CHAMPIONS CUP

Organized by

COBCA CRICKET CLUB

## CODE OF CONDUCT, T20 PLAYING CONDITIONS - 2024



April – May 2024

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# GENERAL INFORMATION

The Champions Cup, organized by Cobca Cricket Club (COBCA) is an upcoming cricket tournament in Columbus, OH.

COBCA Cricket Club (COBCA CC) was established in 2003 by a group of cricket enthusiasts and have proven themselves in various tournaments since then. In COBCA CC we are passionate about this sport and look forward to players who share the same passion in the field. Off the field we want to make good friends and welcome all to our COBCA family.

The Code of Conduct, Rules, and Regulations of the Champions Cup will govern the actions of each member the participating teams. Any contravention of these rules should be brought to the prompt attention of the COBCA. Each team participating in this tournament is responsible for knowing, applying, and upholding the tournament rules, and Code of Conduct.

Champions Cup will follow all the applicable law as per ICC.

## 1.1 The Spirit of Cricket

* + - Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.
    - The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.
    - Respect is central to the Spirit of Cricket.
    - Respect your captain, teammates, opponents and the authority of the umpires.
    - Play hard and play fair.
    - Accept the umpire’s decision.
    - Create a positive atmosphere by your own conduct, and encourage others to do likewise.
    - Show self-discipline, even when things go against you.
    - Congratulate the opposition on their successes, and enjoy those of your own team.
    - Thank the officials and your opposition at the end of the match, whatever the result.
    - Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

## 1.2 Sign the Waiver

All teams and their players are expected to read the Rules, Regulations, and Responsibilities and abide by these rules throughout the tournament. Once a team and/or a club with multiple teams have registered to participate in the T20 Tournament; each team Captains and/or team representative agrees to have read all the rules and regulations and agree to follow them. Should there be any questions, comments, and/or concerns for these rules and regulation it is the team representative and/or the team captain to send an e-mail to [cobcacricketclub@gmail.com](mailto:cobcacricketclub@gmail.com) before the start of the tournament.

No team, club, or an individual player will hold Cobca Cricket Club liable for any injuries to the player and/or spectator. Nor shall they hold Cobca Cricket Club liable for any damages to the field and/or surrounding areas used for the game day. Waiver will be provided by Cobca Cricket Club at registration and needs to be completed prior to the start of tournament.

# Code of Conduct

While the Game is in play all questions to the umpires must be inquired only by the Captain of the Fielding Side or the Vice-captain (in captain’s absence) and by only the batsman at the crease. No one else from outside is allowed to walk on to the ground and raise any objections / questions. No modifications or suggestions can be authorized during the game. Teams are requested to carry Rules documents, Umpire would reach out to COBCA for any clarification needed.

Any disrespectful statement or act by player(s) to any Umpire or any other player(s) will result in a warning by the on the field Umpire which may lead to disqualification of the player(s) from the next game. Any further argument may lead to disqualification for the rest of the tournament.

The above shall be determined by the Umpire present on the field at the time. This Umpire will provide a warning to the player(s) and the Captain of that team. This then is the responsibility of the umpire to submit the complaint to [cobcacricketclub@gmail.com](mailto:cobcacricketclub@gmail.com) within 24-48 hours of the game day.

## 2.1 Disputes during the Match

COBCA will not offer any dispute reconciliation or settlement services. It is generally difficult to resolve disputes without

being first party to the facts. All efforts must be made to resolve disputes and continue the game to completion.

* + - Umpire's authority can never be challenged. The Umpire and captains should submit their feedback and report any dissent (abusive language, gestures or actions) shown by any player to COBCA.
    - The following Levels of Offense have been identified when directed towards fellow team mates, opposing players, officials or spectators –
    1. **Level 1**:
       - 1. Excessive non-friendly or combative chatter/verbal abuse, especially if the player fails to comply with a firm warning given by the umpire or COBCA official present on the field
         2. Use crude and/or abusive language (sledging) or make offensive gestures towards player and/or umpire
    2. **Level 2**:
       - 1. Repeat of offense Level 1 o Threaten violence towards fellow teammates, opposing players, officials or spectators
         2. Use of language or gestures that seriously humiliate, intimidate, offend, insult, threaten, disparage or vilify another person and mentally or emotionally distress a player.
    3. **Level 3**:
       - 1. Repeat of offense Level 2 or Use abusive comments or actions based on person’s race, religion, color, descent, national or ethnic origin or Threaten physical abuse or act of physical abuse of another player using parts of the body e.g. head, fist, legs, foot etc.
    4. **Level 4:** 
       - 1. Repeat offense of Level 3 or Threaten physical abuse or act of physical abuse of teammates, opposing players, officials or spectators using a bat, stumps or other object equivalent to a weapon or a weapon
    - The following penalties might be imposed upon a member when confirmed as indulging in the levels of offenses mentioned above (COBCA will take the final decision on the penalties) –

|  |  |  |
| --- | --- | --- |
| Level 1 : Player handed 1 game suspension | | |
| Level 2: Player handed 2 game suspension and Captain handed Level 1 offense | | |
|  | Level 3 | Player handed 3 game suspension, Captain handed Level 1 |
|  | | Offense and Team fined $250 (to be paid by Thursday of the following week. No pay, No play). |
|  | Level 4 | Player banned for the season/lifetime (decision will be taken by PEC), Captain handed level 1 |

* + - After a penalty is handed out, if the next game is rained out the penalty shall be carried over to the following game. If penalties are committed during the playoffs, these offenses will be imposed immediately. If penalized for an incident during the Finals, the penalty will be carried over to the next season.
    - COBCA will not tolerate any physical skirmishes on the field of play. The umpires and all members are strongly encouraged to call appropriate legal authorities in case of physical encounters on or off the field during the scheduled time of a game. Such physical encounters by active members of COBCA will result in the team(s) being suspended from the tournament.
    - The two captains must settle all disputes on the field. Captains are advised to make a sincere effort to resolve any disputes in the spirit of the game and in accordance with the laws of cricket. COBCA members will not be available to offer any mediation. If the negotiations end in an impasse and the dispute is brought to COBCA, COBCA can also impose any penalties that it deems appropriate on the disputing teams to preserve the integrity of the tournament.
    - Penalties will be enforced upon further investigation by COBCA.

## 2.2 Sledging & Penalties

* + - If you can’t say something nice, don’t say it at all. Verbal abuse, use of profanities etc. directed at players of the opposing team or any fans present will result in penalties as described in a subsequent section. Under no circumstances will the safety of the players or any of the fans be jeopardized. Sledging will not be tolerated.
    - If a player, batting or fielding receives a remark that he deems offensive, without apology, or has not acknowledge the context of the remark, then the procedure to correct this will be:
  + The player will inform the ruling umpire and respective captain. The captains must promptly intervene, and resolve the issue by asking the player(s) to desist from making any abusive or controversial remarks while on the field. The incident will be noted in the match report by the umpire.
  + The same procedure will be followed if any further incidents occur in the game. In addition, repeated incidents by player(s) or team in same match may result in immediate on the-spot penalties imposed by the umpire to ensure the safety of players and integrity of the game. These penalties may contain suspension of a player or players, and awarding the game to one side (in extreme cases).

# THE PLAYERS

## 3.1 Roster Submission

* + - On the invitation from COBCA Web Admin, all team captains have to update their roster in COBCA website (https://cricclubs.com/COBCAcricket). Make sure to provide the complete first and last name of each player as identified on player ID. Make sure all players verify their accounts in the website and unverified players won’t be accepted.
    - Team can have any number of players on the roster. Except technical issues (issue with cricclubs.com, players are not approved by web admins, etc.) All players must be registered in COBCA website by Friday 8PM EST prior to the weekend of play.
    - Roster will be locked at Friday 8PM EST before the week of last league game for the team.
    - Complaints of roster breach will be investigated thoroughly and if the offending team was found guilty of willful violation and if there was a deliberate attempt to break the roster rules, will result in loss of match and the deduction of 2 additional points whether the game is won or lost. The opposition team will be awarded 2 points in such a scenario. The team breaching the roster will incur penalty of $200 (first occurrence). Second occurrence will incur a $250 fine and the captain will be suspended for one game. Third occurrence will incur a $300 fine and the team suspended for one game. All fines will go to development of COBCA Cricket Club Ground and penalties must be paid within 48 hours from the time of the decision. Please keep in mind No Pay, No Play.
    - If an opposition team captain (or umpire or a COBCA representative) expresses a concern over a player identity, the team captain must provide a valid ID of the player(s) in question.
      * + Validity of the ID being presented can be verified IF deemed appropriate by Umpire and COBCA.
    - A player who has played for a team cannot play for another team (even as a substitute) without the approval of the COBCA. The guidelines for a change in team are as follows:
  + The new team must be located at a minimum of 150 miles from the old team
  + Both, the captains of the old team, and the new team must agree
  + The COBCA has to approve of such a change
  + The change cannot take place after roster lockdown.
    - Playing 11 must be declared and added to the online scoring right after the toss. No additional updates will be allowed for online player names. Umpire must verify playing 11 for online scoring before the start of the game.

### Nomination of players

* + 1. Each captain shall nominate 11 players plus substitute fielders to umpire before the toss. No player from playing 11 can be changed after the nomination without the consent of the opposing captain.
    2. A participating team should have at least 7 players on the ground in proper cricket attire before the toss time.
    3. Late arrival of players:
       1. A player whose name is on the team list given to the umpire will not be allowed to join the match if he arrives later than half (1/2) hour for T20 matches from the actual start time.
       2. From actual start time of the match, if the player is from batting team, it is the responsibility of batting team captain to notify umpire once the player arrives. If he arrives within 30 minutes, but umpire is not notified, the player will be considered as a no show.
    4. In an event where one team does not follow this rule then
       1. League stage - If both the participating teams do not have at least 7 players, at the time of toss, then the match is abandoned and no points shared but there will be a reduction of 1 point for both the teams. Umpire will take the final call and Umpire should be paid the full fee. If team A has 7 or more players and team B doesn’t within 30 minutes from the scheduled start time, then game will be awarded to team A.
       2. Knockout stage - It is termed as forfeiture and opponent team will be awarded the game. If both the participating teams do not have at least 7 players, then the match is abandoned and the next team in rankings will proceed further.
       3. If one team doesn’t have minimum 7 players, the toss will be automatically awarded to the other team.
    5. Fielding team is short of players but have 7 (seven) players ready to play:
       1. Player(s) as they come along can be allowed in to the field, at the end of an over.
       2. Players cannot come into the field while an over is in progress.
       3. Players entering the game will NOT be allowed to bowl for an equal number of overs while they were not on the field.

### Captain

* If at any time the captain is not available, a deputy shall act for him.
* If a captain is not available to nominate the players, then any person associated with that team may act as his deputy.
* At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in this document.
* Each team must nominate its Captain and Vice-Captain to COBCA during registration.
* Captains are encouraged to submit umpire performance form (helps improving umpiring standards) for every game (optional), but if there is an issue that occurs then captains must submit this form by EOD Monday after the match on weekend which then it becomes mandatory.

### Substitute

* + 1. Substitute player must be part of the team roster.
    2. The 12th man can be used only when all playing 11 are on the field. A team cannot start the match with 12th player if they are waiting on playing 11 to take the field.
    3. For any non injury situation, team can use a substitute for a maximum of 4 overs on behalf of any member of playing 11. Once a substitute finishes 4 overs of substitution in total, he further cannot be used as substitute for any other player unless there is an On-Field injury. Player who used substitute will have to serve penalty for number of overs he was off the field before he gets to bowl or bat. This rule will apply even if a player goes out of the field without using any substitute.

Example: If a player goes out off the field for 3 overs, then the team can use substitute for those 3 overs and they will be left with only 1 more over to use substitute in the remaining innings. Overall, substitute can’t be on the field for more than 4 overs for any non injury related situation.

* + 1. For any on field injury (umpire decision is final), substitute can be used for any number of overs, but the injured player have to serve the penalty before he can bowl or bat in the match. Multiple substitute fielders can be used if multiple players get injured. Umpire will have final decision to take on the on field injury.
    2. If a player is absent from the field for X number of overs, the following restrictions shall apply to their future participation in the match:
       1. The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total number of overs for which the player was absent (hereafter referred to as Penalty). Example: If a player is out of field after end of 2nd over and comes back after 3 overs, he has to serve a penalty of 3 overs before he can bowl. If he further leaves the field after serving only 2 overs of the penalty time and leaves field for another 4 overs, then he has to serve a penalty of 5 overs once has is back on the field (1 carried over from the previous penalty + 4 overs from current penalty)
       2. If any unexpired Penalty remains at the end of an innings, it is carried forward to the next innings of the match.
       3. The player shall not be permitted to bat in the match until his team’s batting innings has been in progress for the length of playing overs that is equal to the unexpired Penalty carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately.
    3. A runner is not permitted. The batsman can retire and resume his inning immediately after the fall of next wicket or after a batsman is retired OUT
    4. A substitute player can do wicket keeping in case of an injury to the wicket keeper. If there is no on the field injury to the wicket keeper, then substitute cannot perform the duties of a wicket keeper but anyone from the declared playing XI can take over wicket keeping duties. Umpire to determine on the field injury to the wicket keeper and Umpire decision will be final.

## 3.2 Playoff Qualification

* + 1. Player should play minimum 1 league games to qualify for playoffs
    2. Washed out and abandoned games will not be considered for qualification.
    3. Minimum 1 ball has to be bowled in order to consider that match for players qualification scenario.
    4. Umpire might check any form of Picture ID (License, passport, state card etc.) for player verification during the playoffs.

# THE UMPIRE

* 1. COBCA will nominate the umpires for all the games.
  2. The Umpire should be paid $50 per game ($25 each team). NU fees must be paid before the start of the game.
  3. The Umpire should be present on the ground at least 20 minutes before the schedule start of the match.
  4. Umpire’s Schedule will be published 2 days before the match schedule.
  5. The Umpires only can discuss with each other before they make a final decision on any event (e.g. ball carrying to the wicket keeper, waist high full toss, all decisions as needed) and all disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary irrespective of the scenario to provide the best possible decision.
  6. Umpire shall not be changed during the match, unless in exceptional circumstances (injury, illness). If such a change is inevitable and no replacement to Umpire is available, the two captains should take full responsibility of the game to be completed.
  7. Captains are responsible to ensure that umpires are paid their fees before the end of the game. If the umpire(s) are not paid COBCA will take strict action against the team(s) that did not pay.
  8. In the event of inclement weather and the umpire is present at the ground and no ball is bowled and the match is abandoned, 50% of the Umpire fee should be paid.
  9. Teams cannot reject assigned umpires. Such rejection to be considered as forfeit.
  10. Umpire has to make sure below playing conditions before the toss.
      + Must have roster of the teams playing the match handy.
      + Obtain list of names of the playing 11 from both captains.
      + Must cross reference the captains list with that of the team roster.
      + Must resolve any name discrepancies and all players name(s) issue before the toss.
      + Communicate final playing 11 to the opposing captains.
      + Establish hours of play (Duration of game and Interval)
      + The balls to be used for the match.
      + The boundary of the field of play
      + If the fielding team is short of Playing 11, the number of fielders absent on the field are considered as outside of 30 yard for power play rule. If the number of players missing are more than permissible players outside of 30 yard circle, that will be considered in compliance with the power play rules.
  11. Umpire must make sure below playing conditions before the match and the rules are strictly implemented.
      + Its home team responsibility to have wickets properly structured, creases (bowling, return, wide, popping creases) properly marked, 30 yards circles and boundary flags set properly. Umpires are advised to cross check creases, wickets before scheduled start of play
      + If home team fails to follow 4.11.1, umpires are advised to give a 5 minutes extension time to get the field ready from the scheduled start of time. Even after 5 mins extension, if home team doesn’t have ground ready, it is considered to be delaying the game, which will incur a penalty loss of 1 over per every 4 minutes, from their batting innings, and no longer than 30 mins of maximum delay. If the ground is not ready after 30 mins of scheduled start time, game will be awarded to opposite team. Only exception is bad weather conditions.
      + No player uses equipment other than that permitted
      + The wicket keeper gloves comply with the requirements
      + Umpires shall be the final judges of the fitness of the ground, weather and light for play,
      + All disputes shall be resolved by umpires.
      + Consultation between umpire and scorers on doubtful points is essential. The umpires shall satisfy themselves as to the correctness of the match score, wickets fallen, and overs bowled. They shall agree with the scorers at least at every interval. If there is discrepancy, Umpire’s decision is final.
  12. The umpires are authorized to intervene in cases of:
      + Deliberate time wasting by players or a team
      + Ball tampering
      + Dangerous or unfair play
      + Tampering with the ball
      + Reporting suspect bowling actions.
      + An umpire must obtain a good view of the bowler’s action and in case of irrefutable evidence, the umpire will inform the captain of the fielding side. NUs are urged to be prudent before taking a bowler off. The bowler will receive the benefit of doubt and the umpire will intervene only in cases of outright blatant chucking and if deemed unsafe.
      + Any other action that he considers to be unfair, dangerous, or against the rules and spirit of the game.
      + No modifications or suggestions can be authorized during the game. Teams are requested to carry a Rules documents, Umpire would reach out to COBCA for any clarification needed.
  13. After the game the umpire must:
      + Cross reference the respective scorecards.
      + Validate the scores
      + Confirm the winner of the game and man of the match
      + Sign and date the final scorecard if scored on paper
  14. Leg Umpire/batting end umpire:
      + For all league games, COBCA will provide 1 Umpire, however teams can have 2 Umpires if both teams are ready to pay and while for all playoff games, every effort will be made to provide 2 Umpires.
      + The batting team will provide a competent leg umpire for the league games and this person is expected to perform the respective umpiring duties in keeping with the integrity of the game.
      + It is the responsibility of the leg umpire to be neutral at all times and any conflict of interest will be resolved by the main Umpire.
      + The Umpire also reserves the right to reverse any incompetent/biased decisions judged by the leg umpire and the Umpire can request a change in leg umpire from the batting team captain.
      + The leg umpire is strongly urged to not involve himself in the open and loud encouragements and game discussions, strategizing with the batsmen, informing them of field placements etc. Incase if this is observed, the main umpire will warn the Leg umpire. For 2nd instance, will replace leg umpire and for 3rd or further instance, leg umpire will be replaced and 1 run will be deducted from batting team score immediately.
  15. If an umpire is late to a game by 10-30 minutes (5 min. increments) from the scheduled start of game, 10-30% of his match fee (5% increments) will be deducted unless a mutual agreement has been made between umpires and captains.
  16. If an umpire is late, he should communicate his location and estimated arrival time to the two teams.
  17. An umpire more than 30 minutes late or never shows up would be considered as a no-show. No payment will be made.
  18. Any error or mistake made during an over can or will be corrected at the end of the over by the umpires [e.g., umpiring calling a 6 instead of 4) with respect to scoring only. If so, it happens that the mistake could not be corrected (e.g., bowler

bowling 5th over in a game and wicket lost in that over or any scenario that cannot be corrected) that over will be counted as is and no action will be reverted, and play will continue, even if it is umpires mistake.

Example: a. If a bowler bowled 7th ball in the over, that will not be over ruled and anything happens in that delivery will be legal.

1. If a bowler started bowling 5th over in his quota and if it is observed after bowling 2 balls in that over, bowler will be replaced immediately and another bowler will be asked to bowl remaining 4 balls in the over, but the first 2 balls that are bowled will be counted.
2. If umpire declared a 6 instead of a 4, that can be overruled.
3. If a bowler bowls a 7th ball of the over and if it’s a no ball and if umpires realizes that it’s a mistake (7th ball), no free hit will be used and umpire will call the end of the over.
   1. Umpires are encouraged to do scoring for the game either via app or via paper but are not required to do so.
   2. Bowler should not block umpire view. (Umpire decision might go in favor of batsman as umpire won’t be in a proper position to take a decision as bowler is blocking his view. Example, LBW, Caught behind, wide, No ball).

(If a bowler bowls wide ball and if he is blocking umpire view, then Umpire won’t be a proper position to call it a wide. This is unfair for batsman. This is one of the many reasons to implement this rule)

* + - 1st instance of bowler blocking umpire view will be given a warning.
    - 2nd instance of bowler blocking umpire view will be given a 2nd and final warning.
    - 3rd instance, the bowler will be asked by the umpire to stop bowling that over. And another bowler must complete the remaining over without exceeding the allocated quota of the bowler as outlined in the rules.
  1. If Umpire is 100% certain that Leg umpire has given a wrong decision (in case of run outs, stumps), then Umpire can overrule Leg umpire decision and ask for replacement of Leg umpire immediately.

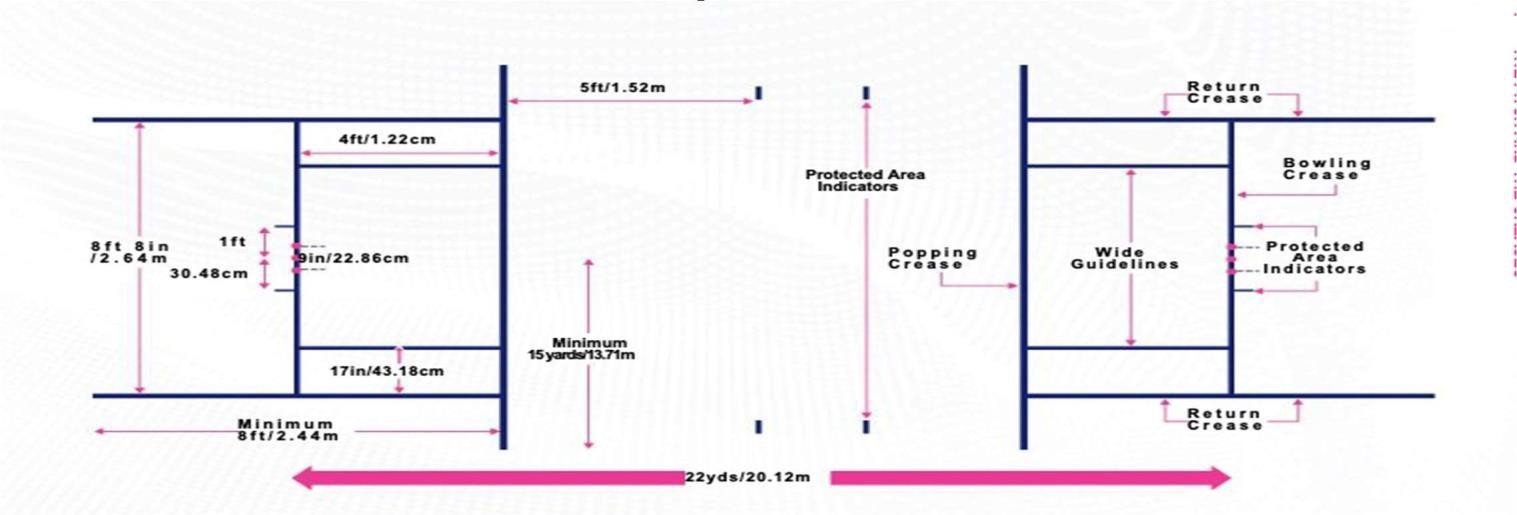
# MATCH BALL

* 1. Any team not using the standard COBCA ball in a match shall forfeit the match unless another agreement has been made by captains and Umpire
  2. The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.
  3. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket or any other disruption in play.
  4. If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

# THE CREASE

All required creases should be marked as per below reference with keeping the following in mind -

For pitches with small width (special cases), the width of the popping crease can be reduced with the agreement from the assigned Umpire and two team captains.

Wide crease should be 35 inches from the middle stump

# WICKETS & BAILS

* 1. Home team need to take responsibility to have proper stumps and bails.
  2. Bails should be used at both ends by default unless there is issue with heavy wind. If bails are removed from one end, then bails should be removed from both ends.

# MATCH START TIME & PENALTIES

For the game to officially start the weather and the wind-chill must be 45 degrees F as per [www.accuweather.com](http://www.accuweather.com/)

Should the weather and/or wind-chill fall below 45 degrees F during the ongoing game, the game must be stopped till the weather improves to the playable condition of 45 degrees F.

Should both team captains along with the Umpire agree to continue playing then neither teams nor the Umpire will hold COBCA responsible for any injuries to the player(s) during that may result during the game. If either team captains or Umpire is in disagreement, then the above rule of the weather must be followed.

#### Start Time

* + 1. Official match start time is 10 AM EST and 2 PM EST if both teams are local. If any team is travelling, then start time will be 10:30 AM EST and 2:15 PM EST
    2. If for any reason if both teams agree for a different start time, then they need approval from COBCA and also needs to take approval for other teams whose game might get affected due to this change.
    3. Each innings should be completed in 85 minutes (20 overs x 4.25 minutes per over), and there will be 10 minutes break in between both innings. Total game time not to exceed more than 180 minutes.
    4. Team captains should be ready to toss 20 minutes prior to the official match start time.
    5. If a team is not ready to play by the start time, it will be considered late and will be subject to penalties.
    6. If both teams are late, match will start immediately when one team is ready to play.
    7. If none of the teams are ready to play at the start time, total number of overs will be decreased at the rate of 1 over for every 5 min. If none of the teams are ready to play by 30 min after the start time and if no attempt was made to contact the umpire, the match will be abandoned. In this case, if the Umpire had reached the ground then each team will have to pay the Umpire full amount $50.
    8. The Umpire reserves right to lower the penalty for outstanding circumstances (very rare events like an accident etc.). Unexpected traffic patterns, getting lost etc. will not be considered outstanding circumstances.

#### Delays during the Match

* + 1. Deliberate delaying tactics will not be tolerated. Umpire can follow the following guideline in obvious cases of time abuse (resolve the issue as far as possible without applying penalties):

Example: Removing gloves, pads, changing bats, water breaks, unnecessary field changes, etc. unnecessarily is considered deliberate delaying tactics.

1st offense: 1st warning

2nd offense: 2nd and final warning

3rd offense: 5 penalty runs (all warnings apply to the entire team and not to individuals)

* + 1. If the team bowling first does not bowl 20 overs in 85 minutes, then not only will it be required to bowl the remaining overs, but it will also have to chase its target in the number of overs that it had completed in the allotted time.

For example, if the team bowling first bowls 19 overs in 85 minutes, it will still have to bowl the 20th over. Then when batting, it will have only 19 overs to make the runs that the team batting first made in 20 overs.

* + 1. If the team bowling second does not complete its quota of overs in 85 minutes, then there will be runs added to the batting teams total using the following formula:

Runs Added = [20 - Overs Bowled in 85 minutes] \* RR of batting team

After the addition of runs, if the team batting second has still not reached its target, it will get the remaining overs to reach the target.

* + 1. Games will NOT exceed greater than 85 minutes of the allocated time. Umpires are asked to follow the guidelines of strictly enforcing the time line and it is at the discretion of the umpire to give an additional 15 minutes. Strict action will be taken against the party at fault here.

Umpires are given the right to either call off the game using D/L method if not finished in the allocated time or the additional 15 minutes.

* + 1. The umpires have the right to relax the time constraints in case of extremely hot and/or humid weather.
    2. The Leg umpire is not allowed to come towards the striker during the over with the purpose of discussing the strategy, mentoring, guiding by carrying the water as part of water break. All this can be done with the end of even number of over in the game.

#### Forfeited Matches

##### What is a forfeit?

* + - 1. Any team that prematurely leaves the field of play without the approval of the umpires and mutual consent of both captains.
      2. If a team announces its inability to play a scheduled match and does not reschedule it (with other teams and COBCA’s consent)
      3. If team has less than 7 players to start the game

##### Penalty

* + - 1. If a team forfeits one game during the entire tournament, financial and points penalties will be imposed as follows
         1. If the forfeit is in the final two weeks of the regular season, then team will be fined $200 and 2 additional points will be deducted from their points tally.
         2. If the forfeit is prior to the final two weeks of the regular season, the team will be fined $100 and 1 additional point will be deducted from their points tally.
         3. If a team forfeits a playoff game, they will be fined $300 and be knocked out of the playoffs.
      2. If a team forfeits a second game during the regular season, the following Penalties will be imposed
         1. They will be penalized with a penalty of $300.
         2. They will be disallowed from participating further in that tournament.
         3. The team and ALL players on its roster will be suspended for one calendar year from all COBCA tournaments.

# WEATHER AFFECTED GAMES

#### League Match

For league stage, any rain-affected game will be completed per the rules below or can ONLY be rescheduled in the same weekend upon the mutual agreement of both teams. Upon agreement from both teams, an approval from COBCA will need to be taken to officially have this game rescheduled. Outside of the original scheduled weekend, NO reschedules will be allowed.

Decision on whether to split points or to reschedule has to made right at that moment once the decision about the actual scheduled match is made. If agreement from both teams to reschedule is not there then points will be split.

* + 1. If there is rain/bad light while a game is in progress, the umpire will be the judge if play can safely continue or not.
    2. If any side leaves ground without consulting with the umpire and opposing captain, they will have forfeited the match.
    3. No game will commence in rain. If a game is stopped due to weather, for its resumption, the conditions should have improved compared to when the game was stopped. A game cannot restart in rain if rain was the cause of the stoppage. Finally, Umpire is the best judge and his decision will be final.
    4. Once the game is started and minimum overs are bowled in 2nd innings, then if it rains, then D&L Method will be used to get the result of the match.
    5. Home teams are advised to have on-hand supplies (plastics, saw dust, mops etc.) to assist with the expeditious resumption of play after rain showers. The umpire in consultation with the respective captains, will make the final decision about the resumption of play.
    6. A minimum of six (6) overs must be played by each team in order for a game to be official. Otherwise, the game will be termed a washout and the two teams will have the option of mutually rescheduling the game or split the points.
    7. No game can be started with reduced overs assuming there might be rain delay during the course of the match.
    8. For any game that is delayed due to bad weather/ground conditions, umpires can reduce the overall game to 12, 14 or 16 or 18 overs a side (2 over increments only). For ex: A particular game which has a scheduled start of 10:00 am is now shifted to actual start time of 11:00 am. Based on the remaining amount of time available during a particular day, the umpires can make the final call on reducing the game to (min 6), 12/14/16/18 overs a side. Note: The umpires are NOT to reduce the overs to 15, 17, 19 overs a side (as this will create unnecessary calculation issues), instead reduce the overs in 2 over increments. An umpire is advised to get a minimum of 6 overs a side by 1 pm start time. If no game shall happen beyond 1 pm start time, then it will be subject to either reschedule or split points.

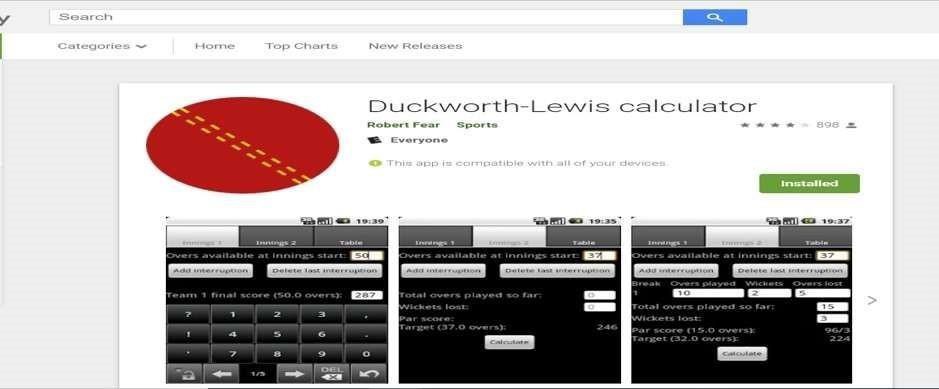
#### Playoff Matches

If inclement weather is forecasted on game day, COBCA decision will be final.

* + 1. COBCA will have a major say in the feasibility of the game.
    2. Once the game is started and minimum overs are bowled in 2nd innings, then if it rains, then D&L Method will be used to get the result of the match.
    3. If it rains out before minimum overs bowled in 2nd innings, then match will be moved to next day (any match played on a new day will be a new game) or the higher rank team will be qualified to next round.
    4. If all matches on that weekend gets washed out, then fresh match will be started on next weekend. Can have different playing 11. Any game started as a new game can have different playing 11.

#### D & L Method

When minimum number of overs (6 each) can be completed by both the teams, then the Duckworth-Lewis Method will be used to calculate revised targets. All Umpires should use only the below listed D&L application for result. No other D&L calculators should be used or considered.



# THE TOSS

* 1. The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the Umpire, not earlier than 20 minutes, nor later than 5 minutes before the scheduled or any rescheduled time for the start of play. The team must wait for Umpire for the toss, **Unless the Umpire has clearly communicated to teams about arriving late and to conduct the toss with out his presence.**
  2. As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision immediately. Once notified, the decision cannot be changed.

# DRESS CODE

#### Players

* + 1. All the players of the team should be in proper and same colored jerseys. NO whites allowed for T20 games.
    2. Player not appropriately dressed will not be allowed to take the field. Umpire decision is final. Improper attire includes (not limited to), jeans, shorts, slipper, boots.
    3. For playoffs, all the playing 11 of a team should have same jerseys. Players whose jerseys are not matching with their team players ARE NOT ALLOWED to take the field.
    4. Impact Player is allowed, must be selected right after the toss and declared to the umpire if he is a batsman or a bowler.

#### Umpires

* + 1. Dark colored shirt/Black pant (colored team uniform also included) and shoes to be worn for T20 matches. No shorts are allowed. Failure to follow this will have $10 deduction from match fee. Captains are advised to follow this instruction.

# POWER PLAY

* 1. During powerplay overs, there should be minimum 7 fielders inside 30 yards circle.
  2. During non-powerplay overs, there should be minimum 4 fielders inside 30 yards circle.
  3. In circumstances when the number of overs of the batting team is reduced, the number of powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both 1st and 2nd innings of the match

|  |  |
| --- | --- |
| Total overs in Innings | Number of Powerplay overs |
| 5-8 | 2 |
| 9-11 | 3 |
| 12-14 | 4 |
| 15-18 | 5 |
| 19-20 | 6 |

* 1. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

NOTE: For the purposes of COBCA, fielders count will be referred minimum instead of maximum.

# FIELD RESTRICTIONS & PENALTIES

#### Boundary Fielder

Since the league don’t have technology to verify the accuracy of incidents happen close to the Boundary Line, Fielders word will be taken for granted if and only if Umpire is unable to make a call based on the position of the fielder. Also, if any games are covered by Video recording. No Video footage will be taken into consideration irrespective of any scenario. Only on field umpire’s decision will be final in all aspects.

#### Fielder fielding the ball

* + 1. No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.
    2. Fielders must stand inside the circle before the bowler begins his run up. Fielders walking in from outside of the circle will be very hard for the umpire to judge if the player was standing outside the circle or inside while the ball was delivered, and it would be unfair for the batting team. If Umpire considers that fielder is outside the 30-yard he will call & Signal that delivery as a NOBALL.
    3. A fielder may field the ball with any part of his body except below clauses. These will be considered as illegal fielding
       1. Fielder uses anything other than part of his body to field the ball.
       2. Extends his clothing with his hands and uses this to field the ball.
       3. Discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.
    4. If a fielder illegally fields the ball or a fielder returns back from break without consent of Umpire and comes in contact to the ball, the ball shall immediately become dead and
       1. The penalty for a no ball or a wide shall stand if applicable
       2. Any runs completed by the batsmen shall be credited to the batting side, together with the run-in progress if the batsmen had already crossed at the instant of the offense
       3. In addition, the umpire shall:
          1. Award 5 penalty runs to the batting side.
          2. Inform the other umpire and the captain of the fielding side of the reason for this action.
          3. Inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

#### Protective helmets belonging to the fielding side

* + 1. Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both the stumps.
    2. If the ball while in play strikers a helmet behind the Wicket keeper.
       1. The ball shall become dead and an award of 5 penalty runs shall be made to the batting side
       2. Any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.

#### Limitations of on side fielders

* + 1. At the time of delivery, a maximum of five (5) fielders can be on the leg side during the entire match excluding Bowler and Keeper. Only two fielders are allowed behind the square.
    2. At the time of delivery, there shall not be more than two fielders, other than the wicket keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air in front of this line.
    3. In the event of an infringement of any of the above fielding restrictions, Umpire shall call and signal No ball followed by Freehit.

#### Movement of any fielder other than the wicket keeper

* + 1. Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:
       1. Minor adjustments to stance or position in relation to the striker’s wicket
       2. Movement by any fielder towards the striker or the striker’s wicket that does not significantly alter the position of the fielder
       3. Movement by any fielder in response to the stroke that the striker is playing or that his actions he intends to play
    2. While the ball is in play and until the ball has made contact with the striker’s bat or person, or has passed the striker’s bat, no fielder, other than the bowler, may have any part of his person grounded on or extended over the pitch.
  1. Collision between Batsman and Fielders

If there is a collision that happens between the bowler / fielder while the batsman or non-striker making an attempt to run and due to collision if there was an run out happened and if in the opinion of the umpire if that collision had not happened and batsman would have made his ground that ball should be called a Dead Ball and not to be counted as one for the over and no runs will be scored of the ball any penalties included should not be counted to the score as well and the batsman’s has to be returned to their original ends and bowler will have to re-bowl the ball ( to avoid controversies on the field ).

* 1. Wicket keeper
     1. The wicket-keeper shall remain wholly behind the wicket at the striker’s end from the moment the ball comes into play until a ball delivered by the bowler (otherwise, No ball will be declared as soon as applicable after the delivery of the ball)

1. Touches the bat or person of the striker or passes the wicket at the striker’s end or the striker attempts a run.
2. Movement of a few paces forward for a slower delivery, unless in so doing it brings him within reach of the wicket
3. Lateral movement in response to the direction in which the ball has been delivered or in response to the stroke that the striker is playing or that his actions suggest he intends to play.
   * 1. Wicket keepers are allowed to bowl at any point of time in the game. The umpires have to be notified of the change of wicket keeper otherwise the next ball bowled will be called a No Ball (no free-hit will be allowed) and the ball will be re-bowled. In the case of injury to the wicket-keeper during the match he can only be replaced by a player who was named in the playing eleven.
     2. A substitute player can do wicket keeping in case of an injury to the wicket keeper. If there is no on the field injury to the wicket keeper, then substitute cannot perform the duties of a wicket keeper but anyone from the declared playing XI can take over wicket keeping duties. Umpire to determine on the field injury to the wicket keeper and Umpire decision will be final.
     3. Wicket Keeper while attempting to field the ball tend to throw away the gloves on the ground and while the ball is in play if any throw by any fielder or keeper hits the glove that was thrown on the ground, a penalty of 5 Runs will be added to the batting team (Considered obstruction)
   1. Personal Protective Equipment (PPE) [Helmet, Gloves, Pads, Shoes & Guards)
      1. All players playing the game, must wear personal protection equipment (PPE), including helmets, batting gloves, batting pads, abdominal guard and tennis shoes.
      2. It is mandatory for all wicketkeepers standing up to the wicket (for any bowler) to wear helmet, wicket-keeping gloves, wicket-keeping pads and abdominal guard. If a keeper is standing 8 ft behind the wickets then the helmet is optional but wicket-keeping gloves, wicket-keeping pads and abdominal guard will be mandatory requirements.
      3. All players wearing a helmet, should inspect the helmets for cracks and grill adjustment. The gap of the grill and the visor should NOT be wide enough that the ball can pass through the gap. Umpires shall ask the player to adjust the setting if the gap is noticeably wider for a ball to pass through. In case if the helmet is not adjustable, then the player will be asked to change the helmet which has proper settings.
      4. All helmets should have proper face guard (grill) and chin strap.

# OVERS

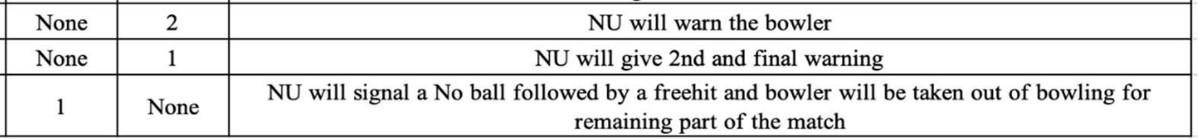
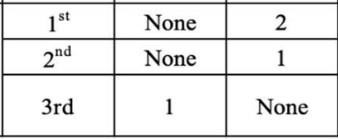
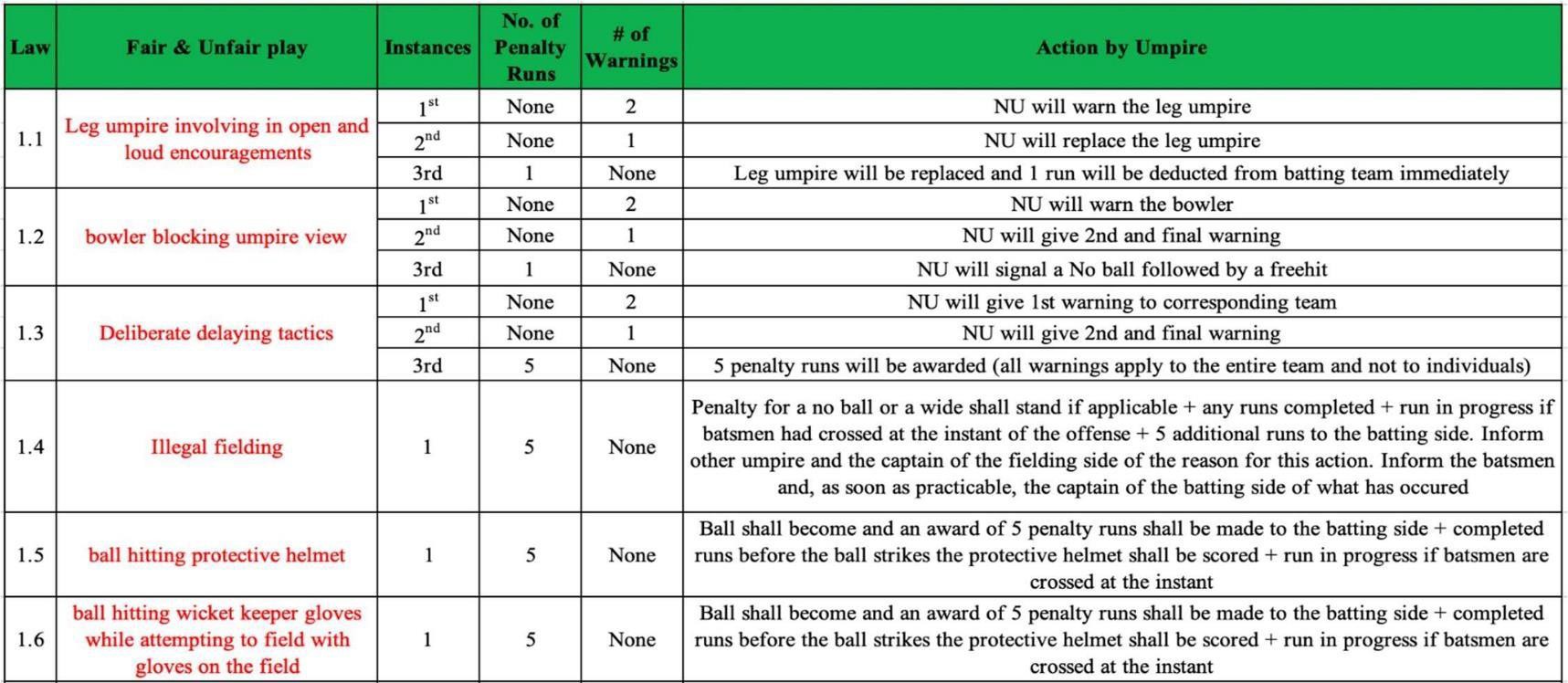
* 1. Each bowler is allowed a maximum of twenty percent (20%) of the number of allocated overs, four (4) overs in T20 match.
  2. If the match is started is shortened due to any issue, then the maximum number of overs a bowler can bowl should be divided as per 14.1 rule. E.g., three (3) overs in 15 overs match.

# BOWLING ACTION

Umpires are the Sole judges of a bowlers bowling action… the batsman has a right to raise their concern to the umpire if they feel that the bowler is having a suspect bowling action. However, if the Umpires are satisfied with bowler action play must proceed. If Umpires deem that the bowler have a suspect action any time during his quota of 4 overs , the bowler will be issued a 1st Warning and further repetition will result in 2nd and Final warning and if there is 3rd Instance /further repetition of Suspect Bowling action the Umpire will signal a no ball with a free hit and will instruct the Fielding team captain to remove the bowler from bowling and he will not be able to bowl any more in the Innings. However, if he alters his bowling action. Or make changes for the next game and the umpires in that game approves him. He will be allowed to bowl. Umpires will be very strict in suspect bowling actions and will incur serious penalties such as suspending from bowling for the entire game.

No Captains/Team members /Bowlers should use the record or validity of their bowling action from previous years games. COBCA Management has no inputs or suggestions or can resolve or address or accept queries for suspect bowling action issue during the Game. A bowler who may have been suspended for bowling action from previous game by an umpire in that game will have no impact on the following game. Every game will be treated separately and umpires are the sole judges for the bowling action during that game.

# PENALTIES



# RESULT

### TIED MATCH

###### If a league match is tied, then super over will be played in order to get the result.

* + - If a playoff match is tied, then super over will be played in order to get the result.
  1. SUPER OVER

Weather permitting, the Super Over will commence 10 minutes after the main match. Each team bats one over under the same restrictions as for the final over in a pool match.

* The team batting second in the main match will bat first in the Super Over.
* Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over.
* In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner:
  1. If the regular match utilized the Duckworth–Lewis method, criterion 4 immediately applies.
  2. The team with the most number of boundaries combined from the main match and the Super Over is the winner.
  3. The team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner.
  4. A count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. Runs scored from illegal deliveries count towards the total for the following legal delivery.
     + If the super over is not possible due to weather or bad light, the team with a better head-to-head result will be the winner (if applicable).
     + If there is still a (tie in the playoffs), the team with better NRR up to that point (including the league games and playoff games) will be the winner.
     + If none of the above works, then a coin toss shall be the final tiebreaker.

# GROUNDS

All the league and playoff games will be played at Cobca Cricket Ground. All participating teams must adhere to ground rules.