CRICKET PHOENIX - LEAGUE GUIDELINES & RULES

Section-A: Most Important Rules in Cricket Phoenix

1. Once a team walkout of the ground (except for security or technical reasons), the game will be awarded to the opponents.
2. **Penalty for teams walking out of the game will be severe which includes reducing 50% of security deposit and/or player suspension.**
3. **Teams/Players intimidating the umpires with "walk-out" or similar verbiage/arguments will be eligible to include in the list for suspension up to 2 games.**
4. Team(s) forfeiting a game in advance, must inform OC via email by Wednesday 2 pm. If the teams forfeit the game on or after Thursday, they will be paying a 100 $ penalty in addition to the NRR loss.
5. None of the team official(s) can stop a game at any time unless the players' safety is at risk. Umpires should report to OC regarding the stoppages that lasted for more than 10 minutes via email.
6. Please verify the roster at the toss time and report the concerns via email.
    - Whether verified or not, captain(s) are not allowed to raise concerns once the game has begun.
    - Once the game begins, concerns related to team rosters will remain invalid unless **it is violating the Fair and Transparency rule**.
7. **Once the teams and umpire have aligned on certain game rules or items, no one has right to revert on the alignment at any time of play. OC has the final authority to make decision on such items in case of any incidents.**
8. Penalties in the above cases may include losing the complete security deposit amount and a player/captain/team suspension for min of 2 games up to tournament lifetime. In case of the incidents taking place at the end of tournament, these penalties will carry forward for future Cricket Phoenix leagues.
9. All evening games should start before 6.30 PM and morning games should start before 8.30 AM.
    - Umpires have complete authority to reduce the overs if the first ball is not bowled before the mentioned timings.
    - Possible Penalty for umpires if the game did not start in time and reduction of overs had not applied without proper justification.
10. Please check the website for your regular updates as OC may not communicate all changes via email/phone.
11. Umpires always should maintain positive attitude and avoid discussions with players, especially while the game is in progress. Any personal/family/roomie/office discussions can wait till end of the game
12. *Since OC may not be always available during the game duration, captains and umpires to refer Rulebook.*
13. Teams are responsible for cleaning up ground after game for any trash and disposed properly. It's extremely difficult for OC 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.
14. Teams who did not qualify for knockouts are still part of the tournament and continue to play the role of umpires as needed.
15. **Umpiring duties for knockouts:**
    - Umpiring for eliminator games will be done by non-playing teams in knockouts.
    - Umpiring for QF games will be done by losers of eliminator rounds or league games.
    - Umpiring for SF & Final games will be done by losers of QF & SF games respectively or sometimes the best umpires from any non-playing team.

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16. No smoking and drinking allowed near the playing premises. OC will adhere to any disciplinary action taken by City of Phoenix officials due to these violations.
17. Captains are requested to send their best umpires who can control the game in best manner.
18. If both captains have mutually agreed to change the umpires due to unavoidable circumstances, please reach out to OC for their approval.
19. Umpires as well teams shall be penalized up to 25 $ each if the games are not completed within reservation time. If the same incident happens more than twice for same team, the captain may be suspended for 1+ games based on Umpire's report.

Section-B: Game time

1) Matches will start at 8:00 AM (morning games) or 6:00 PM (evening games). Teams will get 80 minutes to bowl their quota of 20 overs. There will be a 10-minute break between the innings. The will be a 5 mins breaks at the end of the 10th over in each inning
2) Both innings have 5 min water break and 5 min buffer time in the allotted 1.5 hours
3) In cases where the first innings completes earlier than below mentioned times, second innings should start immediately after 10 min.

Event	Morning Games		Evening Games	
	When Temp < 50 F	When Temp > 50 F	When Temp < 110 F	Fridays or When Temp > 110 F
Game Start Time	8:30 AM	8:15 AM	6:15 PM	6:30 PM
Toss Time	8:25 AM	8:10 AM	6:10 PM	6:20 PM
Roster Updates	8:25 AM	8:10 AM	6:10 PM	6:20 PM
Ground Setup Time	8:20 AM	8:10 AM	6:10 PM	6:20 PM
Team Availability*	8:00 AM	8:00 AM	6:00 PM	6:10 PM
Umpire Availability	8:00 AM	8:00 AM	6:00 PM	6:10 PM
1st Inn Duration	8:30 AM - 10:00 AM	8:15 AM - 9:45 AM	6:15 PM -7:45 PM	6:30 PM - 8:00 PM
1st Inn Drinks Break	9:10 AM -9:15 AM	8:55 AM -9:00 AM	6:55 PM-7:00 PM	7:10 PM-7:15 PM
Innings Break	10:00 AM - 10:15 AM	9:45 AM - 10:00 AM	7:45 PM - 8:00 PM	8:00 PM - 8:10 PM
2nd Inn Duration	10:15 AM - 11:45 AM	10:00 AM - 11:30 AM	8:00 PM - 9:30 PM	8:10 PM - 9:40 PM
2nd Inn Drinks Break	10:55 AM - 11:00 AM	10:40 AM - 10.50 AM	8:40 PM - 8:50 PM	8:50 PM - 8:55 PM
Ground Clean up	before 11:50 AM	before 11:50 AM	before 9.45 PM	before 9.45 PM
Award Presentation	11.50 AM - 12 PM	11.50 AM - 12 PM	9.45 PM - 10.55 PM	9.45 PM - 10.55 PM

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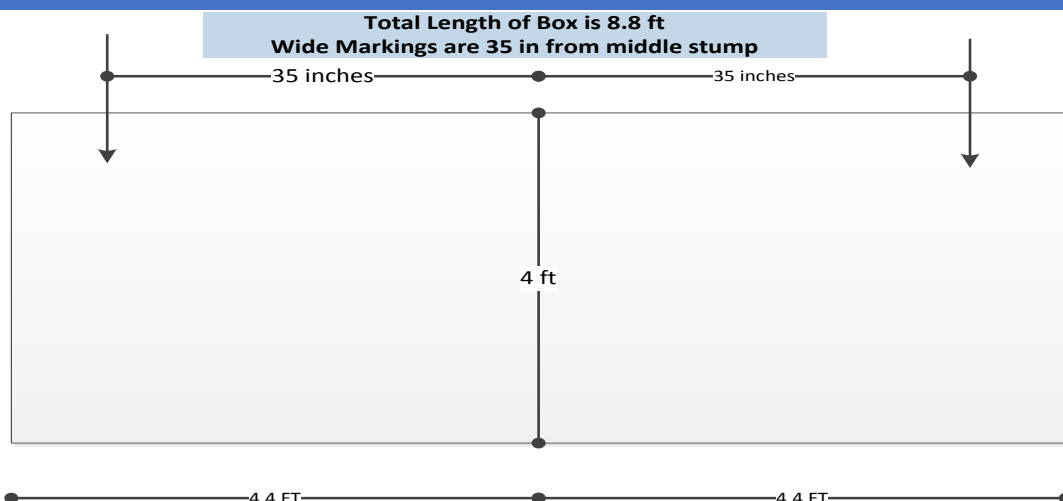# CRICKET PHOENIX - LEAGUE GUIDELINES & RULES

Section-C: Infrastructure

1) Stumps, Bails, marking spray, first-aid kit, tape, cones and boundary flags are home team's responsibility. Please co-ordinate with opponent team(s) or OC in case of shortage of these items.
2) OC will provide only match ball(s) to home teams in advance. Unless agreed in captain's meeting, home teams are responsible for providing the match balls and medals/awards on the game day.
3) Home team is responsible for setting up the ground, providing both game balls and trophy/medal to the umpires at the toss time.
4) Home team is responsible for removing the ground setup as well.
5) Refreshments such as water, Gatorade etc. are individual team's responsibility.
6) All grounds were reserved well in advance and available for use until **12:00 PM** for morning games and **10:00 PM** for evening games.
7) Lights cannot NOT be extended beyond 10 PM and Sprinkler systems on the grounds will be turned on after 10 PM.
8) 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.

Section-D: Pitch Dimension

- The pitch shall be marked diagonally on the brown/hard/clay surface to have equal circumference across the ground except for "behind the stumps".
- The pitch shall be marked in a direction to avoid direct sun to batsman.
- Pitch length - 22 yards (66 ft.) from one end of the stumps to another.
- Wide Marker - Length of wide line on either side of wickets must be 35 inches (89 cm) from center of middle stump.
- Distance between Batting Crease and Stump line is 48 inches (4 ft).
- Length of Stump lines (also called as bowling crease sometimes) is 105.6 inches (8.8 ft) in total

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Total Length of Box is 8.8 ft
Wide Markings are 35 in from middle stump

35 inches ———— 35 inches

4 ft

4.4 FT ———— 4.4 FT

- Bowling Crease - The distance, on either side of the wickets, should be 52.8 inches (4.4 ft.) from the center of the middle stump.
- Distance between Bowling Crease and Popping crease is 48 inches (4 ft.).
- Popping Crease - on both sides of the pitch, should be at least 48 inches (4 ft.) from the middle stump and can be extended at any length.

Bowler's End

4.4 ft ———— 4.4 ft

4 FT   4 FT

8.8 ft
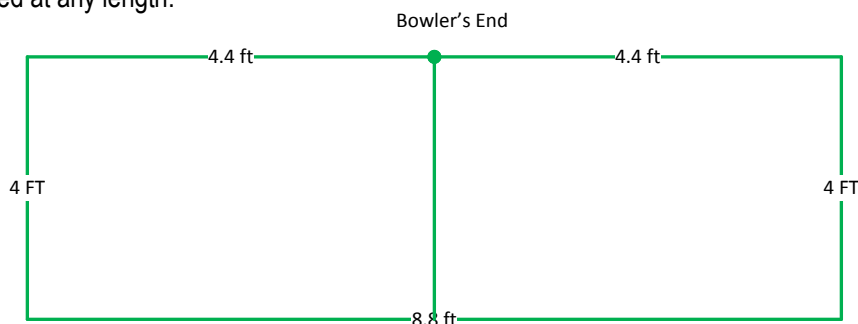
- Inner circle – 30 yards (90 ft.) from center of pitch in all directions.
- Boundaries – 60 to 65 yards (180 to 195 ft.) depending on field size, will be home team's choice during league stages. Boundary marking behind the stumps can be less than 60 yards if there are major obstacles or less space to form a boundary.

Section-1: Team Roster & Score card updates

1. It is Captain's responsibility to make sure that all players are registered on website http://www.cricclubs.com/CPHX/ 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 must be added on the team's roster before the game starts

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2. Teams might get penalized if the details of unregistered(proxy) player are not duly announced in Umpiring group before the game completes. Umpires to share these details to OC via email in case of any confusion.
3. Team officials are responsible for updating the scorecard for any corrections within 48 hours from the game day.
4. All score cards are auto-locked every Monday night, after the game. Team captains can correct the scorecard before the lock period or get them corrected before on or before Tuesday.
5. **A player to be eligible to play in Playoffs should have played in at least 2 league matches.**
6. In the event of rain washed or no result (like forfeit) event, both teams must share their roster for that game on or before following Tuesday to OC.
7. Due to unavailability of playing XI during the knockout stage, if a team wants to utilize their player with 1 game under his name, OC may approve the request provided the advance communication and opponent captain's approval.
8. Scoring must be done in **www.cricclubs.com/cphx** app via your smart phones. In case of any technical issues, teams can use manual scoring provided the scorecards are updated within 24 hours.
9. Teams failed to update their COMPLETE score cards in time will lose 1 point on every incident after 2 warnings.

Section-2.1: Umpiring Guidelines- Pre-game

1. Captains should send their umpiring nominations to cricphoenix@gmail.com on or before Wednesday 7 PM. You can share the details in Umpiring WhatsApp group as well.
2. We will continue to have neutral umpires and the team that fails to send an umpire by innings start will lose 50% of point per umpire and 25 $/umpire per game during league stage.
   a) During knock out stage, the umpiring team will lose 75 USD/umpire from their share of security deposit.
   b) Umpires should be mindful of over rates and remind the captains in case of any delays
   c) Umpires must record the over rate and scheduled innings time in the Umpire report.
   d) Umpires shall send their report via EMAIL only on or before the following Monday. This is must for all delayed or no result games.
   e) Incomplete Umpiring reports will not be considered, and umpires must make sure both the captains have signed the copies before leaving for the day.
3. Umpires and Captains to make sure that all players are having proper sporting attire before the game starts.
   a) Shorts/cargos/pajamas/non-sport tracks or jerseys are NOT allowed.
   b) Designer tracks/t-shirts are NOT allowed.
   c) Player will NOT be allowed to play the game if he is not in proper attire.
   d) Only Rubber sole shoes are allowed on the fields.
4. **Umpires must start the game with available players (min 7) to avoid over reduction and/or apply DL rules**
5. While reducing the overs, umpires/game officials must make sure that the team(s) not responsible for delay are not impacted (also refer to SECTION-4.5)
6. a) Always be polite and be firm. Discuss with captains/players/officials politely. If the situation is getting out of line, please call OC.
   b) **talk to the captains about the start time, delayed impacts, break period rules and all rules around the playing area. Also let the captains know that excessive appealing is not allowed**
7. If any team has questions/concerns 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 has begun).
8. It is a MANDATORY for the two captains to exchange their playing XI (or Playing 12) during the toss time.
9. Any concerns arising before a match should be negotiated between captains at the toss time. If needed, they can

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approach the organizing committee. Once the game has started, game officials need not accommodate any roster concerns.

10. If only one neutral umpire shows up, he would be the main umpire and the batting team will take up the leg umpiring duties.

11. In the situations where both umpires don't show up, the game will not stop. Please use one of the below options to yield the result of the game.
   a. Please try to contact umpiring team captains and OC to get atleast one neutral umpire ASAP.
   b. If option 7(a) did not work, please share the "neutral" umpires and batting team member from the other ground at the same venue. For example, Cholla N ground teams have to use one of the neutral umpires from Cholla S as main umpire and the batting team of Cholla S ground will send their team member as leg umpire for Cholla N game.
   c. If 7(b) doesn't work, please continue the game during the league stage with your own team members as main and leg umpires

12. The leg umpiring duty is one of the gestures of supporting your fellow players and OC, and NOT to be considered under your quota of umpiring tasks.

Section-2.2: Umpiring Guidelines- During the game

1. **Umpires to ensure that an over/5 min delay to be reduced for all the games started after 8:30 AM (for morning games) or 6.30 PM (for evening games).**

2. Umpires should be mindful of time as the buffer duration of 15-30 min in total can be compensated only for the below incidents
   a) Player's injury
   b) Sunset delay
   c) Player's safety at risk
   d) Technical failures

3. Main umpire is the sole decision maker on outs other than batsman end run-out and unclean catches.

4. There should be no discussion between the main umpire and leg umpire for decisioning of keeper catches. It is the sole discretion of the main umpire. When in doubt, benefit of out goes to batsman, **period**.

5. **BENEFIT OF DOUBT always goes to BATSMAN**

6. Main umpire to contact leg umpire only for clarity on
   a) run-out at keeper end
   b) catches that are not taken clearly
   c) No-ball concerns at the batting end

7. In the events, where the umpire's view is blocked by bowler or fielder, **umpire can announce benefit of doubt to the batsman**.

8. Leg umpires shall discuss with main umpire only in the events of controversial outs such as unclean catches, unclear run outs and catches at boundaries. **Leg umpire plays no role in the discussion of "catches for edge"**.
   a) Waist high No Ball rule — it's solely leg umpire decision. Main umpire will over-ride the decision only if the umpire is non-neutral and 100% certain that it is not waist high.
   b) Keeper end run-outs are solely leg umpire's decision.

9. Please do not leave any water bottles/caps/clothing near the stumps or any playing area. It's the responsibility

of both umpires and fielding team captain to make sure they remain with leg umpire always.

    a) Penalty of 5 runs shall be awarded against fielding team in cases where the ball hits the water bottles/clothing within the playing field.

10. The ball to be considered as "active in play" if it hits fences, trees (or branches), lighting poles and cars in parking and come/remains within the boundary line.

11. ***It is the responsibility of both umpires (leg/main) to validate the boundaries and catches. While leg umpire is only to assist the main umpire, main umpire has right to over-rule leg umpire's decision.***

12. Consider the delivery as "active in play" if the ball hits fences, trees (or branches), lighting poles and cars in parking and come/remains within the boundary line.

13. The caught resulting after hitting the fence/trees/branches/light poles/cars must be declared NOT-OUT.

14. The delivery to be considered as "dead ball" if the ball hits any pets/pedestrians within the boundary line. Please allow them to leave the boundary line to continue the play.

15. Umpire must always ask the bowler the side from which he is going to deliver the ball. In case the umpire fails to ask the bowler, it is the bowlers duty to inform before delivery. Failing to do so will result in a "dead ball".

16. If for some reason, umpire calls a no-ball and the batsman gets out, but umpire wants to take his no-ball call back, in such cases, the ball needs to be deemed dead ball.

17. Main umpire can revert the decision only if the following delivery is NOT bowled.

18. **If you are unsure of any rule, please check the CRICKET PHOENIX Handbook on rules and guidelines. If the rule is not mentioned, follow ICC standard T20 playing conditions else call OC**

Section-2.3: Umpiring Guidelines- Post game

1. The umpires are supposed to provide a written report to the organizers on the teams' behavior and any team which is reported for misconduct will be reviewed by organizing committee and may subject to penalties.

2. 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

3. Umpires to announce the MoM to respective teams and OC. An email is recommended for communicating the details

Section-3: League Specific Rules and Guidelines

1. Unless rules defined in this document, all other issues/rules to be followed according to http://www.lords.org/laws-and-spirit/laws-of-cricket/ web site.

2. Please check website regularly for the changes in umpiring duties or grounds as OC will communicate the details via email only if it's a last-minute change.

3. There are no leg byes and LBW in the tournament.

4. No run-out or stumping if its leg-bye as there is no run for it. The only way a batsman can be out if the ball hits his body is **bowled** in case of leg bye

5. There is no run out if the ball hits the batsman's body instead of his bat or glove.

6. Umpire's decision will be the final decision on leg byes and related run outs.

7. Both teams must be present at the field at least 20 minutes before the "ideal" schedule time. Toss will be done 10 minutes before the game start time.

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8. Teams need to have at least 7 players to start the game, in case a team cannot produce 7 players within 10 min of the toss time, they will forfeit the game.

9. Teams should start the game no later than 15 min of schedule time with atleast 7 players on the field. In case of shortage players, team shall continue the game with available players.

10. It is the duty of the captains to make sure fair play is warranted by their nominated umpires.

11. They should let only those players stand as umpires who have good understanding of the cricket rules and have shown good judgment on prior occasions.

12. 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 not appoint that person as an umpire again during the tournament.

13. **FAIRNESS AND TRANSPERANCY RULE** -- NO PLAYER CAN PLAY for 2 or more TEAMS whatever the role can be.
    1) It is the 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.
    2) A Player cannot change teams during a season. If a situation arises where an active player of one team has played for another team, then the match in play can 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).
    3) A player who performed even a substitute role for a team will continue to be part of the same team for entire tournament.

14. Substitute runner will be allowed only for players who are injured during the game.

15. In case of on field illness (which includes dehydration, cramps, etc.) batsman will be allowed to retire. Such batsman will be called retired-ill.

16. Retired batsman can come back only at the end of the innings, after all other batsmen are out.

17. In case of retired hurt because of any on field injury, ICC rules will be followed, which allows the batsman to return after any wicket is down.

18. Substitute player
    a. BOWLING FIRST
       • Substitute can be used for first 6 overs for the playing XI player. If the main player reports after 6 overs, then he is not entitled to bowl throughout the first innings. However, if he reports within the first 6 overs, he can bowl only after number of overs have spanned equal to the number of overs he was out of field. (e.g. If the main player joins in 5th over, he will become eligible for bowling the 9th over)

    b. BATTING FIRST
       • Player if reports after 6 overs have been bowled then such player will not be able to bat in the innings. And if he reports late within first 6 overs then such player will be able to bat immediately after wicket goes down

19. For the team fielding first, if a substitute fielder is used for a player who has not been part of the fielding for any ball since the beginning of the innings then such fielder can bat only after 5 wickets are down. Injury or illness will not be considered for this rule, as it is at the start of the game.

20. If the original player has not joined the team before the end of 10th over, he cannot bat or bowl or keep the wickets for remainder of the innings. However, he can field like any substitute player.

21. Substitute players must be chosen either from their own team or from any other non-playing teams. Players from other teams in league are NOT allowed as substitutes.

22. If the game has to end prematurely in league stages, either Duck-worth Lewis method will be applied, or the points will be shared equally. Such games including the games involving rain factor will NOT be rescheduled.

23. If the game to end prematurely in knock out stages, and in cases where D/L cannot be applied (refer section-DL for more details), fresh match to be played on another day. The teams can change their roster. Please be prepared to play the rescheduled games on any day (weekdays also) and any time.

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24. In case of a Tied game, points will be shared by the two teams during the league phase. In play offs the result will be decided by a super over. The super over rules 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, the winner will be decided by a team hitting max number of 6's; if that again matches, winner will be decided by team hitting maximum no. of 4's. If none of the above decides the match, we shall be deciding the winner with toss

25. **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.**

26. It is the captains' responsibility warrant fair play from their players. The umpires have the right to suspend any unruly player(s) from a game, at which point the team will NOT be able to field substitute players. These suspended player(s) may be further penalized by the organizing committee.

27. Captains/teams with slow over rate (irrespective of game result) are subjected to OC's decision of penalties.

28. End of league games & reading points table
    a) All teams in each group will be ranked based on points, wins, NRR and number of losses in the same order.
    b) In case of further tie, OC will follow ICC's Standards playing conditions of their major/premier leagues.
    c) The same process is applicable even in the case of combined points table

29. During knock out games, team ranked lower in the pool shall continue to be the home team by default.

Section-4: Playing Conditions

1. Matches will be 20 overs a side max.
2. Each bowler may bowl a maximum of only one-fifth of the total overs per innings. For a full, uninterrupted match, this is 4 overs.
3. A win gets a team 2 points, loss - 0, tie -1, bonus point-0, no result due to weather/nature – 1
   a) **The teams forfeiting the game due to any reason will be awarded with zero points and in addition to this, we will add 0 runs and 20 overs to the NRR calculation. This is to ensure that teams are fully committed and keep the spirit of game alive.**
   b) Games interrupted due to technical glitches or unplayable ground conditions or anything that is caused by Infrastructure issues shall be rescheduled to later stage before the playoffs. These games might reschedule to a weekday evening/weekend morning to avoid the delay in total league duration.
   c) If the game doesn't yield any result before the lights are TURNED OFF or before the field reservation is closed, either D/L will be applied or points will be shared based on Umpire's report. Such games will not be rescheduled.
   d) If the grounds are in unplayable condition due to (previous night or recent) rain, dust Storm, very Bad pitch and city of Phoenix cancels the grounds at the last minute, the games will be considered as NO RESULT due to rain factor and points will be shared during the league stage. During the knockout stage match will be rescheduled based on the ground availability & it can be during the morning time. It will be a fresh match starting with toss.
   e) If the game is abandoned due to lights (either turned off in the middle of game or did not turn on at all), match will be rescheduled, and this applies to league and knockout stage. It will be a fresh match starting with toss and roster can change.
4. Power play (PP) – There is only one power play for T20 game. It is mandatory to take first 6 overs of the innings as PP. The PP duration shall be adjusted if there is reduction in total number of overs due to delayed start.

5. In the event, one of the teams arrived late to the ground, umpires must reduce the overs as all 40 overs and 30 min total break cannot be accommodated in the available time. Forfeiting a game due to delayed arrival is not an option. (also refer to SECTION-2.1.5)

6. **The following fielding restrictions apply in T20 format:**
   a) During the PP, maximum of two fielders can be outside the 30-yard circle, usually for first 6 overs.
   b) After the PP, maximum of five fielders can be outside the fielding circle.
   c) No more than 2 fielders can be placed behind the square leg
   d) No more than 5 fielders can be on leg side at any time, bowler is not considered as fielder.
   e) *To keep it simple, it is the max number of fielders placed outside the circle shall be factored at any point of the game.*

Section-5: Standard T20 Rules

1. **Bouncers:** A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease
   a) **Above Shoulder:** If the ball, after pitching, crosses the batsman between his shoulder and his head (as per batman's normal standing upright position at popping crease), it's called a bouncer.
      • Only one legal bouncer allowed per over. Any subsequent bouncer will be called as illegal bouncer and called as no ball.
   b) **Above head:** If the ball, after pitching, passes the batsman's head (as per batman's normal standing upright position at batting/popping crease) and remains untouched by him, it is called a Wide Ball.
      • If a batsman contacts a ball that is going above his head, it cannot be announced 'wide' or 'no ball' for the 1st bouncer.
      • And as bowler has not been warned for 1 bouncer per over (i.e. it is the first ball in the over which is above the shoulder height), it can't be declared as 'no ball' for height. So, it would be considered as legal delivery.

2. **Dead ball** - A delivery could be declared dead by the umpire under conditions that the ball did not rise above the ground and not clear how many bounces the ball took before reaching the batsman.
   a) The ball becomes dead when
      • it is finally settled in the hands of the wicket-keeper or of the bowler - Whether the ball is finally settled or not is a matter for the umpire alone to decide
      • a boundary is scored
      • a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal
      • whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire
      • it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play
      • For more information, please use the link https://www.lords.org/mcc/laws/dead-ball
   b) In addition to the above, all league specific rules documented in this document for dead-ball shall apply
   c) In case of conflicts, league specific rules supersede the standard T20 playing conditions and/or ICC rules

3. **No ball** – Umpire shall a delivery as no-ball and announce free hit for the below events
   a) **Illegal action by the bowler** – Below are incidents that triggers no ball due to bowler's actions

> <u>Front Foot No Ball</u>: If the bowler delivers a ball without some part of the front foot (either grounded or raised) behind the popping crease.
> <u>Side line No Ball</u>: If the bowler bowls with the back foot not wholly inside the side crease.
> <u>Bouncer</u>: If the bowler bowls a bouncer after the one warning in an over, every such delivery shall be called a No Ball.
> <u>Waist High Full Toss</u>: If a full toss ball reaches the batsman above his waist, it will be called a No Ball. If the ball is delivered by a fast bowler and deemed dangerous, the bowler gets a warning. Two such consecutive warnings in same over disqualify the bowler to bowl any more deliveries in the match.
> *Waist high delivery hitting the wickets is deemed to be legal and declared out.*
> <u>Others:</u>

- If the bowler breaks the non-striker's wicket during the act of delivery.
- If the bowler throws, rather than bowls, the ball as per ICC rules
- If the bowler changes the arm with which he bowls without notifying the umpire.
- If the bowler changes the side of the wicket from which he bowls without notifying the umpire
- If the bowler bowls underarm unless this style of delivery is agreed before the match
- If the bowler throws the ball towards the striker's wicket before entering the "delivery stride"
- If the ball comes to rest in front of the line of the striker's wicket.
- If the ball bounces twice or more than twice before reaching the batsman.

b) **Illegal action by a fielder**
> If the wicket keeper moves any part of his body in front of the line of the stumps before either the ball strikes the batsman's person or bat; or the ball passes the line of the stumps.
> If a fielder (not including bowler) has any part of their body grounded or in the air over the pitch.
> If there are more than two fielders that are on the leg side and behind the batsman's crease.
> Under certain playing conditions, further restrictions apply to the placement of fielders.
>> o For example, in T20 cricket, there can be no more than five fielders a) on the on-side; and b) outside the 30-yard circle. (The bowler is not a fielder when counting fielder placement)

c) **Distraction to batsman:** Any action determined to be a distraction to the batsman while the bowler is in delivery stride will be called a no ball. Examples are fielder's lateral movement, bowler's unusual actions during act of delivery. **Fielder walking "in" is not considered for no-ball.**

d) **A fielder walking into circle during the act of delivery can be considered as the fielder outside the inner circle and declare no ball if it violates any field restriction laws shared under <u>section 4.6.e</u>.**

e) Should a bowler deliver a no ball, Front Foot or Side No Ball or above waist or 2nd bouncer of the over, it costs 1 run and his next delivery is designated a "free-hit". In this circumstance the batsman can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball. **Note: Simply put, our league follows the same ICC rules for No-balls as well. Any "No ball" will be followed by a free-hit delivery**

f) For more information, please use the link- https://www.lords.org/mcc/laws/no-ball

g) In addition to the above, all league specific rules documented in this document for dead-ball shall apply

h) In case of conflicts, league specific rules supersede the standard T20 playing conditions and/or ICC rules

4. **Beamer –** If a fast-full toss ball is over the batsman's waist, it will be called a beamer. A bowler will not be allowed to bowl in the rest of the match if he bowls 3 such deliveries in the entire match or 2 consecutive beamers in an over. The umpire will decide if the waist high full toss is deemed a beamer or not. **The**

general rule is if the delivery seems dangerous for the batsman, it should be called a beamer.

5. **No ball to over-ride Wide**
6. **Wide-Ball:**
   a. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.
   b. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving either causes the ball to pass wide of him/her as above or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke
   c. **Simply put, if the batsman moves to the legside, the wide mark on the offside does not change. But if the batsman moves towards the offside, the offside wide also moves the same amount**
   d. For more information, please use the link-**https://www.lords.org/mcc/laws/wide-ball**
7. **Mankad is a valid dismissal ONLY if its followed by an official warning by Umpire. Bowler will be able to run-out the non-striker up to the instant at which they "would be expected to deliver the ball". i.e. he can stop right before delivering the ball and run the non-striker out.** The ball shall not count in the over

   NOTE: 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/high release point for the last time before delivering the ball. If a batsman is backing up too early, the bowler is legally entitled to run him out without warning in ICC leagues but one official warning is needed in Cricket Phoenix leagues

Section-5: Reschedule Rules & Guidelines

1. Rescheduling the league games to a different date is not possible once the tournament has begun.
2. Rescheduling of umpiring duties can be considered with 4-day lead time.
3. Swapping a game from one day to another for the same weekend shall be considered only if the request is sent to cricphoenix@gmail.com with 5 business day lead time.
4. Please do NOT use umpiring WhatsApp group for schedule swaps. OC can help teams by creating a smaller group for swaps
5. Process for Game Swap:
   a) Teams to discuss, align and work by every Wednesday 2 pm if you are planning to swap the game from Saturday to Sunday or vice versa in that specific weekend
   b) If a Team A1 want a game swap from 1/5/2019 to 1/6/2019 or vice versa, A1 should send an official communication to OC by 12/31/2018 (latest) and work with opponents, umpires on the same itself.
   c) Team A1 to work with teams playing on 1/5 or 1/6 and get an approval for date and ground swaps. OC can help coordinating the WhatsApp group
   d) Team A1 to make sure umpiring slots of original game and swapped game are free of conflicts
   e) The above process should be complete by that Wednesday (1/2/2019 in this case) evening.
   f) Please note that Team A1 will be responsible for any additional expenses due to schedule swaps or umpiring issues.

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Section-6: Duckworth Lewis Stern (DLS) Method

1. If game was not completed for any reason within the (original/adjusted) game time, winner shall be decided based on DLS method.
2. DLS method is applied only when either both innings have played at least 40% of max overs or team chasing has scored a minimum 50% of Target or lost 5 or more wickets.
3. If the above conditions are not satisfied, points will be shared between the two teams
4. Our leagues follow standard Duckworth-Lewis-Stern Method that is amended and approved by ICC for both 50 and 20 over International and first-class games
5. Please follow the information available about this method in the URL https://www.icc-cricket.com/about/cricket/rules-and-regulations/duckworth-lewis-stern
6. Please use the online calculator for the DLS method. http://www.boltoncricket.co.uk/DLcalc.html

Section-7: Violations

1. Any violation on the field can be reported by any of the captains or the umpires assigned to the game. Such report should contain details about the violation.
2. Any violation received by the organizing committee, will be classified into any of the following 4 types:

Violation Type	Penalties	Additional Information	Examples
Minor (S4)	A warning to the player(s).	1. Accumulation of 2 minor violations, during the lifetime of a tournament, will be equal to one major violation. 2. In addition, every minor violation thereafter will be considered a major violation	include verbal attacks, like, verbally provoking or abusing opposition players, showing strong dissent to the umpire's calls. slow over rate for 1st time
Major (S3)	Min 1 game and Max of 2 games suspension for each instance		include physical incidents and intentions to cause physical harm, kicking the stumps, charging at opposition player(s) or at the umpire(s) or consistently verbally abusing the umpire(s), inability to control the team. Slow over rate from 2nd incident
Severe (S2)	Min 2 games and Max of 4 games suspension for each instance	• Team Penalty of 2 points	causing and getting into physical or verbal brawl, disrupting a game (except for the cases where player's safety is risk)

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Critical (S1)	Suspension for the tournament per individual. The whole team gets 5 points as penalty. Depending on the severity of the incident, an agenda item can be put by the organizing committee to suspend such player(s) from any future tournament.	Legal actions based on OC findings might be possible	causing physical injury to a player/umpire/any pedestrian. Recording/stalking or touching minors and any AZ state charges of type misdemeanor or felony for an on the field incidents

3. Organizing committee will provide detailed reasons while classifying a certain violation in any of the category mentioned above.
4. Any violation(s) and penalty awarded by DC must be approved by the organizing committee.
5. **Such report in point#3 will be shared with all the team representatives for the perusal only and the individuals involved in violations shall comply to this statement always.**

Section-8: Dispute Resolution Committee(DC)

If any dispute(s) arise on the field, the team officials and/or umpire(s) must submit a written report to the neutral Disciplinary Committee appointed by the Executive Committee and facilitated by the Disciplinary Chair. This committee shall be responsible for taking appropriate action or may forward the report to the Organizing Committee for final action. **The results of the investigation (if any) shall be forwarded in writing to the team captains, umpires and players involved.** Since the rules and rule book were shared in advance, please note that neither the OC nor the DC will reach to captains on phone or in person unless the reports are not satisfying, due to time constraints

Requirements & Process to follow:

(a) Both captains will be required to file a complete and detailed report and their account of the incidents in question NO LATER than following Monday by 5pm to the Executive Committee. Only one report per team to be emailed to **cricphoenix@gmail.com**

(b) On the next day i.e, on Tuesday- there will be a conference call with the Disciplinary Chair, Disciplinary Committee with other Exe Committee members as optional attendees to hear from both captains and umpire (if DC needs it).

(c)Members of Disciplinary Committee shall remain anonymous to protect their privacy and to avoid further discussions by the accused/penalized players. Disciplinary Chair must procure written approval from DC members if he wants to share the names of the members.

(d) On the Thursday of the same week, the final decision and any penalties/actions will be communicated by 12 noon to both of the captains, the umpire with the penalties and actions to be implemented immediately for their next scheduled game(s).

(e) **The captains have time till 12 noon of the following Friday for an appeal to the decisions implemented by the Disciplinary Committee. The appeal must be in writing with their case which will be read and reviewed by the Disciplinary Committee**.

(f) Please note that team captain has to consolidate all appeals (if any) in single email, to be sent in appropriate manner. Additional indictments and change in original report might make the appeal report ignored.

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(g) The Organizing Committee will come back with their decision by 12 noon of the following Saturday which will be the final decision on the dispute in question and will then be closed, and penalties are implemented immediately.

(h) Operating Process of the Disciplinary Committee:

· DC Chair will appoint 3 Sub-Committee members from the pool of 5 members identified to form the Disciplinary Committee for every incident

·Each sub-committee members will be from different teams. The selection of the 3 members for each incident will be picked ensuring that they are not part of any of the teams involved in the incident

· With every reported violation from the Umpire, the DC Chair will notify the impacted team contacts and present the umpire's report (to be presented by Monday EOD if there was an incident over the past weekend)

·The impacted teams will be requested to present their case in writing within 24 hours of the report (Monday EOD)

·A conference call, or a face-face meeting sponsored by CRICKET PHOENIX, will be setup on Tuesday evening, chaired by the DC Chair

- The DC Chair, the Cricket Phoenix General Secy, the Umpire & disciplinary committee members will be part of this discussion. The impacted team individuals and the impacted team captains and/or designated team representatives are optional

-Umpire's report and Team reports will be presented and open discussions based on "facts" will be conducted to ensure that everyone is aligned on the incidents that occurred

- The DC Chair and Gen Secy will draft the final report and share it with the umpire and the teams for their record by Tuesday EOD.

·The DC Chair will share that report to the Sub-Committee and ask them to provide their voting decision (Minor, Major, Severe, Critical, No Violation as defined in Section 6 of PPL Rules above) within 24 hours of the final report.

· The DC Chair will not be involved in voting – In case of an unlikely situation of only 2 of the 5 members being available to vote, and there is a voting tie, the DC Chair will break the tie

· The violations, if any, and the corresponding penalties as documented in the Section 6 of PPL Rules, will be determined based on the number and extent of violations, as voted by the Sub-Committee members

· The Gen Secy will share the results with all the teams and umpires by Thursday noon.

Disclaimers

1. **Any violations/incidents, pertaining to the Tennis Ball Cricket Tournaments, which have not been covered in this rules sheet, will be handled by the organizing committee on a case by case basis**.
2. Organizing committee shall not be responsible to any personal injuries to the players in and around the field.
3. The organizing committee reserves the right to take appropriate action based on the severity of the incident.
4. The organizing committee reserves the right to refuse to hear any complaints/explanations/comments from an individual or a team if derogatory remarks have been made towards them.
5. CRICKET PHOENIX or its officials does not provide medical insurance to the players/pedestrians/pet animals.

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