



HOUSTON UNITED PREMIER LEAGUE RULEBOOK AND FORMAT



Houston United Premier League – Rulebook and Format

By participating in the tournament, the Captain/Manager of each team is accepting the terms of the League mentioned below. It is required, that each Captain/Manager read all Sections below. In addition, as discussed and agreed upon in the captains meeting, each team’s captain will sign an online liability waiver form.

A) Ground:

Cullen Cricket Ground
12217 Cullen Blvd, Houston, TX 77047

B) Official Scoring:

Online using mobile app for Cricclubs
<https://www.cricclubs.com/HoustonUnitedPremierLeague>

C) Format:

1. Groups - To be decided and conveyed in the Whatsapp group
2. Schedule and Timings - As per the schedule declared on Whatsapp group
3. Number of overs - 18 overs a side for league phase, 20 overs a side for play-offs.
4. Balls - Tapeball
5. Bats - Only regular cricket bats will be allowed. Carbon fiber cricket bats are not allowed. Any team caught using carbon fiber bats will be penalized for 2 points in the ongoing season. Any complaint for players using carbon fiber bats should be first brought to the attention of neutral umpire during the game.
6. Attire - Shorts and cleats (shoes with spikes) are not allowed. Neutral umpire shall have the right to remove any players who violate this rule from the ground.
7. SUPER OVER: There will be NO Super Over during league stage and points will be SPLIT in case of a tie. All Play-off tied games will be decided by Super Over. In case of a tied Super Over for Play-off games, Super Over will be replayed until a decision is reached.

Please note: Net Run rate will be calculated for every match and in the event of two or more teams having the same won-lost record at the end of the first round, first the net run-rate and then the head-to-head record will be utilized in determining the final seeding. If a team is bowled out before their entire quota of overs is completed, then the entire number of scheduled overs will be used to calculate their run rate. Same will apply at the end of the Final to determine the winner.

Points System: [Win: 2 points] [Tie/No Result: 1 point] [Lost: 0]

D) Awards:

- Winning Team - Final: Engraved Trophy
- Runner-Up Team: Engraved Trophy
- MVP of the Tournament: Engraved Trophy
- Bowler of the Tournament: Engraved Trophy
- Batsman of the Tournament: Engraved Trophy
- MVP (each regular game): Engraved Trophy

Houston United Premier League – Rulebook and Format

Tournament Rules

*Please Note:

- Remember we all are playing this tournament for Fun. Please keep the professional approach while on the ground and make it enjoyable for all
- Tournament Fees are Non-Refundable
- HUPL reserves all rights to change or Reschedule date of any game

Basic Rules

The below mentioned mandatory rules will be followed for the games along with the ICC rules:

ZERO LIABILITY POLICY: The Captains and the players of all the teams Participating in this League should acknowledge that the organizers are NOT LIABLE for any injuries sustained (due to any reason) during the course of the League. An online liability waiver will be sent to the captain of each participating teams.

DISCIPLINE POLICY: Any match related issues should be brought up to the organizers by the captain(s) or umpire(s). Any disciplinary actions needed will be decided by the organizers and the organizers will determine the nature and extent of the issue and the warning/penalty associated with it.

Toss, Playing 11 reporting, and Practice before match

- Toss should be completed 15 minutes before the game start time and winning team should make a decision immediately at the time of the toss (No additional time will be allowed to make a decision, so please come prepared with your decision at the time of the toss).
- Teams should be entered on cricclubs app during the toss (The 15 minute duration after the toss is sufficient to add playing XIs on the app).
- In addition, just like ICC rules, Playing 11 must be given in writing - signed by both captains to the umpire before the match. This will be final 11 and scoreboard will be locked. Any changes after that has to go through Midhinesh, and must be approved by opposition captain and players in final scoreboard must match the umpire sheet for playing 11.

Houston United Premier League – Rulebook and Format

- Playing XI needs to be finalized at the toss, and will be entered in cricclubs and given to neutral umpire. No substitutions are allowed for batting and bowling outside of this playing XI. Substitutions are for fielding ONLY.
- No practice (bowling or batting) will be allowed after the toss is completed.
- Before the toss, please share the pitch for practice between both teams equally. If any conflicts arise - both teams will be prohibited from practicing by neutral umpire.

Strict Penalty Rules

Point Penalty for Walkovers

- 1) If you give walkover to opposition, there will be a 1-point penalty to your team, in addition to 2 points being given to opposition for the win.
- 2) All walkovers must be confirmed atleast 24-hr before the game start time. If confirmed when less than 24hr is left from game start time, there will be a 2-point penalty for walkover instead of 1-point penalty.
- 3) As always, walkover confirmation is FINAL, as soon as captain posts on this group about walkover. Do not message admins personally for walkover. That does not count.

This rule has been introduced after much discussion, to make sure that all teams are accountable for playing their game, and that opposition do not lose out on playing their game. This is to avoid a lot of walkovers in a season, which reduces the quality of tournament too.

Rules for Late Start

All Captains, and Umpires - Please note. There will be NO EXCEPTIONS going forward. We have had too many times when games are delayed without a proper reason (Delay due to reasons such as match related injury will not affect these penalties and Umpires should discard time lost during injury while deciding penalty)

General Penalty per time

One Over will be cut for every 5 minutes of delay.

Penalties

1) Start time:

- A minimum of 7 players must be present to start the game.
- If 7 players are present in both teams, but game does not start time, then overs will be cut from both teams equally. For e.g. 20 minute delay after both team has 7 players each = 16-16 over game instead of 18-18 over game.
- If one team has minimum 7 players but other team does not, then overs will be cut from team who do not have 7 players. For e.g. 20 minute delay due to one team being

Houston United Premier League – Rulebook and Format

late will result in a game where ON time team will bat 18-overs, and delayed team will bat 14 overs to chase same score.

-- Same rules will apply if delay is due to any other reason apart from player availability (for e.g. if Home team does not have ground ready - cones - stumps etc, then overs will be deducted from Home team for the delay)

2) In game penalty:

-- Each team receives 95 minutes in summer to complete their innings, that is 5 minutes per over PLUS 5-min break at 9 over mark on the field.

-- This is plenty of time to finish an over to be honest. Any delay from this will cause penalty, unless the delay was due to on-field injury to a player. If on-field injury is taking more than 5 minutes to resolve (cramps are common in summer), the injured player must leave the field so game can continue.

-- Standard international rules apply for slow over rate penalties during the game, by bringing additional players inside the circle.

Walkovers

- Deadline for time to inform: If a team is giving a walk-over to the opposition, they need to confirm on captain's group before 5PM of the day before game day. For e.g. if the game is on Saturday, walkover should be confirmed a day before on Friday before 5PM.
- If a team gives walk-over after the deadline (as described above), OR if a team is a no-show on the day of the game, it will result in a 1-point penalty from their points table, in addition to losing the game.

Playing Time/ Penalty

- Team should have at least 7 players to start the game. **If both teams** couldn't start the game after 15 minutes of the scheduled start time then the match will be Considered as cancelled and no (0) points will be awarded to each team.
- Late Start Penalty: If one team is ready on time and other team is late, One over will to be reduced (from the batting innings of team responsible) after every 5 minutes delay for the team responsible for delaying the game. Opposing team (which was on time) will be responsible for requesting this penalty to the neutral umpire. Neutral Umpire will decide if the penalty is warranted. Neutral umpires decision will be final.
- There will be NO BREAKS mid-innings during this winter season for 18 over games. This is to accommodate three games during the shorter days of the year. Summer games will have a 5-minute break at the mid-innings mark, on the field.

Houston United Premier League – Rulebook and Format

Players will not go outside the field for the break, they can bring the cooler on the field for the break.

- **Playoff games (20-over games) will have 5 minute break after 10th Over of each innings**

Playing time for each innings

- **For 18 over games:** Each innings should be completed in 90 minutes (1 hour and 30 minutes).
- **For 20 over games:** Each innings should be completed in 100 minutes plus a 5 minute mid-innings break (1 hour and 45 minutes including the break).
- **Innings break:** Innings break will be of 10 minutes.
- **A 5-minute grace period** will be added to the above time for each team, and if a team is unable to finish their allocated overs in time mentioned above, the organizing committee will take a disciplinary action for the bowling team captain.
- **Please understand that we have limited day-light hours during winter, so be mindful of the team playing last match and finish your overs quickly. 5 minutes per over is a generous amount of time given to complete any innings.**
- **Each team has 1.5 hours to finish an innings. This is plenty of time (5 minutes per over). But we have had issues with some games having gone a lot longer. To avoid this, we are introducing in-game penalty, which will be enforced by the neutral umpires. For each over, that begins after the allotted time to finish the innings (after 1.5 hours), a bowling team will be allowed one less player outside the 30-yard circle for remaining overs of that innings. Our umpires already keep a tally on paper for the start and end time of innings.**
- **Please note: Any time wasted due to ball lost after a four or a six, and due to any on field injury, will NOT be counted against the fielding team. Again, our umpires will keep tab on this time, as they always do.**

Overs

- League Stage: 18-over a side
- Play-off Stage: 20-over a side
- For an 18 over game, 3 bowler can bowl a maximum of 4 overs & 2 bowler can bowl a maximum of 3 overs.
- 5 bowler can bowl a maximum of 4 overs in a 20 overs game
- **Any reduction in overs needed will be decided by neutral umpires** (Rain affected games or as a penalty for late-arriving teams). For such games, maximum number of overs bowled by any one bowler would be decided by dividing total overs by 5. (For example, if the game is a 15-over game, 5 bowlers can bowl 3-overs each. If the game is 13 over game, 3 bowler can bowl 3-overs each and two bowlers can bowl 2-over each.)

Houston United Premier League – Rulebook and Format

Bowling End

- We are introducing the use of both ends for batting from Season 4. However to save time, instead of changing the ends every over, we will do it at the mid-innings mark. So, for example: If one batting end is being used for Overs 1 to 9 (1 to 10 for playoffs), then batting end will change for Overs 10-18 (Overs 11-20 for playoffs).
- This was a suggestion given by both our umpires, as well as many captains. It will help save the wearing down of run-up area, and will provide equal benefits to work with and against wind for both batsman and bowlers.
- At the beginning of each innings, the bowling team will decide which end to bowl from for the first half of their innings, and then the end will change mid-innings.

Bowling Action

- Bowling action deemed to be throwing/chucking by the neutral umpire will result in a no-ball being called, AND a warning to the bowler and his captain. Second such instance in the same game will result in a second and final warning (in addition to a no-ball being called). Third such instance in the same game by the same bowler will result in the bowler being disqualified for bowling in that game, and his over will be completed by another bowler who has not bowled the previous over.
- All decisions regarding chucking will be final as made by the neutral umpire.

Power Play and Field Restrictions

- **Powerplay 1:** First 4-overs Mandatory Power play: Maximum Fielders outside the inner circle will be 3.
- **Powerplay 2:** 2-over batting powerplay can be taken by batting team anytime after first powerplay ends.
- Maximum fielders outside the inner circle will be 3, during either power-play
- Outside of powerplay overs, there can be a maximum of 5 fielders outside the inner circle.
- In case a fielding team is playing with less than 11 players, the following restrictions apply:
 - In powerplays, there needs to be a minimum of 6 fielders inside the inner circle (Excluding keeper and bowler). This means that if team is playing with 10 players, they can only keep 2 fielders outside. If the team is playing with 9 players, they can only keep 1 fielder outside. If the team is playing with 8 players, they cannot keep any fielder outside.
 - Outside of powerplay overs, there need to be a minimum of 4 fielders inside the inner circle (Excluding keeper and bowler). This means that if team is playing with 10 players, they can only keep 4 fielders outside. If team is playing with 9 players, they can only keep 3 fielders outside, and so on.

Houston United Premier League – Rulebook and Format

- A maximum of 2 fielders are allowed behind square on leg side (behind leg umpire)
- A maximum of 5 fielders are allowed on entire leg side

Match Ball

- Match balls will be provided by HUPL.
- No Unauthorized balls should be used.
- Both the team should check the ball before the game start, and hand it over to the umpire before the start of each innings.
- New ball will be used for each innings.
- For each innings, ball will be provided by batting team.
- Match balls will be carried by the neutral umpire on that day. If a new ball is torn in an innings, neutral umpire will replace it with similar looking older ball.

Umpire

- Neutral umpire will be provided for all HUPL games, and they will serve as the main umpire
- Leg umpire will be from the batting side for all the games.
- Main (Neutral) umpire can overrule all the decisions by the leg umpire (including the run out decision at the batting end if the main umpire deems it necessary). In case of any discrepancy neutral umpires decision will be considered final. Neutral umpire can consult with leg umpire to reach final decision.
- Neutral umpire can overrule any no-ball calls from leg umpire
- Only Captains of the playing teams reserve the right to discuss any issue(s) with the neutral umpire in a respectful manner.
- No-tolerance policy will be in effect for any abuses used against any players or umpire. Any such report against any player will lead to a warning and/or suspension of player concerned for rest of the tournament. The severity of offense will be judged solely by the tournament administrators after consulting with neutral umpire. So, please make sure to report the complain to neutral umpire during the game.
 - **For any verbal abuse directly to the neutral umpire,** when a team as well as umpire complains, following action will be taken against the player concerned:
 - First incident: First warning to the player, and 1 match suspension
 - Second incident: Second warning to the player, and suspended from playing HUPL again.

Houston United Premier League – Rulebook and Format

NO BALLS

- Over-stepping the crease while bowling will also lead to a NO BALL.
- Full toss, above the waist will be deemed a NO BALL. Although leg umpire can call such NO BALLS, the final decision will rest on neutral (main) umpire.
- One bouncer maximum is allowed above shoulder (but below the height of batsman) per over, while Batsman in standing position inside the batting crease. If the ball is above the height of batsman, it shall be called a **wide** (along with one bouncer per over warning). The neutral umpires decision will be considered final.
- Second bouncer above shoulder height will be called a NO BALL.
- If there are MORE THAN 2 FIELDERS behind square (leg umpire) on LEG Side, this will lead to a NO BALL being called.
- If there are more than 5 fielders on the entire leg side (not counting keeper and bowler), NO BALL will be called.
- NO BALL shall be called if the field restrictions are not adhered to (as mentioned in section above). Leg umpire can make main (neutral) umpire aware of such NO BALL immediately after the ball but before the next ball is bowled. Neutral umpires decision will be final for judging whether the field restrictions were followed or not.
- **TWO Instances of beamers (full-toss which is dangerous for the batsman) will lead to bowler being removed from bowling for the rest of the match.** Neutral umpire will be the sole judge of whether beamers are dangerous for the batsman.
- Failure to notify umpire about the bowling side by the bowler before the spell will NOT be a no-ball. However, bowlers are encouraged to call the sides to aid the main umpire.
- **Back-leg NO-BALL:** There is no line for backleg noball. However, the bowler MUST bowl from within the cemented pitch area. If bowlers backleg touches the grass area, it will be deemed a NO BALL.
- **For all NO-BALL Calls made by batting team umpire (leg umpire), Neutral umpire can overrule and neutral umpires decision will be final.**
- **There will be a FREE HIT for ALL NO-BALLS in line with new ICC rules.** Neutral umpire can overrule all leg umpires calls for No-balls if necessary.
- When a free hit is awarded, if the same batsman is on strike (on whom the no-ball was delivered), then the field positions CANNOT change. If the batsman rotated strike, and the non-striker will face free hit, then the field positions CAN be changed.
- **If the bowler dislodge the bails or disturb the wicket during the bowling action at non-strikers end, it will be called a No-ball.**
- **If the ball pitches twice or more before reaching the popping crease of the batsman, it will be given a NO-ball (Implemented from Season 4).**

Houston United Premier League – Rulebook and Format

- If the ball pitches outside the cemented (green) area, OR even on the edge of the wicket partially, it will now be called a NO-ball and FREE HIT will be awarded. This is to keep in sync with ICC and HCL rules. (Will be implemented from Season 4).
- NO-BALLS Take priority over WIDE ball.

Wicket Keeping and other NO BALLS

- Wicket Keeper should not move while bowler is running in his run-up. NO BALL will be called if this happens
- Neutral (Main) umpire will be responsible to make final calls on such NO BALL calls.
- There will be no stumping OUT off a NO BALL or FREE HITS.
- Batsman can be stumped off on a WIDE ball.
- Only mode of dismissal possible on NO BALL or FREE HIT would be run-out.

Wide Ball

- Neutral umpire will decide wide balls on the off-side using the painted wide line as a guideline. However, the guideline moves along with the batsman. Hence, all final wide calls will be from the neutral umpires ONLY.
- If a batsman starts to change his normal batting stance [such as attempting to switch-hit] during the delivery, then the Main Umpire should not call a wide on either side as long as the delivery is inside both the Wide lines.

LBW, Leg Byes & Overthrows

- There will be No LBW's in any games of HUPL
- **Leg byes are NOT allowed and there will be NO Runouts on a leg-bye.** Neutral umpire will make final calls regarding leg bye.
- Byes and overthrows are allowed as per ICC rules
- **While playing a shot, if a ball hits leg and bat in any order, the ball will not be a deadball, and runs can be taken. Only instance of ball being a dead-ball will be when the ball hits ONLY legs, in which case it is a deadball (and hence no runs for legbyes). This is to avoid confusion of bat-pad catches, as well as runouts.**
- In case of overthrows (which lead to a boundary after overthrow), total runs counted would be that of a boundary plus the number of runs completed before the overthrow. Number of runs awarded to batsman will be decided by neutral umpire.

Other FIELDING Rules

- Fielders decision will be followed for signaling boundaries or sixes.

Houston United Premier League – Rulebook and Format

- In case of close calls for catches at the boundary, fielders are encouraged to stay on the boundary until neutral umpires can judge the catch.
- In case of controversies, neutral umpires call will be FINAL.
- The new CROSS OVER RULE will be applied as per ICC rules. The new batsman will always face the first ball regardless of whether batsman has crossed or not. If the batsman gets out on the last ball of the over, then the opposite end batsman will take strike and new batsman will become non-striker for the new over.

Substitution \ Late Players

- Substitute fielder shall be permitted only for an injured player - if he cannot return to the game. A substitute player cannot bowl or bat or be a wicket keeper.
- Any other substitutions for fielders because of heat/cold weather (or any other reasons) will be allowed only if both captains and neutral umpire agrees.
- **Neutral umpire must be informed for any substitutions taking place for fielding during the match. There will be a 5-run penalty from batting innings of the fielder, if neutral umpire is not informed of the substitution.**
- If a fielder retires in the middle of the match for some overs, then the player has to spend a minimum one over on the field before he can bowl.
- Batsmen retired due to physical injury will be deemed as **RETIRED HURT**, and he can come back to bat again any time after the fall of next wicket.
- Batsman retired for reasons other than physical injury (such as fatigue, cramps or simply retire because of slow strike-rate) will be deemed as **RETIRED OUT, and he CANNOT come back to bat.** Neutral umpire decision on whether the batsman is retired out or retired hurt - will be final.
- **No runner under any circumstance is allowed for a batsman.**
- A wicket-keeper doesn't have to wait for any time to start bowling. (A substitute fielder cannot keep wickets).
- If a player is carrying an injury into the game, he will not be allowed substitutions on the field (unless both captains agree before the game).
- Any player from both teams entered on the declaration sheet (i.e., any of the named 11 and the named substitutes) for a T20 match must be at the ground and ready to play by the end of the 10th over of the first innings of the match. All players arriving late must report to the umpire/opposition Captain; any player who does not report to the umpire before the end of the 10th over of a T20 match will be ineligible to participate in the entire match (He can be used as a substitute fielder)
- **Changing Wicketkeeper from playing 11:**
 - Changing wicketkeepers from playing 11 during the game is allowed. This change should only be allowed after an over is completed (Never between overs unless the keeper gets injured).

Houston United Premier League – Rulebook and Format

- You can change wicket keepers as many times as you want after overs, however if this change is taking any excess time in addition to that required for a normal bowler-change after overs, then neutral umpire reserves the right to refuse the wicketkeeper change. Neutral umpire's decision will be final in this matter.

Dead Balls

- No runs or dismissal off a dead ball

Batting

- Batting is from one end Only
- Batting end at Cullen is the one farthest from where cars are parked (See Directions to Cullen page at the end of this document). If there is a need for change in batting end, both captains need to agree.
- There will be no Last Man Batting
- No Runners will be allowed for tired or injured batsman.
- NO Carbon Fiber bats are allowed. Batsman found using those bats will be banned from the entire league for that season and 2 points will be deducted from the team. Final decision will rest on neutral umpire.
- If bails DO NOT FALL, batsman will be deemed NOT OUT. In case bails are absent, the ball touching stumps will be OUT. The final decision however will be made by NEUTRAL umpire ONLY.

Score keeping

- All scoring is ONLINE only on the cricclubs app.
- The two team's captain will be responsible for making sure that the scorecard is accurate and complete at the end of each game. Since we do not have an independent scorer, therefore the team scorecard is the only official scorecard. The captains will be responsible to make sure that the score is correct throughout the game by consulting each other at the end of each over.
- The winning team Captain will be responsible to verify the accuracy of the scorecards entered and email his confirmation to the organizers (on the tournaments whatsapp group) so the organizers can lock the scorecards. Once the scorecards are locked no changes will be allowed.
- Scorecards will be locked the following Tuesday after the gameday.
- Please note that once the scorecards are locked no changes will be allowed.

Add New Players

Houston United Premier League – Rulebook and Format

- The team Captain and Vice-Captain are able to ADD “New Payers” on your team Rosters (Must ADD new Players to the roster 12 hours before, prior to the next game).
- Contact league administrators if you have questions regarding the use of cricclubs
- Each player can only play for one team during a particular season of HUPL. If a club has multiple teams in the HUPL, no players from that team is allowed to play for both team and they need to pick one of those two teams. **Any team found violating this rule will be deducted 2 points from point table.**

Dress Code

- All players are required to wear T-Shirts and Trousers
- SHORTS will be NOT be allowed in any circumstances.
- Cleats or Spike shoes will NOT be allowed.

TRASH CLEAN-UP

- Both teams are responsible for Trash Cleanup after the completion of the each game.
- Please keep the ground clean and make sure all the trash has been removed from the ground after each game (and placed in the trash can located on the ground)

Players Qualifier Rule for Play-offs

- To qualify for playing playoffs, a player MUST have played minimum 2 games during league phase.
- Only qualifying players can be in the playing 11. However, substitute fielder does not need to have played 2 games during league phase.
- In case of a walk-over or rained out matches, teams can select their playing 11 on the scorecard. This 11 will count towards the qualification.

Bad Weather or Ground Conditions

- In case of inclement weather or delayed start of game, the number of overs will be decided by the neutral umpire. Neutral umpire will deduct 1 over every 5 minutes of delay if the remaining overs cannot be finished on time. Neutral umpires decision will be final.
- **The minimum number of overs for an official HUPL game cannot be less than 8 overs per side**

Houston United Premier League – Rulebook and Format

- In case a league phase game is abandoned due to any reason, NO attempt will be made to replay the match, and points will be split between both teams. Playoff games match will be rescheduled until the game is played. If any playoff matches were halted because of any reason, and Duckworth-Lewis is not applicable, then the game will continue on the next available day from where it was stopped.
- The decision of not playing the game due to weather conditions or playing conditions will only be decided on the ground among two captains and need to be agreed upon by the neutral umpire.
- Rainout games: If a team has more than 2 (two) washed out games per tournament, their 3rd and onwards washed out game will be rescheduled after we finished the published schedule.

Rain Curtailed Matches

- In sync with other official leagues around USA, we will use Duckworth-Lewis calculator for curtailed matches.
- For rain-curtailed matches, Duckworth-Lewis system will be employed to calculate the target and/or result of the match.
- Please use the **Duckworth-Lewis Calculator APP by Tarams Inc.** to calculate targets and/or results of the match. The app is very intuitive and easy to use.
- Neutral umpire would also be able to help you with the calculations in case the use of this app is warranted.
- **Any rain-curtailed game, where the second innings CANNOT have a minimum of 40 minutes available to complete their minimum 8-overs, will be declared a washout by the neutral umpire.**
- All decisions on declaring washouts of curtailed matches will be decided and will be FINAL as per the NEUTRAL umpire.
- App looks as followed in both Apple App store and Google Play:

Apple App Store



Google Play



Houston United Premier League – Rulebook and Format

HOME and AWAY Teams

- The schedule from organizers will mention who is the home team for that particular match.
- Home teams are supposed to come 30 minutes earlier, and set up ground (including boundaries and stumps).
- Any delay in starting the game because of home teams fault will lead to deducting the overs from batting of home team.
- Both playing teams will be responsible for bringing accessories related to the cricket game. However, home team will be responsible for bringing cones/flags, and stumps.

MANKADING

- Mankading is allowed. There will be no need for warning a batsman.
- In general, please play in the spirit of the game. Neutral umpire will give a chance to the fielding team requesting a mankading, if they want to withdraw their appeal in this spirit of the game.

OTHER RULES

- Winter gloves shall be permitted during severe winter weather, however both teams captains should agree to this at the time of the toss.
- If team walks off the field because of disagreement on field or umpire decision, they have forfeited the game and winning points will be awarded to other playing team. In case of team not being able to play, inform in captains group a day before the game.
- No foul language during the course of any HUPL game will be tolerated. Players and/or teams can be banned or receive penalty of points as judged by tournament organizers with help from neutral umpires. Remember - we are playing for FUN. Please maintain the camaraderie during and after the game.
- Any PHYSICAL or VERBAL ABUSE will NOT be tolerated.
- Obstructing fielders while catching is not allowed and will given OUT.
- Batsman found obstructing the ball thrown on the stumps will be given OUT.
- All these above mentioned decision will be FINAL as taken by the neutral umpire.
- All teams are encouraged to keep a FIRST AID KIT in their team kit. At the very least, each team should keep a cold-spray in case of an injury on the field. This is not mandatory, however can be very useful in some injuries.

Ball Return Policy and Penalty Fees

- At the start of the season, each team will be provided a ball box with 10 balls for league stage (1 match ball per game per team would be needed).

Houston United Premier League – Rulebook and Format

- At the end of the season, each team MUST return all used as well as unused balls back to the league administrators.
- Teams must collect all match balls after each game and return them after the season.
- **Penalty fees (45\$) will be charged if team is unable to return the ball box after the season.**

Houston United Premier League – Rulebook and Format

HUPL Administrators

- **League Contact:**
 - Nikunj Satani ([713-935-6508](tel:713-935-6508)) - Payments and Schedules
 - Midhinesh Raparthy ([409-729-5120](tel:409-729-5120)) - Cricclubs and Scoring
 - Bakul Brahmhatt ([713-591-1809](tel:713-591-1809)) - Media manager, and questions regarding Cricclubs online scoring, Sponsorship, and Ads.
 - Mayur Patel ([832-578-3138](tel:832-578-3138)) - Ground related questions
 - Tapan Patel ([979-224-9203](tel:979-224-9203)) - Sponsorships and Ads
 - Gursimrat Bhatti ([682-261-7064](tel:682-261-7064)) - Match Balls
 - Sadiq Khoja ([832-814-8626](tel:832-814-8626)) and Alpesh Lad ([281-965-2020](tel:281-965-2020)) - Umpire
- Even though the tasks for administrators are as assigned above, feel free to contact any one of us with your suggestions and/or concerns. However, make every attempt to contact the admin to whom the question is concerned as per their roles above, so they can directly address your concerns and/or questions.
- We want to make the experience for teams playing HUPL an enjoyable one.
- **All constructive criticism and suggestions to improve the HUPL are WELCOME.**

HUPL administrators has right to cancel or reschedule any game, OR make any penalties to the party found responsible of any offense.

Following Pages →

- **Directions to Cullen**
- **How to Score on Cricclubs Online**

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DIRECTIONS TO CULLEN GROUND AND PARKING

Address

Cullen Cricket Ground
12217 Cullen Blvd, Houston, TX 77047

Directions

- The parking lot is located on the address above

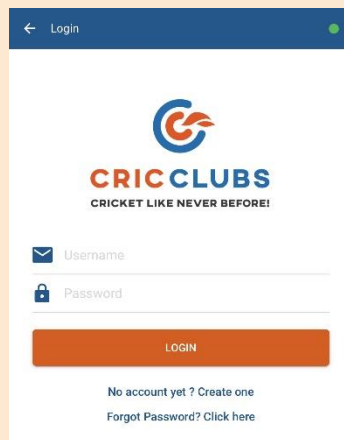
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INSTRUCTIONS FOR LIVE SCORING ON CRICCLUBS

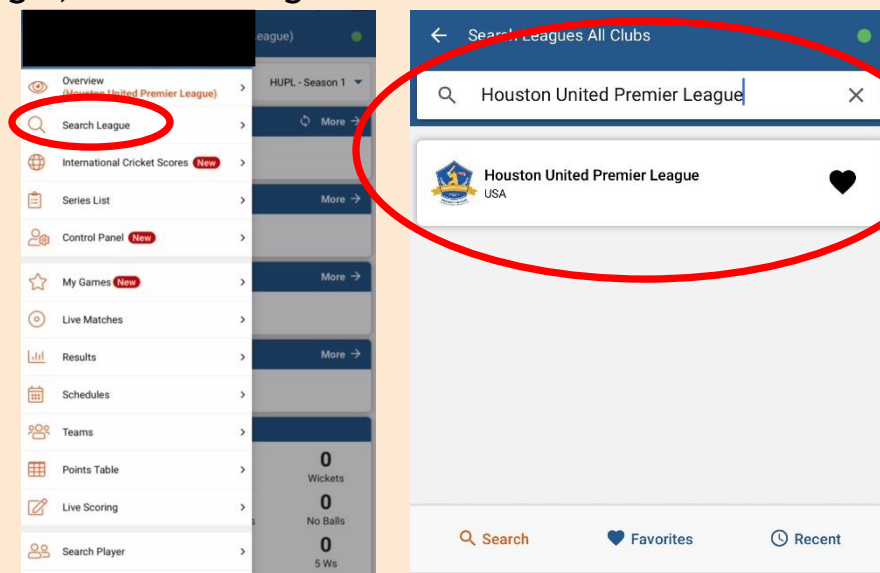
- Install Cricclubs App on your smartphone:



- Login using your username and password (would be given to each captain and vice-captain initially before tournament) - Please change password at first login.

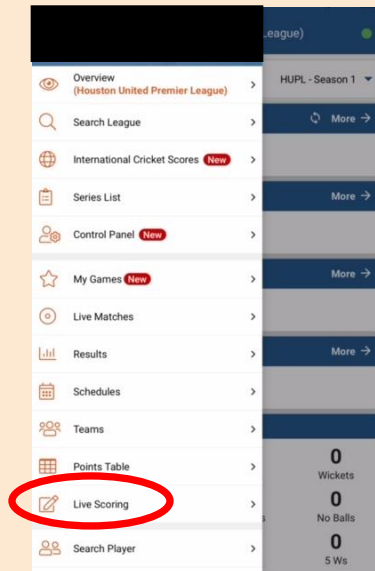


- After login, “Search League” for “Houston United Premier League”



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- Favorite the league for ease next time
- Select the HUPL Season from dropdown menu under Select Series
- Go to Live Scoring



- Select “Ready to Score”, and Select your Match



- Select continue scoring → Select Playing 11 for both teams and start scoring. Remember to change match to 18-over for league matches and 20-over for Playoffs.
- If you have any questions, contact Nikunj Satani or Bakul Brahmbhatt