

FCA T15 RULES AND REGULATIONS

Field restrictions:

- After the power play, a minimum of 4 fielders should be inside the fielding circle (bowler & keeper are not considered as fielders in this regard).
- Only 5 fielders can field on the leg side at any point of time (bowler & keeper are not considered as fielders in this regard).

Roster & Player Restrictions :

- Transfer of players between teams is not allowed. If noticed, the team will be disqualified from the tournament without any prior notice.
- A team can choose a minimum 15 members squad and a team manager. Any players apart from the squad will not be entertained.
- Each player in the roster has to play at least one league match to qualify to play knockout games
- New players being added to the roster should be notified by Thursday midnight teams failing to do so will be penalized 1-point.
- Any team playing out of roster players will not be awarded any points.

Schedule & Game:

- Teams should report 15 minutes before the start of the play.
- At least 7 players must be present at the time of the toss and during the game and it will be held 15 minutes prior to the scheduled time. If any team fails to reach in scheduled time, the toss will go in favor of the opposite team and the late reporting team will lose 1 over in 1st 10 minutes, 15 mins 2 overs, 20 mins 4 overs and they will be disqualified after 30 minutes.
- After the toss, the fielding team should set the fielding positions immediately to avoid any delay to begin the match. Batsmen will come to the crease only after the field arrangement.
- Teams are advised to avoid any unnecessary delay before or during the game to maintain our time schedule.
- Organizing committee will reserve full authority to intervene in such cases off field and umpires will have full authority to intervene on field.
- Each captain should nominate his playing XI before the toss. No player can be changed after the nomination without the consent of the opposing captain.

- A new (Hard tennis ball) ball will be provided for each innings. In case of loss or damaged ball, the umpire will replace the old ball with a new one/replacement ball and dead ball will be given in case of out only. (Run out will not consider)
- Umpire's decisions will be final throughout the tournament. Any sort of misconduct by any players will result in direct suspension.
- A team must be ready to play both days.
- Team's not sending umpires to their assigned matches have to inform prior and send the umpiring dues upfront.

Substitution:

- No bowler can bowl immediately after coming off the field after substitution. He will be able to bowl only after taking the field for next two overs in T8, 3 Overs in T12 and 4 overs in T15.
- Substitute runners are not allowed, unless a batsman gets injured in the field during a particular match and the role of a substitute will be fielding only.
- No batsman can get retired in the middle of his innings. If the batsman is injured he will be considered as out with one dot ball.

Super Over:

- In case of a draw in the knockout stage of a league, 'Super Over' will come into play. Each team will have to bowl one over called 'Super Over'. Only 3 batsmen will be allowed to bat the entire Super Over and 2 batsmen must be given out to end the one 1over innings. In simple words, the match will be of one over per innings and only 3 batsmen batting.
- In case of Tie in super over, we will follow the play till we get the result (ICC RULE).

Scoring:

- All teams need to use a scoring app – Cric Clubs live scoring.

Umpiring:

- Umpires are required to check the pitch, crease, wickets, boundary and 30 yards circle cones and make sure everything is as expected before the toss.
- Umpire to check the number of players available at the toss and make sure at least 7 players are available before the toss and during the game.
- Umpire's make sure the game starts as scheduled. Any delay caused either by any team; they will follow rules mentioned.

- Umpires need to check the score sheet and make sure everything is proper and announce MOM.
- If a game is stopped in between due to any reason (rain, bad light etc.) the game will be rescheduled and resume from where it was stopped.

Umpiring Assignments:

- As we don't have a paid umpiring facility, we need umpiring assignments to be completed by participating teams in the league.
- Umpires are required to be present on the ground 15 mins before scheduled time.
- Umpiring assignment assigned to each team as per schedule is **MUST**.
- Teams not showing up as per umpiring assignment will be penalized by \$25 and there will be a deduction of 1 point.
- Late show by more than 15 mins is considered as **NO SHOW** and will be penalized as above point.
- Late show within 15 mins for the first time will be considered as a warning and second time onwards it will be considered as **NO SHOW**.
- Any team unable to do their umpiring assignment can inform the FCA before Thursday midnight. We will arrange an umpire for the price of \$25(will be collected from tem) without any point deduction.

Waiver:

- All players in the roster of each team need to sign a waiver form, players failing to do so will not be allowed to play in FCA.

Overs & Bowling limit

- 15 Overs per innings.
- Minimum 5 bowlers need to bowl.
- **3 overs maximum a bowler can bowl.**

Power Play

- There is no batting or bowling power play. First 4 overs will be mandatory power play. During power play maximum 2 fielders can be outside the 30 yard circle.

Point System

- Winner 4 points.
- Losers 2 points.
- Draw in league matches 2 points each.
- Team with highest points and NRR will be in the number 1 spot after league stages and teams with lower points will be ranked accordingly.

Weather God:

- No Duckworth–Lewis method is applied for weather affected matches.
- Umpires will take the final decision to stop the match.
- Matches will be continued where it is stopped on another day. Match will be scheduled depending on the ground availability. Teams have to play the same players.
- Until and unless the team hears from the organiser teams should reach the ground and not assume that the match is called off.

Power Over / Double Over :

- Bowling team will choose Power over when to bowl it.
- This has to be taken after power play and before 10th over. If it's not taken by 10th over then 10th over will be default Power over. (i.e.. 9.1 will be default Power over)
- Wides / No-balls or any extra runs will not be doubled.
- Only runs scored by bat will be doubled in this over.
- Players can't retire in this over unless there is an external Injury.
- Minimum 4 players should be inside the circle during this over (other than bowler and keeper).

Bonus Point:

- 1 point for getting the opposing team all out.

- 1 point for chasing the target total within 11 overs.

Only one of the above will be considered. During the match there is only one bonus point. Each team can get a maximum 1 bonus point per game if they meet one of the above scenarios.

Wide :

- During bowling, If the ball bounces above the batsman's head it will be considered as a wide and if it is above the shoulder and below the head it will be considered as a first warning.
- Wideline moves with the batsman.

Dead ball:

- If the ball landed outside the pitch during the bowling it would be considered as a dead ball.