



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 and below custom rules are applicable in this tournament

1. 20 Overs for Match played between teams should start on the plotted time.
2. Team captains are responsible for teams show up on time.
3. Captains should go for toss and express their decision with umpires/Captain before start of the match time.
4. 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.
5. A team should use a minimum of 5 Bowlers in a match. A Bowler is allowed to bowl a Max of 4 Overs in a match. A squad of playing 11 is required to announce & should be listed on score sheet.
6. 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.
7. In case of fielder/Wicket Keeper substitute, umpires and opponent captain should to be kept informed.
8. LBW, Leg Byes and Run out for leg bye - holds no control in this tournament, they stay void.
9. A ball is termed as NO-BALL in following cases: - All No-BALLs result in a FREE HIT.
 - Over Stepping the Bowling Crease Line (Front) and results for a FREE HIT.
 - While bowling from outside of the crease line (side line). At least 1 foot must remain totally in box.
 - Above the waist is a NO-BALL.
 - 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 of the Bails during the swing action will also result to a No-Ball & Free Hit.
10. In a free hit, the batsman dismissal occurs only by a run out.
11. It is not required to inform the Side by the bowler to Umpire. It will be appreciated if informed.

12. Bowling Action (Chucking): When a batsman / Captain of team objects the bowler's action to be faulty and not in line with ethical bowling action, both umpires will monitor the action and take the decision either Continue or stop the bowler to complete the over.
13. The appealed ball will be a legal delivery and any ball after the objection will be a dead ball if the Umpires find the ball delivery as illegal or chucked. The bowler has to end his spell and any remaining deliveries have to complete by another bowler.
14. The bowler will be under the observation of field Umpires or organizing committee personnel to continue his bowling for the rest of the tournament. This decision will be reserved for umpires/OC.
15. If match could not be started due to unavailability of ground or due to rain, match will be played On a reserve day or reserve ground. Committee will communicate to the teams about schedule.
16. Once the match has started (a minimum of 10 overs have to be played) and stopped due to any reason, then that match will be continued on the next available day, on the same ground.
17. If the same ground is not available (For RULE #15, #16), the playing teams will split 1 point each. This also holds true in the event of any disputes/unexpected situations. The Organizing committee will take the final decision.
18. A wicket-keeper can bowl & keep at any time in match. No restriction to field before bowling.
19. In the event of score-tie, **SUPER OVER** decides the winner of the match. This is applicable to all matches in the tournament.
20. 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.
21. 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. Umpires decision is final. Umpires will consider the benefit of doubt in favor of Batsman
22. In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner-
 - A) The team with the most number of boundaries combined from the main match and the Super Over is the winner.
 - B) The team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner.
 - C) 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.
23. All the teams have to send umpires for the games, if failed the teams would be penalized in monetary terms and/or deduct a point from their winning points.
24. 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.
25. 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.
26. Power play – below are applicable to all fields.
 - 4 (2Batting + 2Bowling) Overs mandatory power play per match.
 - 1st and 2nd Overs will be Bowling Power Play (Default and Mandatory).

- Batting team can make their choice for 2nd Power Play.
 - All 11 Players can field during Power play
 - Maximum of 2 fielders can be placed Outside the inner circle during bowling power play (overs 1 and 2)
 - Maximum of 3 fielders can be placed Outside the inner circle during batting power play (any 2 consecutive overs after the 2nd over) (As per ICC rule this also should be 2 and we have adjusted this rule to be fair to bowlers as well)
 - 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.
 - Non- power play overs should have maximum of 5 fielders outside the inner circle
 - Fielding restriction breaches will result in a No ball and a Free Hit
27. **By Runner** - As per the new international cricket rules. There shall be no provision for a By-Runner
28. **Retired Hurt** – A batsman may retire at any time during his innings if he is injured and unable to play his innings. The Retired batsman **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.
29. **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 in an attempt to run out the non-striker, the umpire shall call and signal dead ball as soon possible"
30. Score cards will be circulated to all playing team captains. Scorer/Captain must track and record the game statistics for each ball and over accurately. This will help to keep track of personal records in more effective way. Captains/Players can track the score & points in criclubs.com
31. Playing teams should be available on ground by 7:30 AM and Teams have to go for TOSS before 7:45 AM and start the **Play** at 8:00 AM. Delayed start will lead to an over reduction' for the responsible team. **Refer to Rule # 4.** (Games may also start at 3:30 PM for **Play**)
32. **Unavailability/No Show:** All teams have to strictly adhere to the timeline and match schedules. 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.
33. In an event of Points Tie, The NET RUNRATE will decide the team's position in the chart/rankings. Head to Head win will be considered only if the NRR is same.
34. 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. In an unforeseen event like inclement weather, Ground unavailability the dates will move forward.
35. **NO Alcohol is permitted on any Henrico County Rec & Parks or HCPS field. No Tobacco is permitted on HCPS school property.**
36. **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.**

37. 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.
38. 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.
39. Team captains will have access to add players to their teams and update the scores for their game. After each match, teams should take the responsibility to add score cards in Cricclubs.com

40. 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 \$50 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**: \$50 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 offense 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 \$25 in monetary terms for each offence and / or deduct a point from their winning points. A second offense will disqualify from playoffs in addition to \$25 fine for each game missed.
 - e. **No practice at Duncraft** – Duncraft ground 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 \$50 in monetary terms for each offence.
41. 11 members playing should be listed on the score sheet and a player must be in the field for at least 12 overs during an innings. 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.

42. 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

- 25\$ fine for the first Violation
- 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. We are meeting the county officials this weekend to install a mobile restroom in Short pump. 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.

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 responsible at all times 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 take action.

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 take action 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 outmost 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 Also Updated on criclubs.com

Team Fixtures and Format:

- All Participating Teams will be split equally into 2 Divisions (Mavericks & Rookies).
- **Mavericks:** Ex: For a Total of 20 Teams, Top 10 teams from Previous Tournament/Season will be seeded to group as mavericks (M1, M2...M10)
- **Rookies:** Rest of the teams will be part of this unseeded division. (R1, R2...Rn)
- **Grouping:** Based on the Voting or public interest the groups can also be split into ODD & EVEN rankings of Mavericks and Rookies. Ex: (M1, R1, M3, R3, M5, R5...) & (M2, R2, M4, R4, M6, R6...)
- Top 2 Teams on the points chart of each division shall move to Super 8 league (M1, M2 & R1, R2)
- Play-Offs for Super 8: **S1**- M3 Vs R6, **S2**- M4 Vs R5, **S3**- M5 Vs R4, **S4**- M6 Vs R3
- **Super 8: F1**- M1 Vs S4, **F2**- M2 Vs S3, **F3**- R1 Vs S2, **F4**- R2 Vs S1
- **Semifinal:** SF1 - F1 VS F4, SF2 - F2 Vs F3
- **Finals** – SF1 Vs SF2

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 as a result 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.

INSURANCE; Richmond Cricket LLC provide insurance for any participating teams as required by the Rec & Parks of Henrico & Richmond Public Schools for events organized and conducted by Richmond Cricket LLC. If the athlete/Player/Participant has any medical coverage, theirs will be applied first, in any event of personal injury caused by own actions or inactions, the actions or inactions of others or team actions.

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.

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
1.		11.	
2.		12.	
3.		13.	
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