

# Henrico Cricket League 2024

Welcome to the **Henrico Cricket League**. This rule book outlines the guidelines and norms that govern our tournament. While we follow international cricketing rules, we have customized certain rules to cater to the limited resources and time available, ensuring a great team spirit and fair play.

**All international Cricketing rules & RPL rules and below custom rules are applicable in this tournament.**

## 1. Match Format:

- Each innings consists of **15 overs** per match.
- Power-Play & Fielding Restrictions (4 overs)
- **Powerplay 1:** First **2 Overs** - Mandatory Powerplay with a maximum of 2 fielders allowed outside 30 yards.
- **Powerplay 2:** Bowling powerplay will be available from **3 to 10** overs and defaulted to 10th over if bowling team didn't choose. - Max 3 fielders allowed outside 30 yards.
- **Powerplay 3:** Batting powerplay will be available from **11 to 15** overs and defaulted to 15th over if batting team didn't choose. - Max 3 fielders allowed outside 30 yards.
- The playing 11 must be announced and listed on the score sheet or CricClubs before the game starts.
- To be eligible to participate in knockout games in the tournament, all players must have played at least **1** league match during the tournament's league phase.
- A **maximum of 25** players can be added to your roster, and rosters will not be locked until league games are complete.

## 2. Punctuality:

- Team captains are responsible for ensuring their teams arrive on time.
- Each innings to be completed within **1 hour 15 minutes**.
  - Umpires to ensure time compliance is very strictly adhered to. Umpires need to monitor after 5 overs in both innings whether we are under the time regulations.
  - A 10 min break can be given after the first innings.
  - Umpires can make decisions to reduce the break time based on the timings.

## 3. Toss and Decision:

- The captain must participate in the **Coin Toss** and communicate his decision to the umpire and opponent captain by the scheduled start time of the match.
- Toss for the game must be done 10 minutes before the start of every game, and the game should start by **5:30pm**.
- **Toss cut off time** is 5:45 PM and if any of the teams doesn't have **8** players on the ground by 5:45pm toss will be awarded to the opposite team.
- The game can start with a **Minimum of 8** players on the field.
- If the game is not started by 6:00 PM (strictly applied due to sunlight issues) every **5 mins 1 over** will be deducted from the delayed team.
- If the game starts late due to late arrival of both the teams then overs to be reduced in both innings. (1 over each for every 5 minutes)

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# Henrico Cricket League 2024

- Cut off time for a game to be played with reduced overs is 6:30 PM and a minimum number of overs to be played to decide the winner is 10 overs.
- If both teams are at fault in starting the game rules will apply to both the teams and will split the points.
- If **Umpires are late or don't start the game as per the cutoff time**, the umpiring team will face overs reduction for the next game.

## 4. Bowling:

- Minimum of **5** bowlers to be used in each innings.
- Maximum of **3** overs can be bowled by the bowler.

## 5. Batting:

- Batsman can be dismissed in the usual ways (bowled, caught, run out, stumped).
- Batsman can score runs by hitting boundaries (4s and 6s) and running between the wickets.
- Wides, No-Balls & Bye's result in extra runs.
- **Baseball fields** - If the ball goes into the fence or anywhere outside the fence, the batting team will be granted 2 runs.

## 6. Substitute Rules:

- Substitutes are allowed only for fielding and are not permitted to bowl or bat.
- Umpires and the opposite captain must be informed when a substitute is on the field.

## 7. No LBW, Leg Byes, or Run Out for Leg Bye

- LBW, Leg Byes, Runout for leg bye – is not applicable in this tournament, they stay void.
  - If the ball hits the body and then ball goes on to ground then it becomes dead.
  - If the ball hits the body and then the bat - catch becomes void, No Runs counted.
  - If the ball hits the body and then goes on to hit the stumps. It is counted as Bowled.
  - If a batsman is advancing down the track and the ball brushes the body or player's attire and the wicket keeper collects the ball and breaks the stumps with the ball in hand by standing behind the stumps, then it is counted as a wicket under "Stumping."

## 8. No-Ball Rules:

- Overstepping the Bowling Crease Line (Front) results in a FREE HIT. Bowling from outside of the crease line (side line) is a NO-BALL.
- Delivery above the waist is a NO-BALL.
- One bouncer per over (above the shoulder but not above the head) is allowed; subsequent bouncers are NO-BALLS.
- If a delivery is bounced above the head, it is a Wide with a 1st warning to the bowler; subsequent bouncers are NO-BALLS.
- Taking off the Bails during the swing action is also a NO-BALL and results in a Free Hit.

# Henrico Cricket League 2024

## 9. Free Hit Rule:

- In a Free Hit, the batsman can only be dismissed via a run-out.
- The fielding team is **not allowed to change the field for the free hit ball**, if the same batter (who received the original no-ball) is on strike. In case of an illegitimate field change, the free hit continues onto the following delivery.
- However, for safety reasons, if the wicketkeeper is standing up at the stumps they are allowed to move back to a more traditional position.

## 10. Bowling Action (Chucking):

- When a batsman or team captain objects to a bowler's action, both umpires will monitor the action and decide whether the bowler can continue or should be stopped from completing the over.
- The appealed ball will be considered legal, but any ball delivered after the objection will be a dead ball.
- The bowler's future participation will be decided by the field umpires or the organizing committee.

## 11. Wicket-Keeper Rules:

- A wicket-keeper can bowl and keep at any time during the match, with no fielding restrictions before bowling.

## 12. Match Resumption:

- If a match starts and is stopped for any reason, **if a minimum of 8 overs is not bowled** by the bowling team in the 1<sup>st</sup> innings, the game will be rescheduled.
- There won't be any D/L method. If rain spoils in between the game **if min overs of 8 is bowled in the 1<sup>st</sup> innings**, then the game will be resumed on another day in the same ground depending on the availability.
- If it rains during the game then the umpire is the only one who has rights to cancel or continue the game based on the discussion with the captains.
- If any team exits the ground without waiting for a certain period (**the waiting period will be decided by the umpires**) the points will be given to the team who is staying in the ground.
- For any foreseen reasons like rain or baseball team issues or any other uncontrollable issues we will reschedule your game.

## 13. Umpire Decision:

- **Umpires can overturn their decisions** if they realize a mistake, but their decisions are otherwise final. The Umpires' decision is final.
- Umpires should favor the batsman in case of doubt.
- In case the umpires need to check for a boundary or catch taken at the boundary, the fielders should hold their ground until the umpire comes in, checks, and confirms.

## 14. Umpire Assignment:

- All teams must provide umpires for their matches, with the team captain taking responsibility.
- As we release the umpiring assignments along with the game schedule, expectation from playing teams and umpiring teams is to coordinate and have the umpires  
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# Henrico Cricket League 2024

arranged accordingly.

- Captains of the playing teams are requested to create a **WhatsApp** group including the umpiring team captain. Please get the umpires finalized by **Monday 12PM** of the game week.
- OC would not be responsible for any last-minute communications.
- If any umpiring is missed by any team, then there would be a **100\$ penalty** (used to pay the outside people who would umpire the game) plus 1 point deduction from their table standings.
- Umpires to ensure time compliance is very strictly adhered to. Umpires need to monitor after 5 overs in both innings whether we are under the time regulations.
- Umpires can make decisions to reduce the break time based on the timings.

## 15. Batsman Runner:

- No runner is permitted for an injured batsman. The injured batsman can retire for the inning.

## 16. Retired Hurt:

- A batsman may retire at any time during their innings.
- A retired batsman can resume their innings:
  - A batsman may retire at any time during his innings if he is injured and unable to play his innings.
  - The Retired batsman can resume his innings in the match and can resume innings after the fall of next wicket.
  - Cannot be replaced by retired hurt. Retired hurt will not be treated as Retired-Out as per the ICC new rule.
- If any player is joining late to the team who is fielding or taking a break in the middle of the bowling innings then that player cannot take up bowling immediately after entering the field. He must wait for the number of overs that he is absent to bowl.

## 17. Scoring:

- Captains or any player with Scoring rights should make sure the online score cards or stats are not fabricated.
  - All scoring to be done live
  - Team captains will have access to add players to their teams and update the scores for their game.
  - After each match, teams should take the responsibility to add score cards in CricClubs.
  - It is the responsibility of the captain to add any new players to 'CricClubs' before the start of the match. Scoring for the new player under a different player name is not permissible and acceptable.

## 18. Points System:

- The winning team receives 2 points.
  - The losing team gains no points.
  - In the event of a score-tie, SUPER OVER decides the winner of the match. This is applicable to all matches in the tournament.
  - The team batting second in the main match will bat first in the Super Over.
  - Each side has three nominated batsmen, which means that the loss of 2
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# Henrico Cricket League 2024

wickets ends the Super Over.

- In the event of the scores being level in the Super Over then subsequent super overs should be played until there is a winner.

## 19. Unavailability/No Show:

- Teams must adhere strictly to the schedule and timelines.
- No match rescheduling will occur due to personal reasons.
- If a team does not show up, the opposite team will be awarded a walkover win with 2 points and **1 point will be deducted** from the team does not show up.

## 20. Forfeit Rules:

- If anyone forfeit their game, the opponents will be awarded the 2 points.
- If any team does so will have negative points awarded to them, **-1 point** for the team that forfeited the game.
- No gift cards will be provided for the team forfeits the match.

## 21. Points Tie Resolution:

- In the event of a points tie, Net Run Rate (NRR) will determine the team's position in the rankings.
- Head-to-head results will be considered only if NRR is the same.

## 22. Schedule and Changes:

- All participating teams must commit to the tournament schedule and timeline.
- The organizing committee will not make schedule changes once published, except in unforeseen events like inclement weather or ground unavailability.

## 23. No Alcohol and Tobacco Policy:

- No alcohol is permitted on any Henrico County Rec & Parks or HCPS field.
- No tobacco is allowed on HCPS school property.
- Violations of state and county laws will result in appropriate actions by the Executive Organizing Committee, including informing county authorities and law enforcement personnel.

## 24. Health Insurance:

- Players are required to carry health insurance to cover personal and sports-related injuries.
- Captains are responsible for ensuring that all their players have adequate insurance coverage. The OC will not verify proof of insurance for players.

## 25. Conduct:

- Captains are advised to manage their teams and avoid on-field arguments or discussions during play.
- Only umpires can discuss and recall decisions, if necessary.
- Captains must ensure their teams play with good conduct and maintain a sportsmanlike environment on the field.

# Henrico Cricket League 2024

## 26. Weather Conditions:

- For games, that are yet to start or interrupted by rains, below rules apply to start or restart the games. Umpires shall follow the guidelines mentioned below
- A wet ground is not considered dangerous or unreasonable unless it poses a risk to the safety of players or umpires.
- The umpires consider the ground to be dangerous if it:
  - Deprives the bowler of a reasonable foothold
  - Prevents the fielders from moving freely in at least 3 of the standard fielding positions.
  - Prevents the batter from playing their strokes or running between the wickets

## 27. General Rules:

- A player can be transferred to any team till the league games as long as both the captains and player have no issues and players didn't participate in their home team.
- We will have **one buffer week** to complete all leagues, if any game is still pending to complete by that weekend, we will split points for both the teams.
- No games will be called off until the buffer weekend is completed.
- **BAILS are mandatory** at least at the batting end (unless otherwise it is extremely windy and both captains, umpires agree).
- All players playing for the team should have registered 'CricClubs' account with profile updated with their picture (**Profile picture should be displayed clearly**).
- All captains, please ensure that when adding players to your squad, each player must have a profile picture.
- If any player's profile is not registered and does not have a profile picture after his first game, the captain must ensure that the correct profile is updated by **Sunday 8 PM EST** of the week of the game.
- If any player has any objections, they can contact the OC to resolve their issue.
- Team Photo of playing 11 for each team should be taken with the umpires before the start of the game and uploaded to CricClubs.
- Player profile photo must match the face in playing 11 photos. Profile and playing 11 photos should have a clear face and able to recognize the face.
- If any player is missing in the photo, their individual picture can be uploaded in the same scorecard just like how playing 11 photo is uploaded and the umpires has to confirm that player has played that game.
- All teams must upload their playing 11 photo by end of week (Sunday), failure to do so will result in **\$50** penalty.
- Home team is responsible for setting up the boundary flags and marking the pitch in baseball grounds. (Ex: Team A vs Team B, here Team A is the home team based on schedule which we posted in CricClubs)
- No restrictions in adding players for the called off games. You can add any playing 11 from the roster.
- In case of any issues OC will resolve after discussing with the concerned teams or players.

# Henrico Cricket League 2024

## 28. Agreement:

- By participating in the HCL Cricket Tournament, teams and players agree to adhere to the above guidelines and norms.
- The Organizing Committee reserves the right to address any violations and misconduct on school fields.

## 29. League Game Limitation Rule:

- Each participating team in the tournament will be assigned to a group based on lottery.
- Lottery will be done in front of all captains.

Group A	Group B	Group C	Group D
Jugaad 11	Boom Boom Raiders	Cheetahs	Avengers
KCPD	Richmond Challengers	Sloggers	Mavericks
Knights	RRR	Squadrons	Panthers
Richmond Champs	Southern Hawks	Superstars CC	Rising Stars
Richmond Indians	Sunrisers	Titans	Whitecaps

## 30. Knock Outs:

- Top 2 teams from each group will qualify for Knockouts.

Quarters	
QF1	A1 vs B2
QF2	A2 vs B1
QF3	C1 vs D2
QF4	C2 vs D1
Semi-Finals	
SF1	QF1 vs QF4
SF2	QF2 vs QF3
Finals	
Finals	SF1 vs SF2

# Henrico Cricket League 2024

## 31. Awards:

- Winners Price Money & Trophy - TBD
- Runners Price Money & Trophy - TBD
- League Games Mom – Award & \$10 Gift Card
- League Games Best Fielder – Award & \$10 Gift Card
- Knockouts MOM - Award
- Best Batsman- Award
- Best Bowler - Award
- MVP - Award
- Umpiring Incentives - \$10 Each Umpire

**Team Registration Fee:** \$250

**Tournament Start Date:** July 18, 2024.

**Expected End Date:** September 12, 2024.

## **OC Members Include:**

1. Vijay Ganesan - **(608) 658-2304**
2. Sharath - **(470) 455-0066**
3. Pradeep Reddy - **(313) 818-8652**
4. Surya Koduri - **(469) 486-3979**

*OC is requesting captains to please cooperate with us and follow the timelines and schedules accordingly.*

*We are trying our best to execute and entertain everyone in the best possible ways. Please support us and together let's make it a huge success.*

*Best of Luck to all the participating Teams*

*Thanks*

*HCL OC*