***Cricket League Of Alabama- CLA***

**Rules and Regulations:**

By participating in the tournament, the Captain of each team is accepting the terms of the Championship mentioned below. It is required (and strongly recommended) that each Captain/vice-captain read all sections (especially the Umpiring, Discipline section and Zero Liability section) and Encourage each player to abide by these rules.

**Points System:**

**Win**: 2 points

 **Tie**: (based on runs only): 1 point

 **Lost**: 0

**Awards:**

Awards are as follows:

**Winning Team**: Engraved Trophy

**Final Runner up**: Engraved Trophy

**Player of the series**: Engraved Trophy

* **ZERO LIABILITY POLICY:** The Captains and the players of all the teams participating in this championship should acknowledge that the organizers are NOT LIABLE for any injuries sustained (due to any reason) during the course of the Championship.
* **DISCIPLINE POLICY:** Any match related issues should be brought up to the organizers by the captain(s) or umpire(s). Since the disciplinary rules are not discussed and finalized yet, the organizers will determine the nature and extent of the issue and the warning/penalty associated with it.

## 1. GENERAL

1.1 - The list of playing 11 along with one-substitute player must be finalized before the toss & submitted to one of the two umpires and the opposite captain. Teams are allowed to have maximum of 16 members in their squad.

1.2 - The toss will happen 15 minutes prior to the schedule time. The match will start at the schedule time sharp. Both the teams have to continue even if they do not have their listed 11 players present.

* 1.3 - Each game is for 14 overs per side with mandatory break of 10 minutes at the end of first innings.
* 1.4 - A bowler can bowl a maximum of 3 overs per game.
* 1.5 - First 4 overs are mandatory for power play in which max of 2 players are allowed to field outside the 30 yards circle.
* 1.6 - All the players playing in the playoff matches should have at least played 2 game of  the group matches.
* 1.7 - leg byes and byes are allowed but shot must be offered by a batsman to award the runs but umpire decision is final.

1.8 - no runner allowed under any circumstances.

1.9 - To avoid any unfair advantage to latecomers, any player of either side who is not present within 15 minutes of the start time will not be allowed to take part in the game. The decision of the umpires will be final in this regard.

1.10 - Cones will be placed to mark boundaries and 30yard circle, but the fielder's cooperation is highly recommended in close boundary calls. Both teams are responsible for setting up the 30-yard circle and the boundary before the game.

1.11 - Fielder should not move in after taking a catch close to the boundary to avoid controversies. In case a fielder move inwards from the fence after taking a close boundary catch then umpires decision is final if it’s a six or out.

1.12 - **Retired hurt** - If a batsman gets injured or ill while batting he may retire and resume his batting at a later stage in the innings at the fall of the 9th wicket. All retirements should be approved by umpires and opposite team captain. And umpires decision is final.

* 1.15 - The playing teams will be responsible for bringing their own cricket kits
* 1.16 - Rainout games: all the Rain out games will be declared as tie and therefore awarded a point each side.
* 1.17 – All the rained out playoff games will be rescheduled accordingly.
* 1.18 - One over will be deducted from their batting for every 5 minutes a team arrives late. On time means the fielding team should be ready to bowl and the batting team's batsmen and their umpire should be ready to commence the game.
* 1.19 – If both the teams arrive late then for every 5 minutes 1 over will be deducted from their batting.
* 1.20 - The bowling team is allowed 70 minutes to complete the 14 overs. This time includes extra time needed to fetch the balls etc.
* 1.21 - One over will be deducted from their batting for every 5 minutes taken extra by the team bowling first.
* 1.22 - 9 runs will be deducted from their total score for every 5 minutes taken extra by the team bowling second.
* 1.23 – No breaks are allowed in between the overs. 10 minutes break between the innings.
* 1.24 - New batsman has 90 seconds since the fall of the wicket to take the batting guard or the batsman will be given out.

## 2. Umpiring and Umpire schedule:

2.1 –All the teams are requested to provide umpires on their designated game/week.

2.2 - Umpiring schedules will be prepared along with the tournament schedules for the initial league matches and communicated to all the captains. Similar schedules will be made as the tournament enters the subsequent rounds.

2.3 - For some reason or the other, if the umpire is not able to officiate for a match, then that umpire and the captain of the team he represents will have to make alternate arrangements. CLA committee will have to be informed about this. If a team can’t provide an umpire on their designated match and can’t arrange an alternate umpire, 1 point will be deducted from their team points.

2.4 - The decisions of the umpires would be final and binding. No dispute would be taken out of the ground to the organizing committee. Any concerns that a team may have should be recorded with the officiating umpires and he will in turn discuss the same with the Organizing Committee if needed. The Organizing Committee reserves the right to a final decision.

2.5 - In case of any dispute or conflict, only the Captains will be allowed to speak to the Umpires.

2.6 - The benefit of doubt in closes calls of a run-out or stumping goes to the batsmen. Umpires decision is final in any case. No arguments on the field. Captains should email any issue or dispute to the committee for review.

2.7 - Scorers should not point out any ball count misses or any other mistake by the umpires (unless consulted by any of the two umpires). It is the responsibility of the two umpires in the middle.

2.8 - ONLY the Umpires of that match have the right to declare if a match cannot be continued. The batsman can only appeal if he thinks he cannot see the ball or appeal for other unplayable conditions but if the Umpire thinks otherwise and requests that play shall be continued, the match MUST be continued. If not, the team who doesn’t want to play still will forfeit the match and declared to have lost the match.

2.9 - Also, if a team misbehaves on the field such as abuse a player/ umpire or indulge in any activities that may cause unnecessary problems, the Umpires/ captains should report the incident to the CLA committee.

## 3. SCORING

3.1 - Scorecards will be maintained for every match by the playing teams.

3.2 - One member from both the playing teams will be involved in this activity.

3.3 - Scorecards (signed by the two captains) must be submitted to one of the two officiating umpires. It's the responsibility of the two captains to ensure the correctness of the scorecards along with names of their players, runs scored, wickets & catches taken by their teammates.

3.4 – scorecards should be entered in the CricClubs website by the Tuesday of the next week (you will have 3 days to enter the score card). There will be 1-point deduction if a team is failed to update their scorecards to CricClubs. We encourage teams to do live scoring via cricclubs app.

## 4. FIELDING RESTRICTION

4.1- at any instant, no more than 4 fielders can be set on the boundary. Which means leaving wicket keeper & the bowler - at least 5 fielders have to be inside the 30 yard circle at any moment of the cricket match.

## 5. ADDITIONAL RULES AND REGULATIONS

5.1 - Abusing and foul language is strictly prohibited. Penalty could result in a suspension for that match and next match, after a maximum of 2 warnings.

5.2 - If any fielder changes fielding position (e.g. moves to gully from Slips) after the bowler starts his run up, then the umpire can signal a No Ball.

5.3 - The Leg umpire and main umpire will declare a No Ball if the bowler chucks the ball. It is not necessary for the batting team to appeal for chucking. This is solely the umpire’s decision and the appeal can be over ruled.

5.4 - One Bowler can bowl a maximum of 3 overs in a 14 over match.

5.5 - New ball would be used in each innings. The organizing committee takes the responsibility of providing similar balls for a match, but the balls might vary (slightly) for different matches.

5.6 – no runner allowed under any circumstances.

5.7 - A Player listed as a substitute player can substitute any fielder. The substitute player will not be allowed to bat or bowl. The umpire should be notified of a fielder change.

5.8 - Innings is considered closed at the fall of any wicket of the last pair. The last man cannot bat alone.

5.9 - If the match is washed out, then both the teams get 1 point each.

5.10 - Please note that once a player is declared as part of a team then he can’t change the team. Teams will not be allowed to replace players, during the tournament no matter what!

5.11- A player should play at least 2 games in the first round to qualify to play in the play offs.

## 6. CODE OF CONDUCT / DISCIPLINE

6.1 - Everyone involved should follow the rules and regulations of appropriate conduct on the field. Moreover everything that happens falls under the jurisdiction of the Birmingham police departments.

6.2 - As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship.

6.3 - We encourage the participating teams to play in line with the laws and spirit of the game.

6.4 - We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) other cricketers C) The stumps, ball or other cricket gear D) Spectators.

6.5 - Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.

6.6 - Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and adjudicators combined opinion.

6.7 - Players abusing or threatening either umpires or opponent team members will be suspended for 1 or more matches.

6.8 – It’s the duty of the captain to maintain discipline and decorum on the field.

## 7. COMMON AND CONFUSING RULES CLARIFIED

7.1 - Any short-pitched ball, which passes or would have passed over the head of the striker in his upright position, is a WIDE BALL. Bowlers are allowed to bowl one bouncer per over and it is counted as a first warning to the bowler. Any subsequent bouncer above shoulder in the same over can be declared as a No ball.

7.2 - Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease, is deemed dangerous and unfair. This is a NO BALL.

7.3 - The 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.

7.4 - One run will be added in case of Wide or No ball. If runs are taken of a wide or no ball, these are ADDITIONAL to the 1 run and the ball will have to be re-bowled in either case.

7.5 - **Mankading**-out is allowed. However umpire can warn and give out if it’s more than one (1) times by non-striker and appealed by the opposite team player/captain.

7.6 – free hits are allowed for a NO ball as per ICC rules.

## 8. BAD WEATHER

8.1 - In case of bad weather during a league match, D/L method applied in deciding the winner of the match. In order to decide a winner in a interrupted match, 3/4th of the game must have been played i.e. it has been in progress for more than a total of 21 over's (14 overs by the team batting first and a min of 7 overs by the team batting second), the match result will be decided based on the D/L method. CLA committee will make a decision along with the umpires of the match.

## 9. PLAY-OFFS:

9.1 - In case of a tie, the winner will be decided by a super over. If it’s a Tie in the super over, Team who scored most number of sixes will be declared as a winner (excluding the super over). If we still have a tie, then the team with most number of boundaries (excluding super over) will be declared as a winner. If we still have a tie, winner will be decided by a tossing of a coin.

9.2 – in case of bad weather during a play off game and D/L method can’t be applied according to the rule 8.1, the game will be re-scheduled next weekend or subsequent weekend. Team’s preferences for the schedule will be ignored in this case. CLA committee will make the final decision on rescheduling.

## 10. DUTIES

**Captains**

* If a team can’t provide an umpire on their designated match and can’t arrange an alternate umpire, 1 point will be deducted from their team points.
* Secure blank score sheets printed before the game, found here: <https://cricclubs.com/CLA/documents.do?clubId=597>
* You can also score via the CricClubs app. Scoring on the paper is mandatory.
* Both teams are responsible to setup the field (stump, crease, 30 yards circle and boundary).
* Update the scorecard online for your batting and opponent’s bowling by following Tuesday. Online scorecard will be locked on Wednesday. Teams will be awarded negative 1 point for not updating their part of the scorecard by the deadline. Please note that when you updating the scorecard on the website, please enter the balls each batsman faced in the match.
* Both teams are required to reach the field 30 minutes before the game.
* Please remind your players to clean up all the trash as the teams leave. It’s our combined responsibility to leave the field clean. Bring trash bags.
* Have each player sign the waiver form found here:

<https://cricclubs.com/CLA/documents.do?clubId=597>

* Take a picture of both the score sheets at the end of each innings.
* Each team is responsible for bringing one set of stumps (3 stumps and two bails) and a set of cones for each game. If you don’t have the wickets or cones, Please reach out to CLA and pick them up from CLA.