

North Texas Cricket Association

BYLAWS/PLAYING CONDITIONS





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1. Objective

The By-laws deal with the playing conditions for the various tournaments across different divisions / leagues managed by NTCA and can be modified by the NTCA EC or their delegate at any point in time. Change in the By-laws do not need a constitutional amendment as they are related to the operational aspects of NTCA.

For anything that is not explicitly or implicitly covered in these regulations, the EC and its designated bodies' decision shall be final and binding, for all.

2. Membership / Eligibility

A NTCA Club is an entity that has registered one or more teams to play in the NTCA Primary Leagues in the current or past seasons except for those entities expressly liquidated or disqualified. A Bona-Fide member having appeared in, at least, **one** NTCA administered match for a club, shall be deemed to have been registered with the organization. A registered member is implicitly bound by the NTCA code of conduct and will be eligible to play for only one club at any given point in time except for the following:

- A player who is 19 or under-19 (age during the calendar year) will be allowed to play for the youth club they are registered with, and one other NTCA club.
- A player who is 50 or above (age during the calendar year) is allowed to play for their registered club, and one Masters club (all players 50 / 50+).

3. Leagues / Tournaments

- 3.1. NTCA Primary League – This is a multi-division tournament with Premier (45 overs) , A & B (40 overs) divisions
- 3.2. NTCA Youth League – This is a multi-division tournament organized by age groups
- 3.3. NTCA Spring T20 League
- 3.4. NTCA Legacy T20
- 3.5. NTCA Fall T20 League
- 3.6. NTCA Winter Cup
- 3.7. Round-robin / playoff structure



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League	Division	# Teams	Phase I Format	Phase II Format	# Promotions	# Demotions
Primary	Premier	10	Phase I – 9 Phase II - 4	Even /Odd play each other once	NA	3
Primary	A	14	13 games	NA	3	4
Primary	B	25	12 games random	NA	4	NA
Spring T20	T1	14	10	NA	NA	2
	T2	14	10	NA	2	NA
Fall T20	NA	TBC	NA	NA	NA	NA
Legacy T20	NA	TBC	NA	NA	NA	NA
Youth	TBC	TBC	TBC	TBC	NA	NA
Winter Cup	NA	TBC	TBC	TBC	NA	NA

Premier Division Format:

- There will be 9 games in Phase1 (each team plays against each other)
- At the end of phase1 which includes the rescheduled games, Teams will be ranked.
- For the remaining 4 games (phase2) - Teams will follow the below format.
The Rank1 team plays against Rank (4,6,8,10) and the Rank2 team plays against Rank (3,5,7,9)
- At the conclusion of all 13 games, final ranking will decide the Champion as well as relegation teams.

Non-NTCA Players participation Rules:

Premier Division:

- For Premier league - Non-NTCA players have to play 66% of phase1 games played by his team to qualify for Phase2 games.
- There are a total of 3 Non-NTCA players per match who are allowed to play in the same game.

A- Division:

- There are a total of 2 Non-NTCA players per match who are allowed to play in the same game.

B-Division:



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- Non-NTCA players are not allowed to participate in B or lower divisions.
- For an exception request please email dl-ec@ntcricket.org by Thursday evening 6:00 pm before the weekend player is intent to play.

** Non-NTCA Players: Who are not local residents.

For local residents proof of an Official ID AND local residence is required.

*** EC reserves the final right to determine a player's eligibility.

Spring T20 – Does not have any knockouts.

Fall T20/Legacy T20 – Details will be published prior to their commencement.

3.8. Ranking / re-ranking

Ranking for all divisions / leagues / tournaments – 45/40 overs and T20 will be as follows:

3.8.1. Highest number of points

3.8.2. NRR

3.8.3. Head-to-head record if applicable. Will not apply if more than 2 teams are tied or if both teams have won once against each other within the same year

3.8.4. Highest winning % of matches played including forfeits excluding washout's

3.8.5. Team taking all 10 wickets max number of times in the season

3.8.6. Highest number of wickets taken

Re-ranking shall occur once a set of promotions/relegations (primary league) have been completed. Teams being promoted to a higher division shall occupy the bottom positions while teams being relegated to a lower division shall occupy the top positions. In case of vacancy due to any reason (e.g. a team pulls out from the Primary League) in any division, for any reason, the opportunity to be promoted automatically passes to the next in line in the lower division before the re-ranking is done.



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4. Trophies / Awards

League / Tournament	Trophies/Awards
Primary League (per division)	<ul style="list-style-type: none">• Champion Team trophy• 14 individual small trophies for champion team members• Runner's up Team trophy• 14 individual medals for runner's up team members• Best Batsman• Best Bowler• Most Valuable Player (MVP)• Best Wicketkeeper• Best Fielder
Spring / Fall T20 leagues / Legacy T20	<ul style="list-style-type: none">• Champion Team trophy• 14 individual small trophies for champion team members• Runner's up Team trophy• 14 individual medals for runner's up team members• Best Batsman• Best Bowler• Most Valuable Player (MVP)• Best Wicketkeeper• Best Fielder
Winter Cup	<ul style="list-style-type: none">• Champion Team trophy• Runner's up Team trophy
Combined Awards	<ul style="list-style-type: none">• Cricketer of the Year• Individual Awards for Century(s)• Individual Awards for 5 wicket-hauls• Individual Awards for Hat-tricks

5. Minimum number of players for a NTCA game

The minimum number of players in a team to constitute a game in the Primary league, T20 league, Legacy T20 and Winter Cup will be 8. All powerplay restrictions will apply depending on the tournament format.



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6. Player Transfer

Tournament	When	How	Comments
Primary	After conclusion of Winter Cup and before the 3rd week of games in Primary League games	Submit a transfer form to the GSO	Can be a member of only one NTCA club at any point in time. If transfer is made to a club without a 40 over team a player will be unable to play in the Primary league. If players transfer to a club during any window and want to go back to their original / different club they will need to request a transfer during the appropriate window. Admin may publish a date.
Legacy	After conclusion of Primary League. Transfers must be submitted and approved before Legacy T20 starts- deadline to be decided by GSO.	Submit a transfer form to the GSO	
Spring T20 League	Spring T20 roster needs to be locked before the T20 matches start.	N/A. No transfer is allowed once the Spring T20 League starts	
Fall T20 League	Transfer window will open after the Spring T20 League completion.	N/A. No transfer is allowed once the Fall T20 League starts	
Winter Cup	After the conclusion of Fall T20 league and before the 2nd week of Winter Cup games	Submit a transfer form to the GSO	

7. Playing in other DFW cricket leagues

Primary Eligibility Requirement

1. NTCA players have to be registered NTCA members and are only allowed to play locally, for NTCA organized leagues and tournaments.
2. NTCA players are eligible to play in any league or tournament organized by local cities, on their grounds.
3. These rules will start applying on the first day of the 2022 Cricket season i.e. March 5, 2022.
4. First failure to abide by this stipulation, will result in a two match suspension. Rained-out matches shall not count.



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5. Second failure, will result in a ban for the entire year, from all formats of NTCA events. Players who fail to comply with these rules will be ineligible to play in all NTCA organized events, including DPL, as well as from representing NTCA in all regional events.
6. NTCA will maintain a list of suspended players and update it on a weekly basis. NTCA will also email club PCOSCO to inform them of this action.

Procedure to File a Complaint

A complaint has to be received by NTCA in writing, from a club PCOSCO, who this player has played against, within a period of two weeks from the date of the incident. The complainant should provide sufficient evidence for NTCA to begin investigating and determine the facts. Upon completing their investigation NTCA will announce the decision.

Match Day Dispute

On a game day if a player's eligibility is disputed, the most updated list maintained by NTCA should be checked to determine if there is any merit to the accusation. Should the name not appear there, the person should be allowed to participate as usual.

Procedure to process complaint

1. Inform the player and his PCOSCO) in writing that such a complaint has been reported/found.
2. Give him the chance to accept /deny the charge.
3. Investigate by whatever means deemed appropriate.
4. If the conclusion is affirmative, advise the player in writing that he is suspended for participation in any form, in any NTCA playing activity for two matches, washouts not counting. Inform the PCOSCO.
5. Record the event in a log created for this purpose.
6. Should the suspension be due to a second infraction, the process will be the same except that the suspension will be for the rest of the year.

For all matters not covered explicitly or implicitly, the decision of the EC of the NTCA shall be final and binding.

8. Player Protection

Player Protection Rule:

1. All Clubs in Premier and A division with multiple teams must submit names of 4 players (per team) to be placed on player protection list for the calendar year.
2. NTCA appointed Committee will review and approve the names.
3. The protected player list must be submitted 7 days prior to the start of Primary league every calendar year.
4. Protected players from Premier division CAN play in A-division game ONLY if their Premier team does not have a scheduled game that weekend (both days).
5. Protected Players from Premier division CANNOT play in any B division games.
6. Protected players from A-division CAN play in B-division game ONLY if their A division team does not have a scheduled game that weekend (both days).



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9. Umpiring

- 9.1. Clubs are required to carry out umpiring duties in each of the leagues / tournaments they participate in. Typically, the number of umpiring assignments per team will be equal to the number of games they are scheduled to play in the league / tournament.
- 9.2. Clubs missing their umpiring assignment will be subject to penalties as described in Section 15.
- 9.3. Clubs are required to send NTCA certified umpires (or of similar / greater equivalency).
- 9.4. A club team has 4 lifelines a year (Primary League), per team registered, where they can send four *certified rental* umpires. The remaining umpiring assignments must be completed by the registered members of the club/teams.
- 9.5. The team utilizing rental umpires as stated in 9.4 above, will need to notify names of the rental umpires to the Operations Committee, before the match and must receive an approval by the operations committee.
- 9.6. Umpires will be compensated per the table below. The fee is per umpire. Each team shall share the cost of both umpires equally.

Umpiring Certification Level	45 Overs	40 Overs	T20
Uncertified	N/A	N/A	TBD
NTCA Level 1 / Equivalent	\$45	\$40	\$0
NTCA Level 2 / Equivalent	\$55	\$50	\$0
NTCA Level 3 or National Certifications or Above	\$65	\$60	\$0

- 9.7. If a game is abandoned, washed out or rescheduled prior to the scheduled game day, no compensation is due. If the game is abandoned, washed out or rescheduled after the umpires arrive at the ground, the teams must pay the umpires for their time and effort.
- 9.8. Clubs/Teams shall compensate the umpires before the start of the game at the Toss. If the teams fail to compensate the umpires at the ground a fine of \$100 per such incident will be due to NTCA in addition to the umpires fee payable to the umpire. The fine and the fee shall be payable no later than the Wednesday following the game day failing which the team's subsequent games which shall be awarded to the opponents. Teams will need to pay an additional \$250 to be reinstated.

10. General Regulations

Description	Primary / Youth League	T20 Leagues / Tournaments
Ground Size	<ul style="list-style-type: none"> • Minimum 65 yards boundary from the center of the wicket. • Maximum 75 yards from the center of the wicket 	
Ground Prep – Home team responsibility	<ul style="list-style-type: none"> • Clearly marked popping crease, return crease, & wide markings • Two semicircles with their center as the middle stump at either end of the pitch. The radius of these semi-circles shall be 30 yards. The semicircles shall be marked by continuous painted white lines or plastic / rubber markers at 5 yard intervals • The boundary shall be marked with cones/ flags preferably at 10-15 yard 	



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Description	Primary / Youth League	T20 Leagues / Tournaments
	intervals <ul style="list-style-type: none"> If the ground preparation is not completed 15 minutes before the scheduled game start time, the home team will automatically lose one over from its quota. If the ground preparation is not completed by the scheduled game start time the home team will automatically lose 3 overs from its quota. Every subsequent 5 minute delay in ground readiness will reduce one over per 5 minute interval from the home team's quota. 	
Extreme Weather	<ul style="list-style-type: none"> Unless OC, EC announces a suspension of play due to persistent or forecasted inclement weather, every attempt must be made to play the games. Guidelines for handling delays appear in another section. Teams/Clubs /Captains/Umpires <u>cannot move or change the timings</u> of or <u>suspend a match</u>, based on their view of the temperature and weather conditions. The OC/EC may suspend a week-end's play or that of a particular day. A suspended week-end may become part of the two rescheduling week-ends that have been catered for. The umpires being the sole judges on the ground, can declare a match abandoned-<i>from the ground</i>, if they deem the weather and ground conditions unplayable. The umpires shall report their decision to the OC. 	
Grounds becoming unavailable	Grounds becoming unavailable shall be deemed essentially different from all other situations (even if caused by rainfall). Rescheduling may be in order in these cases. Unavailability assumes an advance notice although there is no hard and fast cut-off time. It follows that whatever is deemed appropriate and reasonable, on a case by case basis, shall be applied.	
Toss	The toss is scheduled for 15 minutes prior to the scheduled game start time. If the ground / weather conditions do not permit a start at the scheduled game time, the umpires will need to determine the appropriate start time and the toss will be held 15 minutes before the rescheduled start time.	
Minimum number of players	The minimum number of players to constitute a game is 8 players a side. If a team does not have 8 players available and identifiable on the field at the toss time , by the umpires and the opposing captain, they will automatically lose the toss. If 8 players are not available at the start time, the umpires shall award the match to the team that has at least 8 players on the field. If the toss cannot be held due to ground / weather conditions at the originally scheduled time, the minimum player rule would not apply at this time. Toss will be held when both umpires agree on a start time (minimum 8 players rule will apply at this time).	
Game duration	45 overs – 3h:40m including 2 five-minute drinks breaks per innings. 40 minutes for lunch. (Total 8 hours) 40 overs – 3h:15m including 2 five-minute drinks breaks per innings. 40 minutes for lunch. Total (7 hours 10 minutes)	1h:40m including 1 5 minute break per innings. 10 minute break between innings. Total (3 hours 30 minutes)



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Description	Primary / Youth League	T20 Leagues / Tournaments
Points	20 points for Win 10 points for No result / Tie 0 for Loss	20 points for Win 10 point for No result / Tie 0 for Loss
Powerplay (PP) restrictions	<ul style="list-style-type: none"> 1st PP (20%) – Maximum of 2 fielders outside 30-yard circle (Overs 1-9 for Premier. Overs 1-8 overs for A&B) 2nd PP (60%) – Maximum of 4 fielders outside 30-yard circle (Overs 10-36 for Premier. Overs 9-32 for A&B) 3rd PP – Maximum of 5 fielders outside 30-yard circle (Overs 37-45 for Premier. Overs 33-40 for A&B) 	<ul style="list-style-type: none"> 1st PP (30%) – Maximum of 2 fielders outside 30-yard circle. Overs 1-6 2nd PP (70%)– Maximum of 5 fielders outside 30-yard circle. Overs 7-20
Powerplay restrictions for shortened matches	Any game that is shortened at the beginning of the match due to whatever reason will have the overs distributed at 20% for PP1, 60% for PP2 and 20% for PP3	For T20 games the PP restrictions will depend on the number of overs per innings. The minimum number of overs to constitute a T20 game shall be 5 overs an innings. <ul style="list-style-type: none"> 5-7 overs – PP 1 over 8 overs – PP 2 overs 9-11 overs – PP 3 overs 12-14 overs – PP 4 overs 15-18 overs – PP 5 overs 19-20 overs – PP 6 overs
Maximum number of overs per bowler	<ul style="list-style-type: none"> 9 overs in Premier Division (45 overs) 8 overs in A & B Divisions (40 overs) 1/5 the number of overs in truncated matches unless the maximum has been exceeded before the interruption 	<ul style="list-style-type: none"> 4 overs in T20 1/5 the number of overs in truncated matches unless the maximum has been exceeded before the interruption
Short pitched / dangerous bowling	<ul style="list-style-type: none"> One fast short-pitched delivery per over where the delivery would have passed above the shoulder of the striker standing in an upright position at the popping crease. If ball passes or would have passed above the head above the head of the striker standing in an upright batting position at the popping crease it will be called a wide and will count towards the limit of one fast short-pitched delivery per over. The umpire will inform the bowler, striker and the striker's end umpire. All subsequent repetitions will be called a No-ball and will be subject to the Free-hit rule. The umpire will also caution the bowler for bowling more 	



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Description	Primary / Youth League	T20 Leagues / Tournaments
	<p>than the allowed number of short-pitched deliveries in the over. If the bowler repeats action in the same over or later in the innings, the umpire shall provide a final warning to the bowler. If there are subsequent violations after the final warning, the umpire will call and signal No Ball, Debar the bowler from bowling further in the innings, and inform the other umpire, batsmen at the crease, captain of the bowling side and the captain of the batting side as soon as possible. The action will also be reported to the NTCA EC/DC. In such cases, another bowler will need to complete the over and the following ball will be a Free Hit.</p> <ul style="list-style-type: none"> • Any delivery that has not been pitched (by fast or slow bowler) and passes above the waist height of the batsman standing in an upright batting stance at the popping crease or would have passed, is deemed to be unfair whether or not it is likely to cause physical injury on the striker, will be called a No-ball and will be subject to the Free-hit rule. The umpire shall issue a warning to the bowler. • For any subsequent instance of such a delivery as above that passes a strikers waist height without pitching or would have passed above, the umpire will call and signal No Ball, Debar the bowler from bowling further in the innings, and inform the other umpire, batsmen at the crease, captain of the bowling side and the captain of the batting side as soon as possible. In such cases, another bowler will need to complete the over and the following ball will be a Free Hit. 	
Free-Hit	<ul style="list-style-type: none"> • The Delivery following any No-ball shall be a free hit for the batsman at the Strikers end. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit. • For any free hit, the Striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. • Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach. Field changes are not permitted for free hit deliveries unless there is a change of Striker in the previous delivery that was originally called a No-ball. • The umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion. 	
Under arm bowling	Underarm bowling is not permitted in any competition played in NTCA	
Match balls	<ul style="list-style-type: none"> • All Match balls shall be approved by NTCA. • No other balls shall be used, without official consent/approval from NTCA EC 	
Players dress code	Whites White pads only	Color uniforms Colored pads or clads
Umpires dress code	Black Trousers – NO shorts	Black Trousers – NO shorts



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Description	Primary / Youth League	T20 Leagues / Tournaments
	White polo Shoes (No sandals)	Colored polo Shoes (No sandals)
Dress code violations (players & umpires)	\$50 fine per incident levied on club	\$50 fine per incident levied on club
Forfeitures	<ul style="list-style-type: none"> • Forfeitures are a matter of extreme importance and signify a failure, by the club, to honor their commitment to other member clubs. Should a team forfeit a NTCA scheduled fixture, it shall immediately submit in writing, an explanation to the EC. • In case of a forfeiture, maximum points possible shall be awarded to the other team. In addition, the team will be fined \$250 plus 10 points deducted from the team's overall standings. Further if the umpiring team was not notified ahead of time, the forfeiting team is responsible for the applicable umpiring fees. • Should a team forfeit a second time during the calendar year, irrespective of the competitions, divisions and teams, it shall be suspended from further participation, from that point onwards. The club shall be notified in writing. The suspension shall generally apply to the specific team in the club. • If a team walks out disputing umpires' decision(s), the match shall result in a forfeit. • If a team is suspended then the other teams who are supposed to play the suspended team, will also be awarded the max points possible for that particular division. • If in a game between two teams from the same club is forfeited by either team, both teams shall receive Zero Points. 	

11. Delayed / Interrupted matches

- 11.1. In the event of the start of a game is delayed due to weather, or other unforeseen circumstances, the start of game can be delayed up to cut-off times determined based on official scheduled start time. **While umpires and the playing teams must make every attempt to play the game even if it is delayed**, at times the current weather, immediate weather forecast for the rest of the scheduled game time, and ground conditions may necessitate an abandonment of the game. Common sense must prevail when making such decisions and the final decision rests with the umpires.
- 11.2. NTCA rules will require a minimum 3-hour window to complete a Primary League match and achieve an official result. This is to allow sufficient time to complete 2 innings of minimum 15 overs per inning plus 15-minute break between innings. For games scheduled to start at 9:30 AM, the cut-off time is 2 PM. (1:00 PM for 8:30 AM starts and 1:30 PM for 9:00 AM starts).
- 11.3. For a T20 game, a minimum of 60 minutes is needed to complete 2 innings of minimum 5 overs per innings plus 10 minute innings break. The cut-off time for games scheduled to start originally at 8:30 AM is 11:00 AM and for games scheduled to start originally at 1 PM is 3:30 PM (Start time + 2 hours 30 minutes)



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- 11.4. If the game is delayed at the start the umpires shall amend the number of overs by considering an over rate of 13.33 overs per over at 4 minutes 30 seconds for every over. For example if there is a delayed start of 30 minutes the umpires will deduct 6.66 overs from the match. This will translate into a reduction of 3.33 overs (implemented as 3 overs) per innings. All Powerplay restrictions will be implemented as if it were a 42 / 37 / 17 over game depending on whether it was a 45 over / 40 overs / T20 game at the outset. For longer delays the appropriate recalculations will need to be made by the umpires.
- 11.5. Depending on the situation the game could be truncated either during the first innings, at the conclusion of the first innings or during the second innings.
- 11.6. The table below illustrates some sample scenarios of delays in the first innings and second innings.

Sample scenarios	Primary League	T20 Leagues/Tournaments
8 overs bowled in the first innings. 30 minute interruption	<ul style="list-style-type: none"> • 6 overs reduced from overall game. So a 80-over (40 overs a side) game will become a 74 over game – 37 overs in each innings. For a 45 over game it will become $84/2 = 42$ overs a side. • Team batting first & second in Premier Divn: PP 1 – 8 overs PP2 – 26 overs PP3 – 8 overs • Team batting first & second in A&B Divn: PP1 – 8 overs PP2 – 21 overs PP3- 8 overs • DLS will be used to calculate target score for team batting second based on when the interruption occurred • Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLS app 	<ul style="list-style-type: none"> • 6 overs reduced from overall game – $(40-6)/2 = 17$ overs a side • Team batting first & second: PP1 - 6 overs PP2 – 11 overs • DLS will be used to calculate target score for team batting second based on when the interruption occurred • Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLS app
Primary : 25 overs bowled in the first innings. 1 hour 5 minutes interruption T20: 15 overs bowled in the first innings. 1 hour 5 minute interruption	<ul style="list-style-type: none"> • 14 overs reduced from overall game. $(80/90 - 14)/2 = 33/38$ overs a side • Team batting first & second in Premier Divn: PP 1 – 9 overs PP2 – 18 overs PP3 – 9 overs • Team batting first & second in A&B Divn: PP1 – 8 overs PP2 – 17 overs PP3- 8 overs • DLS will be used to calculate target score for team batting second based on when the 	<ul style="list-style-type: none"> • 14 overs reduced from overall game – $(40-14)/2 = 13$ overs a side. • Since the first team has already played 15 overs their innings will need to be terminated at that point. • The team batting second will have 11 overs to bat. • Team batting first: PP1 - 6 overs PP2 – 9 overs • Team batting second: PP1- 3



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Sample scenarios	Primary League	T20 Leagues/Tournaments
	<p>interruption occurred</p> <ul style="list-style-type: none"> Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLS app 	<p>overs PP2 – 8 overs</p> <ul style="list-style-type: none"> DLS will be used to calculate target score for team batting second based on when the interruption occurred Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLS app
<p>Full quota of first innings bowled (45 / 40 / 20 overs). Rain / interruption occurs before 2nd innings commences and causes an hour and 5 minutes interruption</p>	<ul style="list-style-type: none"> 14 overs reduced from overall game Since one team has already completed their batting innings, the reduction of overs will come from the 2nd innings. Will be a 31 / 26 over innings for team batting second (45/40-14) Team batting second in Premier Divn: PP 1 – 6 overs PP2 – 19 overs PP6 – 9 overs Team batting second in A&B Divn: PP1 – 5 overs PP2 – 16 overs overs PP3- 5 overs DLS will be used to calculate target score for team batting second based on when the interruption occurred Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLS app 	<ul style="list-style-type: none"> 14 overs reduced from overall game Since one team has already completed their batting innings, the reduction of overs will come from the 2nd innings. Will be a 6 over innings for team batting second (20-14) Team batting second: PP1 - 1 over PP2 – 5 overs DLS will be used to calculate target score for team batting second based on when the interruption occurred Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLS app
<p>Full quota of first innings bowled (45 / 40 / 20 overs). Rain / interruption occurs after 8 overs have been bowled in the second innings and commences and causes a 30 minute interruption</p>	<ul style="list-style-type: none"> 6 overs reduced from overall game Since one team has already completed their batting innings, the reduction of overs will come from the 2nd innings. 6 overs reduced from 2nd innings Will be a 39 / 34 over innings 	<ul style="list-style-type: none"> 6 overs reduced from overall game Since one team has already completed their batting innings, the reduction of overs will come from the 2nd innings. 6 overs reduced from 2nd innings Will be a 14 over innings for



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Sample scenarios	Primary League	T20 Leagues/Tournaments
	for team batting second (45/40-6) <ul style="list-style-type: none"> Team batting second in Premier Divn: PP 1 – 8 overs PP2 – 23 overs PP6 – 8 overs Team batting second in A&B Divn: PP1 – 8 overs PP2 – 18 overs PP3- 8 overs DLS will be used to calculate target score for team batting second based on when the interruption occurred Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLSS app 	team bating second (20-6) <ul style="list-style-type: none"> Team batting second: PP1 - 6 overs PP2 – 8 overs DLS will be used to calculate target score for team batting second based on when the interruption occurred Tarams Inc. DLS calculator used to determine target. Captains / club administrators and umpires need to download Tarams DLS app

12. Match Result

- 12.1. For a completed Primary / Youth League game 3 results are possible for each team – A Win, Loss or Tie. In the event of a Tie the result shall stay a Tie and the points will be split 10/10 among both teams for a Primary / Youth league game.
- 12.2. The Team that scores more runs than the other will be declared as the winner. In the case of curtailed matches, a revised target will be set by the umpires using the DLS method (Tarams Inc DLS).
- 12.3. For a completed T20 game, 3 results are possible for each team – A Win, Loss or Tie. In the event of a Tie, then weather permitting a Super Over will be played 10 minutes after the main game has been completed.
- 12.4. Each team bats one over under the same restrictions as for the final over in a normal match. The team batting second in the main match will bat first in the Super Over.
- 12.5. In both innings, the fielding team chooses from which end to bowl.
- 12.6. The loss of two wickets ends the team's innings.
- 12.7. In the event of the scores being level in the Super Over, the first satisfied, of the following criteria will determine the winner:
 - 12.7.1. The team whose batsmen hit the most number of boundaries (both 4s & 6s) from its two overs in the Super Over phase, shall be the winner.
 - 12.7.2. If still equal, a count-back from the final ball of the Super Over 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 unbowed deliveries will be counted as dot balls.

	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4



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Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

13. Match Abandonment / Forfeitures / Rescheduling / Ground Movement

- 13.1. A match will be considered abandoned, if it is not played to completion because of factors beyond the control of either team or the umpires, e.g. bad weather, ground, occupied, etc. Furthermore, matches will be considered abandoned should it not be possible to play at least fifteen (15) overs per side in the Primary League and five (5) overs per side in the T20 leagues / tournaments.
- 13.2. Teams will be awarded points based on Section 8
- 13.3. There will be two weekends reserved for rescheduling in the Primary League. Since Premier division depends on the even/odd ranking for the final 4 games, they will be scheduled at the conclusion of the first 9 games for all the teams. For A & B division this will be at the conclusion of the 13th scheduled game for all teams. The games that are chosen for rescheduling will be based on the maximum number of abandoned games in a weekend (both Saturday & Sunday) on a per division basis. Accordingly it is entirely possible that different weekends are chosen for rescheduling for each of the divisions.
- 13.4. There will be no rescheduling of round-robin games in the T20 leagues / tournaments.
- 13.5. For the T20 league / tournament playoff's, there will be no rescheduling for the semi-finals or earlier playoff games. The finals will be played between the top 2 seeds. If the finals gets affected due to rain or other factors, there will be one attempt at rescheduling the game. The decision will be at the sole discretion of the league and while best efforts at conflict reduction / avoidance will be made there can be no guarantees. If for whatever reason one or both teams can't play the trophy will either be shared or awarded to the team that can play. If the rescheduled game is abandoned as well, then the trophy will be shared.
- 13.6. If a ground becomes unavailable (Primary league & T20 leagues / tournaments), the home team can request OC for moving the game to a different ground on the same day. It can be due to the city closing the ground, the ground being flooded or for any other reason that makes the ground unavailable without much notice. The home team must request the ground movement no later than 5 PM on Thursday of the week the game is scheduled. The request must be made in writing to dl-oc@ntcricket.org and include the PCO & SCO of the playing and umpiring teams. The OC will consider each of these requests, based on the following principles:
 - 13.6.1. Games will be moved to allow maximum number of games to be played and keep it fair and just for all the requesting teams in a division
 - 13.6.2. Games will be moved to available grounds only if number of grounds available are more than the number of ground move requests received per division
 - 13.6.3. In case of same number of requests received between multiple divisions but only one division's game can be moved, a higher division games will be moved
 - 13.6.4. Scenario-1: P division request - 2, B division request - 3, available grounds - 3. In this scenario, all 3 B division games will be moved to the 3 available grounds



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- 13.6.5. Scenario-2: A division requests 2, B division requests 2, available grounds 3. In this scenario all the A division games will be moved, and no B division games will be moved even if 1 ground is still available to keep it fair for both the B division requestors.
- 13.6.6. Scenario-3 P division requests – 1, A division requests – 2, T20 league requests -2. Available grounds – 3. In this scenario, one P division game and two A division games will be moved and two T20 games will not be moved.
- 13.6.7. Extended Ground Closure - OC will work with SC to reschedule games in the event of indefinite or extended ground unavailability. Teams must still be aware that each week, OC will include these games during the rescheduling calculations and reserve the right to reverse previous decision by the OC cut-off time

14. NTCA Code of Conduct & The Spirit of Cricket

14.1. Policy Statement

As stated in the Constitution, the objective of the NTCA is to *organize and to promote the game of Cricket* which implies improving the level of playing excellence, enhancing the prestige of cricket and fostering the spirit of sportsmanship among all cricketers. In furtherance thereof, the NTCA shall control, organize, foster, improve, aid and extend the game of cricket. Consistent with these objectives, the Executive Committee will do its utmost to ensure that all matches and league events will be played at the highest possible level of integrity and fair play so as to provide opportunities for all players and spectators to experience and enjoy the game at its best.

14.2. Players' Conduct

The NTCA continues to be concerned with some aspects of player behavior in our Cricket. The areas of major concern and those completely unacceptable, to the NTCA are:

- 14.2.1. The use of offensive language - generally as a disparaging remark to an opposing player or toward an Umpire, or even as an expression of frustration or self-admonishment. This includes racial vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, color or national or ethnic origin).
- 14.2.2. Sledging or making offensive gestures or hand signals or deliberately distracting an opponent - See (14.3.5) under Responsibilities.
- 14.2.3. The questioning/disputing of the Umpire's decision - often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no - balls, wides, byes, etc.
- 14.2.4. The excessive number of frivolous and ridiculous appeals - primarily aimed at pressuring and intimidating the Umpire into a favorable decision.
- 14.2.5. The actions of the dismissed batsman - in failing to leave the crease promptly on being given out and any equipment abuse (e.g. banging the bat into the ground or against the fence or self, etc and/or throwing the bat or equipment during or after his return to the batting side's camp).



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- 14.2.6. Send offs - usually to a dismissed batsman by the bowler or a member of the fielding side. This can often inflame the situation and lead to a more serious altercation.

It is the responsibility of everyone involved with the NTCA - Club Officials, Team Captains and especially the Players, to ensure a return to the levels of conduct and sportsmanship traditionally inherent in the Game.

14.3. Responsibilities

- 14.3.1. 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.
- 14.3.2. Players and Team Officials shall not at any time engage in conduct unbecoming to a player or team official that could bring the game into disrepute.
- 14.3.3. Players and Team Officials must at all times accept the Umpire's decision. Players must not show dissent at the umpire's decision. Umpires decision is final and binding in the ground, failure to accept umpires decision would be considered forfeit (opposition team would be awarded maximum possible points for the game).
- 14.3.4. Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or spectator.
- 14.3.5. Players and Team Officials shall not use crude or abusive language nor make any offensive gestures, nor appeal excessively nor sledge. Sledging is the practice whereby players seek to gain an advantage by insulting or verbally intimidating the opposing batsman. The purpose is to try to weaken the opponent's concentration, thereby causing them to make mistakes or to underperform. Alternatively put, the aim is to distract the batsman into making a fatal mistake and being dismissed. Sledging thus tries to "break the flow" of the batsman's game. It can be effective because the batsman stands within hearing range of the bowler and certain close fielders; and vice-versa.
- 14.3.6. Sledging may be direct or feature in conversations, among fielders, designed to be overheard.
- 14.3.7. Players and Team Officials shall not make any public pronouncement or comment that is detrimental to the game in question.
- 14.3.8. Clubs must take adequate steps to ensure the good behavior of their members and supporters toward players and umpires.

14.4. Application and Interpretation of the Code of Conduct

This Code shall apply to:

- 14.4.1. Players, Team Officials, League Officials and is applicable to all NTCA sponsored games.
- 14.4.2. All players, club members, league officials while they are participants at NTCA sponsored games

14.5. Jurisdiction



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The NTCA retains jurisdiction over all players, team officials and club members during NTCA sponsored events and who are physically present within the perimeter of said events.

14.6. Background Principles

- 14.6.1. All players registering for play in the NTCA acknowledge that they have read and accepted the Code of Conduct.
- 14.6.2. The Umpires are the sole judges of fair & unfair play and can intervene without appeal. The Umpires may intervene at any time; it is the responsibility of the Captains to take action when required. The Umpires are authorized to intervene in the cases of: Time Wasting, Damaging the pitch, Intimidatory bowling, tampering with the ball or any other action that they consider to be unfair.
- 14.6.3. Umpires are encouraged to report what they deem inappropriate, to dl-DC@NTCricket.org. Umpires must report all incidents involving misbehavior of any kind. The NTCA shall extend it utmost support to all umpires, at all times.
- 14.6.4. Umpires are instructed to have proper attire, avoid usage of electronic devises during the course of the game. They can, however, use the app to verify overs/scores, during the break between overs. Captains of playing team are requested to report such incidence, which may result in the umpire being banned for rest of the season.
- 14.6.5. There are two Laws, which place the responsibility for the Team's conduct firmly on the Captains.
- 14.6.6. 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.
- 14.6.7. In the event of any Player failing to comply with the instructions of the Umpire, criticizing his decision by word or action, 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 requesting the latter to take action. Captains must comply with the umpires' directives. The Spirit of Cricket involves respect for: Your opponents, Your own Captain, Team and Club, The role of the Umpires, The game's traditional values.
- 14.6.8. It is against the Spirit of the Game to:
 - 14.6.8.1. Dispute an Umpire's decision by word, action or gesture
 - 14.6.8.2. Direct abusive language towards an opponent or Umpire
 - 14.6.8.3. Indulge in cheating or any sharp practice, e.g. Appeal, knowing the batsman is not out
- 14.6.9. Advance towards an Umpire in an aggressive manner when appealing
- 14.6.10. Seek to distract an opponent either verbally or with persistent clapping or unnecessary noise, such as but not limited to belching, under the guise of enthusiasm and motivation of one's own side
- 14.6.11. Violence: There is no place for any act of violence on the field of play.
- 14.6.12. 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.
- 14.6.13. In the event of a player failing to comply with the instructions of an umpire or criticizing his decisions, the umpires should in the first place give the player a verbal warning and request the assistance of the captain to remedy the situation. If this proves ineffective, the Umpire shall report the matter to the executive body. Should the nature, the gravity or the seriousness of the alleged



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incident be not adequately or clearly covered by this document, the charges may be laid under the following categories:

- 14.6.13.1. Unfair play
- 14.6.13.2. Conduct that brings the game into disrepute
- 14.6.13.3. Refusal to comply with umpires' instructions.

14.7. Club Offences

- 14.7.1. Any infraction which involves 4 or more members of a team in a single occurrence shall be attributed to the Team and shall be considered a Club infraction.
- 14.7.2. Infractions by any official of a Club shall be attributed to the club, if at the time of the infraction that person was acting in his official capacity and was acting on behalf of the club.
- 14.7.3. Unfair play perpetrated by the team and sanctioned by the Club.
- 14.7.4. Any conduct of the team and/or club that brings the game into disrepute.

15. Other Penalties

No.	Offence	Penalty
1	Playing a registered player from another club without a transfer (includes substitute player)	<ul style="list-style-type: none">• Automatic loss of the game in which the player participated• Additional 2 points deduction from standings• \$100 fine payable before next scheduled game
2	Verbal misbehavior with players / umpires / spectators	<ul style="list-style-type: none">• Includes all items in the code of conduct, players' conduct• 1 match suspension – counted as minimum one full week• May be subject to additional disciplinary / monetary fines as deemed fit by DC / EC
3	Second / multiple offences of #2	<ul style="list-style-type: none">• Minimum 3 match suspension• May be subject to additional disciplinary / monetary fines as deemed fit by DC / EC
4	Physical contact with players / umpires / spectators	<ul style="list-style-type: none">• Minimum 6 months to a maximum 12 month suspension from the day of the incident• Probation and other conditions deemed by DC/EC• Potential permanent expulsion from NTCA
5	Second offence of #4	<ul style="list-style-type: none">• Permanent expulsion from NTCA• Recommendation to USA Cricket to debar player from selection for 2 years
8	Failure to use CricClubs App for scoring (unless there is a reported outage)	<ul style="list-style-type: none">• Penalty of 2 points in table• \$100 fine payable before the next scheduled



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No.	Offence	Penalty
		game
9	Missing / Incomplete scorecard (Scorecards need to be completed in full before midnight on Tuesday)	<ul style="list-style-type: none"> • Penalty of 2 points in table • \$100 fine payable before the next scheduled game
10	Falsification of scorecards	<ul style="list-style-type: none"> • Automatic loss of the game where the scorecard was falsified. Opponent team will get full points • Additional penalty of 2 points in table • \$250 fine payable before next game
11	Missing umpiring assignments – one missing umpire will be treated as one offence	<ul style="list-style-type: none"> • The failure to meet first umpiring assignment of the season shall result in an automatic fine of \$100 per failure, payable on or before the Friday following the assignment. • Furthermore, 2 points shall be deducted from the team(s) overall standings. • Should the penalty described above be defaulted, the team in violation shall automatically lose the next game it plays. Should there be no games left in the championship, the team shall have points equivalent to one win deducted from its overall standings. • If umpire arrives 15 minutes after the scheduled start time, captains of the playing teams can decline to avail umpiring services and can report that as Umpiring No Show. • Should a team fail to fulfill an umpiring assignment for the second time during the same calendar year, irrespective of whether or not it occurs in the same competition (i.e. league, knockout or a tournament), it shall result in an automatic fine of \$200 and a deduction of 4 points from the team's overall standings. The fine shall be payable on or before the Friday following the date of the assignment. • Should there be a subsequent failure by the same team during the same calendar year, the following shall apply: <ul style="list-style-type: none"> • A fine of \$600 and a deduction of 6



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No.	Offence	Penalty
		<p>points from the team's overall standing shall be applied.</p> <ul style="list-style-type: none">• The matter shall be referred to the Executive Committee, and may result in suspension of the team from further participation in the events administered under the auspices of the NTCA.• A warning can be issued to the teams whose umpire did not show up 15 minutes prior to the toss.
12	Violating Non-NTCA Players participation Rules	<ul style="list-style-type: none">• Automatic loss of the game in which the player participated• Additional 2 points deduction from standings• \$100 fine payable before next scheduled game

16. Grievances / Complaints

- 16.1. All protests, complaints or objections made by any side participating in these competitions, must be made in writing to the Executive body within Fifteen days from the date of the match. No other form of complaints will be considered, other than those made properly in writing, and endorsed by a member club in good standing.
- 16.2. Umpires may report any issues encountered during a NTCA game to the NTCA EC, in writing within 30 days from day of the aforesaid game.
- 16.3. The decision of the NTCA EC on all matters pertaining to the competition will be binding.

17. Forms / Miscellaneous

- 17.1. Forms (Available under Operations tab on www.cricclubs.com/ntca)
- 17.2. Membership (Available under Operations tab on www.cricclubs.com/ntca)
- 17.3. Match Report (Available under Operations tab on www.cricclubs.com/ntca)
- 17.4. Transfer (Available under Operations tab on www.cricclubs.com/ntca)
- 17.5. Expense (Available under Operations tab on www.cricclubs.com/ntca)
- 17.6. Umpires Report (Available under Operations tab on www.cricclubs.com/ntca)
- 17.7. Team Nomination (Available under Operations tab on www.cricclubs.com/ntca)



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18. Change Log

Date	Section / Description	Author
1/30/2022	Entire document – Version 1.0	RT
04/04/2022	10. General – Extreme Weather - replaced Grounds becoming Unavailable – added	Anwer Shahabuddin
04/04/2022	Violating Non-NTCA Players participation Rules – added 15.12	Anwer Shahabuddin
04/19/2022	Added comments for T20's on page 4	Anwer Shahabuddin