



2nd Challengers Trophy

T25 (2023) - Rules

Tournament Fee: \$50 per player (Deadline: 08/30/2023)

\$75 per player (Deadline: 09/05/2023)

\$125 per player (Deadline: 09/25/2023)

Champions: \$1000

Runners up: \$500

Tournament MVP: \$250

Best Bowler of Tournament: \$125

Best Batsman of Tournament: \$125

MOM (Final): \$50

MOM for all other games: \$25

Recipients must be present during Final presentation to collect the award. In absence of recipient at the Final presentation, the award will be returned to HRCO... no exception.

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

Only teams that pay player 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/hrcodues>

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



- **Format**

Eleven players per team plus one impact player, one innings per side, and each innings will be limited to a maximum of 25 overs. Each team will play **six** games during the league stage (subject to change due to ground availability). Top 4 teams will advance to next stage of the Tournament.

- **Scheduled hours of play (Subject to change)**

2 Games per Day	
	Start Time
1 st Game	08:00 am
2 nd Game	1:30 pm

- **Pitch**

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

- **Ball**

White cricket balls will be provided by HRCO. Teams must collect game balls from HRCO prior to Tournament start date. For morning games with wet conditions, 2 new balls will be used per innings. 2nd new ball will be taken after completion of 10 overs.

- **Umpiring**

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

- **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.
4. Following the new ICC updated rule in 2022: A wide will apply to where the batter is standing, where the batter has stood at any point since the bowler began their run up, and which would also have passed wide of the striker at a normal batting position.

- **No ball**

1. ***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.
2. Any full toss ball passes ***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, 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 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/astro turf pitch or nail
 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. 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
 1. First **five overs** minimum **9 players** (including bowler and wicket keeper) must be **inside the inner circle**.
 2. **3 overs** batting Power Play, minimum **8 players** (including bowler and wicket keeper) must be **inside the inner circle**.
 3. Total power play (including batting 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 total power play, including batting 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 total power play, including batting power play). Always round up to calculate power play.
 4. Batting Power play for shortened games:



- a. Total Power Play 7 overs: Batting power play shall be 3 overs
 - b. Total Power Play 6 overs: Batting power play shall be 2 overs
 - c. Total Power Play 5 overs: Batting power play shall be 2 overs
 - d. Total Power Play 4 overs or less: Batting power play shall be 1 over
- **Maximum number of overs per bowler**
Bowler can bowl a maximum of **5 overs**
 - **Match result**
 1. Team batting second must have faced at least **15 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 15 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 25 overs (17 overs, 19 overs, 21 overs or 23 overs in case of delayed start mentioned in “Para 20” 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. **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 playoff match resulting in a **tie, super over will be played** (maximum 2 super overs; See Super Over section for additional details). Points will be split in case of a tie during group stage.
 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 lose 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 11. 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.

- **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**

- **Player eligibility**

1. Player can't play for more than one team during the tournament
2. Teams are allowed to use only registered players in the Team Roster
3. Player must have played a minimum of **one regular game** to qualify for play-off games
4. Team must play 16 different players for at-least 1 completed game, to be qualified for playoffs. Impact player that converted into an active player in the playing 11 can be considered towards qualification.

- **Ground Set up**

1. Home team shall ensure the ground is completely set up prior to scheduled Toss time.
2. Away team shall ensure the stumps/bails and any associated cricketing equipment used for the game are removed and stored safely in the store room.

- **Game start time and penalties**

1. The games will start at times as mentioned in page 2 of this document
2. Home team shall ensure the ground is completely set up prior to scheduled Toss time.
3. Playing teams and umpires shall be on ground minimum 30 minutes prior to the scheduled game start time for pre-match conference. Playing 12 (including impact player) 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 and inform who the impact player is as soon as toss is done...No additional time shall be permitted. Both teams shall ensure that the playing 11 plus impact player, is entered correctly in Cricclubs live scoring App by the team batting first.



4. Team needs at least **seven (7) players to start the game**
5. Late arriving team (minimum 7 players from the playing 11 on the ground 20 minutes before game start time is required) will lose the toss for the game.
6. 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 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.
7. In the event of playing 11 plus impact player is not exchanged and posted to captain’s WhatsApp group by team captains after toss is done, and at least 10 minutes prior to scheduled game time....1 over penalty will be enforced. Toss result also needs to be posted by toss winning team minimum 10 minutes prior to the game time.
8. First ball must be delivered within first one minute of scheduled start time. Umpires must enforce the time rules strictly.
9. If **umpire(s)** are not present 20 min before game start time, their team will automatically **lose toss** for their next game
10. If **umpire(s)** do not show up until **30 minutes** after the start time:
 - a. #9 will be implemented
 - b. **one (1) point** penalty to their team
 - c. **two (2) overs** penalty for their next game
11. If **umpire(s)** do not show up at all:
 - a. #10 will be implemented
 - b. **Additional one (1) point** penalty to their team
 - c. **\$100** fine will apply
12. Umpires are not allowed to be swapped during the game. **Umpire that starts the game off is required to umpire the entire game.**
13. Teams must start game with their **own umpires**, in case umpires don’t show up on time
14. 10 runs for every five minutes taken extra to complete an innings will be awarded to opponent team in case of any time violations. Umpires must keep track of game time. 25 overs must be completed in 125 minutes, timeouts are not included in 125 minutes. Including timeouts 25 overs must be completed in 135 minutes.
15. If the fielding team fails to start the 21st over at 111th minute, from 111th minute and follow on, for every ball bowled, fielding team will be docked one fielder from outside the 30-yard circle. For shortened games umpires shall calculate the start time of 80% of the total overs and apply the penalty accordingly. For example, in case of a game shortened to 20 overs, if the 16th over is not started at 86th minute (5 minutes allocated for each over, plus 5 minute break at 9.6 overs, total 85 minute to complete 16 overs), for every ball bowled from that point onwards, fielding team will be docked one fielder from outside the 30-yard circle.



16. Incoming batsman must enter the field before outgoing batsman crosses the boundary. 3 minutes is the max time allowed from the time of dismissal till the new batsman take guard. If new batsman has not taken guard within 3 minutes of previous batsman being out, 10 runs penalty will be charged to the batting team.
17. Two, 5 minutes strategic timeouts will be allowed for fielding team...First strategic time out will be at 9.6 over. Second strategic timeout shall be taken at 19.6 over.
18. Innings break shall be 10 minutes maximum.
19. TIMING SUMMARY (2 Games per Day):
 - a. Team exchanges - 20 minutes before scheduled start time. Post it in the WhatsApp group minimum 10 minutes prior to game start time. 1 over penalty will be enforced.
 - b. TOSS - 15 min before scheduled start time. Post Toss result it in the WhatsApp group minimum 10 minutes prior to game start time.
 - c. Including timeouts 25 overs must be completed in 135 minutes.
 - d. Two, 5 min strategic time outs shall be taken at 9.6 overs & 19.6 overs.
 - e. Innings break shall be 10 minutes maximum.
 - f. If *umpire(s)* are not present 20 min before game start time, their team will automatically **lose toss** for their next game.
20. If the game is delayed for the natural causes related to weather:
 - a. 1 over per innings will be reduced for each 5 minutes lost.
 - b. If the game is delayed by **20 mins**, total overs per innings will be **reduced to 23**. (1 over/5min lost. Total 4 overs reduced for 20 minutes lost) (5 overs max for 3 bowlers).
 - c. If the game is delayed by **40 mins**, total overs per innings will be **reduced to 21**. (4 overs max per bowler, 1 bowler can bowl 5 overs)
 - d. If the game is delayed by **60 mins**, total overs per innings will be **reduced to 19**. (4 overs max per bowler)
 - e. If the game is delayed by **80 mins**, total overs per innings will be **reduced to 17**. (4 overs max for 2 bowlers)
 - f. 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 15 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; 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!!)
 - g. 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 15 overs in the second innings by the scheduled match end time, the match shall be considered washed out.



h. Umpires for the game will decide whether playing conditions are suitable for conducting/continuing/stopping a match. Both team captains must follow umpires decision without any questions or concerns.

- **Impact Player**

1. In addition to the playing 11, both captains must inform who the impact player is to the umpire at the completion of toss and as soon as the toss winning captain make the decision to bat/bowl.
2. A captain can nominate the team's Impact Player and bring him in before the start of an innings; at the end of an over; and at the fall of a wicket or when a batter retires. However, if the bowling side brings in an Impact Player during an over – that is, at the fall of a wicket or if a batter retires - then that particular player will not be allowed to bowl the remaining balls of the over.
3. The replaced player will take no further part in the match. Using the replaced player as substitute fielder is allowed.
4. Only 11 players can bat. So if the batting team's Impact Player is a batter who replaces a batter who has been dismissed/retired, then one of the players yet to come in - presumably a bowler - will not bat.
5. When the bowling team brings in their Impact Player, they will be allowed to bowl their full quota of five overs irrespective of the number of overs bowled by the player they are replacing. For example, say a team has a power play specialist and bowls them out at the start of the innings. In theory, they could then replace the power play specialist with a death-overs specialist - their Impact Player - who can still bowl five overs. But remember, if the bowling team brings in their Impact Player in the middle of an over, they will have to wait till the end of the over before that player can bowl.
6. There will be no change to the implementation of the Impact Player rule if a delayed start reduces the total amount of overs available to both sides. Impact Player can be utilized at any time during the match.

- **Playing 11 and Substitute**

7. It is the umpires' as well as both team captains' responsibility to get the playing eleven plus impact player from other team before toss is done.
8. Once the playing eleven plus impact player is submitted, it can't be changed for that game.
9. 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 (NOTE: Impact player will not be considered P11 player up until he replaces an existing P11 player):
 - a. If P11 PLAYER shows up during first six (6) overs:



P11 PLAYER can replace SUB without any issue.

- b. If P11 PLAYER doesn't show up before seventh (7th) over starts:

Option 1: SUB can continue fielding for 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 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.

10. Substitute player may not bowl, bat, or act as captain
11. 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
12. 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 3rd wicket is down, whichever comes first, before the player can bat.
13. 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.
14. A retired hurt batsman cannot come back to bat until the 6th wicket is down. A batsman can only retire hurt once. Second time batsman will be considered retired out.
15. **Runner for a batsman is not allowed**

- Play offs

1. **Top 4 teams** (with most points) on the Points Table will advance to the **Playoffs**
2. Semi Finals will be played as follows:
 - a. **SF#1: #1 vs #4 (#2 & #3)**
 - b. **SF#2: #2 vs #3 (#1 & #4)**
3. Points table tie breaker would be as follows:
 - i. Most Points
 - ii. Number of Wins
 - iii. NRR
 - iv. Head to Head
 - v. Win Percentage
 - vi. If still equal team that lost least total number of wickets in the tournament group stage will be ranked higher.
4. Super over(s) will be played, in case of a tie in play offs (maximum 2 super overs; See Super Over section for additional details)
5. See "Rescheduling of games" section for playoff game rescheduling.



- 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. Maximum 2 super overs can be played. Batsmen and bowler should be different in second super over.
6. 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 or if the first super over was not scored properly):
 - 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(s) 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*.

- **Players Code of Conduct:**

1. Captains should make sure that their team plays with good conduct and help maintain sportive environment on the field.
2. Captains are required to manage their respective teams and avoid any arguments /discussions, Abusing umpires and fellow players on the ground during play.
3. Any unethical behavior and conduct breach could lead to team's disqualification.
4. 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.
5. Any abusive language used against HRCO or HRCO appointed umpires, could lead to the player's suspension from participating in any future HRCO activities.

- **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/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.
3. Schedule is subject to change, depending on MACC games and ground availability.
4. Umpires can overturn their decision if realized faulty. In a situation 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.
5. When a batter is out caught, new batter shall come in at the end striker was, to face the next ball, regardless of whether batters crossed or not.

- **Rescheduling of games**

1. No rescheduling allowed during group stage. In case of wash outs points will be split.
2. If a playoff game stops due to bad weather/or any unforeseen reasons and the criteria to complete the match as mentioned under "Match Result" is not met, the match will be continued from where it was stopped on the following rescheduled day. Same players that played the match must play the continuation match. In case players from the



playing 11 plus impact player is not available, a SUB can be used, but the SUB will be restricted from batting, bowling or act as captain.

3. If the playoff game cannot be completed on the rescheduled day, team ranked higher on the points table during league stage will be announced as winners.



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.

HRCO 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:

- a. 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.
- b. 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:

- a. 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.
- b. 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:
 - a. Your opponents, your own captain and team
 - b. The role of the umpires
 - c. The game's traditional values
5. It is against the Spirit of Game:
 - a. To dispute an umpire's decision by word, action or gesture



- b. To direct abusive language towards an opponent or umpire
- c. 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. HRCO 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.

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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.

TCG: Dumpsters are located by kids park.

Thank you.

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