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**HAMPTON ROADS CRICKET ORGANIZATION**

**TWELTH ANNUAL TENNIS BALL CRICKET TOURNAMENT (2019)**

**Rules of the Game**

***HRCO will collect dues ($150) prior to the first game of each team and provide game balls at the same time. Dues must be paid in full for the team to be considered qualified for the tournament.. Online payment can be made thru PayPal (paypal.hrco@gmail.com)***

***Other than the rules mentioned in this document, all basic laws of cricket apply.***

***Format***

Eight players per team. One innings per side, each innings will be limited to a maximum of 10 overs (12 overs for play offs).

***Pitch***

Games will be played on one side of the pitch (bowling from practice cage side).

***Ball***

Hard tennis balls will be provided by HRCO. $5 will be charged for each additional ball requested.

***Scheduled Hours of Play for League Games***

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| --- | --- | --- | --- |
| **Match** | **First Innings** | **Interval** | **Second Innings** |
| **Morning1** | **8:30-9:10am** | **9:10-9:20am** | **9.20-10.00am** |
| **Morning 2** | **10:15- 10:55am** | **10:55-11:05am** | **11:05am-11:45am** |
| **Afternoon1** | **12.00-12:40pm** | **12:.40-12:50pm** | **12:50-1:30pm** |
| **Afternoon2** | **1:45-2:25pm** | **2:25-2:35pm** | **2:35-3:15pm** |
| **Afternoon3** | **3:30 -4:10pm** | **4:10-4:20 pm** | **4:20- 5:00 pm** |

***Umpiring***

Each team will be responsible for umpiring as listed in the schedule.

***Scoring***

* Teams will be responsible for their own scoring.
* Scoring must be done digitally using Cricclubs live scoring mobile App.
* Winning team is responsible to ensure scorecard is updated correctly on the website no later than following Wednesday. Failure to do so will result in a 1 point penalty.

NOTE: Only Captain and Vice-Captain have access to manage their teams and update scorecard on the website.

NOTE: The scorecard on the website must list out the playing 8. A player who didn’t bat or bowl must be captured in the website as “DNB”. Unless the player name is listed on the website game scorecard, he will not be considered as played that game, and this will affect the player eligibility criteria mentioned in “Player Eligibility” section.

***Point System***

2 points for win, 1 for tie, 0 for loss and no bonus point. NRR will remain same for winner of a forfeit game.

***There will be “No LBW and No Leg Bye “ in this tournament. All other extras except Leg Bye applies.***

***A batsman cannot be ruled RUN OUT trying to steal a leg bye, since Leg Bye is not allowed. Batsmen strike cannot be rotated either.***

***Player/Team Eligibility***

* Team can start a game with a minimum of 4 players to avoid a forfeit.
* 8 players to make a full team.
* Player can’t play for more than one team during the tournament.
* Player must have played minimum of one regular game to play any play-off games.

***Number of Overs per Bowler***

* Bowler can bowl a maximum of 3 overs

***Wide Ball***

* Too far out on the off side and anything on the leg side, as decided by the umpire.
* Any non-full toss over head of the batsman is a wide ball. This will also be considered as first bouncer, if it is the first occurrence of that over. Second such occurrence will be considered a No Ball.

***No Ball***

* One short-pitched ball (above the shoulder but not above the head) is allowed per over. The next such ball in the same over will be a NO BALL.
* Any full toss ball above the waist height of the batsman will be a NO BALL.
* If bowler’s back foot (not front foot) touches or crosses the side crease (return crease, for us it is the edge of the cement wicket and shall be considered to be unlimited in length behind the popping crease), it will be a NO BALL.
* Any “over stepping the popping crease” will be a NO BALL.
* Any ball pitching outside cement pitch before reaching the batting side wicket will be a NO BALL.
* Umpire must call NO BALL, in case bowler delivers with an illegal action (chucking), solely based on on-field umpires’ judgement. Bowler will be ejected from bowling for rest of the match after bowling a second delivery with illegal action on the same match; in addition, bowler’s team will automatically lose toss for the next match.

***Free Hit***

* There will be a free hit for any kind of NO-Ball.
* Fielders cannot change their field positions for a Free-Hit, if the same batsman who faced the NO Ball is also facing the Free-Hit. However, fielders can change their positions for a different batsman on strike for the Free-Hit.

***Field Restrictions***

* NO field restrictions. Players can field anywhere they want inside the playing area.

***Playing 8 and Substitute***

1. It is the umpires’ as well as both team captains’ responsibility to get the playing eight from both teams before toss is done.
2. Once the playing eight is submitted, it can’t be changed for that game.
3. Team bowling first can start the game with substitute players (SUB, here after) if players from playing eight (P8 PLAYER, here after) are not there yet. However, the following conditions will be applied:
   1. If P8 PLAYER shows up during first three (3) overs:

P8 PLAYER can replace SUB without any issue.

* 1. If P8 PLAYER doesn't show up before fourth (4th) over starts:

***Option 1:*** SUB can continue fielding for rest of the innings as SUB. He can NOT be "converted" into P8 PLAYER. Also, if P8 PLAYER shows up later on, he will not be allowed to be a part of the game, not even as SUB.

***Option 2:*** SUB can be off the field (i. e. playing with player(s) short) from beginning of the fourth over. Now, P8 PLAYER can come anytime during the game (even after first innings is completed) and join his team as P8 PLAYER.

1. Substitute player may not bowl, bat, or act as captain
2. Player being substituted is required to spend a period back on the field at least equal to the number of overs that he was absent before resuming bowling
3. Player being substituted is required to field/restricted from batting if second innings commence/combination of both, for at least equal number of overs that he was absent, or until the 2nd wicket is down, whichever comes first, before the player can bat.
4. A batsman can only retire hurt for an injury that he picks up during the game. Otherwise batsman will be considered retired out. Being tired is not considered an injury.
5. Runner for a batsman is not allowed

***Penalties***

1. If umpires don’t show up on time, their team will automatically lose toss for their next game.
2. **If umpires don’t show up at all, penalty# 1 + deduction of 2 points + $100 fine will apply**.
3. **Umpires are not allowed to be swapped during the game.** Umpire that starts the game off is required to umpire the entire game. $100 fine will be charged for each umpiring swap.
4. The team responsible for late start will face a penalty of 1 over for every 4 minutes. After 20 minutes, “no show” team will lose the match as a “forfeit” and the opposite team will be awarded “2 points” if the opposite team is present to start the game.
5. The team that forfeits a game will automatically loose toss for all non-playoff matches, and a $100 fine will be charged for each time team forfeits.
6. Teams must start game with their own umpires, in case umpires don’t show up on time.

***Match Result***

* Team batting second must have faced at least 5 overs to constitute a match. Otherwise match will be considered “washed out”. If the match was interrupted and called off due to inclement weather after team batting second has played a minimum of 5 overs, then the team with higher run rate will be considered winner. Run rate of the team batting second at the time game was called off will be compared against the run rate of the team batting first. If side batting first were all out in less than 10 overs (12 overs in case of play offs or pre decided number of overs due to delayed start mentioned in section “Penalties”), their run rate will be calculated on the basis of full quota of overs and not the number of overs they were dismissed. Points will be split among both the teams in case the game is washed out, due to rescheduling not allowed during group stage.
* If a team abandons the match in progress, which umpires does not agree match is completed, they agree that the match be awarded to the opposition as a Forfeit.
* In case of a completed match resulting in a tie, points will be split, each team will get 1 point.
* If a team forfeits the game then the other team wins with full points (2 points) but the NRR will not change.
* The team that forfeits a game will automatically loose toss for all non-playoff matches, and a $100 fine will be charged for each time team forfeits.

***Tie-Breaker To Qualify For Play-offs***

The tie-breaker for teams finishing on equal points after regular group games will be resolved in this order:

1. Team with higher Net Run Rate in the group games will be placed in the higher position**.**
2. If both teams have same NRR, then head to head result in the group stage will be considered. If head to head had no result or resulted in a tie, then team that lost least total number of wickets in the tournament group stage will be ranked higher..

***Tie-Breaker for Play-off Games***

* Super over(s) will be played until the winner is decided, in case of a tie in play offs.

***Super Over***

* Team batting second in the match will bat first in super over.
* One over to bowl and only 3 batsmen allowed (i.e. 2 wickets).
* Each team will give the match officials their bowler and 3 batsmen names before the start of super over.
* The bowler of the super over is allowed to bat in the super over.

***Play Offs***

* Top 2 teams from each group on the Points Table will advance to Quarter Finals (A1, A2, B1, B2, C1, C2, D1, D2)
* Quarter Final will be played as follows:
  + QF #1: C1 vs D2 (Umpiring Teams: TBD)
  + QF #2: D1 vs C2 (Umpiring Team: TBD)
  + QF #3: A1 vs B2 (Umpiring Teams: TBD)
  + QF #4: B1 vs A2 (Umpiring Team: TBD)
* Semifinal will be played as follows:
  + SF #1: Winner of QF #1 vs Winner of QF #4 (Winner of QF #2 & Winner of QF #3)
  + SF #2: Winner of QF #2 vs Winner of QF #3 (Winner of QF #1 & Winner of QF #4)
* HRCO will umpire Tournament Final

***Miscellaneous***

* In case of incidents that occur during the game that is not mentioned in this document, on-field umpires of that particular game have authorization to enforce the rule for that GAME ONLY.
* 5 runs will be awarded to batting side, in case of ball touching personal gear/drink bottles. Fielding side is responsible for keeping the ground debris free.

***Rescheduling Of Games***

1. No rescheduling allowed during group stage. In case of wash outs points will be split.
2. In case Final Game of the day, scheduled to start at 3:30PM, does not start until 4PM due to previous games on the day ends up finishing late, both team captains and umpires can make a decision with permission from HRCO POCs for the tournament (Nisaraj Dharmarajan and/or Mahesh Patel) to reschedule the match. After daylight savings time change (midnight on March 10th), this rescheduling will not be allowed. Points will be split in case of unfinished match or winner will be decided based on run rate as specified under “Match Result”.
3. EC based on umpires input will decide whether rescheduling is required depending on ground condition during Play offs stage

However, both the teams and umpires have to be on the ground to decide it. If a team does not show up thinking that the game will be washed out, they will lose the match. (It may be raining in Virginia Beach or Newport News or anywhere else but may not be at the temple!!)

***Alcohol Consumption is prohibited***

Consumption of alcoholic beverages is strictly prohibited within Temple premises. ***Violators may be prosecuted***.

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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. Both teams playing the last game of the day are responsible to empty the trash cans. Dumpsters are located by kids park.

Thank you.

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