



HCL F40 LEAGUE RULES & PLAYING CONDITIONS

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RULE I - OVERS & SCHEDULE

- a. This League Matches will normally consist of the following:
 - 1. One innings of 40 overs for Premier Division, Division I, II, III and IV, V.
 - 2. Each over shall consist of 6 legal deliveries.

RULE II - POINTS ALLOCATION

- a. Win: 6 points for winning team and 0 points for losing team
- b. Tie: A super over shall be conducted per ICC rules to decide the winning team – If a Super Over is not played game will result as “No Result” and “0” points awarded to both teams. (Unless Weather effected)
- c. Rained out/abandoned games with no result: 3 points for each team
- d. Forfeitures and Walkovers: 0 points to team forfeiting, 6 points to opposition
- e. Umpiring Penalties: 3 points deducted for each missed assignment or for assigning a non-certified umpire
- f. Other Disciplinary Reasons: Disciplinary Committee to decide

RULE III - FIXTURES

- a. Fixtures shall be played on the date specified by the fixtures list published by the EC.
- b. Rescheduling may be allowed only in extraordinary circumstances like ground availability problems etc. An approval must be obtained, in writing, in advance, at least 48 hours prior to the start of the match, from the President or the Secretary.
- c. Unless part of a play-off competition, there will be no rearrangement of fixtures due to unsuitable weather conditions.
- d. Clubs are permitted to rearrange the date and venue for a scheduled match if both parties agree, provided it is not to avoid unsuitable weather conditions, and EC is notified at least 48 hours prior to the start of the match. Neutral Umpires may not be available on the rescheduled date for this fixture.
- e. Clubs are allowed a maximum of 3 reschedules per season. The teams are responsible for providing a league approved ground and neutral umpire for the rescheduled game without affecting any original scheduled games.
- f. Games between teams of the same club cannot be scheduled and/or rescheduled to the last quarter of the regular season rounds.

RULE IV - ELIGIBILITY

- a. Each HCL member club shall register the names of their players with the HCL Statistician on or before the start of this league's season. Non-submission of rosters before the start of the league's season shall constitute a Level 1 offence. Additional players may be registered at later dates up to and no later than the commencement of the Play-off competition.
- b. Non-registered players shall not be eligible to play league matches. The date of registration will be that date on which the HCL Secretary was notified of the name of the player and team affiliation by registering through email, prior to his appearance in the match. A club may register as many players as they choose.
- c. Each team of the top division will have exactly five players identified as protected players. Protected players are allowed to play for only one team. Awards committee will declare the top five players of each team that has a requirement for protected players list. for any regional or national tournaments Players to make the list of five, must be selected based on the statistics from the highest division represented on the prior season. HCL will declare a replacement player in case of a protected player transfers to another club and may include the transferred player in protected list under the new club.
- d. Teams shall only allow players registered by their club to play in the league matches. Any team violating this rule shall forfeit the game and 6 points shall be awarded to the opposing team.
- e. A player may change club affiliation only once during the league's year if that player has already played for another team in HCL's game(s). No transfers shall be allowed after the halfway stage of the season unless the club disbands entirely and ceases to partake in any League matches for the remainder of the season. The halfway stage of the season shall be notified each year. In any event, no player may play for more than one team during a play-off competition. It is the responsibility of the new club to notify the HCL Secretary of the transfer by submission through email, and to register the new player, prior to his appearance in any match. It is the responsibility of the transferring player to notify his old club of his intention to re-register for a new club.

NOTE: The player transfer deadline does not apply to U19 players.

- f. A list of registered players by club (including protected players) will be maintained on the HCL website.
- g. Any club playing a player who is not registered for the club will be penalized by the deduction of 3 points for each match in question, in addition to forfeiting the game, and will be considered as an HCL Level I offence.

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h. U17 Player Rules:

- U17 players should have a Primary Club associated with them.
- For a player to play for a club/team other than the primary club, the Primary Club has to allow that, officially.
- The U19 player cannot change the Primary Club more than twice in a season.
- Player transfer will have to be initiated if the U17 player wants to switch the Primary Club and the league transfer fee of \$100 will apply.
- U17 players should play for their Primary Club during the playoffs, if the team has qualified for playoffs. Playoff's eligibility criteria will apply in this instance.
- Semi pro players will not be considered for the benefits under the U17 category.
- If a player is considered at U17 at the start of the season, the player will be considered an U17 for the rest of that season, unless a club/team officially protests that.
- Cutoff date of the U17 player is Sept 1st, 2005.

i. Outside Player Rule:

- An outside player is defined as someone who does not reside in any of the counties immediately adjacent to Harris County.
- Players that start the season as a local player, will be considered as a local player for the duration of that season.
- Outside players should play a minimum of 50% of the completed games by the team to be eligible for playoffs (playoff eligibility criteria for local players and is addressed in the playoff eligibility section).
- Teams are required to disclose their outside players at the start of the season and should notify the league if the list gets updated.
- A team can only play a maximum of 2 outside players per game. Any team violating this rule shall forfeit the game and 6 points shall be awarded to the opposing team.

RULE V - UMPIRES

- a. Each team will be responsible for having at least 6 umpires certified by the HCL Umpiring Committee hereinafter referred to as "Neutral Umpire", prior to the start of the season. Each team is responsible for providing a certified umpire according to a published schedule. Penalty for not sending the umpires (3 points deduction and \$75 fine). Teams should pay the full fine to HCL before their next match. Failing to pay will result forfeiting the following match(s). Teams must report no shows of certified umpires within 1 week to enforce such a deduction.
- b. Registered HCL Players who have played for more than one year in HCL but are not listed in the HCL certified umpire list can be sent for umpiring assignment.

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- c. Neutral Umpire(s) shall be appointed by the designated Clubs or the HCL from available pool of certified umpires. In the absence of one, or both, Neutral Umpires, the batting captain will nominate properly qualified individuals to stand as Umpires.
- d. In the absence of both Neutral Umpires, it is the responsibility of the captains to agree on all general aspects concerning the smooth running of a match, and to ensure that the Spirit of the Laws are clearly followed by their respective players.
- e. Before the toss for innings, the Neutral Umpire(s) shall agree with both Captains on any special conditions affecting the conduct of the match.
- f. The Neutral Umpires shall satisfy themselves before the start of the match that the wickets are properly pitched.
- g. The Neutral Umpires shall ensure the proper starting time and period intervals during match.
- h. Before the match, the playing 11 should be handed over to the Neutral Umpire using the “Playing XI Sheet” provided by HCL, to avoid any player eligibility discrepancies that may arise. The Neutral Umpires will share the Playing XI from both teams with HCL.
- i. Before and during the match the Umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the laws.
- j. The Umpires shall be the sole judges of fair and unfair play. The Umpires decision shall be respected as final by all players.
- k. The Neutral Umpires shall be the sole judges of the fitness of the grounds, weather, and light for play. In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions otherwise there would be no play.
- l. The Neutral Umpires shall be allowed to change ends at their discretion, for example, to stand at the bowler’s end at all times, in the event that only one Neutral umpire is available.
- m. It shall be the responsibility of both teams to submit accurate and complete scores by 10pm following the game day. If a team fails to enter the scorecard within 72 hours after the game, a fine of \$50 will be assessed against that team. A team's scorecard is their batting and opposite teams bowling scorecard. The scores shall be submitted as directed by the HCL EC. These scores shall be submitted at the CricClubs website at www.houstoncricket.org
- n. The Neutral Umpire should inspect scorebooks at the completion of the game and ensure both captains agree with the match scores, and in his absence the captains shall agree prior to leaving the ground. The submitted scores will be the sole source for all HCL awards.
- o. If match results and score sheets are not within 7 days from the completion of the game, the game shall be considered voided, and both the teams shall receive zero points and assessed a fine of \$50 for both the teams. In such a situation, it will be considered as a

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Level 1 offence against both captains and teams.

- p. Umpires who do not show up within 45 minutes of designated start time will be considered as absent. When neutral umpire is not present at the start time both team captains can agree to start the game without the neutral umpire or to wait. For the case of game not started, the overs should be reduced evenly for both teams based on the start time. In the event of neutral umpire not arrived even at the walkover cut-off time, both captains must start the game immediately by reducing overs as per the rule.
- q. The clause regarding umpires having to be certified will not apply if no umpiring certification courses have been held in that season.
- r. Umpiring Fees
 - \$60 for Certified Umpires (\$60 by each team). Umpires arriving 15 minutes after start of the game will only be entitled to a reduced match fee of \$50 (\$25 by each team).
- s. Umpiring Fees for Rained-Out Games
 - Umpire at the field (not a single ball bowled): Reduced fees - \$50 to be paid (\$25 by each team).
 - Match started and then rained out or match not completed due to other factors: Full fees to be paid.

RULE VI - LENGTH OF MATCHES & TIME-KEEPING

- a. These games shall consist of no more than 40 overs per side, with 6 balls per over. Each bowler shall bowl no more than 8 overs or one-fifth of total overs agreed prior to start of the game.
- b. All summer games shall ordinarily start at 10:00 a.m. sharp, except for delay caused due to inclement weather (rain), in which case the start time can be delayed maximum of 90 minutes.
- c. Any weather-related delays during the game shall be no more than 45 minutes at one time. If the game is delayed over 45 minutes at one time, it will be considered either rain-out or DL method will apply to redeem a result.
- d. The captains shall conduct the toss at least 15 minutes prior to the start of the game. If the captains are not present, then teams must nominate a deputy for this purpose. Once the toss is made, a decision should be made right there by the winning captain.
- e. For any team to be ready to take the field, a minimum of 7 players must be present at the ground prior to start of the game. Any team causing delay of more than 45 minutes shall forfeit the game. In such a case, the team forfeiting the game shall receive zero points and their opponent shall receive 6 points. This shall be strictly enforced at all times by the neutral umpire.
- f. **Weather related delays:** One over per five minutes should be reduced for any kind of game time weather related delay. This reduction should be split equally between both

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teams if the delay was not caused by any one team (Example: When splitting 45 minutes delay to both teams, five overs must be reduced to each team). Neutral umpires cannot make any excuses from applying this rule.

- g. Recommended Timelines for the game:
- Toss: 9:45 am
 - Start Time: 10:00 am
 - First Innings 10:00 am - 1:30 pm
 - Lunch 1:30 pm - 2:00 pm
 - Second Innings 2:00 pm – 5:30 pm
- h. The above recommended game timelines shall be strictly enforced by the neutral umpires. One over per five minutes should be reduced for any kind of delay and the team causing the delay shall be penalized at the discretion of the neutral umpire.
- i. If inning is not completed within allocated time + grace period (10 mins suggested) decided by the umpires due to lost balls or any other reason, umpire can reduce the players outside of thirty yards circle.
- j. Major violations of the Recommended Timelines are to be considered a disciplinary violation. Outside of rain interrupted games or other unavoidable situations, any violations in excess of 30 minutes by any team captain for any of the above-mentioned timelines should be reported to the HCL Umpiring Committee by the HCL Certified Umpire. The umpiring committee can consider these to be a Level 2 offence by the captain as outlined in the code of conduct.
- k. It is the responsibility of the fielding team captain to ensure that a reasonable over rate is maintained. Umpires will advise captains when over rates deteriorate.
- l. Home team must get the 30-yard circle, wickets & boundary marks ready by the start time of the game. Home team batting overs will be reduced for any delay on this preparation. Home team will forfeit the game if this setup is not ready by the walkover cut-off time.

RULE VII - GAME INTERVALS

- a. Water break shall be taken every 15 overs, whose duration shall not exceed 5 minutes.
- b. In extreme hot weather, the frequency of water breaks may be increased to every 10 overs with 5-minute duration.
- c. At the discretion of both captains, the water break may be foregone, and the game shall be allowed to continue without a drink interval.
- d. A lunch interval shall be taken between the innings and the duration shall not exceed 30 minutes.

RULE VIII - MATCH RESULTS

- a. The team scoring the most runs shall be considered the winner and shall receive 6 points. The other team shall be considered the loser and shall receive zero points.
- b. In the event both teams score equal number of runs, the game will be considered as a tie and it shall follow by a super over per ICC rules to decide the winning team. If a Super Over is not played game will result as “No Result” and “0” points awarded to both teams. (Unless Weather effected).
- c. Game started but not finished due to inclement weather shall be decided on by the following basis:
- d. DL Method – Duckworth Lewis App by Tarams Inc.
- e. In the case of games started but not finished due to inclement weather, where the second side bats full 20 overs or more when the game is called off, then DL Method will be used.
- f. Rain interrupted game result (DL Method) can ONLY be achieved if the second innings batting team has batted 20 overs.
- g. The decision to call off play shall be made by the Neutral Umpire. In the absence of an appointed Umpire, the decision will be made by the mutual consent of the two Captains.
- h. For each 5 minutes of rain, one over will be deducted from the 80/90 over game divided between both teams. If the resultant overs are an odd number one more over will be deducted.
- i. In case of a tie in the division placing, head-to-head results are the decider. In case these are also equal, net run rate differential (total runs scored divided by total overs faced minus total runs conceded divided by total overs bowled) is the decider (Completed matches only). In case these are equal, there will be a toss of a coin.
- j. If three or more teams are tied for the same spot, then “Net Run-Rate” is the Only decider.

RULE IX - WIDES AND NO-BALLS

- a. A bowler will be allowed to bowl one bouncer in each over. (Any ball passing above shoulder height but below head height of the batsman's normal upright stance)
- b. The Neutral Umpire at the bowling end shall be the final judge of this and will notify the bowler immediately after he has used his quota of one bouncer. Any further such bouncers in that over will simply be declared "No Balls".
- c. A short-pitched ball passing over head height of the Batsman (Batsman standing in normal upright position in the crease) shall be declared as "WIDE Ball" by either Umpire and will count as one bouncer for the over. (Neutral Umpire can override the non-neutral umpire decision in this case)
- d. A full toss from any type of bowler, passing the batsman above waist height, (when standing in normal position in the crease) shall be declared "No Ball" (BEAMER) by either Umpire, and also one warning to the bowler should be given for a BEAMER. If 2 BEAMERS are bowled by the same bowler in a match, then the bowler should not be allowed to bowl any more in that match. The over should be continued by another bowler if it was not completed before the bowler was suspended from bowling. In such cases the Neutral Umpire shall have the authority to over-rule the non-neutral umpire's decision. All the applicable rules of play for "No Ball" shall apply in such cases.
- e. If the Bowler bowls the ball such that it passes the batsman, when standing in normal position at the crease on the outside of a clearly marked line 30" outside the off stump, the Umpire shall call and signal, "Wide Ball" as soon as the ball is dead. If the ball shall pass on the leg side of the wicket and behind the batsman, the Umpire shall call and signal, "Wide Ball" as soon as the ball is dead. A ball passing between the batsman and the leg stump shall not be deemed a wide ball.

After the ball is bowled, if the batsman changes the stance/position, or moves around the crease, wide ball will be declared at umpire's discretion.
- f. Leg umpire appointed by batting team cannot call "No ball" on field restriction faults. When fielding team violates the field restriction in presence of the Leg umpire appointed by batting team. In this case, Leg umpire must stop the game by calling "dead ball" before the delivery of the ball. This call cannot be made after the ball was delivered.
- g. FREE HIT will be awarded for all NO-BALLS. The field setup should not change for the free-hit unless the batsmen switched ends for run(s).
- h. **No ball** - Ball bouncing more than once, rolling along the ground or pitching off the pitch or the edge of the pitch. The umpire shall call and signal No ball if a ball bounces more than once or rolls along the ground before it reaches the popping crease or pitches wholly or partially off the pitch before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

RULE X - MATCH FORMALITIES

- a. Captains (or deputies) of each team MUST meet at the toss to review match conditions, and to exchange team lists. Team lists should include the 11 playing members, and up to 2 named substitutes. These will be presented to the umpires in the Playing XI format provided by HCL.
- b. Named substitutes shall be allowed to field only, and must not bat, bowl or keep wicket. Substitutes may be protected players and must be a member of the club.
- c. The spirit of the law is that named substitutes shall normally only be used to replace a member of the fielding side that are injured or incapacitated during the course of the match, substitutions shall be permitted only at the neutral umpire's discretion. The umpire must be notified of a substitution and the reason for it. If a listed player is missing to report at the ground by sixteenth over start, opponent team captain can appeal to disallow that player for rest of the game. This is allowed only for the games with neutral umpire. Any regular fielding team player replaced by a substitute, when comes back into the field can bowl only after the same number of overs he was out of the field. Batting team scorer should keep track of this along with the umpire.
- d. Neutral Umpire makes the final decision if a substitute will be allowed or not.
- e. No runners are allowed during the game.
- f. Captains shall advise members of their respective teams that the Umpires' decision is final and binding in regard to the playing of the game. Any individual acting in an un-sportsmanlike manner or using profanity shall not be tolerated by the Umpires nor should it be tolerated by the team to which that individual belongs. Disciplinary action shall be taken by the team itself against the offending player. In the event the team fails to take such action against the player, the Disciplinary Committee of the HCL may impose sanctions against the player, captain, or the team or all, at their discretion.
- g. Captains are responsible for the provision of a standard cricket scorebook, and competent individual(s) to fully complete the scoring. In the absence of either of these, the other teams scoring will prevail. Where two scorers are present, it is their responsibility to mutually agree, with the assistance of captains and Neutral Umpires if required. Any inconsistencies should be resolved as soon as possible, and no later than the end of an innings.
- h. Each team should carry a manual scorebook just in case the CricClubs app doesn't work.
- i. Clubs should provide a suitable scoreboard, visible from the wicket.
- j. All league games must be played with HCL Approved Ball. The Executive Committee will provide details on approved balls as required.
- k. 30-Yard Circle Rule: Two semi circles shall be marked on the field of play. The semi-circles shall have the middle stump at either end of the pitch as their center and shall be 30 yards in radius. The semi circles are joined by a straight line on either side. The areas should be marked by white spray paint marks at regular 5-yard intervals. For the HCL 40 over season

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the HCL shall incorporate power plays as listed below.

- I. Power Play Rule:
 - First Power Play - 8 over powerplay to start the innings with maximum 2 fielders outside 30-yard circle.
 - Second Power Play - Between over 9 and 32, maximum 4 players allowed outside the 30-yard circle.
 - Third Power Play – Between overs 33 and 40 , maximum 5 players allowed outside the 30-yard circle.
- m. If a game is interrupted by rain after powerplays have been taken by the team batting first and the overs reduced, the team batting second shall be entitled to the same amount of powerplay overs as taken by team batting first.
- n. In the event of an infringement of any of the above fielding restrictions, the neutral square leg umpire shall call and signal no ball. The appointed umpire may confer with, and if necessary over-rule the square leg umpire if required.
- o. In the event that the necessary markings are not present to the satisfaction of the appointed umpire, then the home team will be penalized by 10 penalty runs and the game shall continue without the above restrictions. Penalty runs will be either added or subtracted from the team batting first.
- p. HCL will not apply the following rules:
 - close fielder rule
 - 5-fielder leg side limit rule
- q. HCL will apply the following rules:
 - No more than 2 fielders can be behind square, at any time, on the leg side.
 - In case a team is fielding with less than 11 players (due to injuries etc), maximum outside player rule applies. For example, if a team is fielding with 9 players during the third powerplay, the team is allowed to field 5 players outside the 30-yard circle.
- r. No more than 3 players of a team are allowed to play without team jersey. The t-shirt should have at least the base color of the team's jersey. A \$10 fine will be assessed per player if failure to adhere to this rule.
- s. White pads are not allowed during the batting. Only color pads or pads with clads are allowed. If a batsman comes to batting with white pads, the umpire/opponent captain will not allow him to bat until he changes his pads.

RULE XI - PROMOTIONS & RELEGATIONS

- a. In the event of a team or club being disbanded at the end of a season, the slot vacated in that division will be filled by the higher seeded team in that division slotted for relegation:
 - Two teams to be promoted up from Division I, II, III and IV

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- Two teams to be relegated down from Premier Division, Division I, II and III.

RULE XII - RAIN RULE

- a. Calling off the game before game time -
 - Weather in Houston is unpredictable and locally variable. Unless in exceptional circumstances (e.g. severe flooding), games should not be called off in advance and teams and umpires should be present at the start time to make a decision.
 - All games involving heavy rain on prior days or on the morning of the game can be called off with mutual agreement by the two team Captains up and until 90 minutes prior to the official game start time without requiring the presence of any other player/official at the ground.
 - Any neutral umpire appointed for the game is to be notified immediately. Failure to do so will require both clubs to pay the full umpire fees.
- b. Neutral Umpire is the Sole Judge -
 - Neutral Umpire if present at the ground shall be the sole judge of the fitness of the ground, weather, and light for play. In the absence of an appointed umpire, the play can only continue if both captains agree on the fitness of the playing conditions.
- c. General Guidelines for the Umpires -
 - HCL appointed umpires are advised to consider these guidelines when deciding on the fitness of a ground for play:
 - Continued heavy to moderate rain for 45 minutes should serve as a general guideline to call off any further play unless both Captains are willing to continue.
 - Standing water on the bowlers' run-up and/or in large portions of the infield should serve as a general guideline to automatically call off any further play unless both Captains are willing to continue.

RULE XIII - WALKOVERS & FORFEITURES

- a. Walkovers and forfeitures will be considered a Level 1 disciplinary offence.
- First walkover penalty:
 1. 6 points deduction / \$75 fine with notice
 2. 6 points deduction / \$150 fine without notice
 - Second walkover penalty:
 1. 6 points deduction / \$150 fine with notice
 2. 6 points deduction / \$300 fine with notice
 - Third walkover: Team will surrender their registration to HCL.
** Notice in this case means the team should give the notice to HCL secretary by Email and Phone before 6pm on the eve of the match day. Also, give notice by phone call (voice mail) to the opponent and the umpiring clubs.*
- b. Teams should pay all the fines to HCL before their next match. Failing to pay will result forfeiting the following match(s).
- A walkover may be changes from a without notice ruling to with notice ruling as described above with the approval of the opposing club and umpiring team. Approvals must be received in writing by the HCL secretary within 7 days of the walkover.

RULE XIV - TRANSFER / SWITCHING DEADLINE

- a. No Transfers will be allowed after halfway stage, which is the half of the total regular rounds (game weekends).
- b. Transfer Fee will be \$100 per player to be paid by the team to which the player is transferring to.

RULE XV - PLAY-OFF COMPETITION

- a. A Player has played in 3 games for the club during that season - this will not include games that were entirely washed out, but will include games started then consequently washed out and the scores submitted with all player names. This also applies to U19 players.
- b. For players identified as Outside Players – A player has played in 50% of games during that season - this will not include games that were entirely washed out, but will include games started then consequently washed out and the scores submitted with all player names.
- c. If a club has two or more teams, to be eligible to play for the teams in the lower divisions, or in the case of a club with more than one team in a division the team that finished lower in the standings at the conclusion of the regular season, a player must have played a minimum of 3 games with that "lower" team, this will not include games that were entirely washed out, but will include games started then consequently washed out.

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- d. Eligible players roster will be determined based on reported scores and a player cannot play for more than one team in a play-off even if the player is eligible to play for multiple teams.
- e. Playoff Schedule will be posted on the HCL website before the start of the playoffs. Teams seeded higher will have the home ground advantage. HCL will reschedule any games which rained-out or postponed due to unforeseen reasons.
- f. Playoff ties in the playoffs will not be replayed:
- 1st tie breaker will be Super Over (as described below)
For a Super over, each team nominates three batsmen and one bowler to play a one over "mini-match". Each side bats one over bowled by the one nominated opposition bowler. If the batting side loses two wickets, their innings is over. The side with the higher score from their over wins.
 - 2nd tie breaker will be:
The team with the most number of boundaries combined from the main match and the Super Over in the winner.
 - 3rd tie breaker will be: Coin Toss.
- g. Playoff Semi-finals & Finals will be played at HCL grounds. HCL shall pay for the Umpires, cricket balls and arrange lunch.
- h. The EC may decide to schedule the semi-finals and finals on Saturday and Sunday of the same week if needed.
- i. In-case of weather or any other issue, all playoff games will be moved to the following Saturday, except the FINAL. The Final must be played on a Sunday. (Unless both teams and HCL EC agrees to play on a Saturday).
- j. Play-off match-up to be scheduled as follows:
- a) **Every division will have its own play off** structure (Top 4 teams from every Division will qualify)
- Semi-Finals:
 - SF1: #1 of Division vs #4 of Division
 - SF2: #2 of Division vs #3 of Division
 - Finals :
 - F1: Winner of SF1 vs Winner of SF2