

RULES & REGULATIONS (2023)

UMPIRING & SCORING

- Umpires and Scorers will be provided by TPL.

TEAM DRESS CODE

- During the game, each player must wear TPL provided uniform including pad sleeves, cap/hat and helmet cover.

SAFTEY

- Batsman must wear a helmet with a grill. No exception!

WIDE BALL RULES

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

FORMAT

- Eleven players per team, one innings per side, and each innings will be limited to a maximum of 20 overs. Each team will play every other team twice during the league stage. Top team will advance directly to Final, #2 and #3 teams will play the SF.

SCHEDULED HOURS OF PLAY (Subject to change)

	1 st Innings	Innings Break	2 nd Innings
1 st Game	10:00 am – 11:50 am	11:50 am – 12:10 pm	12:10 pm – 2:00 pm
2 nd Game	2:30 pm – 4:20 pm	4:20 pm – 4:40 pm	4:40 pm – 6:30 pm

VENUE

- TEMPLE CRICKET GROUND: Games will be played on one side of the pitch (Batting from parking lot end)

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CRICKET BALL

- White cricket balls will be provided by TPL.

NO BALL RULES

- 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 passes above the waist height of the batsman standing upright at popping crease will be a NO BALL.
- If bowler's back foot (not front foot) touches or crosses the side crease (return crease, 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 the pitch before reaching the batting side wicket will be a **NO BALL**. Pitching outside the pitch includes ball pitching on the edge of the mat/cement pitch or nail.
- If bowler breaks non-striker end stumps with any part of his body during delivery stride, NO BALL will be called.
- Ball bounces more than once or rolls along the ground before it reaches the popping crease, will be a **NO BALL**.
- Umpire must call **NO BALL**, in case of bowler delivers with an illegal action (chucking), solely based on on-field umpires' judgement. Bowler will be ejected from bowling for the rest of the match after bowling a second delivery with illegal action on the same match. If the bowler is ejected from bowling, due to delivering a second ball with illegal action (thus called no ball by the umpire), the resulting follow on free hit shall be delivered by the replacement bowler.
- 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 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**.
- A call of No ball shall over-ride the call of Wide ball at any time.

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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.

POWER PLAY

- First **six overs** minimum **9 players** (including bowler and wicket keeper) must be **inside the inner circle**. Power play for shortened games shall be calculated as 30% of total overs. For examples: (1) if game is shortened to 16 overs, Power Play will be $16 \times 30\% = 4.8$ (round it up to 5 overs of power play); (2) if game is shortened to 14 overs, Power Play will be $14 \times 30\% = 4.2$ (still round it up to 5 overs of power play). Always round up to calculate power play.

MAXIMUM NUMBER OF OVERS PER BOWLER

- Bowler can bowl a maximum of 4 overs (for 20 overs match).

SCORECARD

- TPL assigned scorers will digitally score using CricClubs live scoring option.

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MATCH RESULT

- Team batting second must have faced at least **12 overs to constitute a match**. Otherwise the match will be considered **“washed out”**. If the match was interrupted and called off due to inclement weather after the team batting second played a minimum of 12 overs, then the team with **higher run rate** will be considered the winner. Run rate of the team batting second at the time the 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 20 overs (14 overs, 16 overs or 18 overs in case of delayed start mentioned in “Para 13” of the section “Game Start Time and Penalties”), their run rate will be calculated on the basis of full quota of overs and not the number of overs they were dismissed.
- If a team abandons the match in progress, which the umpires do not agree the match is completed, they agree that the match be awarded to the opposition as a Forfeit. Criteria under “Para 4” of this section applies.
- In case of a completed match resulting in a **tie, super over(s) will be played** (maximum 2 super overs (See Super Over section for additional details).
- If a team **forfeits** the game then the other team wins with **full points (2 points)** but the NRR will not change. Forfeiting team will be charged a \$500 fine by TPL 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).

POINTS

- Winning team: 2 points || Losing team: 0 points || Washout games: 1 point each

PLAYER ELIGIBILITY

- Team rosters can include only those players that are attained thru TPL auction.

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GAMES START TIME AND PENALTIES

- The games will start at times as mentioned in page 2 of this document.
- Playing teams, umpires and scorers shall be on ground minimum 30 minutes prior to the scheduled game start time for pre-match conference. Playing 11 needs to be exchanged during that time (minimum 20 minutes before scheduled start time), and Toss must be done at a minimum of 15 min before game start time. Toss winning team must inform umpires their decision on the spot...No additional time shall be permitted. Both teams shall ensure that the scorer correctly enters the playing 11 in Cricclubs live scoring App.
- Team needs at least seven (7) players from the playing 11 to start the game.
- Late arriving team (minimum 7 players from the playing 11 on the ground 30 minutes before game start time is required) will lose the toss for the game and next game.
- The team responsible for late start will face a **penalty of 1 over for every 4 minutes** (if minimum 7 players from the playing 11 are not present at game start time). After **30 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
- 10 runs for every five minutes taken extra to complete an innings will be awarded to the opponent team in case of any time violations. 20 overs must be completed in 100 minutes, timeouts are not included in 100 minutes. Including timeouts 20 overs must be completed in 109 minutes. **Umpires must keep track of game time and umpires decision will be final on penalties.**
- Incoming batsman must enter the field before the outgoing batsman crosses the boundary. 3 minutes is the max time allowed from the time of dismissal till the new batsman takes guard. If a new batsman has not taken guard within 3 minutes of the previous batsman being out, a 10 runs penalty will be charged to the batting team.
- Three, 3 minutes strategic timeouts will be allowed for the fielding team....First strategic time out will be at 4.6 over. Second strategic timeout shall be taken at 9.6 over. Last strategic time at 14.6 over.
- Innings break shall be 20 minutes maximum.
- TIMING SUMMARY:
 - Team exchanges - 20 minutes before scheduled start time.
 - TOSS - 15 min before scheduled start time.
 - 20 overs must be completed in 100 minutes.
 - Including timeouts 20 overs must be completed in 109 minutes.
 - Three, 3 min strategic timeouts shall be taken at 4.6 overs, 9.6 overs & 14.6 overs.

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GAMES START TIME AND PENALTIES

- If the game is delayed for the natural causes related to weather:
 - 1 over per innings will be reduced for each 5 minutes lost.
 - If the game is delayed by **20 mins**, total overs per innings will be **reduced to 18**. (1 over/5min lost. Total 4 overs reduced for 20 minutes lost) (4 overs max for 3 bowlers).
 - If the game is delayed by **40 mins**, total overs per innings will be **reduced to 16**. (3 overs max per bowler, 1 bowler can bowl 4 overs)
- If the game is delayed by **60 mins**, total overs per innings will be **reduced to 14**. (3 overs max per bowlers)
- If the game is delayed by more than **80 mins**, it will be considered as “**washed out**”, as there won't be enough time to complete 12 overs per side. 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; the 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!!)
- If a game in progress is stopped due to bad weather, 1 over per 5 minutes shall be reduced. If enough time is lost to complete a minimum of 12 overs in the second innings by the scheduled match end time, the match shall be considered washed out.
- Umpires and assigned POC for the game will decide whether playing conditions are suitable for conducting/continuing/stopping a match. Both team captains must follow the umpire's decision without any questions or concerns.

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Playing 11 & Substitute

- It is the umpires' as well as both team captains' responsibility to get the playing eleven from the other team before the toss is done.
- Once the playing eleven is submitted, it can't be changed for that game.
- Team bowling first can start the game with substitute players (SUB, here after) if players from playing eleven (P11 PLAYER, here after) are not there yet. However, the following conditions will be applied:
 - If P11 PLAYER shows up during first six (6) overs: P11 PLAYER can replace SUB without any issue.
 - If P11 PLAYER doesn't show up before seventh (7th) over starts:
 - **Option 1:** SUB can continue fielding for the rest of the innings as SUB. He can NOT be "converted" into P11PLAYER. Also, if P11 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 the beginning of the seventh over. Now, P11 PLAYER can come anytime during the game (even after first innings is completed) and join his team as P11 PLAYER.
- Substitute player can not bowl or bat.
- 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.
- Player being substituted is required to field/restricted from batting if second innings commence/comboination of both, for at least equal number of overs that he was absent, or until the 3rd wicket is down, whichever comes first, before the player can bat.
- 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.
- A retired hurt batsman can come back to bat anytime after fall of wicket or another batsman retired hurt/out. A batsman can only retire hurt once. Second time batsman will be considered retired out.
- **Runner for a batsman is not allowed**

PLAY OFFS

- Top 3 teams (with most points) on the Points Table will advance to the playoffs
- Teams ranked 1 will directly qualify for Final
- Teams ranked 2 & 3 will play the "Semifinal"
- If the points are the same then NRR will be used as a tie breaker. If both teams have the same NRR, then the head to head result in the group stage will be considered. If head to head was washed out or resulted in a tie, then the team that lost the least total number of wickets in the tournament group stage will be ranked higher.

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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.
- In the event teams tie in the Super Over, another Super Over will follow. Maximum 2 super overs can be played.
- In case of a second super over, a different set of batsmen and bowler must be used than the first super over. Same set of batsmen and bowler cannot repeat in the 2nd super over.
- If umpires decide playing Super Overs cannot be continued due to bad light or inclement weather conditions, or both 1st and 2nd super overs end up in a tie, 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):
 - The team that has scored the most boundaries (fours and sixes) in the match (main match + first super over) will be considered the winner.
 - If the above is still a tie, the team that has scored the most boundaries (fours and sixes) in the match (main match only) will be considered the winner.
 - 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.

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MISCELLANEOUS

- In case of incidents that occur during the game that are not mentioned in this document, on-field umpires of that particular game have authorization to enforce the rule for that GAME ONLY.
- 5 penalty runs will be awarded to the batting side, in case of ball touching personal gear/ drink bottles/any other external removable unusual/unnatural 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.
- Umpires can overturn their decision if realized faulty. In a situation where the umpire has given a decision without knowing some new rule or what really happened, the umpire can recall the decision after discussion with the second umpire on field. Umpires decision is final.
- Captains should make sure that their team plays with good conduct and help maintain sportive environment on the field. Captains are required to manage their respective teams and avoid any arguments /discussions, Abusing umpires and fellow players on the ground during play. Any unethical behavior and conduct breach could lead to the team's disqualification.

RESCHEDULING OF GAMES

- A team who faces 2 washout games will be rescheduled to play its 1st washout game.
- June 24-25 will be used for washout games (Spare weekend).

EXAMPLE

	10:00 AM	02:30 PM
MAY 20	<div style="display: flex; align-items: center; justify-content: center;"> 1 VS 1 </div> <p style="font-size: small; margin-top: 5px;">GAME</p>	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>
MAY 21	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>	<div style="display: flex; align-items: center; justify-content: center;"> 1 VS 2 </div> <p style="font-size: small; margin-top: 5px;">GAMES</p>
MAY 27	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>	<div style="display: flex; align-items: center; justify-content: center;"> 2 VS 2 </div> <p style="font-size: small; margin-top: 5px;">WASHOUT</p>
MAY 28	<div style="display: flex; align-items: center; justify-content: center;"> 1 VS 1 </div> <p style="font-size: small; margin-top: 5px;">WASHOUT</p>	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>
JUNE 03	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>
JUNE 04	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>	<div style="display: flex; align-items: center; justify-content: center;"> VS </div>

Will be rescheduled



Will be rescheduled



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CODE OF CONDUCT & SPIRIT OF CRICKET

- Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. TPL will enforce this code of conduct for all players and participants. Teams and Players violating the code of conduct will be subject to be terminated from the Tournament or the season based on the review after hearing concerns from all parties.
- All participating members (Captains, Vice Captains, Team supporters) must always comply with below defined code of conduct:
 1. Avoid any abusive action which that can cause harm to the game itself.
 2. The major responsibility for ensuring the spirit of fair play rests with the captains and team managers.
 3. There are two Laws which place the responsibility for the team's conduct firmly on the captain.
 - Responsibility of captains:
 - The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
 - Player's conduct, In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.
 - Fair and unfair play:
 - According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.
 - The umpires are authorized to intervene in cases of:
 - Time wasting
 - Tampering with the ball
 - Any other action that they consider to be unfair
 4. The Spirit of the Game involves RESPECT for:
 - Your opponents, your own captain and team
 - The role of the umpires
 - The game's traditional values
 5. It is against the Spirit of Game:
 - To dispute an umpire's decision by word, action or gesture
 - To direct abusive language towards an opponent or umpire
 - To indulge in cheating or any sharp practice, for instance:
 - To appeal knowing that the batsman is not out
 - To advance towards an umpire in an aggressive manner when appealing
 - To distract an opponent by harassment.
 6. **Violence:** There is no place for any act of violence on the field of play.
 7. **Safety:** All participating members must take care and handle their personal situations (physical & mental) and take outmost care on the field.
 8. Any intentional damage/loss caused by any willful act of participant(s) will be addressed with necessary law enforcement intervention.
 9. Players must carry their health insurance in event of personal injuries/sports injuries. Captains must ensure that all their players are well covered. TPL will not verify the proof of insurance of players.
 10. Players Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

*Incase of any dispute, TPL committee will take the final decision