**Participant Teams:**

1. **GroundBreakers2 (GB2)**
2. **Woodlands Cricket Club (WCC)**
3. **Chargers Cricket Club (CCC)**
4. **Krazy11**
5. **CCR\_Avengers**
6. **Riverstone Cricket Club (RCC)**
7. **PowerStars**
8. **Westwridge Warriors (WW)**
9. **Aces Cricket Club (ACC)**

**Topics:**

* **Grounds:**
1. Sugar Land Ground:

 Saturday & Sunday Morning Matches

 Clements high School (baseball ground)

 4200 Elkins Rd, Sugar Land, TX 77479

1. Woodlands:
Saturday & Sunday Morning Matches

Alden Bridge Sports Park
4751 TX-242, The Woodlands, TX 77382

1. Katy grounds:

Saturday & Sunday Morning Matches

Seven lakes High School Katy

9251 S Fry Rd, Katy, TX 77494

Cinco High School Ground:

Sunday Morning

23440 Cinco Ranch Blvd, Katy, TX 77494

Cross Creek ground:

Cross Creek Bend Ln

Fulshear, TX 77441

* **Organizing Members**
* Each team should take equal responsibility
* Each team should provide 2 members for organizing committee
* **Rules**
* In the match, all common international rules are applicable except the LBW’s
* Above the waist is a no ball
* Between shoulder and head one ball per over is allowed and over the Head is a no ball
* Byes and over throws are included.
* No ball, nicks to the keeper, height no ball, run outs, umpires decision is final. Umpire can consult leg- Empire for the above to come to a decision.
* Winners will get 2 points for each match
* Each team must play minimum 4 matches out of 6 in the league phase. For league matches, if any two matches are cancelled due to weather for a given team, a reserve day and slot that is open for both the teams should be identified and played among them to secure points. The teams whose matches are first cancelled are expected to play the match first. Second cancelled match is not required to be played again. They will secure one point.

**Umpiring:**

* At any cost umpire decision is the final (until unless the two teams captains are agreed in a sportive way). Everyone must respect umpires and their decision. Captain can report on the umpire’s quality of standards after the match to the core team However, during the match, all should behave professional towards umpires and their decisions. Period.
* A captain can request a change of the umpire if there are any scenario of unfair decision being made on more than 1 occasion
* If the batsman moves away from the ball when it going leg side, it is generally not considered a wide. Umpires should make a note of it and make a fair judgment in this regard.
* Benefit of doubt always goes to the batsmen.
* 1 Neutral umpire from each team will have to be sent from each team for the round games, each team will have to umpire for 3 games in the round stage
* If a team fails to send an umpire they will need to pay $50 and inform the Organizing team by Wednesday of the week so we can arrange an alternate umpire
* Neutral umpires for the knockout games will be organized
* **Duration**: The bowling side needs to complete their 20 overs in 90 minutes.
* **Interval**: The interval between innings shall be 10 minutes.
	+ - Two 2 Mins timeouts per innings for each team will be allowed
		- 5 minutes break after 10 overs
* **Number of overs per bowler**: A bowler can bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed, unless such a number has been exceeded before the interruption.
* **Scheduled hours of play**: Games will be organized on Saturday and Sunday, Morning matches start at 07:30 a.m.
* **Tie**: If a Twenty 20 match ends in a tie (equal scores in 20 overs), the number of wickets do not matter, the outcome is decided by Tie deciders called Eliminator.
* **Eliminator**: Each team nominates three batsmen and one bowler to play a one-over per side “mini- match”, referred to as a Super over. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their over wins.
* **Rain affected games:** The 2 teams are allowed to replay a rain affected game before the next week. If the 2 teams are unable to schedule their game before the following weekend the points will be shared between the teams. A reserve weekend if available for the scheduled games from the last weekend of round games but not for any other games that got affected by rain.
* **Disputes:** Umpires are the final authority as regards to the play including timings. The team Captain may complain to the tournament organizing team regarding any genuine complaint regarding the functioning of the game.
* **Player Eligibility:** Players must be registered member of the respective club. Clubs will need to provide a list of 25 players before the start of the tournament, no players can be exchanged at any point during the tournament between the clubs. 2 Wild card entries that can be announced before the start the games starting week3. Deadline is 02/09 Friday

All the teams will be locked as of 01/26 Friday and the Wild card players shall be added by the Admin based on the request of the teams

* **Organizing Team oncall:** In case of any dispute during the game due to weather or any other conditions the 2 captains of the playing team are supposed to involve the Organizing team by send a message or calling them to make sure we have a decision made, the teams should not leave the ground unless a decision is made to call off the game or share points is confirmed
* **Powerplay:** There will be two power play blocks. A mandatory power play of 4 overs at the start of the innings. In this power play, only two fieldsmen are permitted outside the field restriction area. If the maximum overs of a match is 18 overs for the tournament and not in a reduced over game, the next power play block of 2 overs will be taken by the batting team anytime between 5th and 16/18th over as applicable. If it is not taken by the 16/18th over as applicable, it will be mandatory from the 17th/19th over as applicable. If the maximum overs of a match is 20 overs or the tournament, the next power play block of 2 overs will be taken by the batting team anytime between 5th and 17/18th over as applicable. If it is not taken by the 17/18th over as applicable, it will be mandatory from the 19th/20th over as applicable. In this power play, only three fieldsmen are permitted outside the field restriction area. If the fielding team has less than 11 players, then the number of players allowed outside the field restriction area will come down proportionately. For example, if a team has only 10 fielders on the field, only one player will be allowed outside the field restriction area. The number of power play overs will not change in a reduced over game.
* **Squad:** Each team need to provide a list of 25 players (First Name and Last Name as of Drivers License) and should co-operate verifying their identity when requested, which is done at the start of the game. Failure to do so, it is up to the opponent team captain whether to allow or disallow such player to be played in the match. It is the responsible of each team captain to ensure their players carry the photo ID (Driver’s License)
* Each team can have 2 wild card entries that can be announced before the start the games starting week3. Deadline is 02/08 Thursday as all teams will be playing 2 games in the first 2 weekends
* **Field restriction**
	+ Field Restrictions: At the instant of delivery, there may not be more than 5 fieldsmen on the leg side [Law 41.2.1] (Note: this rule is not enforced for offside field setting). In addition, no more than 5 fieldsmen shall be permitted outside the fielding restriction area (30 yards circle/single saving positions) [Law 41.2.4]. The spirit of this rule is that there should be at least 4 fielders on the offside and at least 4 fielders inside the 30 yard circle. If a team is fielding with less than 11 players, then it should still satisfy the condition of minimum 4 fielders within the circle and a minimum of 4 fielders on the off side which means that the number of maximum fielders allowed on the leg side/ outside the circle will come down proportionately depending on the number of players which are less than 11. The maximum number of fielders allowed behind the square leg is 2. If more than 2 fielders are present behind square leg, a no ball will be signaled by the umpire. The number of allowed fielders behind the square leg will not come down if a team is fielding with less than 11 players.2 substitutes are allowed.
	If a substitute player is used for more than 10 overs in a 20 over match, that player will become the regular player and cannot be treated as a substitute for another player. Other player will not be allowed to enter the field in his place. A substitute player is allowed in the second innings only if a player is injured or the team batting first had less than 11 players. Even if the team batting first had less than 11 players, substitute players will not be allowed for players who batted in the first innings if they are not injured. There is no requirement for a batsman of a team to be present at any time on the game during the game to be eligible for batting. This is applicable irrespective of whether the team bats first or second.
	+ No two fielders close to leg umpire (To avoid confusion to the batsmen and the umpire).
	+ All the playing level 11 and 2 substitutes names (Full and last name) should be given to the umpire before the toss. Both teams can cross check with Drivers licenses. Team is expected to bring Driver’s licenses.
	+ Only 1 warning per player; in case we have a 2nd warning for the same player in the tournament he will be asked to be rested for the next game as a 1 game suspension. The match report should capture any warnings issued to the player’s during the game
* If the match is called off in the middle due to rain or abandoned due to non- availability of ground towards the end of the play, refer section WEATHER AFFECTED GAMES below
* If the bowling team cannot complete the quota in stipulated time, they will get warning. If they receive two warnings, we might consider having captain sit out in the third match. After our discussion, This rule will apply only for RSCC ground as the ground is reserved only for a specific time. For Sugarland and Cinco Ranch Ground, It is recommended to stick to the time but no penalty.
* New ball can be taken at 10th over. Only two balls allowed. If ball goes too bad even before, they can request to be replaced anytime during the game.
* By runner accepted with opposite captain’s consensus.
* Forecast light drizzle that morning, Someone from local team will examine the field and will send out communication to both teams early that morning.
* Retired player can come back only after all the remaining players are either out or retired. Retired batsman can come back in any order (i.e. the third retired batsman can return to bat before first retired batsman).
* No abusive language. Team’s captain and umpire can take decision to call off the game if players conduct is out of control.
* **Weather affected games:**

If a team batting first completes its innings and the overs has to be shortened for the second innings, the target shall be adjusted based on the run rate of the first team. Rolling up decimal points: any decimal value equals 0.5 or greater than 0.5 shall be rounded to the next higher whole number and decimal values less than 0.5 shall be rounded to the lower whole number. In addition, only the first 2 decimal places shall be considered, the rest shall be truncated.

i. For example, say Team A batting first scores 100 runs in 20 overs. Because of weather the overs are reduced to 15 for team B. Then based on team A’s run rate 5.00/over (100 runs/20 overs) the target shall be reduced by 25 runs (5 runs \* 5 overs +1) to 76 runs.

ii. Say Team A scores 99 runs in 20 overs. Then Team A’s run rate is 4.95/over. Team B’s target shall be approximated to 74 as 4.95 runs \* 15 overs = 74.25 runs.

iii. Say Team A scores 101 runs in 20 overs. Then Team A’s run rate is 5.01/over. Team B’s target shall be approximated to 76 as 5.01 runs \* 15 overs = 75.75.

iv. Say if the match is played only for a max of 17 overs. Team A scores 99 runs in 17 overs. Then Team B’s max overs are reduced to 15 overs. Then Team A’s run rate is 5.82/over (note: actual value is 5.823… and is truncated to 5.82). Team B’s target shall be approximated to 87 as 5.82 runs \* 15 overs = 87.3

* **Timings & Schedule**
* All game must start by 07:30 AM CDT
* At the toss, a minimum of 9 players show up at the ground so the match can continue.
* Responsibility of boundaries settings is on the playing teams.
* Please remove the trash after the match gets over.
* **Type of Ball**
* Tape balls will be used for all games, we shall buy the tape balls or re tape the balls
* **Umpires**
* 1 Neutral umpire from each team will have to be sent from each team for the round games, each team will have to umpire for 3 games in the round stage
* If a team fails to send an umpire they will need to pay $50 and inform the Organizing team by Wednesday of the week so we can arrange an alternate umpire
* Neutral umpires for the knockout games will be arranged
* **Score card**
* Scoring sheet attached in this email is used for all matches. Each team should print these sheets and feed manually with a pen and update it. After the match, they will be uploaded in google drive as official records.
* It is mandatory to fill all the details especially fall of wickets ( over and ball( , score at the end of each over and bowlers and batsmen scores. This is very important to calculate points for NRR and award points under DL method.
* **Tournament Expenses**
* Each team will be required to deposit **$150** before the start of the tournament
* **Team Squad**
* Each team should provide the **25 members squad**
* For Each match, players should be selected from the given 25 member’s squad ONLY.
* No other players outside the announced 18 players are allowed even for fielding during the game
* **Fairplay**
* All teams are evaluated for the Fairplay award based on the discipline of the teams on the field and while umpiring
* Each team is awarded 2 points 1 for on field discipline and 1 for umpiring in each game
* The team with the maximum fairplay points is awarded the fairplay award at the end of round tournament
* **ZERO LIABILITY**
* The Organizing Team of “Houston Premier League” are NOT LIABLE for any injuries sustained, any things broken and/or lost during the course of the Tournament.
* **Trophies:**

Man of the Match
Man of the Series
Best Batsman
Best Bowler
Winners trophy
Runners Trophy
Fairplay Award:
Individual trophies for each Winning team member
Individual trophies for each Runners up team member

* **Conference calls:**
	+ All conference calls will be scheduled for 08:00 PM CDT unless we have a specific need to organize one
	+ Weekly calls will be conducted on Wednesdays 08:00 PM CDT