**CSECL-1** Cricket Tournament (Rule Book)

Our Sincere Thanks to Shiva, Bala and Chandu

**Contents**

[I. General 1](#_Toc490051358)

[II. Tournament Format and Schedule – 2018 2](#_Toc490051360)

[III. Team composition and player changes. 3](#_Toc490051361)

I[V. Game results and Point allocation: 3](#_Toc490051362)

[V Umpires and Scoring. 4](#_Toc490051363)

[VI. PRE-MATCH REGULATIONS 4](#_Toc490051364)

[VII. Match Regulations 5](#_Toc490051365)

VI[II. Gameplay rules 5](#_Toc490051366)

[IX. Delays or Interruptions 8](#_Toc490051367)

[X. Players’ Code of Conduct and Enforcement 9](#_Toc490051368)

## General

1. This is a tournament conducted by CSECL organization to promote the cultural and Sports activities of community. It is expected of every player to play the game in the highest tradition of sportsman spirit and have fun. CSECL is conducting ‘Hard Tennis ball’ Cricket tournament and expecting players enjoy the game while having a healthy competition.
2. The Captain of the team is responsible for his players’ behavior on and off the field of play. It is the duty of the Captain of a team to resolve all problems on the field in an amicable manner. The umpires are required to have high moral grounds in doing their officiating duties. Personal prejudices or their own team benefits should never come into play in any their decisions. There needs to be a basic trust in the umpires and their decisions by both the teams on the field. Fielding teams should resist from excessive appealing and the batsmen should resist from trying to show up the umpire in case of a mistaken decision.
3. During the tournament all participants are expected to behave professionally. On the field, avoid

Using abusive language/gestures, smoking, alcoholic beverages disrespect towards other players;

1. We encourage bringing your families to the ground. Parents will be responsible for looking after their kids on field.
2. All the games in the tournament follow the general cricket rules. Rule updates in this document will supersede the generic rules. If there are any question on game play, on field umpires/organizing committee decision will be final.

## Tournament Format and Schedule – 2018

1. There are 12 teams taking part in this tournament. They would be 2 groups with 6 teams in each group. Below are the league game fixtures.
* 1 vs 6
* 2 vs 5
* 3 vs 4
1. Top team from each group would qualify for the semi-finals directly and the rest 2 teams from each group would play quarter-finals. Below are the fixtures for quarters.
	* 1 vs 4
	* 2 vs 3
2. Winner of the first quarter-finals fixture would play the second semi-finals team and winner of the second quarter-finals fixture would play the first semi-finals team.
3. In case of No Show, Opposite team will be given a win with a NRR of 0.00.

 **Match Set-up**

1. **League & knock out Matches:**
	1. All the matches will have **15** overs per innings. Each bowler will get to bowl a maximum of 3 overs per innings.
	2. Each fielding team must complete bowling their 15 over quota in less than 65 minutes.

1. There will be a 5 minute break between innings for all matches.
2. There will be **NO** strategic break at midway thru each innings

## Team composition and player changes.

Once the tournament starts, no changes can be done to 20 player lists. The playing 11 should be from those 20 Players. No exceptions. Team that’s found violating this rule will be losing the match if opposite team objects/complains and the claim is proved. Opposite team should bring up the violation to Organizer’s attention at the earliest. Organizer’s decision will be final in this regard.

## Game results and Point allocation:

1. Each winning team will get maximum of 2 points and NRR will be calculated
2. A team's overall performance in a tournament is termed as tournament NRR which can be calculated based on the total runs scored and conceded in all the matches, total overs faced and bowled in all matches.

**TNRR = (TRSM / TOFM) - (TRCM / TOBM)**

Where,

TNRR = Tournament Net Run Rate

TRSM = Total Runs Scored in all the Matches

TOFM = Total Overs Faced in all the Matches

TRCM = Total Runs Conceded in all the Matches

TOBM = Total Overs Bowled in all the Matches

 https://www.easycalculation.com/sports/tournament-net-run-rate-calculator.php

1. In case of a tie, each team will get 1 point during league stage and during knock out time, we will have super over with the same as international rules like below.
	* The team batting second in the main match will bat first in the Super Over.
	* The loss of two wickets ends the team's innings.
	* In the event of the scores being level in the Super Over, there will be another Super Over
	* If super over can’t played due to playing conditions of ground, the winner will be decided by Toss.
2. If a team decides to pull out of the tournament after taking the draw and publishing schedule, tournament fee will be forfeited

## Umpires and Scoring.

1. Each team has to do umpiring (both main & leg umpires) for at least 1 match mandatorily.
2. Umpiring assignment will be done while scheduling matches and will be shared as and when the schedule gets published,
3. If any team can’t make it to umpiring, at least a week’s advance notice need to be given along with 25$ per match to arrange for external umpires. For a day’s advance notice, teams need to pay a fee of 50$ per match to arrange for external umpires
4. The umpire should go through the rule book thoroughly and get themselves familiar
5. The umpires should reach the ground before 15mins of match start time.
6. The ground must be ready and all markings in place and correct 15 minutes before the start of play. The umpire should verify that the ground is prepared.
7. Batting team will be responsible to do the live scoring. Please make sure to check the login before game starts on your smart phones. Fielding team will be responsible to keep the check the score cards.
8. The Umpires are required to check the creases, wickets, Boundary lines and other implements of the game before the toss for innings. If the umpires find even one of the creases either not marked, or improperly marked, or the wickets improperly pitched, the Umpire must request CSECL organizers to resolve such issues.
9. As guideline to the umpires for the calling of wide on the offside, two off-sides "wide-marker lines", 1 foot in length, will be drawn perpendicular to the Bowling crease, towards the Popping crease, 35 inches from the edge of each outer stump. One of these lines is for a right-handed batsman and the other for a left-handed batsman.
10. All through the tournament, field umpires can consult each other or with the tournament committee to make any decisions. Umpires decision is final. No Arguments on that.

##

## PRE-MATCH REGULATIONS

1. Each team’s Captain/Coordinator is responsible for informing all his teammates about their team’s match schedule and venue and make sure team is present at ground 15 mins before Game start.
2. Toss will happen 15 minutes before the match begins. Ex 9 AM match, toss will happen at 8:45 AM

Both captains have to be present for the toss at 15 minutes before the schedule time. If the captain is not available, that team will forfeit the toss. The first ball of the match should be bowled at scheduled time.

1. Playing-XI list should be submitted to on field umpires at the time of toss by the team captain.
2. **Minimum of 8 players per team must be present during time of the toss. Otherwise the team with less number of players (<8) will forfeit the match. We have a very tight schedule to complete matches and no delayed starts are allowed.**
3. Teams not reporting in time will be disqualified and their opponents will get a bye. At least 8 players should be there to start the game.
4. Players will be allowed to join the team after 15mins from the game start time, after that each team will have to play with the existing number of players.
5. If the player coming late is joining a fielding team, he will have to field for at least 2 overs before he can bowl.
6. Organizers can ask for Umpires to check the ID of any player. Valid ID's are: Government approved Photo IDs; Driving License, Passport. However the organizers can demand this check to be prior to the start of the game or during Innings.
7. Example timelines for match with 9:30 AM start time.

|  |  |
| --- | --- |
| **Time**  | **Event** |
| **9:15 AM** | **Teams Reporting time** |
| **9:15 AM** | **Toss with Min 8 Players** |
| **9:30 AM** | **Match start time** |
| **9:45 AM** | **Lock down of players** |

## Match Regulations

1. Limited team gear (Cones and Balls) will be provided for each match. Teams/players should bring in their team and personal gear. CSECL League will not be responsible for loss or damages to your personal cricket gear.
2. A new tennis hard ball shall be used at the start of each innings. In any event, if a ball is damaged or lost, it will be replaced with another ball. In this case if it’s less than 5 overs it will be replaced with new ball otherwise it will be replaced with one innings used ball. If the used ball not available, we will use the new ball. The decision will be taken by on-field umpire and organizers. So teams are responsible to carry their used balls from the previous matches.
3. There is no mandatory condition of using new balls in the middle of the innings even though the opposite team had to use the new balls when the balls were lost.
4. If for any unexpected reason the previous match gets delayed, the teams supposed to play in next match had to wait until the previous match finishes and should not leave the ground under any conditions unless Organizers decided to postpone/cancel their match. So by the time of toss if any team or team members are not present the PRE-MATCH REGULATION rules will be applied. We need all teams’ cooperation here as we have different kind of ground conditions.
5. PENALTY: Fielding/Batting teams have to stick to completing respective innings on time. Any team causing unnecessary delays will be penalized by increase/decrease of score for that innings as per the umpires/ org committee’s judgment.
	* Fielding team’s delay of each 5 minute interval will add 5 runs to the batting team.
	* Batting team’s delay of each 5 minute interval will reduce 5 runs from the batting team’s score.
6. **If a match is washed-out due to rain or cannot be completed due to unseen circumstances, a point each will be given to both the teams in the league match stage.** However, it will be a rematch in knockout stage

## Gameplay rules

1. **There are NO LBW(s) (Leg before Wicket) and there are NO Leg byes. However, byes and overthrows are allowed in all matches.**
2. **There is no power play. Always 4 fielders except bowler & keeper should be inside circle as per the international rule.**
3. **An active Wicket Keeper is required while playing an innings.**
4. **Wide Ball:**

A ball bowled shall be deemed a wide by the umpire, at a point it crosses the batsman (in normal batting stance and has not touched the ball).

**Leg Side Wide Ball:** If a ball pitches outside the leg stump and passes down the leg side of the striker without touching any part of the person or equipment of the striker, the umpire shall call and signal ‘wide ball’ (even if the striker makes an attempt to play the ball).

 **Off Side Wide Ball:** If a ball, not being a no ball, passes outside the "wide marker line" or crosses this line during its flight after having pitched outside the off-stump, the umpire shall call and signal wide ball. Whether the batsman attempts to play the ball or brings it within reach is immaterial

 The umpire has the final word on each call. No questions or arguments on that even if it’s a tight call.

A batsman can be stumped/ run-out off a wide ball.

1. **No Ball:**

A ball shall be deemed a no-ball if

* The bowler has over-stepped the popping crease



* The ball is a full-toss above the waist height of the batsman - in normal stance

Imp Note: One Short pitched (ball going over batsman shoulder) per over is allowed. No-ball will be called from second short pitched ball in an over. Umpire should warn the Bowler about first bouncer.

Bouncers over the head can be called as wide in addition to counting as 1 bouncer per over.

* A ball can be declared 'no ball' for height only after bowler has bowled 1 bouncer previously in the same over.
* If a batsman makes contact with a ball that is even above his head, it cannot be a 'wide'. And as bowler has not been warned for 1 bouncer per over (i.e. it is the first ball of the over which is over the shoulder height), it can't be declared as 'no ball' for [height. So](http://height.so/), it would be a **legal** **delivery**.
* If a bowler has already bowled one bouncer for the over, then the second ball above batsmen's shoulder will be considered a **no ball**irrespective of whether batsmen has made any contact with ball or not.
* Main umpire can consult with Leg umpire if needed to make a decision.

A batsman can be run-out off a no-ball. Chucking is considered as No Ball when confirmed by the leg umpire (refer “Chucking” section).

1. **Free Hit:**

**No Free Hit of any kind is allowed in the match**.

1. **Extras:**

Each Wide/ No Ball will concede 1 extra run to the batting team. Any runs (byes) scored off the Wide Ball or No Balls (byes, runs off the bat) will be credited as well. A batsman can be stumped off a wide ball, or run-out off a wide and/or a no-ball. **However, a Wide/No Ball will not be counted as a legal delivery.**

1. **Dead Ball:**

A ball shall be deemed a dead ball if the ball is pitches 2 times before the batting-end’s crease. An extra ball shall be bowled with no extras.

1. **Substitute Fielder:**

**A substitute fielder, from the same team, shall be permitted throughout the fielding innings, for a player who is injured during the current match (Injuries sustained before the match will not count)**. The substitute fielder cannot bowl or bat. If a player from the fielding team retires in the middle of the match for some overs, then the player is required to spend minimum one over on the field before the player can return to bowl. Captains can mutually discuss and agree in case they want to substitute players with prior injuries before the match begins.

1. **By Runner:**

If both umpires and opposition captain agree an injured player (**Injuries sustained before the match will not count**) can be allowed to have a runner when batting. A player acting as a runner for a batsman should be in the playing 11. If possible, the by runner should have already completed batting in that innings. The regular run out/stumping rules are applicable to the player acting as a runner.

1. **Run Out:**

In a situation where the stumps are knocked down and the batsmen are looking to run an extra run (in an over throw situation), if there is a possibility of a run-out again - the fielders have to fix the stumps back in an upright normal position and then knock the stumps down again.

1. **Hit-Wicket:**

If a batsman, while playing a shot with bat, unintentionally hits the stumps and knock out the bails/wickets, he will be considered out.

1. **Fielders:**

**At any point of time there can be only a maximum of 5 fielders on leg side excluding bowler & Keeper. Otherwise it’s a no ball and batting team will be rewarded by 1 run extra.**

1. **Wicket Keeper:** wicket keeper can bowl at any time of match. No restrictions.
2. **Retiring from Batting:**

If injured or tired, the batsman can retire and then come back to bat only as the last wicket on recovery.

1. **Chucking:**

Only the batsman can initiate his concern to his umpires if he feels that the bowler is chucking. Then the leg umpire would notice the bowler’s action. If the bowler is found chucking then he will not be allowed to bowl any more in that match and the particular delivery will be deemed to be a No Ball.

1. **Mankading:**

Bowlers will be allowed to run out a non-striker backing up unfairly before releasing the ball and provided he has not completed his usual delivery swing. An initial warning from on field umpire is necessary to run out a non-striker in this fashion.

## Delays or Interruptions

 **DELAYED OR INTERRUPTED MATCHES DUE TO GROUND, WEATHER OR LIGHT CONDITIONS**

  **League Games**

Point each will be given to playing teams for a match once started (i.e. first ball in first innings bowled) but interrupted due to ground, weather (includes rain) or light conditions. Umpires will take the final decision on playing conditions (including safety of players) and declare the current match cancelled/abonded.

 **Knock Outs** Rematch will be scheduled to playing teams for a match once started (i.e. first ball in first innings bowled) but interrupted due to ground, weather (includes rain) or light conditions. Umpires will take the final decision on playing conditions (including safety of players) and declare the current match cancelled. Rematch will be scheduled in next available timeslot and ground which need not be same as the one where the initial match is cancelled.

## Players’ Code of Conduct and Enforcement

All teams are expected to be prompt and ready to play. Any deliberate delay in the start of a game will result in the guilty team being penalized overs or, ultimately, disqualification from the competition.

Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the umpires/adjudicator shall be disqualified from further play in the tournament following due and fair warning from the said officials.

Fielders and bowlers also are prohibited from shouting anything from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsmen.

The Tournament Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition. Committee holds the right to cancel any team for mis-conduct (money not refundable)

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. Sledging is strictly prohibited. But the difference between encouraging one’s own teammate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers.

All teams participating must sign a waiver indicating that any damaged caused to the Ground property or neighboring personal property of any one while playing is their responsibility and that CSECL will not be held responsible for that.

By paying the registration fee, all teams are confirming that they agree to all these rules and regulations of tournament.

THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.

 \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

***\*Decisions on any instance of the game not covered in this rule book will be made by the on field umpires and/or by the organizers in consultation with advisory committee members.***