



S & P Memorial

13th Annual HRCO Tennis Ball Tournament (2020) - Rules

Tournament Fee: \$150 (Deadline: 02/15/2020)

Champions: \$200

Runners up: \$100

Tournament MVP: \$50

Max limit of 16 teams

8 Players per side

10 Overs (12 overs for SF and Finals)

5 league games per team

8 teams advance to QF

Dues must be paid in full prior to deadline for the team to be considered qualified for the tournament.

Only teams that pay dues by the posted deadline will be allowed to participate in the tournament.

Once the schedule is posted team that prefer to back out will not be refunded.

Online payment can be made thru PayPal (paypal.hrco@gmail.com). Please use this link to make PayPal payment: <https://www.paypal.me/hrco dues>

Other than the rules mentioned in this document, regular ICC cricket rules will apply.



- **Format**

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

- **Scheduled hours of play**

	Start Time (Before Day Light Savings)	Start Time (After Day Light Savings)
1 st Game	8:00 am	8:30 am
2 nd Game	9:45 am	10:15 am
3 rd Game	11:30 am	12:00 pm
4 th Game	1:15 pm	1:45 pm
5 th Game	3:00 pm	3:30 pm

- **Pitch**

Games will be played on one side of the pitch (batting from parking lot end)

- **Ball**

Hard tennis balls will be provided by HRCO. Teams must collect game balls from HRCO prior to Tournament start date.

- **Umpiring**

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

- **LBW and leg byes**

1. There will be “***No LBW and No Leg Bye***” in this tournament. All other extras except Leg Byes apply
2. 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

- **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.
3. A call of ***No ball shall over-ride the call of Wide ball*** at any time.



- No ball
 1. **One short-pitched ball** (above the shoulder but not above the head) are allowed per over. The next such ball in the same over will be a NO BALL.
 2. Any full toss ball **above the waist height** of the batsman standing upright at popping crease will be a NO BALL
 3. 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
 4. Any "**over stepping the popping crease**" will be a NO BALL
 5. Any ball **pitching outside cement pitch** before reaching the batting side wicket will be a NO BALL
 6. If **bowler breaks non-striker end stumps with any part of his body during delivery stride**, NO BALL will be called
 7. Ball **bounces more than once or rolls along the ground** before it reaches the popping crease, will be a NO BALL
 8. 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. If the bowler is ejected from bowling, due to delivering a second ball with illegal action (thus called no ball by umpire), the resulting **follow on free hit shall be delivered by the replacement bowler**.
 9. It is the umpire's duty to ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is **NOT a NO BALL**, and shall be considered as umpiring failure, in case the umpire forgets to inquire bowler's mode of delivery and notify the striker regarding bowler's mode of delivery. However, it is unfair if the **bowler fails to notify the umpire of a change in his mode of delivery**. In this case the umpire shall call and signal NO BALL.
 10. A call of **No ball shall over-ride the call of Wide ball** at any time.
- Free Hit
 1. There will be a free hit for **any kind of NO-Ball**
 2. 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
- Power play

No field restrictions. **No Power play**.



- Maximum number of overs per bowler
 - 10 Over Games:** Only **2 bowlers** can bowl a maximum of **3 overs**. **Other bowlers** can bowl a maximum of **2 overs**.
 - 12 Over Games:** Bowler can bowl a maximum of **3 overs**.

- Match result
 1. 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 for SF & Final), 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.
 2. 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. Criteria under “Para 4” of this section applies.
 3. In case of a completed match resulting in a **tie**, points will be split, **1 point per team**
 4. If a team **forfeits** the game, then the other team wins with **full points (2 points)** but the NRR will not change
 5. The team that **forfeits** a game will automatically loose toss for all non-playoff matches, Forfeiting team will be charged \$100 fine by HRCO and the payment will be due within 7 days. Captain and Vice Captain of the forfeiting team will be charged with 1 game suspension (suspended from playing next scheduled game of the team).

- Scorecard
 1. Scoring must be done digitally using Cricclubs live scoring option.
 2. In case the live scoring app crashes, scoring shall be done by other means.
 3. Game shall not be delayed at any point due to scoring app/scorer shenanigans.
 4. Batting team is responsible for scoring the innings, and the team that is batting first is responsible for setting up the live scoring app prior to the scheduled game start time.
 5. **Winning team is responsible to ensure that scorecard is updated correctly on the website no later than following Thursday**. 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.

- Game start time and penalties

1. The games will start as listed in Page 2.
2. Umpires and both teams must be on the ground 10 minutes prior to game start time, ground fully prepared and ready for toss to avoid penalties. Team responsible for late start will face penalties.
3. Team needs at least **six (6) players to start the game** at game start time.
4. The team responsible for late start will face a **penalty of 1 over for every 4 minutes** from scheduled start time. 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. 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. **one (1) point** penalty to their team
 - c. **one (1) over** penalty for their next game
7. If **umpires** do not show up at all:
 - a. #6 will be implemented
 - b. **Additional one (1) point** penalty to their team
 - c. **\$100** fine will apply
8. Teams must start game with their **own umpires**, in case umpires don't show up on time
9. If the game is delayed for the natural causes related to weather:
 - a. If the game is delayed by **10 mins**, total overs will be **reduced to 8**.
(2 overs max per bowler)
 - b. If the game is delayed by **20 mins**, total overs will be **reduced to 6**.
(2 overs max for 2 bowlers, 1 over max for remaining bowlers)
 - c. If the game is delayed by more than **35 mins**, it will be considered as **"washed out"**. Each team will get 1 **point**. 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 points; game will be considered a Forfeit. (It



may be raining in Virginia Beach or Newport News or anywhere else but may not be at the temple!!)

10. In case Final Game of the day starts late and if there is not enough time to constitute a full match, umpires shall reduce number of overs per side to 8 overs (2 overs max per bowler) or 6 overs (2 overs max for 2 bowlers, 1 over max for remaining bowlers), based on that particular day's sunset time.

- Player eligibility

1. Player can't play for more than one team during the tournament
2. Player must have played a minimum of **one regular game** to qualify for play-off games

- Playing 8 and Substitute

1. It is the umpires' as well as both team captains' responsibility to get the playing eight from other team 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:
 - a. If P8 PLAYER shows up during first three (3) overs:
P8 PLAYER can replace SUB without any issue.
 - b. 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 one player 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.
4. Substitute player may not bowl, bat, or act as captain
5. 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
6. 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.
7. 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.
8. **Runner for a batsman is not allowed**



- Points
 1. Winning team will get **2 points**.
 2. Teams will earn **1 point** each for a tie.
 3. Teams will earn **1 point** each for a **wash out** game.
 4. Losing team: **0 point**.

- Play offs
 1. Top **4 teams from each group** (with most points) on the Points Table will advance to the playoffs (A1, A2, A3, A4, B1, B2, B3 & B4)
 2. If the points are same then NRR will be used as a tie breaker. If both teams have same NRR, then head to head result in the group stage will be considered. If head to head was not played, washed out or resulted in a tie, then team that lost least total number of wickets in the tournament group stage will be ranked higher.
 3. Teams ranked 1 to 4 in each group will play Quarter Finals as follows:
 - a. **QF#1: A1 vs B4 (Umpiring A2 & B3)**
 - b. **QF#2: A2 vs B3 (Umpiring A1 & B4)**
 - c. **QF#3: A3 vs B2 (Umpiring A4 & B1)**
 - d. **QF#4: A4 vs B1 (Umpiring A3 & B2)**
 4. Semi Finals will be played as follows:
 - a. **SF#1: Winner of QF#1 vs Winner of QF#3 (HRCO assigned, TBD)**
 - b. **SF#2: Winner of QF#2 vs Winner of QF#4 (HRCO assigned, TBD)**
 5. Super over(s) will be played until the winner is decided, in case of a tie in play offs (See Super Over section for additional details).



- Super Over

1. Team batting second in the match will **bat first** in super over
2. One over to bowl and **only 3 batsmen** allowed (i.e. 2 wickets)
3. Each team will give the match officials their bowler and 3 batsmen names before the start of super over.
4. The bowler of the super over **is allowed** to bat in the super over.
5. In the event teams tie in the Super Over, another Super Over will follow until a winner is decided.
6. If umpires decide playing Super Overs cannot be continued until a winner is decided due to bad light or inclement weather conditions, winner will be decided as listed below based on result of first Super Over played (Note: Below criteria will be used to decide winner for the case in which even playing the first Super Over was not possible):
 - a. the team that has scored most boundaries (fours and sixes) in the match (main match + super over) will be considered winner.
 - b. if the above is still a tie, the team that has scored most boundaries (fours and sixes) in the match (main match only) will be considered winner.
 - c. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.
 - i. Example: Assuming that the game has ended in a tie and goes to a super over. Both teams end up on 15 runs in the super over. If the first and second super over tie breakers (steps a & b above) also ends up in a tie, then the third tie-breaker can be applied as follows:

RUNS SCORED FROM	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	2	2
Ball 4	6	4
Ball 3	4	6
Ball 2	1	W
Ball 1	1	2

- ii. In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 6 runs from its 4th ball while team 2 scored only 4 runs, so **team 1 is the winner**.



- **Miscellaneous**

1. 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.
2. 5 penalty runs will be awarded to the batting side, in case of ball touching personal gear/drink bottles/any other external removable unusual object that is not part of the ground or not supposed to be inside the boundary line. Fielding side is responsible for keeping the ground debris free.
3. Schedule is subject to change, depending on MACC games and ground availability.

- **Rescheduling of games**

No rescheduling allowed during group stage. In case of wash outs points will be split.

- ***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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