. Home team is responsible for spring stumps at striking end whereas guest team is responsible for spring stumps at non-striking end (worst case scenario this could be exception with team responsible to cope for any damage claims from city). When spring stumps are used bases/springs are treated as part of stumps and ball hitting base/spring leading to bails dislocation will be treated as ball hitting stumps. If bails are off due to a hit and fielding team is trying second attempt for run out, then displacing spring stumps from original position with ball in hand will be equivalent to uprooting stumps. If stumps are fallen from original position due to first attempt, then fielding team needs to restore stumps back to their standing position and displace them from their position with ball in hand.

34. Umpires to assess playing conditions and make call on stopping game if light/weather deteriorates enough to make it unplayable. If any team raises concern like bright sunny vs cloud cover, change in wind directions/speed or dew effect etc to be rejected and play to be continued.

35. Since shoes with spikes damage playing area and same concern is raised by city, anyone with spike shoes will not be allowed to participate in game. Umpires must report this to team captain and remove player from playing area till shoes are replaced with non-spikes. Batter is allowed to tap/clean pitch with shoes/bat/hand/broom to remove loose surface away from pitch or clean dents created by prior deliveries. In case of using broom, team must inform umpires before first ball of match is bowled and share broom with opponents if asked.

36. Umpires and Captains must make sure that all players are having proper sporting attire before the game starts. No shorts/cargos/Sandals. Team will be penalized for such offenses P13 per player.

37. Teams are responsible for cleaning up ground after game for water bottles, food items anything which is trash must be collected and disposed properly. It's extremely difficult for to check which team was guilty of not cleaning up, so both teams will be penalized equally whenever any such incidence is reported. City slaps hefty fine on such offenses and reserves right to cancel all future reservations without any further explanations on such violence.

Ground Guidelines

CCricketUS (CL) Ground Guidelines Winter Grass

1. Full 360-degree ground with length of the boundaries should be measured from center of the pitch and should be for clay 55 yards (165 feet) and for grass 55 yards (165 feet). Inner circle - 30 Yards (90 feet) from center of the pitch. Boundaries must be measured using tape and no guess work. Boundary markers must be cones, no flags. If home team does not setup ground as per required measurements, Umpires/Opponents can cross check and if deviation is beyond 5 ft, then home team will redo setup.

## CricketUS (CL) Ground Guidelines (Clay/Baseball) North

1. Please place pitch such that striking end is on clay (mandatory). Bowling end should be on grass unless there is significant level difference between both ends forcing both to be on clay. To move bowling end on clay BOTH team captains must agree else it needs to be on grass.
2. No Declared runs. This will be more like any standard cricket ground with few obstacles like fence etc in between which fielders need to cross by going around them.

CricketUS (CL) Ground Guidelines (Clay/Baseball) South

1. Please place pitch on clay(mandatory) such that boundaries are available as much as possible. Larger grounds like Nozomi, Espee1, McQueen etc to have complete ground with boundaries on Off/Leg and declared runs only behind wkt keeper (third man and fine leg).

2. On smaller grounds, please place pitch such that striking end is on clay (mandatory) and as far as from off boundary (on most grounds likely to be 35-50 yards) and about 10-30 yards clearance behind wicket keeper. Bowling end should be on grass unless there is significant level difference between both ends forcing both to be on clay. To move bowling end on clay BOTH team captains must agree else it needs to be on grass.
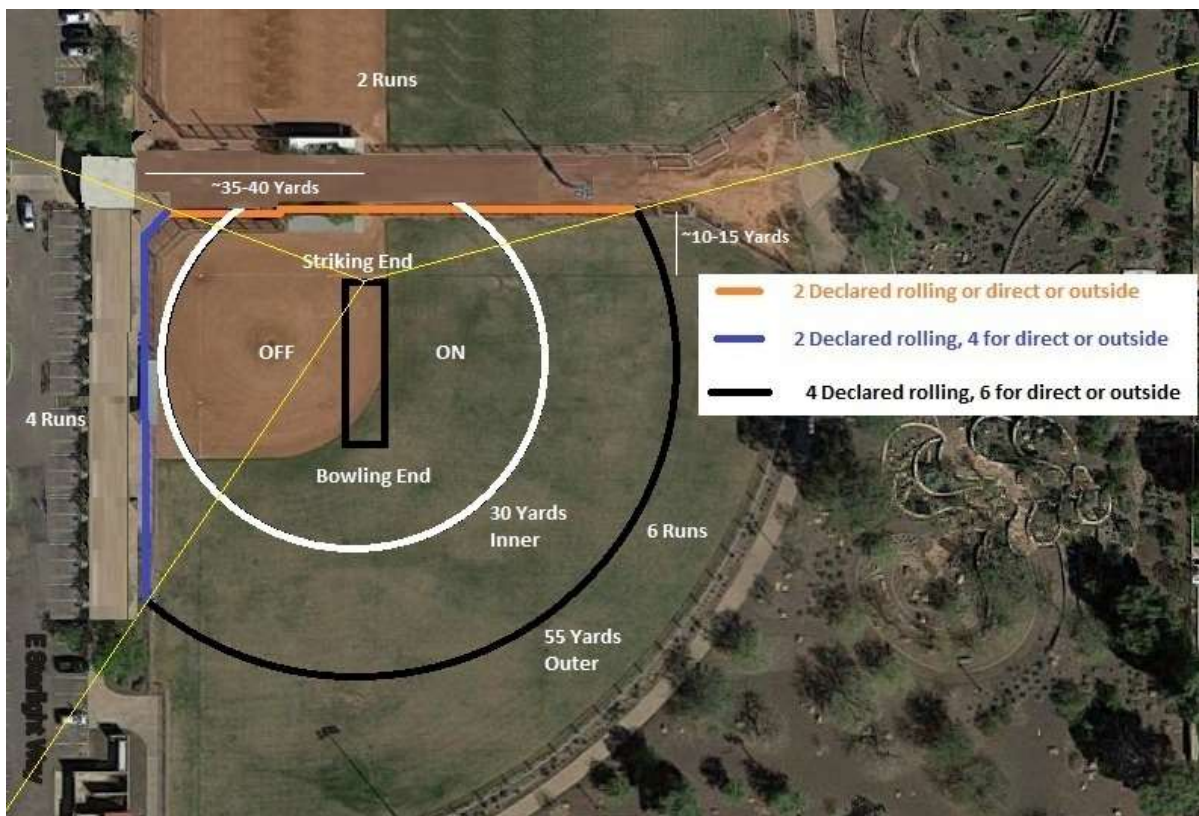
3. Declared runs are designed keeping in mind most common baseball field sizes. On bigger grounds use as much playing area as possible to allow more regular boundaries and lesser declared runs.
4. On smaller grounds four boundary will start somewhere in cover region where off declared 2 runs boundary intersects with long off four runs boundary. If there is any light pole within close distance, please use that as maker to avoid confusion if both teams agree. Ball hitting this boundary pole along the ground will be four whereas if it reaches light pole on full it will be six.
5. Please refer to diagram below for declared runs. Behind the batter (marked) rolling/direct/outside is declared 2 runs. On the offside (marked) rolling is declared 2 runs whereas direct/Outside is declared 4 runs. Fielders are allowed to have contact with fence while fielding in declared areas. Catches cannot be claimed once ball is in declared runs zone. Team will be awarded only declared runs when shot is played in that direction, example batter are attempting a run behind leg umpire and it rolls over in declared 2 area, team/batter will be awarded 2 runs whereas if ball is played towards long-on with batter attempting a run and throw from fielder touches declared 2 runs behind keeper, Team/batter will be awarded 3 runs.
6. In the interest of time, batting team is responsible to help out in fetching balls from outside boundary by positioning player(s) on other sides. This primarily applies on grounds where fielder does not have straight line access over boundary (Fences at most baseball fields where ball bounces over fence and fielder will be required to go all round using door next to dugout to fetch it)

Penalties

1. Penalties - Penalties are designed to enforce discipline and guideline bindings for all teams without taking fun out of the game. Fines are doubled for Playoffs and subsequent offenses of any kind during league phase. If P1 followed by P4, then team will be charged Double penalties applicable to P4. Offense can be reported by Playing team(s), umpires, Governing council and/or OC.

No	Offense for Penalty	Pts	Fine	Other
P1	Team fails to send 1 umpire for an umpiring assignment	Win pts/2	$75	Team sends umpire(s) for next game
P2	During playoffs for delayed start which could have caused over deductions (instead per over fine)		$25 per over	No overs docked to keep game competitive
P3	Umpire(s) fail to arrive by scheduled start time per website	Win pts/6	$50	Team sends umpire(s) for next game (if arrive late by 15 mins)
P4	Score sheet not updated by following Tuesday 11 PM		$50	
P5	Players are not registered before game		$50	
P6	CricClubs Scoring app not used for team's batting innings		$50	
P7	Walking away from game or No show without 2 days' notice		$150	+ Captain suspended for 1 game
P8	Failure to respond in time as umpiring team for any issue resolution		$100	
P9	Unaccepted behavior on field towards opponents /Umpires /others		$150	Captain + Players involved suspended for 2 games
P10	Failure to return CL rolling trophy one week prior to awards distribution		$100	
P11	Failure to wear series jerseys at minimum by 8 out of playing 11	1	$50	
P12	Umpires fail to reduce overs for innings not starting on time during league phase		$50	
P13	Player(s) not in proper attire for game or ground is not cleaned		$20	Per player

2. Penalties are due within 2 business day(s), including day on which OC communicates with team responsible for offense. OC will not use security deposit to deduct fines while series is ongoing. If a team is found guilty on multiple occasions and not complying with series guidelines/communications, OC reserves right to suspend team from series. Suspended Team will not get any refund from tournament registration fee and security deposit.

3. Any violations by playing teams which are penalized by city/school, or any other governing officials will be applied to playing teams. Based on severity of violation, OC has every right to suspend team from ongoing series.

No	Violation for Penalty	Fine	Important notes
V1	Any indecent exposure or littering on field	$975	Severe offense - Team suspension as leads to invalidating ground contract
V2	Ground infrastructure not secured/locked properly	$550	Critical offense - City/School imposed fine based on last experience (Feb 2022)
V3	Any arguments on field leading to noise for residents or physical/verbal altercations	$275	Severe offense - Player suspension as leads to invalidating ground contract
V4	Smoking/drinking on field or within school field aread including dugouts	$175	Critical offense - Player suspension. Smoking/drinking in designated areas only.

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Division Structure

1. Summer(Clay) and Winter(Grass) will be treated as different format for each season. Winter and Summer main series will be counted for division ranking. Any additional series conducted will not account towards division ranking.
2. Premier division will have approximately 8 Teams whereas Elite division will have remaining teams until additional division added.
3. League phase approximately same number of games per team in both divisions (5-7 games for clay and 10-14 games for grass)
4. Each division will play round robin but may miss out on few opponents depending on team count.
5. Bottom 2 team from premier division will be relegated and top 2 teams for elite division will be promoted for respective Summer(Clay) and Winter(Grass) seasons.

Club Structure

1. Only in specific series where club structure is supported, a cricket club can field multiple teams (example A, B and C) which will allow sharing of players between club teams which belong to same club.
2. Team(s) part of club structure for given series must be informed to OC before 25% of league games played for all teams involved in proposed club structure.
3. During league phase, club player can play for either team (A, B and C). During playoffs player will be allowed to play for only one team and must have played minimum required games as per playoff qualification criteria for team player choosing to play for (Note: league games for that team and not total games from multiple teams).
4. Club players are capped to play maximum of 1.5 times league games per team (rounded to higher). With maximum games per player restriction enforced, all club teams can qualify for playoffs but cannot share players in playoffs.
5. For any individual awards, all stats will be considered per team only for player (not from multiple teams).

Disclaimers

- Any violations/incidents/situations/Issues reported for which there is documented or not documented guidelines, organizing committee is authorized to make decision(s) based on their experience with prior series or observations without providing any justification, if needed deviating/ignoring guidelines. This will be handled on a case-by-case basis and organizing committee reserves the right to take appropriate action based on the severity of the incident. Organizing Committee may or may not choose to take assistance from Resolution Committee.
- Organizing Committee has every right to introduce/modify/remove any guideline for a series in past, ongoing or future and apply it to series (Past/Ongoing/Future).
- The organizing committee reserves right to refuse to hear any complaints/explanations/comments from an individual or a team.
- Observed long weekends are Memorial Day (May), Independence Day (July), Labor Day (Sept), Thanksgiving (Nov), Christmas (Dec) and New year (Dec).