



Erie Indoor Cricket Championship 2022

Rules

General:

- 9 teams will participate in Erie Indoor Cricket Championship 2022(ECC).
- A player can only represent one team during the tourney.
- Only 7 players will play and roster is limited to 9 players.
- **It is responsibility of all captains to make sure their players are fully vaccinated against COVID-19 along with booster dose; if possible verify their vaccination card.**
- Foam filled Tennis balls (Hard Tennis balls) would be used for the tourney. Each team will be given new balls for their league games and playoffs.
- In case a ball is lost during the game, umpires would find similarly used balls.
- Each inning is 7 overs.
- Each Bowler can bowl a max of 2 overs.
- No last man batting.

- Bowling side has 20 minutes to bowl their overs. There will be no breaks after the 1st innings and the chasing team should be ready to start their innings.
- It is the team's responsibility to be present 10 min prior to start time of their game for toss. NO EXCUSES.
- In case of late reporting they might have to face penalty in terms of their allotted overs. For every 5 minutes delay, 1 over will be deducted.
- If teams are playing back to back, they should report to next field as soon as the game finishes.
- Umpires decision will be final and NO sledging to opponents or umpires.
- Main umpire will always be neutral. We will attempt to provide neutral leg umpires when possible, if not then batting team will provide Leg umpire. Main umpire can overrule the decisions of Leg umpire if needed and main umpire decision will be final.
- NO MANKADING. (However umpire will warn if runner is gaining advantage prior to the delivery being bowled).
- All games will be scored live via cric clubs.

<https://cricclubs.com/ERICRICKETLEAGUE/fixtures.do?clubId=12853>

- A player should have played a minimum of 1 league game in-order to qualify for the playoffs.
- In the event of injury to the player, a substitute player will be allowed to take the field but he cannot bowl or bat.
- Arguing with the umpires and use of any profane language towards the umpires or other/ opponent team's players will not be tolerated. The player will be warned, and the captain will be notified once. Any further repetition of same behavior will ban the player from the tournament.
- In case of Runout, Bowled or Stumping, if ball hits the stump base or spring, it will be considered as valid hit and batsman will be given out.
- Old ball should be handed over to Main Umpire after completion of every innings. The umpire should place them in the given **ball box**.
- No one should practice on the Tournament Day while/before/after setting up the field.
- Boundary call will be Umpire's call, if fielder touches the net it is declared as either four or six depending on whether the ball hits the wall directly or reflected from the nets.

- Captain can make a player retired hurt during the innings upon completion of any over. Retired batsmen can only come as the last wicket.
- Address: 100 Penn briar Dr, Erie, PA 16509 & Date 02-12-2022 (Saturday) - Reporting time: 7:45 PM EST

Scoring: (Captains and Umpires will get the instructions on field before the tournament begins)

- The boundaries will be wall behind the bowler. If the ball hits WALL/NET on the full without being deflected by the roof/ side walls/ Nets, it will be 6 runs. If the ball hits and touches wall rolling/on the bounce/after being deflected from roof /Net/side walls it will be 4 runs.
- Overthrows are going to be enforced during this tourney.
- If the ball goes out of the net or gets stuck (behind keeper and on the sides or roof) it will be 1 run declared(Umpire's call). Batsman retains the strike for declared runs.
- In case of All out Umpire must choose 7th wicket as runout and close that innings

Extras:

- 1 run for wide and no balls. On the Wide line, the ball is considered as correct ball
- There are runs for byes. Byes can be scored from wide.

No ball rule:

When a bowler completes the delivery stride and loses control of ball:

- a) If the ball goes towards Batsman, bouncing more than once, rolling along the ground, or pitching off the pitch - it will be counted as no-ball
- b) If the ball slips out from bowlers hand & goes behind bowler, then it will be counted as dead ball.
- The heel of the bowler's front foot lands on or in front of the popping crease (the front line of the batting crease).
- The bowler does not notify the umpire of a change in their mode of delivery.
- If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.
- Umpire shall declare no ball if the batsman is standing on or within the batting crease and if the ball is above waist high; however if the batsman is standing outside the batting crease and if the ball is above waist high umpire can still declare it as Legal delivery.

- NO leg byes & LBW's.
- 1 bouncer is allowed per over. (Over the shoulder balls).
- Any ball after 1st bouncer over the shoulder will be no ball.
- Anything overhead will be called wide.
- There is free hit for ALL NO BALL's and run out is the only way one can get out from a free hit.

Over Throws:

In case of an over throw it will be considered as 4 runs during the following scenarios:

- If the ball hits the stumps at non strikers end and directly go & hit the net/wall.
- If a player throws the ball & it directly go & hit the net/wall.
- If the ball deflects from non striker's bat or from body (unintentionally) & hits the net/wall directly. In case of conflicts umpires decision will be final.
- *Note: *only case where it will be given "6" runs is if the batsmen hits the ball and it deflects from stumps at non strikers end or it hits non striker's bat or body and goes directly & hit wall/net.

Fielding:

- Only 2 fielders are allowed behind bowling crease.
- Wicket Keeper is MANDATORY and keeper can use keeping gloves.
- Max of 7 players are allowed to take the field & there will be super sub who can replace a player; Super sub can either bat or bowl and the player who is replaced by super sub cannot take any further part in the match.
- Umpires should select 8 players after the toss and confirm the Super-sub from both teams before the match begins.
- Captains must decide and declare name of the Super sub to Umpire after the toss but before the match begins.

Food/Drinks

- Food stall will be there and teams can do prepay and collect their foods during the tournament day. Water bottles and light refreshments will be provided by organizers at free of cost.

Groups/Points/Playoff Seeding:

- Win would be 2 points tie would be 1 points and 0 points for a loss.
- A tie would be considered as a tie during the league stage.
- For semifinals & Finals there will be super over to determine the winner if the scores are tied.
- Seeding in playoffs would be based on points and if 2 teams have similar points their AVG NRR from the number of league games played would be used to decide seeding. If points and NRR are same then coin toss would determine the seeding.

Super Over:

- Teams can select 3 batsmen and 1 bowler.
- Chasing team will bat 1st during the super over and 7 players are allowed to take the field.
- If the first super-over goes tie, the second super-over comes to a place then bowlers cannot bowl successive overs for their respective teams and a batsman dismissed in the initial Super Over, is ineligible to bat again.
- This process will continue until the winner is decided.

• Groups:

- Based on the lot process 9 teams will be placed in 3 different groups and will play 1st set of Round robin matches.

Group A – Challengers, Sunrisers, Seven Blasters

Group B – EICC, Rockers, Super 7

Group C – Strikers, Lagaan, Erie Kings

- After completion of 1st set of round robin matches (9 league matches), based on the points and NRR, teams will be ranked from 1-9; then again Teams will be placed into 3 different groups and will play 2nd set of Round robin matches (Another 9 league matches)

Group A – Rank 1, Rank 4, Rank 9

Group B – Rank 2, Rank 5, Rank 8

Group C – Rank 3, Rank 6, Rank 7

• Semi- Finals

After completion of 18 league matches played, based on the points and NRR, Teams will be ranked from 1 to 9. Top 4 teams will advance to semis.

SF 1: Rank 1 vs Rank 4

SF 2: Rank 2 vs Rank 3

• Finals :

Winner of SF 1 vs SF 2

- Lastly, we hope everyone enjoys this tourney and please be courteous to other opponents and the volunteers.

• Awards

Trophies for

- Winners Cup and Medals, Runner up Cup and Medals
- Best Bowler (Whole tourney)
- Best Batsmen (Whole tourney)
- Player Of the Tournament (Whole tourney)
- Player of the match for all League matches, Semifinals and Finals ** Man of the match will be decided by the winning captain & umpire will choose the same before ending the match.