Greater Charlotte of Recreational Association

(GCRA 2021 → Hard Tennis ball Tournament)

SECTION 1: GENERAL INFO

1.1 The Executive Committee (Sudhakar Veerabathiran) shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.

1.2 Organizer, Executive Members & Sponsors (if any) are NOT responsible for
   a. Any accident or injuries that may occur to a player/spectator during the game
   b. Any accident or injuries that may occur to a player/spectator during travel (both to & from) for the game
   c. All players/spectators are responsible for their own safety including COVID-19 or any virus/ant-bacterial infection

1.3 GCRA is executing on the interest and there is No Profit involved and all money collected will be spent for the Tournament.

1.4 Any rules not addressed below can be discussed / researched by on field umpires / organizers as per ICC rules and a decision made should prevail.

SECTION 2: TOURNAMENT FORMAT

1.1 Maximum 25 players are allowed to be on initial team roster. Initial or Primary squad of 15 players should be submitted on paper and added in Cricclubs team roster before tournament starts. In Cricclubs.com, GCRA should have a sub link for GCRA 2021.

1.2 All the matches will have 16 over per innings
   - Max overs a bowler can bowl is 3 and only one bowler will be allowed to bowl max 4 overs.

1.3 Every team will get to play minimum 9 matches
   - 8 games in Division
       - Each team will face off each other during Division – 7 games
       - An additional game within the division team – 1 game
         (A1 vs A8, A2 vs A7, A3 vs A6, A4 vs A5. Similar for other divisions. This is random based on team selected during draw)
   - 1 game in either Champion or Super League based on the Division result

1.4 Every team will have minimum 5 umpiring assignments

1.5 Umpires will be arranged by committee for Semi-Final & Finals

1.6 Red hard tennis ball will be used for the tournament

1.7 32 Teams will be divided into 4 Divisions (8 teams in a group) via random selection process to play league games (Refer Table 2.1 at the end of the section)

1.8 Teams in each division will be ranked in the following order
- Points
- NRR
- Head-to-Head (provided the above both conditions have been tied)

1.9 Team will be awarded
- 2 points for Win
- 1 point for Tie / Draw
- 0 point for Loss

1.10   Each team will be awarded 1 point in case of any rain/natural cause washed out "league" game

1.11   Total 4 Teams from each group will move to "Champions League" and remaining from each group would move to "Super League" (refer Table 2.2 at the end of section)

1.12   All games in Champion and Super League will conducted in knock-out phase (refer Table 2.3 at the end of the section)

1.13   Winners of knock-out games in "Champion League" & "Super League" would qualify for "Quarter-Final" in their respective leagues (refer Table 2.4 at the end of the section)

1.14   Winners of knock-out games in "Quarter-Finals" would qualify for "Semi-Final" in their respective leagues (refer Table 2.5 at the end of the section)

1.15   Winners of knock-out games in "Semi Finals" of each league would qualify for "Finals" in their respective leagues (refer Table 2.6 at the end of the section)

1.16   All knock-out games starting from "Champion & Super League" would have a reserve day for rain interrupted games

1.17   All knock-out games if resulted in Tie would lead to "Super Over" to decide the winner (for Super Over Rules refer section 3.20)

1.18   Duckworth-Lewis Method will be implemented for rain interrupted knock-out games to decide the result if 8 overs have been completed in second innings

1.19   Rain interrupted knock-out games will be rescheduled if 8 overs of second innings has not been completed. Re-schedule match will be a new match & not continuation of previous rain interrupted game

TABLE 2.1 (LEAGUE FORMAT)

Division A	Division B	Division C	Division D
Team A1	Team B1	Team C1	Team D1
Team A2	Team B2	Team C2	Team D2
Team A3	Team B3	Team C3	Team D3
Team A4	Team B4	Team C4	Team D4
Team A5	Team B5	Team C5	Team D5
Team A6	Team B6	Team C6	Team D6
Team A7	Team B7	Team C7	Team D7
Team A8	Team B8	Team C8	Team D8

TABLE 2.2 (Champion & Super League Division)
Teams will be ranked as CL1 to CL16 based on the Total Points & NRR achieved during their division games

Champion League		Super League	
Team CL1	Team CL9	Team SL1	Team SL9
Team CL2	Team CL10	Team SL2	Team SL10
Team CL3	Team CL11	Team SL3	Team SL11
Team CL4	Team CL12	Team SL4	Team SL12
Team CL5	Team CL13	Team SL5	Team SL13
Team CL6	Team CL14	Team SL6	Team SL14
Team CL7	Team CL15	Team SL7	Team SL15
Team CL8	Team CL16	Team SL8	Team SL16

TABLE 2.3 (Champion & Super League Games)

Champion League Games		Super League Games	
Team CL1 vs Team CL16	Team CL5 vs Team CL12	Team SL1 vs Team SL16	Team SL5 vs Team SL12
Team CL2 vs Team CL15	Team CL6 vs Team CL11	Team SL2 vs Team SL15	Team SL6 vs Team SL11
Team CL3 vs Team CL14	Team CL7 vs Team CL10	Team SL3 vs Team SL14	Team SL7 vs Team SL10
Team CL4 vs Team CL13	Team CL8 vs Team CL9	Team SL4 vs Team SL13	Team SL8 vs Team SL9

TABLE 2.4 (Champion & Super League Quarter-Final FORMAT)
Teams will be ranked as QF1 to QF8 based on the NRR achieved during the Champion & Super League Game

Champion League Semi-Final Games
Team CLQF1 vs Team CLQF8
Team CLQF2 vs Team CLQF7
Team CLQF3 vs Team CLQF6
Team CLQF4 vs Team CLQF5

Super League Semi-Final Games
Team SLQF1 vs Team SLQF8
Team SLQF2 vs Team SLQF7
Team SLQF3 vs Team SLQF6
Team SLQF4 vs Team SLQF5

TABLE 2.5 (Champion & Super League Semi-Final FORMAT)
Teams will be ranked as SF1 to SF4 based on the NRR achieved during the Champion & Super League Quarter-Finals Game

Champion League Semi-Final Games
Team CLSF1 vs Team CLSF4
Team CLSF2 vs Team CLSF3

Super League Semi-Final Games
Team SLSF1 vs Team SLSF8
Team SLSF2 vs Team SLSF7

TABLE 2.6 (Final FORMAT)

Champion / Super League Final
Finalist 1 vs Finalist 2

SECTION 3: TOURNAMENT RULES

3.1 Each fielding team must complete bowling their 16 overs in less than 70 minutes

3.2 All teams MUST be available in ground 15 minutes prior to the scheduled game time to ensure there is no delay to start the game.

3.3 Games MUST start within 10 minutes of scheduled time (Ex: - If game is scheduled to start at 7:30 then the first ball of the over must be bowled on or before 7:40). Failure to do so will incur Over Reduction (refer 3.15)

3.4 BREAK:
- There will be a 5-minute break between innings for all matches
- There will be NO strategic break at midway in between an inning

3.5 Each bowler will get to bowl a maximum of 3 over per innings and only one bowler will be allowed to bowl 4 overs in an innings

3.6 Umpiring:

- Team unable to send their players for umpiring have to arrange for alternate umpires themselves from outside and inform the organizer
- Umpire decision is final. No arguments on that. Only Captain/Vice Captain are allowed to voice team's concern with umpires
- Both the umpires can consult with each other to come to a final decision at any point of the game in this tournament
- Main Umpire can override the Leg umpire call only after consultation/agreement between both umpires
- Leg Umpire to check the action of bowler upon batsman's request for chucking
- Leg Umpire to issue first warning to bowler after validating whether it is chuck or legitimate delivery (this should NOT be issued immediately as soon as batsman has requested)
- Leg Umpire to award 1 Run and update captain regarding bowler is no longer eligible to bowl due to chucking if it continues post first warning
- **Umpires are responsible for:**
  - Rules overview before start of game with captains
  - Conduct Toss
  - Implement the time restrictions as per the rules set up
  - Make sure to check the login before game starts on your smart phones
  - Keep accurate count of balls and overs and confirm score with official scorer after each over

3.7 POWER PLAY Rules:

- First 4 overs are Mandatory Powerplay
- There should be 9 fielders inside the inner circle during the Powerplay overs

3.8 Field Rules:

- Within Powerplay, there should be minimum 7 fielders inside the circle excluding bowler and keeper
  - For a team fielding with total of 11 players – maximum of 2 fielders can field outside the inner circle
  - For a team fielding with total of 10 players – maximum of 1 fielder can field outside the inner circle
  - For a team fielding with total of 9 or 8 players – no fielders can field outside the inner circle
- Outside of Powerplay, there should be minimum 4 fielders inside the circle excluding bowler and keeper
- At any point of time (including powerplay), there can be maximum of 5 players on Leg side excluding bowler and keeper
- At any point of time (including powerplay), there is no restriction for number of players on Off side
- If cones/flags are utilized to mark the boundary, then between two cones it is to be considered as straight line to determine 4's/6's/Catch-Out

3.9 Extras:

- Leg Byes are disallowed and No Runs will be awarded
- Byes are allowed and Runs will be counted (if taken)
- 1 Bouncer is allowed per over
- 1 Run will be awarded for Wide Ball
  - A delivery will be considered as wide if the ball pitches on or outside the wide line / outside the pitch / on the crevice or crack of the pitch. This delivery should NOT be considered as dead (even if the ball comes to batsman after pitching on the crack of the pitch)
  - Wide line moves with the batsman. Umpires need to determine whether the batsman attempting is within the reach when they make an attempt to hit a delivery as wide or legal
  - If the batsman attempts a switch hit and the ball is within the reach then it is NOT a wide ball
  - Second bouncer in the same over is considered as **NoBall**
- 1 Run and Free Hit will be awarded for No Ball
  - For any field restriction violation (any umpire can take this call when noticed without warning or batting team appeals before the ball is bowled)
  - For any full toss above the waistline of the batsman
  - For bowler overstepping the crease

3.10   A ball is considered as dead when the ball pitches more than ONCE or ROLLS before it reaches the batsman and No Runs will be awarded

3.11   No Bye runner will be allowed in any circumstances unless the opposition captain permits it

3.12   Retired Hurt

- A batsman may retire from his innings at any time and be replaced by a team mate who is yet to be dismissed
- "Retired Hurt" batsman can resume ONLY at the end of the innings after all other batsman have been dismissed
- In a scenario where multiple players in a team in the same match opt to Retire
  - Only 2 players from a team in a scheduled match will be considered as "Retire – NOT OUT"
  - Any player henceforth (3rd Player onwards) opting for "Retired Hurt" cannot resume innings at all

3.13   Player Registration
- All Clubs shall register their players in cricclub app
- No player can play in the League until confirmation of that player's registration is authorized by GCRA Organizer/Committee
- Player once registered to a team
  - Can change to another team if played only 1 game for the registered team by placing a formal request to Organizer/Committee. Once the change is approved to a different team the player can then start playing from different team
  - Cannot change to another team if played more than 1 game from the registered team in this tournament for that season

3.14   Points Deduction
- 0.5 Point will be deducted from the team if any of their playing 11 has not registered in Cricclub
- 0.5 Point will be deducted from the team if any of their playing 11 have played registered with a different team and has not handed over the transfer request
- 1 point will be deducted from the team if the umpires do NOT show up within the scheduled match time. Second offence will result in additional $100 fine. Third offence will result in immediate ban from the remainder of the tournament season in progress.
- 2 Points will be deducted from the team if the Team Captain doesn't ensure COVID-19 protocols (Refer Section 5.2)

3.15   Player Code of Conduct:
- Player will be banned if they play for multiple teams in this tournament for the season in progress
- Player will be banned if they perform any sort of aggression leading to violence / abusing in this tournament for the season in progress. Ban length is subjected to change based on the incident too
- Players are NOT allowed to Smoke within the premises of the cricket field. If found, first warning to be issued. Repeated offence will lead to 1 game ban

3.16   Over Reduction
- Total Overs can be reduced by Umpires if there is a delay to start the game due to rain or any unforeseen challenges. This is to ensure other games are not affected and can be completed on time.
- Umpires to reduce "one over per 5 minutes" from the team responsible for causing the delay

3.17   Late Arrivals
- Players must arrive before completion of 5 overs in first innings in order to ball
- Players arriving on or after 5.1 overs of first innings
    - If the player is from team batting first then they can bat or bowl anytime
        - Player arriving late can bat only if the current batsman is OUT
        - Player arriving late cannot bat if the current batsman opts for Retired Hurt
        - Player must arrive before fall of all wickets
        - Player arriving after fall of all wickets cannot bat or bowl
    - If the player is from team bowling first then they cannot bat or bowl
- Player arriving late but within 5 overs of first innings
    - They can bat at any position when their team is batting first
    - They can bowl only after they have fielded for minimum of 2 overs when their team is bowling first

3.18   Minimum Requirement for Game to Start
- At least 8 players from both teams must be present on ground on or before the scheduled game time
- Toss & Self umpiring to be managed by the teams scheduled for game in case of any delay in arrival by Umpires

3.19   Game Forfeit Rules:
- Team is to be considered as forfeited if they do NOT have 8 players on field by the scheduled time (buffer time is NOT included) and 2 Points will be awarded to the opposition team if they have minimum 8 players
- Team is to be considered as forfeited if they refuse to continue the game and 2 Points will be awarded to the opposition team
- In situation where both teams don't show up minimum players for the scheduled game, then the match will be considered as abandoned and POINTS will NOT be split. 0 points will be awarded to both teams
- For any forfeit games NRR will be affected for teams receiving 0 points. 0 runs scored in 16 overs will be added for the team that has received 0 points
  (Ex:- Consider Team A1 has given walk-over to Team A3. Team A1 vs Team A2 is complete and lets say A1 scored 48 runs in 16 overs and A2 score 16 runs in 16 overs. So NRR before A1 vs A3 is 2.00 [3 (48/16) − 1 (16/16)]. Post A1 vs A3 walk over it would be considered as A1 has scored 48 runs in 32 overs and hence the NRR will drop)

3.20   Super Over Rules:
- Both Team will bat 1 over and MUST nominate 3 batsman & 1 bowler before the start of the Super Over
- Field Restrictions of outside Power Play will be imposed
- Team batting second will bat first in Super Over
- Loss of two wickets before the completion of 1 over ends the Super Over
- Team with the highest score in the Super Over wins
- In case of Tie:
  - Team that scores more no. of boundaries (both 4's & 6's) including the Super Over wins
  - If above result is a tie, then another Super Over needs to be played (Players that were Nominated in First Super Over cannot be nominated again even if they did not get a chance to Bat)

3.21   Special Circumstances Game Rule:
- Game (applicable to both Division & knock-out phase) will be re-scheduled when more than 5 players in a team are affected by COVID-19 only upon submission of Positive report to GCRA Organizer / Committee
- When 5 or less than 5 players in a team are affected by COVID-19. Apart from affected team members, other players registered in the roster
  - should provide COVID-19 Negative test results to GCRA Organizer/Committee before the scheduled game and match will continue as scheduled. Section 3.19 (1st point) will be invoked in case of team's absence
  - if unable to provide COVID-19 Negative test results to GCRA Organizer/Committee before the scheduled game then the Organizer will take the decision based on the situation

3.22   Miscellaneous Rules:
- Only batsman & wicket-keeper are allowed to use glovers for batting & keeping respectively. No Fielder is allowed to use any glove
- Substitute player on for an injured player cannot BAT & BOWL
- Cricclubs need to be used for live scoring. It is highly recommended that one player from each team brings their own device to do live scoring
- If bails/stumps are down during an attempt for run out by the player without ball in hand then the wickets need to be remade (at least one stump) if all 3 are out of place and pull out a stump for run out before the opposition batsman is back into the crease
- First warning is issued for the entire batting team for mankading performed by bowling team. No further warning to be issued and Umpire should issue OUT when bowler makes a valid second attempt by hitting the stumps
- 1 extra run will be awarded to the batting team if the ball hits any of the water bottles / personal stuff placed anywhere inside the boundary line.
- A Player to Qualify for Playoffs, he has to play Minimum 2 League Games out of 9 Games.
- Bowling Guard is umpires responsibility to check with Bowler beginning for the new spell. However if the bowler changed his side without informing to umpire is considered as NoBall.

SECTION 4: TOURNAMENT VENUE
- Fayaz Cricket Ground, York, SC (All Day)
- Hwy 18 2nd Ground (All Day once it is available)
- Other Cricket Grounds (Based on availability)

Note:
- Matches in other cricket grounds have been scheduled before (morning) & after (evening) games scheduled for Leather Ball Leagues
- If for any reason, evening matches in other cricket grounds would result in delayed start due to scheduled game by leather ball league, then umpires / team SHOULD reduce their overs for both side and complete the game. (Max Reduction would be 3 overs per innings)
- If the game cannot be accommodated within 12 overs per innings (this needs to be determined before starting the game), call the Organizer immediately to inform & match will be rescheduled to any available slots
- If for any reason we are unable to finish the morning games before the leather ball game and the ground needs to be vacated then points will be split between two teams. No D/L Method will be applied (This is specific to Division games & not applicable for knock-out)

SECTION 5: TOURNAMENT GUIDELINES

5.1 Cleanliness:
- Team Captains will be responsible to remind their teams for clearing their trash
- Team Captains also have to ensure that the previous team have cleared their trash before start of their game
  Failure to do so would result for current match captain's responsibility to clear the trash
- Teams that play the last game in any ground will be responsible to pay fines if the ground

committee charges to GCRA Organizer

5.2 Safety:
- Captains are responsible for providing information about players that are either infected with COVID-19 or travelled international (either in last 2 weeks before tournament or during the tournament) to GCRA Organizer
- Captains are responsible to submit a negative report for players that are infected or recently travelled international. Also, the player then needs to follow 1 week quarantine post report before resuming play
  Failure to do so would result in deduction of 2 points
- Continue to wear mask & maintain social distance off the field
- Ensure team has taken COVID-19 vaccinations
- Continuous use of sanitizer & Wash hands regularly is encouraged