

# CMCL – Cricket Tournament 2023

April 2023 – June 2023

## Format:

- Number of teams participating: 4
- Each team plays twice with each other in group stage for a total of 12 matches
- Qualification for Finals
  - Top team from group stage will reach finals directly
  - 2<sup>nd</sup> and 3<sup>rd</sup> ranked teams will compete for a spot in Finals

## Player Eligibility:

- Max: 17 or 18 players team roster.
- Changes to the roster will not be allowed **after 4/10/2023**.
- For a player to be eligible for Finals, he must play at least 1 league game.
- No transfer of players between the teams

## Duration of Matches:

- Each innings shall consist of 20 overs for group stage, eliminators and final.
- Teams should try their best to bowl the 20 overs in 90 minutes.
- If a team isn't able to bowl their quota of overs in the stipulated time. They will only be able to have 4 fielders outside the circle for the remaining overs of their innings.

Umpires should start the clock when the first ball is bowled, in case the ball is lost or there's some injury, pause the timer.

Also, Pause the clock during the 5 min break at the 10 over mark. Let the bowling team know how much time they took to bowl 10 overs. The timer shouldn't be paused for field changes or between the overs.

**The 20th over should start before the 90th minute. If 90 mins are up and over X is going on, for the remaining overs there will be only 4 fielders allowed outside the circle.**

Eg: The 90 minutes are up at the first ball of the 18th over, for the 18th over there will be 5 outside the circle. But for the 19th and 20th over there will be only 4 fielders outside the circle.

- A full game should be over in 3 hrs 30 mins
- Teams should be respectful of the timings as we have back to back games, delay will impact the next game as well. Also, the ground availability is very limited, players are encouraged to be mindful of that.
- Final: Each innings shall consist of 20 overs
- A 5-min break will be given after 10 overs
- Innings break would be 20 mins.

## Balls

- Hard Tennis Nivia balls will be used for the games.

- Each innings will start with a fresh new ball.
- If the ball has got dirty and the batsman complains about visibility of the ball. The umpires should review the ball condition and change the ball.
- If the ball is lost/damaged umpires will try to replace it with a ball in similar condition. If there are no balls available in similar condition to the one lost or damaged, the umpires can choose a new ball.

## Umpiring

- All the teams should try to fulfill their umpiring duties.
- All the teams should try to send umpires who have good knowledge of the cricketing rules and have read this rule book for CMCL rules.
  - If the teams aren't able to find umpires, they should try to find umpires through the umpiring pool if they don't have one available. The teams can send an umpiring request @ [umpiring-pool-cmcl@googlegroups.com](mailto:umpiring-pool-cmcl@googlegroups.com)
  - The teams should send the umpiring request **at least 24 hours before** the game. They will have to pay \$25 for availing an umpire from the pool.
  - If the teams aren't able to find umpires through the pool, then it's their responsibility to cover however they manage.
  - If there's a no-show from Umpires, there will be a \$50 penalty and for repeated offenses there will be points penalty too. The decision will be taken by the Organizing team.
  - All the knockout stage games will have umpires from the Umpiring Pool.

## New Caught Out Rule

- When a batsman is caught out, the new batsman takes the strike, regardless whether the batsmen crossed or not.
- The only exception is when the batsman gets out at the last ball then the new batsman starts at the non-striker end.

## Dead Ball

- If the ball pitches on the grass, it will be deemed as a dead ball.

## Raking the pitch

- There's a rake available at the ground. Teams can rake the sand area during the breaks. Batting team should do it. It should not be done between the overs. Raking can only be done before or after the innings or during the 5 mins break after 10 overs.

## Rules

- All players play at their own RISK (Each and every member of the team must sign the waiver forms before the tournament begins)
- Byes are allowed
- No LBW and No Leg Bye.
- No-ball:
  - If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease but below the top of the head, either official Umpire shall call and signal 1st bouncer. **Consequent bouncers are considered No-ball and a free hit is followed.**
  - Further, if the first legal bouncer is above the batsman's head and the batsman is unable to strike it, then it is called a **wide** (but not a no-ball). This wide is still counted as the only legal bouncer allowed for the over. If hit by the batsman, it's considered as the 1<sup>st</sup> bouncer for the over.
  - A no-ball will be given for the following cases: (followed by a free hit)
    - A full toss ball above the waist height (if the bowler delivers 2 above the waist height no-balls, the bowler will no longer be eligible to bowl in that match). **Ball must be in line with the batsman position, consider the wide markings on the both sides as in line. If the waist height full toss ball goes beyond the wide markings, it needs to be deemed as a wide ball not a no-ball.**
    - If the bowler, hits the stumps while delivering the ball
    - If there are more than 2 fielders outside the inner circle during the power play
    - If there are **less than 4 fielders** inside the inner circle after the power play.
    - Once the bowler starts run-up, everybody in the field must be quiet. No cheering is allowed during that time. The umpire will be allowed to stop the play and give a warning to the fielding team captain. If the action repeats, the subsequent delivery will be given a no-ball.
    - Over-step no-ball: If the bowler steps over the line of delivery, a no-ball will be declared (LINE BELONGS to the umpire).
    - If the bowlers (front or back) leg crosses the side of the designated delivery box, a no-ball will be declared. (The bowler is allowed to bowl from behind the stumps)
    - If there are 5 fielders on the leg-side and the bowler is bowling around the wicket (from the leg-side area of the crease), a no-ball will be declared.
    - **If the ball pitches twice between the two stumps (not the crease; batting-end and bowling-end stumps), it is considered a no-ball not a dead ball.**
- There should be one wicket keeper behind the wickets at all times.
- Power play is decided according to the number of overs played per innings. Maximum of **2** players are allowed outside the inner circle(**25 yards**) during the power play. A maximum of **5** fielders are allowed outside the inner circle during the rest of the innings.

- No last batsman batting.
- The teams will be notified of the schedule in advance.
- The entire team is expected to be on the ground at least 15 minutes before the start of their scheduled game. If the ENTIRE team fails to show up at the scheduled time and the match is not started at that time., for Ex: 10:00 AM they will forfeit the toss and if it still fails to turn up after that, then for every 10 mins delay, 1 over will be reduced for that team while batting. In the worst case, if that team doesn't turn up even after 1 hr (i.e. first match-10 am), then they will forfeit the game. Full points will be awarded to the other team.
- Players have to be selected from a pool of registered players that have been submitted.
- A minimum of 8 players from each team is required for an innings play to happen
- **A waist above full toss must be given as a no ball only if the ball pitches in line with the batsman (meaning the ball must not be too wide). In case of a wide waist above full toss, a wide must be declared not a no ball.**
- Each bowler will be allowed to bowl a maximum of 4 overs.

## Run Outs:

- Batsmen can be judged run out by hitting the stumps which have bails present.
- If the bails are off and stumps are still in position (I mean standing) there should be a requirement to lift the stumps up. It should be treated as a regular run out.
- If the stumps have fallen due to previous run out attempt (that resulted in overthrow) or a fielder voluntarily or involuntarily knocking it off, then the fielder/keeper who is running out the batsmen should lift the stumps(not all the way in the air) from the ground and touch the stumps with the ball. By doing this the batsmen will also get a fair chance to get back and it will eliminate that risk of visibility for the umpires where the fielders are hitting the stumps that are lying on the ground.
- **Umpires decision will be final on any run outs and they can base their decisions on the above 2 rules and if someone is deliberately trying to take advantage of the run out loopholes.**
- **Please play the game in the right spirit and avoid unnecessary pressures on the umpires regarding run outs.**
- A batsman on the non-striker end can be runout by the bowler if they step out of the crease before the bowler has released the ball and the bowler dislodges the stumps with ball in their hand.
- Obstructing the field:
  - If the batsman wilfully attempts to obstruct the fielding by changing his running course. (Ref: ICC rules document 37.1)

## Elimination round and Level & Up

- Matches should be completed and will not be canceled.
- Matches should be completed on the same day if weather permits or another reserve date decided by the Organizers and both captains.
- Match resumption, Rematch rules and Player substitution rules in case of a continuation for elimination round will be the same as the League level.

## Points and Net Run Rate:

- Each win will give a team 2 points at the group level
- Each canceled match will give both the teams 1 point each.
- The Net Run rate would be calculated as the Average Run Rate scored by the Team/. The Average run rate scored against the Team. This will be done with the help of an automated process using a Cricketing App.
- Canceled matches will not count against the calculation of the Net Run Rate.

## Tied Matches

- A super over will be bowled if a match is tied
- One over per team is given
- Team batting second in the regular quota of overs, will bat first.
- If the team loses 2 wickets, that's the end of their innings
- If the scores are tied even after the super over, the team which scored the maximum number of boundaries in the regular quota of overs will be awarded the win.

## Substitute Fielder, Retired Hurt & By Runner:

- A fielder cannot be substituted to swap for a more athletic extra player unless there is an injury or emergency to the playing eleven.
- Retired Hurt: A player can be retired hurt for an external injury sustained during the match (as opposed to an internal injury such as a pulled muscle or dehydration) can return back to batting at any time during the innings.
- Players who are getting retired hurt without an external injury or Nature's call can only return back to batting as the last player.
- A player is allowed to bat, bowl or field even though a substitute has previously acted for him.
- A team can take only one by-runner in the match regardless of a pre-existing injury or an injury during the game.
- A player taking a by-runner can't bat in the Powerplay to take advantage of the fielding restrictions unless they are the last batsman for the team.
  
- Please note the strict rule regarding Retired Hurts, Substitute fielders and By Runners cannot be implemented by any one and it is up to the Playing Captains to be Considerable to such genuine requests. This will always depend on the mutual understanding between the Captains and no one should take undue advantage of the rules.

## Bad Weather & Bad Light & Bad Ground conditions: League Level

- In case of rain interrupting a match, teams should not leave the ground for 30 minutes. Organizers will work with captains to see if there is an option to continue the match after 30 minutes.
- If there's no possibility of a game on the scheduled day, we will try to arrange an alternative day for the game. In case, due to limited ground availability, we can't have a full game, we will try to schedule a 10-over game.

- Even if both the attempts mentioned above didn't work then **points will be shared**.
- Umpires will be consulted by committee organizers as needed, but umpires cannot make a decision on if a match is canceled or to be played later. ( This is because most of the times many umpires are not prepared to handle the conflict on the field and we want to keep them in a safety net so that they won't be sucked in to a controversy)
  - It is the responsibility of the Captain to have 11 players from their list, ready for the match at the alternate times provided by the Organizers. Keep in mind, we will do our best to come to agreements with both teams on a best possible date to play the match.
  - All the rules quoted as per the new amendment of rules in case bad of weather/rain, hold true even if it rains when you are playing it **second time**
  - Matches can only be canceled/rescheduled due to bad weather and not due to the **unavailability** of the players.
  - Players can be substituted in case of non-availability for those matches that are resumed on the same day and the eligible substitute rule does apply for them. The players that are substituted will only be able to field and cannot bowl, bat or keep the wickets.

## Discipline:

- Everyone involved should follow the rules and regulations of appropriate conduct on the field including laws as prescribed by the Madison County Police Department.
- As far as the cricketing code of conduct is concerned; the teams are here to have fun and to have a sigh 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.
- Players and team officials must at all times accept the umpire's decision. Players must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards another player or a spectator.
- Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
- Players shall not abuse on field cricket equipment or clothing, ground equipment or fixtures and fittings.
- Players shall not use crude and/or abusive language nor make offensive gestures or hand signals nor deliberately distract an opponent.
- Teams and Team captains must take adequate steps to ensure the good behavior of their members and supporters towards players and umpires.
- Any breach to the above disciplinary clauses will cause the player(s) forfeiture of the match for that team and the player(s) may be ejected for the rest of the tournament.

- Demerit point system will be in place.
- Demerit points will be given after 2 warnings by the umpire. 3 demerit points will result in ejection for 1 game. If a player is ejected twice he will be out of the tournament
- If a fielding team is taking too much time for field placements between overs, the umpire can give 2 warnings to the captain. If the team still repeats the mistake, the captain will be given a demerit point. Exception: if the delay is due to drinks because of the heat, or the field placement for a left-hander, or a player injury.

## Other:

- Each team will bring their own kit
- If there is an on-field issue, please keep calm in such situations and let the captains of both the teams resolve the difference along with the umpires.

**Cricket is a Gentleman's game. Conduct is very important, please respect the rules and participate in the true spirit of the game. We are trying our best to encourage and promote the game we all love. Your continued support is very much needed!**

CMCL Committee

Social Media

FB Page for Updates <https://www.facebook.com/CentralMississippiCricketClub/>

FB Players Group <https://www.facebook.com/groups/928580624999195>

Email : [info4cmcl@gmail.com](mailto:info4cmcl@gmail.com)