



CRICKETING RICHMOND RULE BOOK & CODE OF CONDUCT

Any game is enjoyed to its outmost extent with clean, rigid and yet customized rules based on need. With the limited options of resources & time, we will play our tournaments with great team spirit and abiding below rules and defined norms, code of Conduct.

All international Cricketing rules of 20- 20 format, 2024 RPL T20 and below custom rules are applicable in this tournament

General Playing Conditions

1. Cricket is a gentleman's game. To show professionalism, SCOR suggests all players wear a proper cricket attire including full sleeve or short sleeve jerseys / T-shirts, full length trousers, closed Toe shoes with rubber spikes during the game of play.
2. All players playing for the team should have registered 'Cricclubs' account with profile updated with their picture.
3. A squad of playing 11 is required to announce & should be listed on the score cards in Cricclubs before the match commences.
4. Team Photo of playing 11 for each team should be taken with the umpires before the start of the game and uploaded to 'Cricclubs'.
 - a. Photo should be taken on match day with umpires (One or both). All players should be present.
 - b. Player profile photo must match the face in playing 11 photos. Profile and playing 11 photos should have a clear face and able to recognize the face.
 - c. If any player missing in the photo, then those players are not considered for that match.
 - d. upload only one photo per team in Cricclubs under scorecard on or before Wednesday 8 PM
 - e. Failed to do so before the timeline and requirement of the photo then the players from that match are not counted for playoff requirement
 - f. If any team failed to take photo on match day and not uploaded then 1 point will be deducted.
 - g. If any team taken photo and not uploaded on time then \$50 fine will be collected. If failed to pay the fee before their next match then 1 point will be deducted.
5. This is a game of 20 Overs played in 2 Innings by each team.

6. A bowler can bowl a Max of 2 Overs in an Innings. A squad of playing 11 is required to announce & should be listed on score sheet.
7. PMO (Player Mandate Over) rule – First three batters in every innings must be changed. A batter can be retired out during the PMO after playing at least 6 balls.
8. BAILS are mandatory at least at the batting end (unless and otherwise it is extremely windy and both captains and umpires agree)
9. In case of fielder/Wicket Keeper substitute, umpires and opponent captain should be kept informed.
10. LBW, Leg Byes and Run out for leg bye - holds no control in this tournament, they stay void.
11. It is not required to inform the Side by the bowler to Umpire. It will be appreciated if informed.
12. A wicketkeeper can bowl & keep at any time in match. No restriction to field before bowling.
13. The captains are required to manage their respective teams and avoid any arguments/discussions, Abusing umpires and fellow players on the ground during play. Any unethical behavior and conduct breach will lead to team's disqualification to play in entire tournament.
14. Captains should make sure that their team plays with good conduct and help maintain sportive environment on the field. It is captain's responsibility to send knowledgeable umpires.
15. By Runner - As per the new international cricket rules. There shall be no provision for a By-Runner
16. All participating teams will commit to the schedule and timeline of the tournament. Organizing committee **will not make any changes** to the schedule once published.
 - a. However, if both playing teams and umpiring teams agree, the game can be played any time before the deadline for T2i knockout games to be completed.
 - b. If one team agrees to play on the originally scheduled weekend and the other team cannot play, then the game will be considered as forfeit and awarded to the team that is willing to play on the original scheduled date.
17. Point will be split in case of an unforeseen event like inclement weather or unplayable ground conditions.
 - a. However, if both playing teams and umpiring teams agrees to move the game (either game not started or resume the game {if 1st innings is completed for team batting 1st}) the game can be played any time before the deadline for T2i knockout games to be completed.
 - b. If both teams agree to move the game (either game not started or resume the game {if 1st innings is completed for team batting 1st}) and at later point of time one team agrees and another team disagrees to play before the knockout deadline weekend, then it will be points split.
18. A player must play minimum of 1 league games to be part of playoffs team. Rain impacted games will not count towards player eligibility
19. NO Alcohol or Tobacco is permitted on any Henrico County Rec & Parks or HCPS fields.
20. The 100% tobacco-free policy prohibits the use or consumption of all tobacco and tobacco-related products on school property, including chew, cigarettes, pipes, and electronic cigarettes. It applies 24/7 to teachers, staff, parents, guests, students, visitors, contractors, and others on school grounds, including parking lots and athletic facilities.

21. For any violation to State & County law will force the Executive | Organizing committee to take proper actions on the responsible person/Team & inform the county authorities, law enforcement personnels.
22. By participation of your team / team players in SCOR / Cricketing Richmond Cricket tournaments you agree and accept to keep us all rights to incorporate the above guidelines and norms. Organizing committee will have Right to control in any violations and misconduct in school fields.
23. Team captains will have access to add players to their teams and update the scores for their game.
24. After each match, teams should take the responsibility to add score cards in Cricclubs.com
25. In matches that are played on artificial pitches no spikes will be worn by either batsmen or bowlers and if in the opinion of the umpires the type of footwear is likely to damage or is damaging the surface in any way, they will be asked to change. If the player refuses the player will not be allowed to bat or bowl in that footwear.
26. All scoring to be done live and player information to be recorded at start of the game.
27. All the teams must send umpires for the games, if failed the teams would be penalized (\$150) in monetary terms and deduct a point from their winning points.
28. Umpire can overturn their decision if realized faulty. In a situation the umpire has given a decision of dismissal without knowing some new rule or what really happened. He can recall the decision after discussion before the next delivery is bowled. Umpires' decision is final. Umpires will consider the benefit of doubt in favor of Batsman.
29. Playing 11 should be listed on the score sheet. Also, if a player leaves the field during a game, he is not allowed to bowl for the number of overs he was out of the ground.
30. If the stumps are disturbed in a run out attempt, the stumps must be lifted with the ball in hand in the stumps original position for a RUNOUT in the subsequent attempt.
31. Caught behind should be given only by the main umpire, leg umpire can only confirm to the main umpire if he heard something and if the ball is carried cleanly to wicket keeper or fielder hand.
32. In case the umpires need to check for boundary or catch taken at the boundary, the fielder should hold their ground until the umpire comes in, check, and confirms.
33. Captains or any player with admin rights should make sure the online score cards or stats are not fabricated.

Match Duration

34. All Matches - Matches will consist of two innings per side and each innings will be limited to 10 overs. All sides are expected to complete the bowling of their allocated overs within the time allowed of 45 to 50 minutes per inning based on the allotted ground. Excluding the drinks breaks and injury time.
35. Hours of Play and Intervals and Conditions of Play – all games will be played under the General ICC Laws AND the Spirit of Cricket guidelines.

Start and Cessation Times

36. Schedule start time as published on the Cricclubs website.

37. Maximum of 10 minutes interval between innings.
38. The toss MUST be done 15 minutes before the normal start of play between the two captains or their representatives.
39. A game can be started with minimum of 8 players. In case of delayed start, the team responsible for will have to play their batting innings with 2 reduced overs for every 15 minutes delay.

Drink Breaks

40. Drinks break after half of the allocated overs bowled.
41. Drinks break will be 5 minutes max.
42. Drinks will be taken on the field of play and no extra time will be allowed. Drinks breaks allowed after half of the allocated overs bowled, however player(s) may be allowed drinks in natural breaks in the game – when a wicket falls, injury breaks, lost ball etc. However, this is at the umpire's discretion and permission. Drinks and drink breaks will be taken ON the field of play and players require permission to leave the field of play.

Length of Innings

General regulations for uninterrupted matches

43. Each team shall have the opportunity to bat for full-allocated overs. If they are dismissed before the completion of these allocated overs or a result is reached, the remaining overs will not be bowled.
44. If the teams batting first are dismissed before the completion of their allocated overs the teams batting second are entitled to have the opportunity to bat for allocated overs.
45. It is the fielding team's Captains responsibility to monitor the time taken to bowl the overs but should seek advice from the umpires about this. However, umpires will consider any circumstances that are outside the control of the fielding side when making this judgment (e.g. delays caused by the batting side e.g. extended time taken to retrieve the ball, delays caused by injuries or access heat issues).

Fielding Restrictions

46. Power play – below are applicable to all fields.
47. First 2 Overs are mandatory power play per innings.
48. All 11 Players can field during Power play
49. Maximum of 3 fielders can be placed Outside the inner circle during the overs 1 to 2.
50. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side (excluding bowler & keeper) during any course of the match. The ball will be called No ball and will result in a free hit and fielding position can change if the No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
51. Non- power play overs should have maximum of 5 fielders outside the inner circle
52. Fielding restriction breaches will result in a No ball and a Free Hit

53. Baseball fields -

- If the ball goes into the fence or anywhere outside the fence from the pre-defined declaration areas, the batting team will be granted 2 runs.
- When playing in Hungary creek middle school, if the ball goes outside the fence from the gap beside the keeper, it will be declared 2 runs. This rule applies even if the ball goes grounded or lands directly within the gap.

Wides and No Balls

54. A ball is termed as NO-BALL in following cases: - All No-BALLs result in a FREE HIT.
- Overstepping the Bowling Crease Line (Front) and results for a FREE HIT.
 - While bowling from outside of the crease line (sideline). At least 1 foot must remain totally in box.
 - A full toss above the waist will be called as no ball even if it is wide of the batsman. No-ball will take the precedence over wide in all occurrences.
 - One bouncer is allowed per over (Above the shoulder but not above the head), the subsequent bouncing ball will be treated as a No-Ball & results to a FREE HIT.
 - If a delivery is bounced above head, it is a Wide and 1st Warning to bowler. The subsequent bouncing ball will be treated as a No-Ball & results to a FREE HIT. If a batsman plays over the head ball and if it gets caught, then that batsman will be declared as OUT.
 - When the bowler takes off the Bails during the swing action or hits the stumps in the absence of bails it will also result to a No-Ball & Free Hit.
 - In the event a substitute player is replacing a player (listed in playing 11) while fielding, then the team needs to inform the umpire. Failure to notify the umpire will be called a no-ball.
 - In a free hit, the batsman dismissal occurs only by a run out.
 - If a keeper walks into the stumps at the instance of a delivery, leg umpire should warn once and next instance results in NO BALL and free hit.

Wide line and Bowling return crease (sideline) measurement:

- Wide line should be measured 1 bat from off stick.
- Bowling sideline measurement is 1 ½ bat from middle stick. The ½ bat measurement should be the face of the bat and not the handle.
- Wide line moves when the batsmen move before the instance of the delivery
- Reverse Sweep and Switch Hit
 - When a right-hand batsman tries for a reverse sweep (right hand still holding top of the bat), he should still be considered a right hander and Wides should be given accordingly. Wide lines will still hold true
 - When a left-hand batsman tries for a reverse sweep (left hand still holding the top of the bat), he should still be considered a left hander and Wides should be given accordingly. Wide lines will still hold true
 - When the bats deploy a switch hit, the Wides should be considered as to what it could have been at his original stance

- d. Unless otherwise batsman moves around the wicket, wide should be called both sides of the wicket if the ball is pitched past the wide line crease

PLAYER DISTRACTION

59. At the instance of the delivery fielders cannot distract the batsmen or the bowler. One warning should be given and subsequent action will result in a no ball & free hit
60. If there is a noise from the bowler while delivering a ball is natural and is not disturbing the batsmen, it is fine and legal. If the batsmen get distracted the way bowler makes a noise, then one warning should be given and subsequent action will result in a no ball & free hit
61. If the batter distracts the bowler or fielder verbally at the instance of the delivery, the runs resulting from it will be voided. All other forms of getting out will still hold good

The Ball

62. A new ball will be used at the start of first innings of innings.
63. The umpires will decide when a ball becomes unfit for use and obtain a replacement.

Points awarded

64. The winning side is awarded 2 points. No points to losing team.
65. It shall be the duty of the captain(s) of the team(s) and the umpire(s) to ascertain between innings the total runs scored by the side batting first and to agree the batting target accordingly.
66. In the case of a NO RESULT each side is awarded 1 point.
67. If team is not available for game to start on time as explained earlier, full points will be awarded to opponent team. Umpires will decide on awarding the game.
68. Interrupted Games - In the event of a game been shortened due to weather or delayed during the game by unforeseen circumstances either before the start or during the game:
69. Before starting the game, work out the number of overs to be played by the time left and dividing it by 4 minutes per over. Both sides must have the same number of overs to play. Umpires to work out the numbers of overs per bowler of a pro rata basis as well as agreeing the fielding restrictions.
70. Once the match has started and stopped due to any reason, then that match will be considered as abandoned and point will be split.
71. All semifinal / finals games will take an exception from the above rule. In case if the semifinals/finals game is stopped in the middle for any reason it must be a restart from beginning and played on the next available day.

Abandoned Games

72. In the event of a game is abandoned by any team there will penalty of 2 points
73. Team/Club will be immediately suspended. \$100 Penalty need to be submitted for further continuation in the ongoing tournament or return into a future tournament.

74. Unavailability/No Show: All teams must strictly adhere to the timeline and match schedules.
75. There will be no match reschedules for team's unavailability due to personal reasons. If a team does not show up to the venue, the opponent team will get a walkover win with 2 points.

Penalties

76. Penalties

- a. **Score sheets** – Teams should upload the score sheets by Wednesday 11 AM each week. Warning will be issued for the first offence to the teams who do not upload score sheets on timely manner. From the second offence onwards a \$5 fine will be collected for each additional day that a team takes to upload score sheets till that corresponding weekend or a maximum of \$25 fine for each offence.
- b. **Walking out of the game in the event of any disputes**, there will be a **\$100** penalty for teams walking out of a game. Also, that team will be suspended for the next one game on the schedule and cannot reenter the tournament without paying penalty
- c. **Unavailability/No Show: \$100** penalty If a team does not show up to the venue to play a game and cannot reenter the tournament without clearing dues before their next one game in the schedule. A second offence will result in a suspension of the team from rest of the tournament and result in **\$150** fine to reenter the league. This fine is in addition to the league fee that is due for each tournament
- d. **For not sending umpires** - if failed, the teams would be penalized **\$100** in monetary terms for each offence and / or deduct a point from their winning points. A second offense will disqualify the team from league in addition to **\$100** fine for each game missed.
 - A. Maximum 3 umpiring assignments per team.
 - B. Every team must get a rating above or equal to 3 in their umpiring assignments.
- e. **Unsatisfactory Performance** - Umpiring ratings will be reviewed after 3 matches and if a team does not meet the requirement of 3 *, then the remaining 2 games umpiring will be officiated from the umpiring group/pool.
 - A. The underperformed team is responsible to pay **\$50** / Umpire. The money will be paid to the umpires for their assignment.
 - B. Teams can avoid this by nominating decent umpires who are aware of custom rules and regular cricket rules.
- f. **No practice at** Duncroft / Deeprun park / Moody – Duncroft, Deeprun Park and Moody grounds will be used only for conducting games and not for daily practice / practice matches purpose. One point will be deducted from their team (s) winning points for each violation and will be penalized **\$100** in monetary terms for each offence.
- g. **Time Management** - teams who are taking more than 105 mins (1.75 hrs.) to bowl their quota of 20 overs in 360 fields and 90 mins (1.5 hrs.) in baseball fields will be noted and after 2 occurrences (not consecutive it can be game 1 and 4 as well) , captain will not be allowed to play the next league game. One more occurrence will result in reducing 2 points to the team

For Teams who are delaying the start of the game (by showing up late) by 15 mins, the team captain will be Warned once, and second occurrence will result in captain to miss the next

league game. Next occurrence will result in captain not to play in next league game. 3rd occurrence will result in reducing 2 points to the team. Same is applicable to teams who are umpiring too. The ask is umpires and players should start the game on time with 15 mins cushion

- h. **Smoking & public Urination** - We all are grown-ups, and it is up to us to keep the environment and the community Clean. OC Will take disciplinary actions if any player is caught with smoking on school grounds or public urination on any grounds. Violations will result in

- A. 25\$ fine for the first Violation
- B. 25\$ fine + 1 point will be deducted from their standings

Subsequent violations will result in banning the team for 1 league game (if the team have completed all their t20 games this will go into effect for t2i) + rule B will be followed. Matches that are to be played in grounds where there are no restrooms, the innings break should be maximum of 10 minutes. If any non-playing players are caught smoking or in public urination, umpires have the right to inform the OC and OC will take the call.

Captains, fellow players, umpires and who ever present at the ground can share the pic of the person as a proof to EC/OC. All the amounts collected from the fines will go towards the prize money.

The Result

77. The team scoring the highest number of runs will be deemed the winner. In the event of a tie, the following will apply:

78. SUPER OVER

- a. In the event of score-tie, SUPER OVER decides the winner of the match. This is applicable to all matches in the tournament.
- b. Same ball used in their inning will be used.
- c. The team batting second in the main match will bat first in the Super Over. The bowler of the batting team cannot both bat and bowl in the same super over. Each side has three nominated batsmen, means that the loss of 2 wickets ends the Super Over.
- d. In case if super over cannot be played due to weather condition, bad light, etc., game will be concluded as "No result" and both teams will receive 1 point.
- e. In the event of the scores being level in the Super Over then second super over should be played.

Mankading

79. Mankad Rule - Bowler attempting to run out non-striker before delivery. The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails to run out the non-striker, the umpire shall call and signal dead ball as soon possible"

Batsman Retirement

80. **Retired Hurt** – A batsman may retire at any time during his innings if he is injured and unable to play his innings. The Retired batsmen can resume his innings in the match and can resume innings after the fall of next wicket. Cannot be replaced by retired hurt. Retired hurt will not be treated as Retired-Out as per the ICC new rule.
81. **Retiring during fielding / Joining late to the fielding** - If any player is joining late to the team who is fielding or taking a break in the middle of the bowling innings then that player cannot take up bowling immediately after entering the field. He must wait for the number of overs that he is absent to bowl.

Substitute/12th Man

82. There is **No Super Sub** play throughout the tournament. A substitute is allowed only to Field. He is not allowed to Bowl and Bat for the match. Umpires and opponent captain must be informed in such event of having a substitute on field.
83. Fielder leaving the field – if the fielder is absent longer than 8 minutes
 - a. If a fielder is out of the field / not reporting to game / left the field without an injury (for resting) for certain number of overs, he should wait that many overs to bowl.
 - b. If a fielder left the field without an injury, when the team starts batting in 2nd innings, the batsmen should wait for the number of overs he is out during fielding. This condition will not apply if the player is out of fielding due to injury.
 - c. In the above scenario Umpire should be watchful and take the best decision by consulting the opposite Captain.
 - d. In the event a substitute player is replacing a player (listed in playing 11) while fielding, then the team needs to inform the umpire. Failure to notify the umpire will be called a no-ball.

Sledging

84. Sledging or an attempt to intimidate a player by passing a negative comment is unacceptable behavior. Any such behavior should be reported to umpire immediately. Unsportsmanlike conduct of a player will be considered as a violation of generally accepted rules and the "spirit of the game". Captains should make sure that their respective Team plays with good conduct.
85. **Verbal abuse or taunting of an opponent** – If such a behavior is observed, then that player
 - a. First time, Umpire will warn respective captain and player about penalty.
 - b. Second time, Umpire will suspend players involved for 5 overs (Out of Field, Batsmen will retire and can come back after 5 overs)
 - c. Third time, Umpire will suspend player for current match. EC, OC, Captains (Excluding players to be banned) and Umpires will decide whether to disqualify for immediate next 1 game of the present or future tourneys.

Team Fixtures and Format:

86. Diamond:

a. T2i registered Diamond Teams are ranked based on 2024 T20 rankings as below,

| Ranking | TEAM |
|---------|--------------------------|
| 1 | M C C |
| 2 | Raiders |
| 3 | Kings CC |
| 4 | Deccan Warriors |
| 5 | Centurion Cc(c3) |
| 6 | Squadrons |
| 7 | Surprising 11 |
| 8 | E C C |
| 9 | Richmond Indians |
| 10 | Jugaad 11 |
| 11 | Team Conquerors |
| 12 | Rockers |
| 13 | Eagles |
| 14 | Royals |
| 15 | Team X |
| 16 | Spartans |
| 17 | Knights |
| 18 | Rebels |
| 19 | Winner of SF1 (Platinum) |
| 20 | Winner of SF2 (Platinum) |

b. Platinum group finalists are promoted to Diamond group to maintain the 20 teams in Diamond.

c. Based on the ranking Groups are divided with equal weightages as below,

| Group A | | Group B | | Group C | | Group D | |
|---------|------------------|---------|---------------|---------|--------------------------|---------|--------------------------|
| # | TEAM | # | TEAM | # | TEAM | # | TEAM |
| 1 | M C C | 2 | Raiders | 3 | Kings CC | 4 | Deccan Warriors |
| 8 | E C C | 7 | Surprising 11 | 6 | Squadrons | 5 | Centurion Cc(c3) |
| 9 | Richmond Indians | 10 | Jugaad 11 | 11 | Team Conquerors | 12 | Rockers |
| 16 | Spartans | 15 | Team X | 14 | Royals | 13 | Eagles |
| 17 | Knights | 18 | Rebels | 19 | Winner of SF1 (Platinum) | 20 | Winner of SF2 (Platinum) |

a. 5 league games per team in Diamond that will be played against teams in another group.

A. Group A teams will play against Group C

B. Group B teams will play against Group D

87. **Platinum:**

- a. T2i registered Platinum Teams are ranked based on 2024 T20 rankings as below and Newly teams are added to the platinum groups to the bottom of the ranking table randomly using Random generator.

| Revised Ranking | TEAM |
|-----------------|-------------------------------------|
| 1 | Richmond Bengals or Rock On (SF1) * |
| 2 | White Caps or Hawks (SF2) * |
| 3 | Richmond Chargers |
| 4 | HCC |
| 5 | Cheetahs |
| 6 | RRR |
| 7 | Richmond Rangers |
| 8 | Southern Stars |
| 9 | Avengers |
| 10 | Panthers |
| 11 | Lions |
| 12 | Elite XI |
| 13 | Sunrisers |
| 14 | Lancers |
| 15 | Titans |
| 16 | Richmond Champs |
| 17 | Renegades |
| 18 | Avatar |
| 19 | Blazers |
| 20 | Richmond Challengers |
| 21 | Pouncey Legends |
| 22 | Thunders |
| 23 | Rising Stars |
| 24 | Leopards |
| 25 | Pitapuram MLA Taluka |
| 26 | Sadler Sena |
| 27 | Richmond Tyrants |

*Subject to change depends on the Semi Final results

- b. Platinum division will have 7 teams in Group A, Group B and Group C except Group D which will have 6 teams.
- c. Teams will play games within the same group. Teams in Group A, Group B, Group C will play 6 games. Group D will play 5 games.
- d. Top 2 teams from each group will move to the Quarter finals.
- e. For Players awards, stats from best 5 matches out of 6 matches will be considered.

| Group A | | Group B | | Group C | | Group D | |
|---------|----------------------|---------|------------------|---------|-------------------|---------|----------------------|
| # | TEAM | # | TEAM | # | TEAM | # | TEAM |
| 1 | TBD | 2 | TBD | 3 | Richmond Chargers | 4 | HCC |
| 8 | Southern Stars | 7 | Richmond Rangers | 6 | RRR | 5 | Cheetahs |
| 9 | Avengers | 10 | Panthers | 11 | Lions | 12 | Elite XI |
| 16 | Richmond Champs | 15 | Titans | 14 | Lancers | 13 | Sunrisers |
| 17 | Renegades | 18 | Avatar | 19 | Blazers | 20 | Richmond Challengers |
| 24 | Leopards | 23 | Rising Stars | 22 | Thunders | 21 | Pouncey Legends |
| 25 | Pitapuram MLA Taluka | 26 | Sadler Sena | 27 | Richmond Tyrants | | |

88. Max 3 umpiring assignments per team across divisions.

Qualification Criteria

89. Teams will not be ranked based on points. Teams will be ranked based on below order.



Number of Wins

NRR

Most Points

Win Percentage

Head To Head



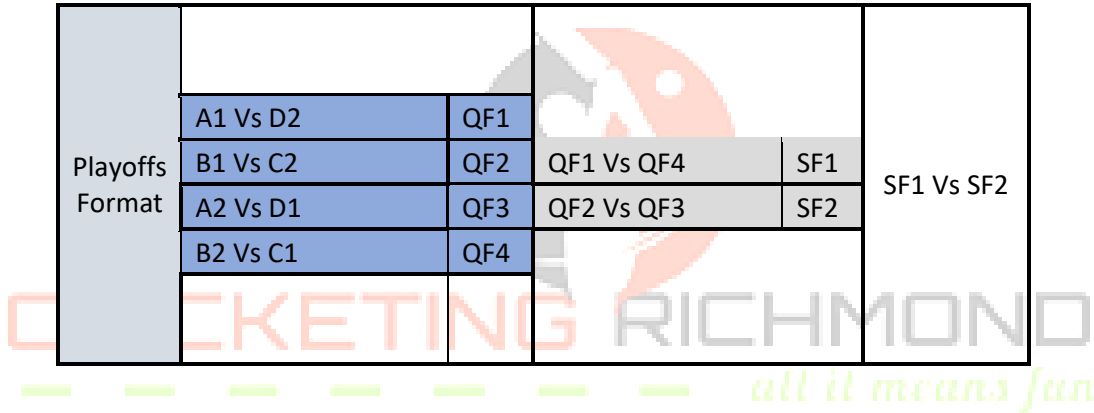
Knockout Fixtures.

Diamond: Top 8 teams from Diamond based on Number of Wins, NRR and Points will move to QF.

| | | | | | |
|--------------------|------------------|-----|------------|-----|------------|
| Playoffs Format | | | | | |
| | Rank 1 vs Rank 8 | QF1 | | | SF1 Vs SF2 |
| | Rank 2 vs Rank 7 | QF2 | QF1 Vs QF4 | SF1 | |
| | Rank 3 vs Rank 6 | QF3 | QF2 Vs QF3 | SF2 | |
| | Rank 4 vs Rank 5 | QF4 | | | |
| | | | | | |

Platinum: Top 2 teams from each group based on Number of Wins, NRR and Points will move to QF.

| | | | | | |
|--------------------|----------|-----|------------|-----|------------|
| Playoffs Format | | | | | |
| | A1 Vs D2 | QF1 | | | SF1 Vs SF2 |
| | B1 Vs C2 | QF2 | QF1 Vs QF4 | SF1 | |
| | A2 Vs D1 | QF3 | QF2 Vs QF3 | SF2 | |
| | B2 Vs C1 | QF4 | | | |
| | | | | | |



Code of Conduct & Spirit of Cricket:

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game.

Sports Club of Richmond dba Cricketing Richmond here by referred as Executive Board will enforce this code of conduct for all its players and participants.

Teams and Players violating the code of conduct will be subject to be terminated from the Tournament or the season based on the review after hearing concerns from all parties.

All participating members (Captains, Vice Captains, Team Managers, Coach, Scorer, Physical Therapists) must always comply with below defined code of conduct.

1. Any action which is seen to abuse this spirit causes injury to the game itself.
2. The major responsibility for ensuring the spirit of fair play rests with the captains and team managers.
3. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

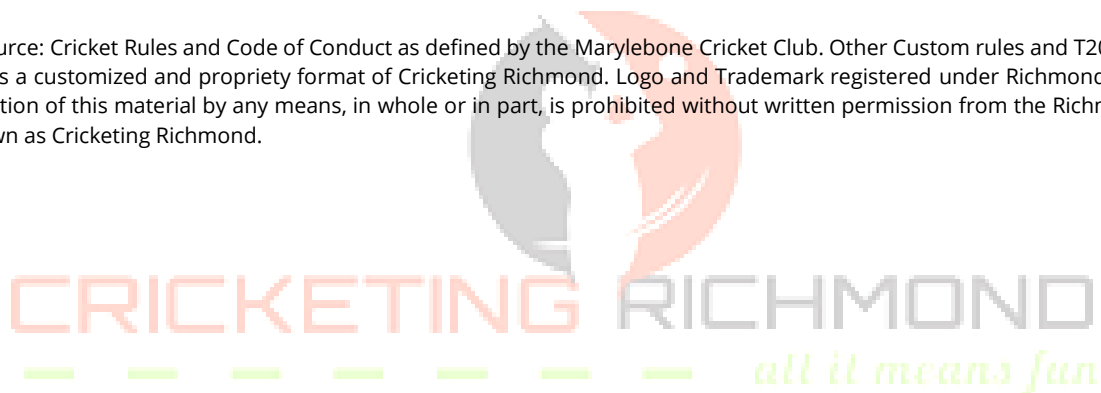
- a. The captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
- b. Player's conduct in the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing 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 other umpire and to the player's captain, and instruct the latter to act.

Fair and unfair play

- a. 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 act where required.
 - b. The umpires are authorized to intervene in cases of:
 - Time wasting
 - Damaging the pitch
 - Dangerous or unfair bowling Tampering with the ball
 - Any other action that they consider to be unfair
4. The Spirit of the Game involves RESPECT for:
- a. Your opponents, Your own captain and team
 - b. The role of the umpires
 - c. The game's traditional values
5. It is against the Spirit of the Game:
- a. To dispute an umpire's decision by word, action, or gesture
 - b. To direct abusive language towards an opponent or umpire
 - c. To indulge in cheating or any sharp practice, for instance:
 - To appeal knowing that the batsman is not out
 - To advance towards an umpire in an aggressive manner when appealing
 - To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side
6. **Violence:** There is no place for any act of violence on the field of play.

7. Safety: All participating members must take care and handle their personal situations (physical & mental) and take utmost care on the field. Do not play in harsh weather conditions (Dry, Wet, Cold & Heat). Cricketing Richmond will give the priority to its player's safety.
8. Liability: The Organizing Committee and Executive Board will only hold responsibility for Property (Public or Private) damage caused by actions & inactions of play. Any intentional damage/loss caused by any willful act of participant(s) will be addressed with necessary law enforcement intervention.
9. Players must carry their health insurance in event of personal injuries/sports injuries. Captains must ensure that all their players are well covered. EC/OC will not verify the proof of insurance of players.
10. Players Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this. The players, umpires, and scorers in a game of cricket may be of either gender and the Laws apply equally to both.
11. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys
12. For any clarifications or questions with the rules or format, please reach to Cricketing Richmond Executive committee (EC). All Game Updates will be published by Via email, Group Texts and Updated on criclubs.com

Rule Book Source: Cricket Rules and Code of Conduct as defined by the Marylebone Cricket Club. Other Custom rules and T20i (20 Twenty in 2 Innings) is a customized and propriety format of Cricketing Richmond. Logo and Trademark registered under Richmond Cricket LLC. Any reproduction of this material by any means, in whole or in part, is prohibited without written permission from the Richmond Cricket LLC also known as Cricketing Richmond.





PLAYER / ATHELETE WAIVER RELEASE FORM ("AGREEMENT")

In consideration of being permitted to participate in any way in any Richmond Cricket LCC dba Cricketing Richmond ("Activity") I, for myself, my team representatives & players, assigns, heirs, and next of kin:

1. ACKNOWLEDGE, agree, and represent that I understand the nature of the Activity and that I am qualified, in good health, and in proper physical condition to participate in such Activity. I further agree and warrant that if at any time I believe conditions to be unsafe, I will immediately discontinue further participation in the Activity.
2. I FULLY UNDERSTAND that:
 - a. ATHLETIC, SPORT ACTIVITIES INVOLVE RISKS AND DANGERS OF SERIOUS INJURY, INCLUDING PERMANENT DISABILITY, PARALYSIS, AND DEATH ("RISKS");
 - b. These Risks and dangers may be caused by my own actions or inactions, the actions, or inactions of other participating players in the Activity, the condition in which the Activity takes place, or THE NEGLIGENCE OF THE 'RELEASES' NAMED BELOW;
 - c. There may be OTHER RISKS AND SOCIAL AND ECONOMIC LOSSES either not known to me or not readily foreseeable at this time, and I FULLY ACCEPT AND ASSUME ALL SUCH RISKS AND ALL RESPONSIBILITY FOR LOSSES, COSTS, AND DAMAGES I incur because of my participation or that of the minor in the Activity.
3. I HEREBY RELEASE, DISCHARGE, AND COVENANT NOT TO SUE the Richmond Cricket LLC dba Cricketing Richmond or its associates, related affiliated and subsidiary entities of each, as well as the officers, directors, agents, employees and assigns of each, cricket clubs, coaches, officials, administrator, members, volunteers, participants, sponsors, advertisers, and if applicable owners and lessors of premises on which the Activity takes place, and any other party indemnified and held harmless by the Richmond Cricket LLC (each considered one of the 'RELEASES' herein) FROM ALL LIABILITY, CLAIMS, DEMANDS, LOSSES, OR DAMAGES ON MY ACCOUNT CAUSED OR ALLEGED TO BE CAUSED IN WHOLE OR IN PART BY THE NEGLIGENCE OF THE "RELEASES" OR OTHERWISE, INCLUDING NEGLIGENT RESCUE OPERATIONS, NEGLIGENT SECURITY, TRAVEL, AND RECREATIONAL OPERATIONS AND ACTIVITIES; AND I FURTHER AGREE that if, despite this RELEASE AND WAIVER OF LIABILITY, ASSUMPTION OF RISK, AND INDEMNITY AGREEMENT I, or anyone on my behalf, makes a claim against any of the Release's, I WILL INDEMNIFY, SAVE, AND HOLD HARMLESS EACH OF THE RELEASES from any litigation expenses, attorney fees, loss, liability, damage, or cost which may incur as the result of such claim.

AGREEMENT TO PARTICIPATE

I hereby authorize the Richmond Cricket LLC dba Cricketing Richmond to allow the reproduction, dissemination and/or publication of my name and likeness for media coverage, public relations, or any other purpose which may involve the use of photographs, films, and/or video tape recording. This is to be done in conjunctions with my participating in this tournaments and events organized by Cricketing Richmond and I understand and agree that I may neither pay a fee to receive individual promotional consideration from my participation in this event, nor will I receive any payment for the possible commercial use of my name or likeness.

I am aware that Richmond Cricket LLC provide insurance for organizing the tournaments as required by the Rec & Parks of Henrico & Richmond Public Schools for events organized and conducted by Richmond Cricket LLC. In an event of athlete/Player/Participant injury while participating in the tournament for any medical coverage, Player/Participant's insurance will be applied first. This insurance will only act as secondary only. An incident of personal injury caused by own actions or inactions, the actions or inactions of others or team actions shall imply same condition as above. Any Property damage to Henrico Rec and Parks facilities will be covered by the event insurance. Property damage caused by ill-actions of players in act of aggression or misconduct will make the player, team captain liable to cover the damage of public and private properties, assets.

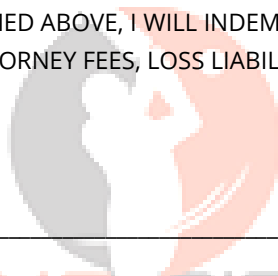
I HAVE READ THIS AGREEMENT, FULLY UNDERSTAND ITS TERMS, UNDERSTAND THAT I HAVE GIVEN UP SUBSTANTIAL RIGHTS BY SIGNING IT AND HAVE SIGNED IT FREELY AND WITHOUT ANY INDUCEMENT OR ASSURANCE OF ANY NATURE AND INTEND IT TO BE COMPLETE AND UNCONDITIONAL RELEASE OF ALL LIABILITY TO THE GREATEST EXTENT ALLOWED BY LAW AND AGREE THAT IF ANY PORTION OF THIS AGREEMENT IS HELD TO BE INVALID THE BALANCE, NOTWITHSTANDING, SHALL CONTINUE IN FULL FORCE AND EFFECT.

PRINTED NAME OF PLAYER/TEAM CAPTAIN _____PHONE: _____

PLAYER'S/TEAM CAPTAIN'S SIGNATURE (only if age 18 or over): _____

CLUB/TEAM NAME: _____

MINOR RELEASE: AND I, THE MINOR'S PARENT, AND/OR LEGAL GUARDIAN, UNDERSTAND THE NATURE OF ATHLETIC ACTIVITIES AND THE MINOR'S EXPERIENCE AND CAPABILITIES AND BELIEVE THE MINOR TO BE QUALIFIED, IN GOOD HEALTH, AND IN PROPER PHYSICAL CONDITION TO PARTICIPATE IN SUCH ACTIVITY. I HEREBY RELEASE, DISCHARGE, COVENANT NOT TO SUE, AND AGREE TO INDEMNIFY AND SAVE AND HOLD HARMLESS EACH OF THE RELEASES FROM ALL LIABILITY, CLAIMS, DEMANDS, LOSSES, OR DAMAGES ON THE MINOR'S ACCOUNT CAUSED OR ALLEGED TO BE CAUSED IN WHOLE OR IN PART BY THE NEGLIGENCE OF THE "RELEASES" OR OTHERWISE, INCLUDING NEGLIGENT RESCUE OPERATIONS AND FURTHER AGREE THAT IF, DISPUTE THIS RELEASE, I, THE MINOR, OR ANYONE ON THE MINOR'S BEHALF MAKES A CLAIM AGAINST ANY OF THE RELEASES NAMED ABOVE, I WILL INDEMNIFY, SAVE, AND HOLD HARMLESS EACH OF THE RELEASES FROM ANY LITIGATION EXPENSES, ATTORNEY FEES, LOSS LIABILITY, DAMAGE, OR COST ANY MAY INCUR AS THE RESULTS OF ANY SUCH CLAIM.



CRICKETING RICHMOND

PRINTED NAME OR PLAYER/CAPTAIN: _____

ADDRESS: _____
 (Street) _____ (City) _____ (State) _____ (Zip) _____

PHONE: _____

DATE: _____

Team Players Signature for Agreement and acknowledge the waiver:

| NAME OF PLAYER | SIGNATURE | NAME OF PLAYER | SIGNATURE |
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