

# CENTRAL TEXAS CRICKET LEAGUE (CTCL)

2018-RULES AND REGULATIONS

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#### Rule 0:

CTCL Rule Updates Color Clothing and White Balls CTCL league games will be played with white balls and color clothing. We have shared the recommended clothing vendor options with captains. We recommend at minimum, Dark Trousers and color jerseys for each team (when team uniform not available). Pads have to either be dark colored or matching colors with the team colors. Addendum VI required to change this rule. League Format CTCL Premier T35 [Feb - May]

- Division I - ABT, Eagles, Ravens, Lagaan, Tigers Pro, Chargers, Gladiators
- Division 1 champions and direct entry to Finals.
- Semis played between Team 2 and Team 3.
- Division II - Lions, Tigers, Panthers, Falcons, Hawks, UCC.
- Additional game played between - T1 vs T2, T3 vs T4, T5 vs T6
- Division II champions and direct entry to Finals.
- Semis played between Team 2 and Team 3.
- Additional Games:
- From the feedback received from the captains meeting, an additional game will be scheduled. Teams are expected to be flexible with game and umpiring assignments.
- In Division I & II games, T1VsT6, T2VsT5 and T3VsT4 are added.
- Winner of the game between Division I T7 and Division II T1 will be in Division I.

#### CTCL Summer T20 [May - Aug] \*Tentative Plan

- Group A: Eagles, Gladiators, Lions, Hawks, Star 11
- Group B: Tigers Pro, Ravens, Hurricanes, Panthers
- Group C: Lagaan, Tigers, Chargers, Falcons, ABT CTCL Champions T20 [Aug - Nov] \* Tentative Plan

● Top 2 teams from each division and 7th highest team will form Division A. Remaining teams will be part of Division B. UCC will playing in Division B by default (they couldn't play the summer T20)

- Division A -
- Division B -
- Division Champions - Topper of each division will be declared as champions.
- Playoff - Top 4 will qualify for playoffs for each division. Portability Rule
- Minimum 8 players from a team's roster are required to play the game.
- League Games: Only 3 substitutes allowed as portables (no batting, no bowling)
- Playoff Games: No portable or substitutes allowed for playoff games.
- Youth cricketers (Under 17 as of Jan 1st, 2018) can play for any team/club in CTCL League games

and are NOT considered as portables.

- CTCL Youth needs to be registered and waiver signed.

- Player move from one team to another is allowed only when less than 3 games are played by both the teams involved.

## Umpire Level 1 Certification

- A two-tiered payment system will be used to determine the umpire pay.
- For T35 games
  - Each team pays US \$40 to a Level I Certified umpire.
  - Each team pays US \$25 to an uncertified umpire.
- For T20 games
  - Each team pays US \$25 to a Level I Certified umpire.
  - Each team pays US \$15 to an uncertified umpire.
- Level 1 certification details will be shared soon.

## Forfeit

- A team forfeiting more than 1 game per format will lose its voting rights in the current year.
- Club/Team of forfeiting team should pay \$100 to CTCL within 5 days from the game day.
- Forfeiting team cannot play their next game until dues are cleared.
- The team that was forfeited against has to upload the scorecard and the players in the roster for the game will be considered towards eligibility in playoffs.

## Helmet Rule

- Following ICC rules. As per player discretion.

## Ground availability

- CTCL requests ACA, HCCA, RRCC presidents to communicate their ground availability for the league games. Notify by email [ctclec@googlegroups.com](mailto:ctclec@googlegroups.com) or

- Add directly to calendar

<https://calendar.google.com/calendar?cid=NGJob2I5cGNudWMzaGs5NTNocnFqbm5pazRAZ3JvdXAuY2FsZW5kYXluc29vZ2xlLmNvbQ>

- League games will be considered as Tie or N/R if ground is not available.
- Playoff games will be played on the reserve day if ground is not available.

## Rule 0.1: ICC Rule Updates Runout

- If the batsman grounds the bat (held by the hand) or another part of his/her person 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.



## No ball

- Ball bouncing over the head height of the striker are to be called as No balls. Rule 21.10.

## Rule 1: Spirit of the Game

All games will be played according to 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.

### Responsibility of Captains

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

### 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. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required. 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 Executive Committee (ctclec@googlegroups.com) in writing. These will be forwarded to CTCL Disciplinary Committee (ctcldc@googlegroups.com) for action. Umpire has the right to immediately disqualify and eject the player from the game.

## Rule 2: Team Composition, Overs, Time, Clothing, Balls

### Composition

A match is played between two teams; each team shall bat for a maximum number of overs as defined in Addendum V. A team consists of 11 players and captain shall nominate his players in writing to the umpire before the toss. Team with 8 players from their roster, can take the field to play a game.

### Fielder absent or leaving the field

1. Player absent more than 8 mins is considered leaving the field. 2. Player 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. 3. Player 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

1. Game start time shall be according to the Addendum VIII. There shall be a 20-minute (or 10 minutes

for T20s) break time after the first innings.

2. Captains shall have access to a copy of CTCL rules, ICC rules, and Code of Conduct documents during game day.

3. White balls and Colored clothing (including substitute fielders) for all CTCL tournaments.

4. At the end of the match, neutral umpire along with captains of both teams would adjudge the Man of the Match.

## Rule 3: Neutral Umpires and Umpire Dress Code

1. One neutral umpire shall be appointed by CTCL for each game (who shall be the main umpire) and two neutral umpires for Playoffs.

2. Umpire shall collect the roster from captains before toss.

3. Umpires shall conduct the toss with the Captains of the two teams 15 minutes before the actual start time of the game.

4. Umpires need to attend/go through umpiring clinic materials.

5. Captain of the team responsible to send an umpire for a weekend game should announce the person assigned to LPD/Statistician and get approval by Thursday of that week. EC will use its discretion to approve/disapprove a given umpire.

6. Captains of each team have the responsibility to send their players for umpiring during the allotted game.

7. Teams will be penalized 2 points 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 3-point penalty and suspension of the assigned umpire for next 2 games and the team captain for next game.

8. If the designated umpire does not show up for the game, captains shall report to the CTCL officer for such incident. The League Play Director and both captains shall agree to self-umpire the game if no neutral person is available on such short notice.

9. Teams that do not qualify for play-offs and/or have done less umpiring during qualifying phase shall umpire the Semi-finals and Finals – umpire for Finals can also be from teams eliminated in semi-finals.

10. 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.

11. Umpiring Dress Code: Red/Black/Dark Blue Shirt and black pants allowed for all games. There is zero tolerance for an umpire not being in dress code. Captains shall not pay the umpire if above is not followed.

12. Umpire Tools: Ensure that the umpire has the 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.

### 13. Third (3<sup>rd</sup>) Party Umpire:

- a. Definition: A 3rd party umpire is the one whose team is not originally designated to umpire a given game.
- b. The use of 3rd party umpire 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 3rd party umpire shall be responsible for all payments in excess of 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 3rd party umpire unless CTCL has requested as such.
- e. The team requesting a 3rd 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 needs to happen at least 24 hours before the commencement of the game.

## Rule 4: Schedule, Teams, Grounds

1. CTCL shall publish the complete schedule at least 10 business days before the commencement of the tournament.
2. CTCL shall publish the umpiring duties for a tournament at least 5 business days before the commencement of the tournament
3. Definition of in-town/out-of-town: Cities have been categorized into following zones:
  - a. Zone 1: Cedar Park, Round Rock, Georgetown, Austin, Elgin
  - b. Zone 2: San Antonio, San Marcos, Seguin, Killeen
4. Please see Addendum I for various teams in current tournament. Please note that Addendum I will change for each Tournament as various teams make themselves available.
5. Please see Addendum II for designated grounds for the current tournament.
6. Please note that Addendum II will change for each Tournament.

## Rule 5: Games and Playoffs

1. Game schedule shall be defined in the league schedule.
2. Minimum overs required for a meaningful result is 14 overs for T35 and 5 overs for T20.
3. In case of a tied game in T20 format, the teams will play Super Over to decide on a winner.
4. Playoffs will be played as defined in Rule 0.
5. The tie breaker between two teams with equal points shall be decided according to the following order:
  - a. Total Number of Wins
  - b. Head-2-Head matchup
  - c. NRR
  - d. Toss of a coin
6. If a playoff game (Except for finals) ends up in a tie or gets a “No Result” for any reason, the

tiebreaker between the two competing teams shall be decided according to the following order:

a. Points in the league table

b. Total Number of Wins

c. Head-2-Head matchup

d. NRR

e. Toss of a coin.

7. In case of finals, both finalists will be considered champions.

8. Winners from each tournament will be the CTCL Champions for their respective participating teams for the tournament defined in Addendum I

#### Rule 6: Point System

1. Win: 2 points
2. Tie or No Result: 1 point
3. Umpire No-Show Penalty: (-2 points): If the umpire does not show up, the umpiring team will lose 2 points for first offense.
4. Umpire No-Show repeat: (-3 points): If the umpire no show happens for a second time for a team, the team will be penalized 3 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.
5. Team No-Show Penalty: (-2 points): If a team does not show & did not call to cancel the previous day, the team will lose 2 points
6. Forfeit: (-1 point to the team forfeiting the game plus, other team gets 2 points): If a team forfeits a game and communicate the forfeiture beforehand in writing at least 24 hours before the game time the then team forfeiting the game will be penalized 1 point. The other team gets the full 2 points. If a team fails to communicate the forfeiture within the stipulated time then Rule 6.5 shall apply.
7. The team that was forfeited against has to upload the scorecard and the players in the roster for the game will be considered towards eligibility in playoffs.

### Rule 7: Fees League Fees

The following items will be part of the league fees

1. League Base Fee
2. Ground Usage Fees
3. Anything else that is deemed necessary by CTCL BOD
4. League fee must be paid at least 30 business days before the commencement of the league

### Umpire Fees

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

### Rule 8: Game Duration and Penalty

1. The duration of 35 over game per side is 3 hours (including breaks).
2. The duration of 20 over game per side is 2 hours (including breaks).
3. Batting team will be awarded 6 runs per over after the above respective times.

## Rule 9: 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 1st 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 doesn't show up or didn't have 8 players even after 30 mins of the scheduled time then Umpire shall award the points to the opponent team with 8 players. If both teams didn't have 8 players, the game is considered as No Result.

## Rule 10: Weather Rule

1. The Neutral Umpires shall be the sole judges of the fitness of the grounds, weather and light for play. Umpire 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 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 in the last minute, the game will be recorded as "No Result".
5. Games can be cancelled preemptively by mutual agreement of the captains if there is a forecast of severe weather like severe thunderstorms, temperatures under 45F (feels like 45F) and temperatures reaching over 105F. In case the captains, can't agree on cancellation, this can be escalated to League Play Director. LPD will be the sole judge once escalated.
6. Cancelled or Rained-out games shall NOT be rescheduled.
7. Once a game begins, both innings need to finish in order to have a result.
8. If a game is cancelled due to weather, 1 point will be awarded to each team in the league phase.
9. In the play-offs, there is one reserve weekend day designated to move one of the games. Tie breaker similar to 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 11: Player Portability Rule & Playoff Roster

1. Minimum 8 players from your roster required to play the game.
2. Youth cricketers (Under 17 as of Jan 1st, 2018) can play for any team/club in CTCL League games and are NOT considered as portables.
3. Captain can request for ID proof to determine if a player meets

Under 17 criteria. If a player cannot produce the ID, the player is not eligible to play as Under 17 youth.

4. No portability or substitutes allowed for playoff games.

5. A player has to play at least 1 game for a team to be playoff eligible.

## Rule 12: Field Restrictions and Power Plays 35 Overs

### Tournament:

Maximum of 2 players allowed outside the 30-yard circle for the first 20% overs (7 for T35) . Maximum of 4 fielders outside the 30-yard circle are allowed till completion of 80% of innings (28 for T35). For the remaining overs, a minimum of 4 players are required to be inside the 30-yard circle. Maximum of 20%( 7 for T35) of totals overs per bowler.

### 20 Overs Tournament:

Only 2 players allowed outside the 30-yard circle for first 6 overs. For the remaining overs, a minimum of 4 players are required to be inside the 30-yard circle. Maximum of 4 overs per bowler.

## Rule 13: Updating Scorecard

1. Conditions permitting, online scoring is strongly recommended.
2. Winning team will update the scoreboard on the website. CTCL executive committee may contact captains and umpires to get more information to keep track of performance and to guard spirit of the game.
3. Teams not updating the scorecard by Wednesday 5 p.m. following the game can be assessed a 1-point penalty.
4. The Neutral Umpire has the responsibility to report to [ctclleague@googlegroups.com](mailto:ctclleague@googlegroups.com) the rosters marking the portable players before the conclusion of the game.
5. 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 [ctclleague@googlegroups.com](mailto:ctclleague@googlegroups.com) at the end of the game.
6. 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 Statistician by the conclusion of the game.

## Rule 14: Ground Preference

1. During play-off games, teams seeded higher get preference on the ground for their games in knockout phase, subject to the permission of the clubs owning the ground.

## Rule 15: Rescheduling Games

1. Only the CTCL reserves the right to reschedule games – location or date or time. We do not intend to do so, but there may be unavoidable circumstances beyond our control like the ground not available,

City/County officials scheduling other events on our grounds.

2. CTCL scheduled or rescheduled league games should be played by the teams.

## Rule 16: Disciplinary Process League Issues or Communication to CTCL

Captains send a detailed email to CTCL Secretary. Who will then communicate to CTCL officers and they will 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 of 3-5 senior members who are not part of any active CTCL team and have extensive knowledge of cricketing rules and regulations. CTCL DC contact - [ctcldc@googlegroups.com](mailto:ctcldc@googlegroups.com)

## Rule 17: Violation of Rules

Failure to follow any rules and regulations will result in penalty and offences. Umpires & captains can report any relevant incident to CTCL LPD using CTCL Report form. It is imperative that all captains/representative and umpires should read the Code of Conduct for players, captains & umpires,

General rules and Amendments for this league.

## Rule 18: Amendment of CTCL Rules

CTCL office has the right to make changes to the rules & schedules during the season. It is not anticipated, but if this happened, this shall be communicated to all captains

## Rule 19: Appealing Process

CTCL officer would try to resolve any complain or issue brought forward to them by any member or active team. If the resolution of the issue or complaint is not to the satisfaction of the person or team bringing the issue to the CTCL office, they can Appeal this issue or complain to the CTCL disciplinary committee ([ctcldc@googlegroups.com](mailto:ctcldc@googlegroups.com)) within 5 days of the incident. This committee will then review the appeal in detail and provide the results with their recommendation to the Team Captains and CTCL officers involved within 7 days after the appeal has been submitted. Once this committee has made their decision it will be carried as a final verdict to this matter. No members or teams can further Appeal or escalate this matter.

## Rule 20: Umpiring Certification

See Rule 0 for Level 1 certification updates.

CTCL Executive committee shall conduct umpiring clinics for all the teams involved. It is mandatory to have representation from each team as stipulated by CTCL.



## Rule 21: Obstruction

If a ball hits an object that is otherwise not supposed to be in the ground, such as a tree or an electric pole, then the result shall be declared a 6.

## Rule 22: Ball lost or becoming unfit for play

1. In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
2. In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, 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, even though it has not gone out of shape.
3. If the ball to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise would be final.

## Rule 23: Promotion and Relegation

In T35 Group A the team that ends up with the last position will be relegated to Group B for the next year. The team topping the table in Group B will be promoted to Group A. Newly formed teams will start in Group B.

## Rule 24: Player Switching Teams

Player switching is only allowed in any given tournament once and before 3 games were played by the both involved teams.

## Rule 25: Overs (End) Changes

It has been decided at the 2015 Captains' meet with majority votes that teams will switch ends after every over in all tournaments, pitch condition permitting.

## Rule 26: Free Hit

Follow new ICC directive to use free hit for all no balls.

## Rule 27: Stumps and Scorecard

Every team needs to carry stumps and scorecards to 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 1 game ban on captain

## Rule 28: Umpire empowerment

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

1. Give a verbal warning to player and team captain.
2. Following penalties can be imposed for repeat offences by a Level I Certified umpire.
3. Post a 3 over penalty in T20 or 5 over Penalty in T35 to sit out of the game for repeat offense or severe offense.
4. In new playing condition pertaining to players' conduct, a player can now be sent off the field for the rest of the match for any serious misconduct, meaning it will apply to Level 3 and 4 offences.
5. Any action by the umpire towards disciplining a player needs to be reported by the umpire to [ctelc@googlegroups.com](mailto:ctelc@googlegroups.com) within 24-hrs.

## ADDENDUM I: Teams

### Group A Group B

Chargers Gladiators Tigers Pro Lagaan Jaguars Eagles Ravens Austin Begal Tigers

Panthers Hawks Falcons UCC Lions Tigers

### T20 Summer\*

Group A Group B Group C Tigers Pro Lagaan Tigers Lions Panthers

Eagles Ravens Hawks Falcons Bengal Tigers

Gladiators Hurricanes Chargers Star XI UCC

T20 Fall\* Two Groups will be decided based on Rankings. Top 7 teams will play for Championship cup and rest of the team play for Gold cup. Top 2 teams from each group automatically qualify for championship cup. Top two of the remaining teams will also qualify for championship cup. The ranking is based on points in qualifier round. Tie breaker rules listed in Rule 5.5 will be used in case two teams has same points.

## ADDENDUM II FIELD/GROUNDS

### **Ground Selection ACAG HCCG RRCG**

## ADDENDUM III PORTABILITY RESTRICTION

## ADDENDUM IV CTCL TOURNAMENT UMPIRE FEE BREAKDOWN

### **Tournament**

#### **Umpire Fees(USD)(Per Team/Total) Uncertified Level 1 Certified**

20 Overs \$15/\$30 \$25/\$50

35 Overs \$25/\$50 \$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, Toss is done, in regular games, 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.

## ADDENDUM VI Club Presidents

/

### BOD Approved rules

CTCL league games will be played using white balls and color clothing. ALL Club presidents and CTCL EC approval required to change this rule for future league games.

Any Rule Change requires ratification by two-thirds majority of captains and a majority of presidents and a majority in Executive committee.



ADDENDUM VII CTCL TOURNAMENT AWARDS Champions and Runners-up trophies/medals from all groups for each of the tournament

Other awards as deemed necessary by the CTCL EC

## ADDENDUM VIII Report and Start Times

Umpire Report time: 8:30 AM

Toss Time: 8:45 AM

Game Start Time: 9:00 AM

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 Restricted Player List No Restricted Player list for 2018

## ADDENDUM X Youth Player List