

# CENTRAL TEXAS CRICKET LEAGUE (CTCL)



## 2024 Summer RULES AND REGULATIONS



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## Rule 1: CTCL Rule Updates

### Hygiene Guidelines (COVID)

All players will be expected to follow CDC guidelines to ensure the safety of everyone involved. The onus is on every team and every player to adhere to all safety protocols and guidelines.

Use of saliva to maintain and shine the ball is prohibited in accordance with ICC rules All teams/players are encouraged to do the following –

- Observe social distancing whenever possible on the field
- Avoid sharing of cricket equipment and food/beverages
- Use of face masks and frequent use of sanitizers are recommended
- Temperature checks before game days and avoid playing in case of fever or any other symptoms
- Avoid playing in case you have traveled out of town within 7 days
- In case you test positive, please inform your team and CTCL at the earliest
- As per new CDC guidelines, if you test positive, please refrain from playing any cricket match for 10 days from the day one your symptoms started.

### Color Clothing and White Balls

CTCL league games will be played with white balls and colored clothing. We recommend at minimum, dark trousers and color jerseys for each team (when team uniforms are not available). Pads must either be dark colored or matching colors with the team colors. **ADDENDUM VI** covers requirements to make any change to this rule.

Umpires should enforce all players to adhere to the dress code, players not adhering to the rules are ineligible to take the field.

### League Format

CTCL Spring [Feb - May/June] - T35

CTCL Summer/Fall - T20

Masters 40 & 50

### Umpire Level 1 Certification

- Level 1 umpire certification is valid for 2 years. (See **ADDENDUM IV** for certified list of umpires)
- A two-tiered payment system will be used to determine the umpire pay (See **ADDENDUM IV** for more details).
- Umpire certification course will be available online, so that individuals can complete the course at their own pace, before start of the league
- CTCL EC will publish the list of certified umpires on the CTCL webpage.
- CTCL is currently working on an online Level 1 umpiring clinic / certification program. Details to be communicated to all captains in a few weeks.

### Forfeit

- If a team forfeits more than once in a calendar year (not once/tournament), a disciplinary action will be initiated. Teams forfeiting for reasons including but not limited to unsportsmanlike conduct, player unavailability for preferring a competing league etc will face significant disciplinary actions (match/tournament bans for teams).
- Teams forfeiting their playoff games (even for the first time in the year) will be banned from participating in the following tournament. If/When they return, they'll not retain their rankings.
- The team that was forfeited against must upload their playing 11 no later than Wednesday 5 pm from the weekend in question.
- The forfeiting team will be penalized with 1 point.



### Ground availability

- CTCL requests ACA, RRCC presidents to communicate their ground availability for the league games. Notify by email [ctclec@centraltxcricket.org](mailto:ctclec@centraltxcricket.org)
- If City changes the ground availability with a short notice , the game is considered as “**Abandoned**”.
  - Only Playoff ( Semi Finals & Finals ) games will be rescheduled in this scenario.
  - Playoff games will be played on the reserve day, if ground is not available on the first scheduled date.

### Helmet Rule

- Use of all protective equipment including helmets is up to player discretion. But CTCL strongly recommends all batsmen to always use helmets, and keepers to use helmets while standing up to the stumps

### Finance Rule

- Dues owed to any individual/team will be repaid after all the dues of their respective team/club are settled. CTCL Executive committee (EC) has the right to use its discretion for any exceptions to this rule and will work with teams/individuals to settle dues.
- Teams/Clubs/Players will NOT be allowed to participate in CTCL scheduled activities till all the balances are settled. The list of activities includes, but is not limited to, games, AGM, captains’ meetings, and external tournaments.
- CTCL EC and BoD reserve the right to work with parties that have pending balances on a case-by-case basis to adjudicate any penalties and/or remedial actions.
- CTCL EC will be the final arbiter of all disputes in connection with pending balances.
- CTCL EC will publish and settle the finances after every tournament
- Once the schedule is released, there will be no refunds on the fees paid to CTCL for the tournament.

### Suspension and Banning

- CTCL EC and BoD reserve the right to ban, suspend Teams/Clubs/Players under extenuating circumstances. EC will communicate the reason for such an action in writing a week in advance.
- Teams/Clubs/Players banned or suspended cannot participate in any CTCL activities or be part of any CTCL boards or committees.
- Executive committee will be the final arbiter of all the disputes in connection with suspensions and ban

## Rule 2: ICC Rule Updates

### Run out

If the batsman grounds the bat (held by the hand) or another part of his/her person is within his/her ground (the elbow when diving, for example), and provided that the batsman has continued forward momentum, and subsequently inadvertently loses this contact with the ground, when the wicket is put down, the batsman will be protected from being Run out in the same way as under the previous Law. In addition, the same protection will apply to a striker diving back into his/her ground to avoid being stumped.

### Bouncers / No ball

- Only one bouncer per over is allowed (ball above shoulder height) in all CTCL games. Umpires shall notify batsmen and bowler once the bouncer is bowled.
- If the first bouncer for the over is above head height, then it shall be called a wide and it will also be considered as 1 bouncer for the over. Any subsequent bouncer (above shoulder height) in the over shall be considered as a ‘No Ball’ and a free-hit should be awarded.



### Rule 3: Spirit of the Game

All games will be played according to the latest [MCC Laws of Cricket](#) , [ICC Standard ODI & Twenty20 Playing Conditions](#) ,and [ICC Code of Conduct \(2013\)](#) where applicable. Apart from the ICC rules, below CTCL rules will be followed in this league. If the issue is explained in CTCL rules, then it shall be followed or else ICC rules will be referred to.

#### Responsibility of Umpire(s)

Umpires are CTCL representatives in the game, and umpires are expected to be well versed in the rules of the league. The EC members are not responsible for answering questions on game day about various rule related clarifications. All umpires must

- Inspect the field before toss and determine the suitability of play (outfield conditions, crease and boundaries marked)
- Strictly enforce dress code
- Strictly enforce over rate penalty
- Verify the eligibility of players according to the rules (Guest players, new players etc)
- Report any issues to the EC by Wednesday following the game.

Failing on any of the duties described above will result in penalty as deemed appropriate (to the team that the umpire belong to)

#### Responsibility of Captains

Captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. All captains/club presidents are required to accept and sign the Players' Code of Conduct (**ADDENDUM IX**) on behalf of their players/members. In addition to the adherence of general rules of the league, the captains are expected to

- Make any Complaints and/or report any issues to EC by wednesday after the game.
- Submit all roster change requests before Wednesday morning.
- Add players to roster before the game Not adding new players before the game day (and not informing the umpire/captain) will result in the player not being allowed to play or the game resulting in forfeit.
- Pay umpire BEFORE the game..
- Fielding a substitute from outside the roster is permitted ONLY if the opposite captain agrees to it.
- For abandoned games both the teams can add their playing 11 on the game day. No edits will be made to the roasters after the game day.

#### Player's conduct

In the event of a player failing to comply with instructions by an umpire or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the player's captain and instruct the latter to take action. Umpire/captains shall report to CTCL depending on the issue. CTCL EC and DC should then deliberate on the offense committed and suggest the appropriate measures based on Players Conduct Offenses and Penalties (**ADDENDUM X**).

#### Violence

There is no place for any act of violence on the field of play. Any threats made against a player, umpire or league official are to be immediately reported to CTCL EC ([ctclec@centraltxcricket.org](mailto:ctclec@centraltxcricket.org)) in writing. These will be forwarded to CTCL Disciplinary Committee ([grievances@centraltxcricket.org](mailto:grievances@centraltxcricket.org)) for action. Umpire has the right to immediately disqualify and eject the player from the game.



## Rule 4: Team Composition and Game rules

### Professional Players

- Professional Players - definition: any player who has played representative cricket - U-19 and adult - (State-level, International, List A(Ind A, Pak A), Domestic First Class tournaments(Ranji, Qaid-e-Azam, Provincial Cricket SA) around the world, Franchise cricket or played Major League, Minor League cricket in the past 3 seasons)
- Professional players are allowed to play in Premier division only, provided they are Austin resident and can present documentary evidence of the same.
- To keep a competitive environment Max 2 Professional players are allowed within playing 11.

### Composition & Rosters

A match is played between two teams; each team shall bat for a maximum number of allotted overs depending on game format. A team consists of 11 players and captain shall nominate his players in the cricclubs app to the umpire before the toss. Teams with minimum 7 players from their roster, can take the field to play a game.

- Rosters will be limited to 22 players per team. Team admins can request addition or subtraction of players by writing to EC with a reason example : player switching teams or moving out of town or major injury or illness.
- Teams can choose up to 3 non exclusive CTCL players.
- Once a player is removed from the roster after playing a game from the team,he will not be allowed back to the roster until the next tournament.

### Players absent / leaving the field

- Player absent from the field of play for more than 1 over is considered as leaving the field.
- Players shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- Players shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

### Start Time / Balls / Clothing

- Game start time shall be according to the ADDENDUM VIII. There shall be a 10 min break time after the first innings.
- Captains shall have access to a copy of CTCL rules, ICC rules, and Code of Conduct documents during game day.
- White balls and colored clothing (including substitute fielders) for all CTCL tournaments.
- At the end of the match, the neutral umpire along with captains of both teams should judge the Man of the Match.

## Rule 5: Neutral Umpires and Umpire Dress Code

1. Neutral umpires will be assigned for Playoffs.
2. Umpire shall collect the roster from both team captains before the toss.
3. Umpires shall conduct the toss with both captains 15 minutes before the game start time.
4. Umpires are required to go through the Level 1 umpiring certification program conducted by CTCL. Umpire should be well versed with all ICC and CTCL Rules.
5. Captains are responsible to send an umpire to games their team is allotted umpiring duty.
6. Captains should announce the person assigned for umpiring to League Play Director (LPD) and get approval by Thursday 5pm of that week. Failing to announce the umpire by the deadline could lead to a 1-point ( match points) penalty. EC will use its discretion to approve/disapprove a given umpire. In the newly introduced Fair play system the team that was unable to meet the deadline will lose 2 points for such each occurrence.



7. Teams will be penalized 1 point if the Umpire from their team does not show up for the allocated game. The assigned umpire will also be banned for the next game in the same format. A second violation will result in a 2 point penalty and suspension of the assigned umpire for next 2 games and the team captain for the next game. If the announced umpire does not show up, he will lose all the fair points and will not be allowed to umpire for the remainder of the tournament.
8. If the designated umpire does not show up for the game, captains shall report that to LPD. Both captains shall agree to self-umpire the game if no neutral person is available on such short notice.
9. In games with only one neutral umpire, the neutral umpire will have the authority to overrule the square leg umpire if deemed necessary.
10. Playoffs umpiring duties shall be assigned to any teams that were part of the tournament irrespective of their play-offs qualification status.
11. Neutral umpires will have the ability to sanction a player if required (see Rule 30 for details).
12. CTCL, at any time, may designate an umpire for any given game or change the umpiring responsibilities for any given game. At such times, impacted teams (newly assigned and originally assigned teams) shall be given adequate notice in writing.
13. Umpiring Dress Code: All umpires should wear Red Shirt and black pants. There is zero tolerance for an umpire not following the dress code. Captains shall not pay the umpire if the dress code is violated.
14. Umpire Tools: Umpires should have proper tools to do the job – paper & pen to take notes, ball counter to count balls/overs, clicker to keep up with the total score, a watch for monitoring the over rate and breaks, and a nail-clip or other such implement to be able to trim the ball when necessary.
15. Third (3<sup>rd</sup>) Party Umpire:
  - a. Definition: A 3<sup>rd</sup> party umpire is the one whose team is not originally designated to umpire a given game.
  - b. The use of 3<sup>rd</sup> party umpires needs to be pre-approved by CTCL in writing to ensure consistency. This in general will be applicable when a team is not capable of sending an umpire.
  - c. The team requesting a 3<sup>rd</sup> party umpire shall be responsible for all payments more than what is being paid by the other team(s) participating in the game. This payment needs to be made prior to or during the game being played.
  - d. CTCL shall not be responsible for any payment, partial, or full, to a 3<sup>rd</sup> party umpire unless CTCL has requested as such.
  - e. The team requesting a 3<sup>rd</sup> party umpire shall be responsible for coordinating and sending the umpire in a given game once CTCL approves the request.
  - f. The team shall also be responsible for notifying the captains of both teams involved in the game for which the umpiring assignment has been changed.
  - g. This notification should happen at least 24 hours before commencement of the game.

### Rule 6: Schedule, Teams, Grounds

- CTCL shall publish the complete/partial schedule along with umpiring assignments at least 5 business days before the commencement of the tournament.
- Definition of in-town/out-of-town: Cities have been categorized into following zones:
- Zone 1: Cedar Park, Round Rock, Leander, Pflugerville, Hutto, Liberty Hill, Georgetown, Austin, Elgin, Dripping Springs
- Zone 2: San Antonio, San Marcos, Seguin, Killeen,
- Please see **ADDENDUM I** for various teams in the current tournament.
- Please see **ADDENDUM II** for designated grounds for the current tournament.
- Please note that both **ADDENDUM I** and **ADDENDUM II** could change for each tournament.





## Rule 7: Games and Playoffs tiebreakers

- We Minimum overs required for a meaningful result (per side) is 14 overs for T35, 12 overs for a T30 and 5 overs for T20.
- In case of a tied game during league stages of a tournament, teams will split points (no super over will be played to determine a winner)
- Playoffs will be played as defined in Rule 1. The tiebreaker between two teams with equal points shall be decided according to the following order:
  - NRR
  - Total Number of Wins
  - Head-2-Head matchup
  - Toss of a coin
- If a playoff games ends up in a tie, then Super Overs will be contested till a winner is arrived at (ICC rules to be followed for super overs)
- Winners from each tournament will be the CTCL Champions for their respective participating teams for the tournament defined in ADDENDUM I.

## Rule 8: Point System

- Win: 2 points
- Tie or No Result: 1 point
- Umpire No-Show Penalty: (-1 point): If the umpire does not show up, the umpiring team will lose 1 point for first offense. Team will lose 2 fair play points for each such occurrence
- Umpire No-Show repeat: (-2 points): If the umpire no show happens for a second time for a team, the team will be penalized 2 points. Every next offense adds one more penalty point per game. Additional disciplinary actions may be imposed on the assigned umpire and the team captain.
- Forfeit Penalty: (-1 point): If a team decides to forfeit the game preferring another game outside CTCL, unavailability of players, etc. the forfeiting team will incur a penalty of 1 point.

## Rule 9: Fees

### League Fees

The following items will be part of the league fees

- League Base Fee
- Ground Usage Fees
- Anything else that is deemed necessary by CTCL BOD
- League fee must be paid before the deadline announced by EC. If a team/club fails to pay the fee before the deadline, EC reserves the right to impose any penalty that it deems right, including late fees or barring the team from participation

### Umpire Fees

- Umpires shall be paid by the respective teams before the start of the game and no later than the innings break time.
- The umpire payment structure shall be according to the guideline in **ADDENDUM IV**.

## Rule 10: Game Duration and Penalty

Bowling teams need to complete their quota of overs within the time allotted for that format. See **ADDENDUM V** for more details. Captains and umpires are advised to strictly follow the game duration rules to ensure over rate offenses are penalized.

Umpires shall periodically warn the bowling team if their over rate is slow. If the umpire deems the bowling team has exceeded the allotted time limit, See **ADDENDUM V** for more details



## Rule 11: Late Start Penalty

1. Teams responsible for late starts shall be penalized 1 over for every 5 minutes, until the commencement of the game. The first delivery bowled shall mark the commencement of the game. The umpire shall decide on the number of overs to be batted by each side.
2. If a team does not show up or does not have 7 players from their roster even after 30 minutes of the scheduled time, then Umpire shall award the points to the opponent team with 7 players. If both teams do not have 7 players, the game will be considered as No Result.
3. If games are delayed at the start due to dew factor, wet outfield, or other weather/city maintenance related issues, the umpires must deduct a total of 1 over per 5 minutes lost to both teams' total overs. For example, if there's a delay of 30 minutes - 3 overs per side will be lost - reducing the game to 17 overs per team. Example of this rule being applied - <https://cricclubs.com/CTCL/viewScorecard.do?matchId=1781&clubId=54>.

## Rule 12: Weather Rule

1. The Neutral Umpires shall be the sole judges of the fitness of the ground, weather and light for play. Umpire's decision is final.
2. In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions, otherwise there would be no play.
3. CTCL appointed neutral umpires are advised to consider these guidelines when deciding on the fitness of a ground for play:
  - a. Continued heavy to moderate rain for 45 minutes or a game stoppage of 1 hour or more should serve as a general guideline to automatically call off any further play unless both Captains are willing to continue.
  - b. Standing water on the bowlers' run-up and/or in large portions of the infield should serve as a general guideline to automatically call off any further play unless both captains are willing to continue.
4. Due to county regulations, if the ground cannot be used, it is the responsibility of the respective club president to inform (phone & email) all the team captains involved and CTCL LPD. If the ground is not available at the last minute, the game will be recorded as "No Result".
5. Games can be canceled preemptively by mutual agreement of the captains if there is a forecast of severe weather like severe thunderstorms, temperatures under 45F and temperatures reaching over 105F for the majority of the game. In case the captains can't mutually agree on cancellation, the neutral umpire's decision will be final.
6. Canceled or rained-out games shall NOT be rescheduled.
7. DL laws apply after minimum overs required to constitute a match have been bowled.
8. During the league phase, if a game is canceled(abandoned) due to weather, 1 point will be awarded to each team.
9. During play-offs, there will be a reserve day designated to each playoff match. Tie breakers, like play-off qualification, will apply to decide progression from semifinals. In case finals cannot be conducted, then both the teams involved will be declared winners.

## Rule 13: Captains & Players Game Day Responsibility

### Captains Responsibility

- Ensuring Umpiring decision is final
- Showing Dissent against umpires
- Anyone going from outside to speak to umpires
- Ensuring roster is up to date always



## Captains and Player Responsibility

Player is NOT allowed to take field, if;

- Name not in Roster on the game day
- Not Wearing same Team Kit (T Shirt & Trouser)
- Wearing White Gears, even partly
- Wearing Under-Kit gears outside
- No Pictures in CricClub

## Youth Cricketers:

Youth cricketers (Under 19 as of Jan 1st, of that Calendar Year) can now play for only one team like adult players.

## Game Day Captains Responsibility

Before the first ball is delivered.

- Both Captains must verify the roster of other team
- Roster must contain Picture
- In case of doubt, opposite captain & umpire can ask for ID
- Once the match goes underway we assume captains have given the green light to proceed for the match and all details have been verified.

*Any breach thereafter will be dealt with disciplinary action– with Likely Penalties - Captain being banned for rest of the tournament; Team being disqualified for that match and points awarded to other team; Team disqualification from Tournament. Decision solely lies with EC CTCL.*

## Rule 14: Field Restrictions and Power Plays

### 30/35 Overs Tournament:

- **Powerplay 1:** First 20% of overs (7 overs for T35, 6 overs for T30)
  - Minimum of 9 players (including bowler+keeper) needs to be inside the 30-yard circle.
- **Powerplay 2:** After Powerplay 1 overs to 80% overs (28 overs for T35, 24overs for T30)
  - Minimum of 7 players (including bowler+keeper) needs to be inside the 30-yard circle
- **Powerplay 3:** Last 20% of the overs (last 7 overs in T35; last 6 overs in T30)
  - Minimum of 6 players (including bowler+keeper) needs to be inside the 30-yard circle

### 20 Overs Tournament:

- For the first 6 overs, a minimum of 9 players (including bowler+keeper) needs to be inside the 30 yard circle.
- For the remaining overs, a minimum of 6 players (including bowler+keeper) needs to be inside the 30 yard circle.

## Rule 15: Updating Scorecard

- All teams must do online scoring during the games. LPD will provide unique logins for every team to do live scoring.
- Both Captains need to publish their playing 11 before the toss and all players must be in the roster, replacing a player with a new player after the match is not allowed
- Corrections : such as wrong bowler or fielder name or runs added to the wrong batter. Any corrections that are required to the scorecard should be requested /made by the Wednesday of the week following the match day, after which the scorecard will be locked and no changes permitted thereafter.
- When online scoring is not done, the neutral Umpire is responsible to make sure that the scorecard is complete. Neutral umpire has to certify the scorecard as complete (scores tallied, important information legible, DNB listed, portability players and their teams marked) and should



send it to [ctclec@centraltxcricket.org](mailto:ctclec@centraltxcricket.org) at the end of the game.

- In the absence of the Neutral Umpire, it shall be the responsibility of the winning team captain to submit the playing rosters of both teams to the LPD/Statistician at the conclusion of the game.

### Rule 16: Ground Preference

- During league games, Club based teams will get higher priority of their respective grounds than independent teams.
- During Playoff games, no ground preference will be honored. The placeholders within each bracket (A1 vs A4, A2 vs A3 for example) will be predetermined on specific grounds. Teams finishing at respective positions are expected to play in the ground assigned.
- Until EC determines, WCG will not be used for playoff games.

### Rule 17: Rescheduling Games

- CTCL EC reserves the sole right to reschedule games – location, date or time. EC will reschedule games only during unavoidable circumstances like ground unavailability, City/County officials scheduling other events on our grounds.
- All participating teams should play the games scheduled or rescheduled by CTCL.

### Rule 18: Disciplinary Process

#### League Issues / Communication to CTCL

Captains should send a detailed email to CTCL Secretary, who will then communicate to respective CTCL officers to decide on the issue based upon the information provided. Email address or contact information will be provided during captains meeting.

#### Disciplinary Committee

This committee will comprise 3-5 senior members who are not part of any active CTCL team and have an extensive knowledge of cricketing rules and regulations.

CTCL DC contact - [ctcldc@centraltxcricket.org](mailto:ctcldc@centraltxcricket.org) (Will be active when DC is formed)

### Rule 19: Violation of Rules

Failure to follow any rules and regulations could result in a penalty including eviction of a team from the ongoing series. Umpires and captains should report any relevant incident to CTCL LPD using CTCL Report form. It is imperative that all captains/representatives and umpires read the Code of Conduct for players, captains and umpires, General rules and Amendments for this league.

### Rule 20: Amendment of CTCL Rules

CTCL EC has the right to make changes to the rules and schedules during the season. It is not anticipated, but if it happens, this shall be communicated to all captains.

### Rule 21: Appeal Process

CTCL shall try to resolve any complaint or issue brought to its attention by any active member or team. If the resolution reached by CTCL is not to the satisfaction of the individual or team, they can send an appeal to the CTCL disciplinary committee ([ctcldc@googlegroups.com](mailto:ctcldc@googlegroups.com)) within 5 days of the incident resolution. This committee will then review the appeal in detail and provide their decision and recommendations to CTCL and team/individual within 7 days of submission of appeal. The decision of the DC committee will be final and binding. No members or teams can further Appeal or escalate the matter.



## Rule 22: Umpiring Certification

- See Rule 1 for Level umpiring 1 certification updates.
- CTCL EC shall conduct in-person or online umpiring clinics and certification programs for all the teams involved. It is mandatory to have representation from each team as stipulated by CTCL.

## Rule 23: Ball lost or becoming unfit for play

- In the event of a ball getting lost or umpires deciding it has become unfit for play, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- In the event of the ball becoming wet and soggy or a white ball becoming significantly discolored and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear.
- Either batsman or bowler may raise the matter with the umpires about the condition of the ball, but the umpires' decision on whether to replace and which ball to replace it with will be final. If the ball is to be replaced, the umpire shall inform the batsman.
- Teams are supposed to preserve their match balls after the game is completed and are expected to provide replacement for an unfit ball to the umpires.

## Rule 24: Promotion and Relegation

- Three bottom ranked teams of a given division will be relegated to lower division and top 3 teams of Div A and lower will be promoted to a higher division.
- Teams cannot refuse to be promoted.
- More Details in **ADDENDUM XI**

## Rule 25: Player Switching Teams

- Players are allowed to switch teams before any season starts. If they're switching teams, they're required to send an email to [ctclec@centraltxcricquet.org](mailto:ctclec@centraltxcricquet.org) informing the change, and copy previous and future team's captains.
- Once a season is underway, players are NOT allowed to switch teams within their group/division. However, they're allowed to switch teams to a different group/division. To do this, the player must send an email to [ctclec@centraltxcricquet.org](mailto:ctclec@centraltxcricquet.org) informing the change, and copy previous and future team's captains (and club president if the previous team belongs to a club). In addition, the previous team's captain or the club president must also approve of this transfer (This is primarily to ensure that the players do not have any outstanding fees to the previous team/club).
- Once a Player is removed from the roster for the present tournament, then the player cannot be added back to the roster in the ongoing tournament.

## Rule 26: Switching ends after overs

In all CTCL matches, teams should switch ends after every over, pitch conditions permitting.

[Temporary] - Until a net is installed to stop the ball from going in the adjacent private property, WCG is to be used from one end (where the private property is on the extra cover of the right handed batsman) to avoid losing balls.

## Rule 27: Free Hit

ICC rules shall be followed. Batting side will be awarded a free hit for all no-ball offenses.

## Rule 28: Stumps and Scorecard

Every team needs to carry stumps and scorecards (cricclubs login) to the game.

**Penalty:** If umpire fails to find items,

- 1st offense - verbal warning to captain and report filed with EC.
- 2nd offense - written warning and report filed with EC
- 3rd offense - team captain banned for 1 game



### Rule 29: Umpire empowerment

Umpires will have full authority to control the game. If a player is found disrupting the decorum of the game, an umpire can:

1. Give a verbal warning to the player and his team captain.
2. Following penalties can be imposed for repeat/serious offenses by a Level I Certified umpire.
  - a. Sanction a player to sit out of the game for a period (recommended 3 over penalty in T20 or 5 over penalty in T30/T35).
  - b. Send the player off the field for the rest of the match for any serious misconduct (Level 3 -5 offenses as per ADDENDUM X).
3. Neutral Level I certified umpire/umpires will be the sole judge of whether an offense is minor or major and its respective penalty during a game. Any action taken by the umpire towards disciplining a player needs to be reported by the umpire to CTCL EC and DC [ctcldc@googlegroups.com](mailto:ctcldc@googlegroups.com) within 24-hrs. CTCL EC and DC should then deliberate on the offense committed and suggest the appropriate measures based on Players Conduct Offenses and Penalties (**ADDENDUM X**).
4. Verify the player's identity.

### Rule 30: Player Profiles

- Players are recommended to have one CricClub profile across the different leagues, this also helps CTCL to identify the Professional Players, If players are playing with different Leagues ( Local & outside CTCL region ) with different profiles, CTCL EC has rights to decide their Exclusive CTCL Player/Professional player definition.
- Individuals can not play any CTCL tournament with different profiles simultaneously. Players can represent only one team at any given time.
- Every player MUST upload a clear picture to their Cricclubs profile.

### Rule 31: Player Playoff eligibility

- Players are required to have played a minimum of 30% of total completed league games (rounded up) to be eligible for playoffs. For example, if there are a total of 6 league games, the eligibility is ( $6 * 0.3 = 1.8$ , rounded up to 2) 2 games. If there are 7 league games, the eligibility is ( $7 * 0.3 = 2.1$ , rounded up to 3) 3 games. Note it's not rounded to the nearest whole number, but rounded up.
- Washed out games are not considered 'Completed'. For example, if 2 out of 14 league games are rained out, then the total completed league games for that team is  $14 - 2 = 12$ . For playoff eligibility in that team, a player must have played at least ( $0.3 * 12 = 3.6$ , rounded up to 4) 4 games.
- The only exception to the above rule is as follows - Teams that were forfeited against can submit their roster before the following Wednesday in the website, and players in their roster will count towards eligibility. Teams forfeiting are not eligible to count the players for that game towards eligibility.
- Players playing Austin leather ball leagues other than CTCL, will be subject to a higher eligibility criteria. They must play a minimum of 80% of the games.
- Players residing outside the zones defined in Rule 6, will not be eligible for playoffs.



**ADDENDUM I: Teams**

(List will be published on CTCL Website)

**ADDENDUM II: Grounds**

CTCL Grounds
ACAG
RRCG
WCG

**ADDENDUM III: (Professional Players)**

(List of Professional Players will be published on the CTCL website)

**ADDENDUM IV: Level 1 Certified Umpires & Umpiring Fee**

(A separate list will be published on CTCL website)

**Umpiring Fee Breakdown:**

CTCL Tournament	Umpire Fees in USD (Per Team/Total)
20 Overs	\$25/\$50
30 Overs	\$35/\$70
35 Overs	\$40/\$80

- In an Intra-zone scenario, if a game get washed out due to rain after the umpire has reached the ground without a single ball being bowled, the umpire will be paid half of the stipulated amount for the entire game as defined above
- Once the game commences (after a ball is bowled), umpire will be paid in full irrespective of duration of the game.

**ADDENDUM V: Over Rate**

The target over rate is 13 overs per hour; there will be disciplinary action taken against teams who consistently fall short of the minimum acceptable rate of 10 OPH.

Time allotment for each innings (including drinks breaks):

- **T35 – 3 hours 10 mins (190 + 20 mins buffer + 20 mins innings break)**
- **T30 – 2 hours 45 mins (165 + 15 mins buffer + 15 mins innings break)**
- **T20 – 1 hour 45 mins (105 mins + 10 mins buffer + 10 mins innings break)**

**Penalty for slow over rate -**

- For a T20 game, the fielding team will be allowed to field only 4 fielders outside the circle for all overs started after the 100th minute from the start of the innings.
- For T10 games, the fielding team will be allowed to field only 4 fielders outside the circle for all overs started after the 50th minute from the start of the innings.
- For T30 games, the fielding team will be allowed to field only 4 fielders outside the circle for all overs started after the 150th minute from the start of the innings.
- For T35 game, the fielding team will be allowed to field only 4 fielders outside the circle for all overs started after the 3 hr mark from the start of the innings.





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### **ADDENDUM VI: Club Presidents/BOD Approval rules**

CTCL league games will be played using white balls and colored clothing. Approval is required from all Club presidents and CTCL EC to change this rule for future league games.

Any Rule Change requires ratification by

- a. two-thirds majority of captains
- b. majority vote from club presidents, and
- c. majority vote from CTCL executive committee.

### **ADDENDUM VII: CTCL Tournaments Awards**

CTCL will recognize Champions and Runners-up of with trophies/medals for all divisions for every tournament. Other awards, as deemed necessary by the CTCL EC

### **ADDENDUM VIII: Match times**

Umpire Report time: 30mins before game start

Toss Time: 15mins before game start

Game Start Time: Summer T20

Morning Game - 8:00 AM

Afternoon Game - 12:30 PM

These times are subject to change depending on weather trends. The changes will be discussed with captains and will be communicated 1 week in advance





**ADDENDUM IX: Player’s code of conduct**

This Code of Conduct sets the standards and expectations of anyone involved with the Central Texas Cricket League (CTCL). It has been developed to encourage good practice standards and protect the welfare and well-being of all involved in the game. All CTCL Players, administrators, volunteers, and other enumerated associates (members) are expected to act in a manner consistent with the Code of Conduct listed below. Any violations of the Code of Conduct could lead to disciplinary actions enforced by the CTCL Executive Committee (EC) and CTCL Disciplinary Committee (DC).

Code of Conduct

- Members are responsible for their own behavior and conduct during any CTCL events.
- Members should not discriminate against one another based on race, gender, nationality, religion, color, language, or any characteristic trait.
- Members shall NOT engage in verbal or physical abuse or hostility or intimidation with other members or members of the public.
- Members shall treat their teammates, opponents, and officials with respect.
- Members should accept all decisions made by the Umpires and shall NOT dispute or react provocatively towards Umpires.
- In case of any issues with umpiring, only the Captain shall amicably discuss it further with the Umpires.
- Members shall NOT engage in crude, abusive, or personal ‘sledging’ towards others (verbally or using gestures).
- Members should uphold the spirit of the game and adhere to all rules and regulations of the game set forth by the league.
- Captains are responsible for managing the tone on the field of play and are ultimately responsible for the team’s behavior.
- As a mark of respect to all other players and guests, members shall smoke ONLY in the designated areas outside the cricket ground or nets.
- Members shall NOT use or in any way be involved in illicit activities.
- Members should always abide by all the above Code of Conduct guidelines when representing CTCL. Any violations could lead to disciplinary actions.

To whomsoever it may concern,

I understand and agree that the CTCL Code of Conduct guidelines are there to nurture a safe, friendly, and healthy environment for playing and enjoying cricket for everyone.

I, ....., understand and agree to all the guidelines, and as captain/club president of team/club ....., I declare that all players in my team/club will always abide by the CTCL Code of Conduct and remain a valued and respected member of CTCL.

Signature: .....

Date: .....



**ADDENDUM X: Player Conduct offenses and Penalties**

All players and members of CTCL are expected to always follow the CTCL Code of Conduct guidelines. Any violations of the Code of Conduct could lead to disciplinary actions as deemed appropriate by the CTCL EC / CTCL DC. The below list will act as a reference for CTCL committees when deciding the appropriate disciplinary actions.

Offense Level	Penalty	Criteria
<b>Level 1</b>	Penalty - 1-2 match ban	<ul style="list-style-type: none"> <li>● Disrespecting/abusing teammates/opponents/umpires/ spectators verbally or through gestures.</li> <li>● Disrespecting umpire’s decision and arguing with officials</li> <li>● Incessant/excessive and intimidating.</li> <li>● Heated verbal altercations with players/umpires</li> <li>● Willfully mistreating any part of the cricket ground, facilities, equipment or implements used in the match.</li> <li>● Any other misconduct, the nature of which is, in the opinion of the umpire/CTCL DC, equivalent to a Level 1 offense.</li> </ul>
<b>Level 2</b>	2-5 match ban; Cannot be a team captain for six months.	<ul style="list-style-type: none"> <li>● Two Level 1 offenses within one year.</li> <li>● Racially abusing teammates/opponents/umpires/spectators or abusing/discriminating based on race, gender, nationality, religion, etc.</li> <li>● Showing serious dissent (heated arguments) at an umpire’s decision by word or action.</li> <li>● Making inappropriate and deliberate contact with another player.</li> <li>● Inappropriate and dangerous conduct towards. player/umpire/spectator (e.g., aggressively charging at someone, throwing ball/equipment at someone with intent, etc.)</li> <li>● Captains/players charging onto the field from outside to argue with other players/umpires.</li> <li>● Players not physically/mentally fit to play (e.g., under the influence of alcohol/drugs).</li> <li>● Any other misconduct, the nature of which is, in the opinion of the umpire/CTCL DC, equivalent to a Level 2 offense.</li> </ul>
<b>Level 3</b>	<ul style="list-style-type: none"> <li>● 3-6 months ban from all CTCL activities.</li> <li>● Cannot be team Captain/VC.</li> <li>● Cannot hold any CTCL position for one year.</li> </ul>	<ul style="list-style-type: none"> <li>● Three Level 1 offenses within two years.</li> <li>● One Level 2 offense and another Level 1 or Level 2 offense within a two-year period.</li> <li>● Threatening to assault a player/umpire/spectator.</li> <li>● Any other misconduct, the nature of which is, in the opinion of the umpire/CTCL DC, equivalent to a Level 3 offense.</li> </ul>
<b>Level 4</b>	<ul style="list-style-type: none"> <li>● 1-3 years ban from all CTCL activities.</li> <li>● Cannot be team captain/VC or hold any CTCL position for three years.</li> </ul>	<ul style="list-style-type: none"> <li>● One Level 3 offense and another Level 2 or Level 3 offense within three years</li> <li>● Involved in physical fight/brawl</li> <li>● Any other misconduct, the nature of which is, in the opinion of the umpire/CTCL DC, equivalent to a Level 4 offense</li> </ul>
<b>Level 5</b>	<ul style="list-style-type: none"> <li>● Lifetime ban from all CTCL activities</li> </ul>	<ul style="list-style-type: none"> <li>● Two Level 4 offenses</li> <li>● Physically assault player/umpire/spectator</li> <li>● Any other act of violence</li> <li>● Any other serious misconduct, the nature of which is, in the opinion of the umpire/CTCL DC, equivalent to a Level 5 offense</li> </ul>

Note: Captains are responsible for the team's conduct during the games. So, a captains’ transgression should be dealt with more harshly than other players. The team Captain will be held accountable for repeated transgressions of teammates and, consequently, could suffer disciplinary actions.



## ADDENDUM XI: CTCL Promotion/Relegation Rules

Any Future CTCL tournaments will be played in division format (Each Tournament format ( T20/T35/T10 will have its own division structure)

- The top 2 teams (3 teams in case of 2 divisions) in each division at league stage will be promoted to higher division and bottom 2 teams (3 teams in case of 2 divisions) in the league stage will be moved to lower division. (Playoffs are not considered for moving into higher divisions)
- Any new team that joins the league will start from the lowest division and move up for example to a team starting in Div. C as a new entry can move into Div. A in 2 tournaments if they perform and satisfy the promotion criteria.
- Last division will contain the remaining teams until we have number of teams to form a new division
  - For example, in Spring T-20 2022 we have 23 Teams playing, for fall tournament (or any future) tournament that happens after Spring 2022 T20 tournament, the division will be split like this
    - Div. A (8 Teams) Div. B (8 Teams) Div. C (7 Teams)
    - If few more teams join, then they will be added to Div. C
- If a team skips a tournament, they will lose their position in the division and they will be added to the list of teams that move down to the lower divisions. (However, this only applies to teams playing the Spring and Fall edition, Summer participation will not be counted towards this as explained above for relegation and promotion.
  - For example, a team is placed in 5th position in Div. A during the current tournament, skips the next tournament and will play Div. B on the tournament after next.
- Playoffs
  - Top 4 teams in each division will play in the playoffs.



Addendum XIII: D/L method application with cricclubs app

D/L Par score in cricclubs - How To

- During live scoring you will be able to see the Par score according to D/L method in the 'Par Score Chart' section in the app

Need help with Live Scoring? [Chat Now](#)

Portable2 45/1 (3.5/20) Portable1 118/6 (14.0/20)

Batting	R	B	4s	6s	SR
Sadiq Khan	18	9	0	2	200.00
Youth Portable1	10	6	1	0	166.67

Bowling	O	M	R	W	Econ
Spartans Portable2	0.5	0	19	0	22.80
Purush Swaminathan	2.0	0	11	1	5.50

74 more run(s) in 97 balls(16.1-Ov)

ParScore Chart

Overs Bowled	Overs Left	Wickets	0	1	2	3	4	5	6	7	8	9
2.5	17.1	-	12	17	22	30	41	56	74	93	108	
3.0	17.0	-	17	21	26	33	43	57	75	93	108	
3.1	16.5	-	17	21	26	33	43	57	75	93	108	
3.2	16.4	-	17	21	26	33	43	57	75	93	108	
3.3	16.3	-	17	21	26	33	43	57	75	93	108	
3.4	16.2	-	17	21	26	33	43	57	75	93	108	
3.5	16.1	-	17	21	26	33	43	57	75	93	108	
4.0	16.0	-	21	25	30	36	46	59	75	93	108	
4.1	15.5	-	21	25	30	36	46	59	75	93	108	
4.2	15.4	-	21	25	30	36	46	59	75	93	108	
4.3	15.3	-	21	25	30	36	46	59	75	93	108	
4.4	15.2	-	21	25	30	36	46	59	75	93	108	

In this case the team batting second has a par score of 17 at the end of 3.5 overs.

D/L Par score in cricclubs - How To

- If the game ends at any time - the D/L par score is then applied to the final scorecard to determine the winner.

Portable1 Vs Portable2

Need help with Live Scoring? [Chat Now](#)

Portable2 64/1 (6.0/20) Portable1 118/6 (14.0/20)

Batting	R	B	4s	6s	SR
Sadiq Khan	28	15	1	2	186.67
Youth Portable1	18	13	1	0	138.46

Bowling	O	M	R	W	Econ
Spartans Portable2	2.0	0	34	0	17.00
Purush Swaminathan	3.0	0	15	1	5.00

55 more run(s) in 84 balls(14.0-Ov)

ParScore Chart

Overs Bowled	Overs Left	Wickets	0	1	2	3	4	5	6	7	8	9
5.5	14.1	-	26	29	34	40	48	60	76	93	108	
6.0	14.0	-	31	34	38	43	51	62	76	93	108	
6.1	13.5	-	31	34	38	43	51	62	76	93	108	
6.2	13.4	-	31	34	38	43	51	62	76	93	108	
6.3	13.3	-	31	34	38	43	51	62	76	93	108	
6.4	13.2	-	31	34	38	43	51	62	76	93	108	
6.5	13.1	-	31	34	38	43	51	62	76	93	108	
7.0	13.0	-	36	39	42	47	54	64	77	94	108	
7.1	12.5	-	36	39	42	47	54	64	77	94	108	
7.2	12.4	-	36	39	42	47	54	64	77	94	108	
7.3	12.3	-	36	39	42	47	54	64	77	94	108	
7.4	12.2	-	36	39	42	47	54	64	77	94	108	
7.5	12.1	-	36	39	42	47	54	64	77	94	108	
8.0	12.0	-	41	43	46	51	57	66	78	94	108	
8.1	11.8	-	41	43	46	51	57	66	78	94	108	

In this case, the revised target by the par score chart was 31 off 6 overs at the loss of one wicket.

Total 6.0 0 64 1 1 0 0

Player of the Match:

Umpire 1 \* :

Umpire 2 \* :

Match Abandoned or Forfeit or Super Over

No T/L Applied

Revised Target:

Revised Overs: