

2022 ERIE LEAGUE CRICKET TOURNAMENT(ELCT) SEASON- 1

Rules General:

- 8 teams will participate in the 2022 ERIE LEAGUE CRICKET TOURNAMENT(ELCT) SEASON-1.
- A player can only represent one team during the tourney. **If found guilty of playing for 2 different teams then that team will be penalized by 1 demerit point.**
- Only 7 players will play, and the roster is limited to 7 players.
- **It is the 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.
- If players are not on time, teams will field only with the available players from the final roster of the game, submitted by captain.
- In case a ball is lost during the game then organizers will provide **similarly used balls.**
- Each Bowler can bowl max of 2 overs. Guard should be mentioned to Umpire, and it is mandatory before you start the over.
- No last man batting.
- Pitch length: 22 yards
- Batsman will not be allowed to use leg-pads. However, they can use batting gloves if they desire so.
- By runner will not be provided to injured batsman.
- Wicket Keeper is MANDATORY, and the keeper can use keeping gloves.
- If a fielder went outside the field and came back to field, then he must wait those many overs he was outside before he can bowl.
- Bowling side has 25 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.
- 2 fielders must be placed inside the Bowling crease all the time either of the side(off/leg).
- 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. After 15 mins match will be declared winning to opponent team.
- If teams are playing back-to-back, they should report to next field as soon as the game finishes.
- Umpire decision will be final and NO sledging to opponents or umpires. Serious actions will be taken if argues with Umpire.
- 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 the same behavior will ban the player from the tournament.
- Main umpire will always be neutral. We will attempt to provide neutral leg umpires. 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/ErieLeagueCricketELCT>
- A player should have played a minimum of 1 league game 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.
- In the case of Runout, Bowled, or Stumping, if the ball hits the stump base or spring, it will be considered a valid hit and the batsman will be given out.
- After completing the game team can take the match ball with them.

- No one should practice on the Tournament Day while/before/after setting up the field.
- Boundary call will be Umpire's call, if the fielder touches the net, it is declared as either four or six depending on whether the ball hits the wall directly or is reflected from the nets.
- A captain can make a player retire 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 11-12-2022 (Saturday) - Reporting time: 7:50 PM EST

Rain/Washouts/Bad Weather/Bad Light:

- In case of interruption of the tournament by the act of nature, decision on alternate options, after consultation with the playing captains, will be made by the organizers.
- Scoring: (Captains and Umpires will get the instructions on field before the tournament begins)
- The boundaries will be the wall behind the bowler. If the ball hits WALL/NET on the full without being deflected by the roof/ sidewalls/ Nets, it will be 6 runs. If the ball hits and touches wall rolling/on the bounce/after being deflected from the roof UMPIRING
- In case of All-out Umpire must choose the 7th wicket as runout and close that innings.

Declaration runs:

If the ball goes out of the net or gets stuck (behind the keeper and on the sides or roof) it will be 1 run declared (Umpire's call). Batsman retains the strike for declared runs.

Extras:

- 1 run for wide and no balls.
- On the Wide line, the ball is considered as wide ball irrespective of the Batsman standing position.
- In case of reverse sweep or switch hit, ball will not be considered as wide unless it cross wide line then it will consider as a wide.
- Every over ONE bouncer is allowed as legal delivery i.e., above shoulder and below head. Second, third, fourth etc., bouncer in an over will be considered as wide. Also, though it is bouncer if bat touches the ball, it is considered a legal delivery.
- If batsman comes front foot still the above rules remain the same for bouncer.
- Above the head any ball is given wide.
- There are runs for byes. Byes can be scored from wide.
- NO leg byes & LBW's.

No ball rule:

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

- If the ball goes towards Batsman, bouncing more than once along the ground, or pitching off the pitch - it will be counted as no-ball
- If the ball slips out from the bowler's hand & goes behind the bowler, then it will be counted as a dead ball.
- The heel of the bowler's front foot lands in front of the popping 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.

- The 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.
- More than one full toss above the waist will remove the bowler from bowling for the rest of the match.
- There is a free hit for ALL NO BALL's and run out is the only way one can get out from a free hit.

Overthrows:

Overthrows are allowed in the Tournament.

- If the ball deflects from Strikers / non-striker's bat or from the body (unintentionally) considered as no runs. If it is intentionally done it will be given out.
- In case of conflicts umpires' decision will be final.

Power play Fielding:

- N/A

Super Sub:

- Max of 6 players is allowed to take the field & there will be a super-sub who can replace a player; Super-sub can either bat or bowl and the player who is replaced by super-sub cannot Bat or Bowl any further part in the match but allowed to field as Substitute if required.
- Umpires should select 7 players after the toss and confirm the Super-sub from both teams before the match begins.
- Captains must decide and declare the name of the Super-sub to Umpire after the toss but before the match begins.

Food:

- N/A.

Groups/Points/Playoff Seeding:

- A win would be 2 points ties would be 1 point and 0 points for a loss.
- A tie would be considered as a tie during the league stage.
- There will be Bonus point (1). It will be based on 70% to 80%. Bonus point is given for restricting the batting side under 80% of their total runs (i.e if they are chasing 10 runs if batting team all out under 7 runs then bowling team will get bonus point). If batting team chasing 40 runs need to chase those runs before 5 overs will get bonus point.
- For semifinals & Finals, there will be a 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 to seed. If points and NRR are the same, then coin toss would determine the seeding.

Super Over:

- Teams can select 3 batsmen and 1 bowler.
- The chasing team will bat 1st during the super over and 6 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.

Semi- Finals:

SF 1: Rank 1 vs Rank 4

SF 2: Rank 2 vs Rank 3

Finals:

- Winner of SF 1 vs SF 2
- Also, the teams that do not qualify for the knockouts have to do leg umpiring and main umpiring for the Semis and Finals.
- Lastly, we hope everyone enjoys this tourney, and please be courteous to other opponents and the volunteers.

Awards:

Trophies for

- Winners' Cup
- Runner's Cup (Whole tourney)

THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.

ALL THE BEST TO ALL THE TEAMS!!