

Fourth Annual Ruchit Patel Memorial

HRCO Tennis Ball Cricket League (2016) - Rules

* Duration

One innings per side, each innings will be limited to maximum of 16 overs.

* Scheduled hours of play

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|  | Start Time |
| 1st Game | 9:00 am |
| 2nd Game | 12:00 pm |
| 3rd Game | 3:00 pm |

* LBW and leg byes

There will be no LBW and no leg byes.

* No ball

1> If bowler steps over popping crease completely, it's a no ball with FREE HIT penalty.

2> Full toss ball above the waist height of the batsman is a no ball (no free hit)

3> If bowler’s foot touches or crosses the side line, it's a no ball. For us, “side line” is an edge of the cement wicket and NOT the white line (no free hit)

* Wide ball

1> Too far out on the off side and anything on the leg side, as decided by the umpire.

2> Any non full toss over head of the batsman is a wide ball.

* Power play

1> First three overs (only two (2) fielders are allowed outside the inner circle)

* Maximum number of overs per bowler

1> A bowler can't bowl more than 4 overs.

* Match result

1> Each side must have faced at least 10 overs to constitute a match.

2> In case of a completed match resulting in a tie, a super over will be played.

3> If a team forfeits the game then the other team wins with full points but the NRR will not change.

4> Winning team is responsible to send scorecard of both teams to Nisaraj (PH#757-572-6058, email: nisarajd@yahoo.com)/Venkat before next Thursday. Failure to do so will result in 2 point penalty.

* Points

1> Winning team will get 4 points. Either of the team can also earn 1 bonus point.

2> Bonus point calculation for winning team:

Team has to win by 20% run margin or chase the target BEFORE 13.1 overs.

3> Bonus point calculation for losing team:

Losing team has to restrict the winning team UNTIL 13.1 or more overs.

4> Teams will earn 2.5 points each for a wash out game.

* Game start time and penalties

1. The games will start at 9: 00 am, 12:00 pm and 3:00 pm.
2. There is no grace time. So, umpires and both teams need to be on ground at start time to avoid penalties.

3> Team needs at least seven (7) players to start the game.

4> The team responsible for late start will be penalized by one (1) over for every five (5) minutes.

5> If umpires are not present at start time, their team will automatically lose toss for their next game.

6> If umpires do not show up until 30 minutes after the start time,

A> #5 will be implemented

B> two (2) point penalty to their team

C> two (2) overs penalty for their next game

D> $ 25.00 fine

E> Teams can start game with their own umpires.

7> If the game is delayed for the natural causes related to weather,

A> If the game is delayed by 20 mins, total overs will be reduced to 14.

(4 overs max per bowler)

B> If the game is delayed by 40 mins, total overs will be reduced to 12.

(3 overs max per bowler)

C> If the game is delayed by more than 40 mins, it will be considered as washed out. Each team will get 2.5 points.

* Player eligibility

1> A player can’t be transferred from one team to another during the tournament.

2> In order to participate in play offs games, the player must have played at least 2 league games for that team.

* Play offs

1> Top four teams (with most points) from each group will advance to the play offs.

2> If the points are same then NRR will be used as a tie breaker.

* Rescheduling of games

Rescheduling of a game is NOT allowed.

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NOTE:

The captains are responsible to make sure that umpire’s decision is respected and no foul behavior is displayed by any player towards umpires or other players. Also, please keep the ground clean.

Thank you.

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