

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. The By-laws include portions of the constitution that can be amended without going through the Constitution amendment process, by the NTCA Executive Committee (EC) or their delegate at any point in time, as needed. Change in the By-laws do not need a constitutional amendment as they are related to the operational aspects of NTCA.

The ICC Men's Standard ODI playing conditions (November 2022) and ICC Men's T20I playing conditions (October 2022) shall apply in all cricket (all divisions and all forms of competitions) played under the auspices of the NTCA. MCC Laws of Cricket is the foundation on which ICC playing conditions are created. Unless explicitly stated otherwise in ICC playing conditions, MCC Laws of Cricket apply to most fundamental aspects of the game. The By-laws allow NTCA to explicitly override the ICC regulations with NTCA's own experimental laws and playing conditions in this document.

NTCA EC shall clarify additional tournament specific playing conditions which will serve as addendum to the By-Laws. 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, and EC reserves the rights to update the bylaws where required.

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.

An individual member may register with an NTCA club/team to participate in NTCA organized tournaments during a calendar year. NTCA does not regulate or enforce what fees are charged by each club. It is left to the individual clubs to determine the fee structure. Each club may charge their Individual members. The individual member registration with a club is voluntary. Each club may determine their own policies allowing members to request exemption from club fees.

For educational training sessions (ex. Umpiring seminars) and other activities attended by individual members in their personal capacity, NTCA may charge nominal fee to cover cost of organizing the activity. Any individual member who is unable to pay the fee may request exemption from fees, by emailing NTCA EC (dl-ec@ntcricket.org). If the request is appropriate and reasonable, NTCA EC may exempt the individual from the fee for the activity.

All registered members are implicitly bound by the NTCA code of conduct. A registered member is eligible to



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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+).
- For 2024, There are 2 NTCA registered Youth teams (Mustangs Cricket Academy – Lions and Texas Cricket Academy). There are no Masters teams registered in 2024.

2.1 Player Registration

2.1.1 Clubs shall add players to roster at any time during the calendar year.

2.1.2 Player profiles in Cricclubs database must contain –

- Full Name
- Residential Address
- Phone Number and Email Address
- Date of Birth (Optional)
- Photograph (Without Cap & Sunglass)
- USA Cricket Membership ID (cricclubs enhancement on the way)
- USA Cricket Membership expiration date (cricclubs enhancement on the way)

2.1.3 Teams may add new player(s) throughout the regular season by notifying GS & OC.

2.1.4 All NTCA players must be registered with USA Cricket. The annual USA Cricket membership costs \$10. The membership is renewable every year and must stay valid. USA Cricket membership includes - General Liability and Secondary Sports Accident Insurance covering all matches organized by USAC registered Leagues, Clubs and Academies.

2.2 Player Classification

This is a general classification of Professional and Semi-Pro/Amateur players.

Player Classification	
Player Category	Description
Professional	<p>Any Domestic or International player with experience playing for National Men’s team, Test Playing Nation - U19, first class, List A, County, State/Province/County etc., professional T20 leagues ex. IPL, PSL, CPL, MLC, MiLC etc.</p> <p>Player listed with a verifiable professional track record (cricinfo or equivalent db). Professional cricketer is someone paid to play the game.</p>



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Recreational /
Amateurs

Cricketers who do not pursue professional cricket. Everyone who is not a professional cricketer.
USA U19 players will be classified as Amateur cricketers.

2.3 NTCA Guest Player

2.3.1 NTCA Guest players are players that meet any of the following conditions:

- a. Are a temporary resident in the United States of America (USA), and their stay is 6 months except for students and individuals on temporary work permits.
- b. Are in the USA primarily for the purposes of playing cricket
- c. Are on the current roster of teams playing in major tournaments and leagues outside of the USA except for players that are eligible to represent the USA national team
- d. Guests are non-local players with a residential address outside the Dallas Fort Worth Metroplex.

2.3.2 NTCA Guest Player participation Rules:

- NTCA Guest ~~non-local~~ player policy will cover NTCA Primary League and T20 tournaments during 2024 NTCA season.
- NTCA Guest ~~non-local~~ players can play maximum of one NTCA Primary League game during the weekend.

NOTE: If requested by playing team & umpire(s), player must be ready to provide proof of address, ex. Local State ID or other valid form of evidence for proof of address verification. Further proof maybe requested by NTCA committees in the event of any complaints.

The non-local player rule renamed as Guest player rule.

NTCA Primary League & T20 Tournament – NTCA Guest Player Participation Guidelines		
NOTE: This is applicable for an Individual Match played		
Division	Max. # of Guest Players Allowed	Policy
2024 NTCA Primary League		
Premier	3	Any category of Player (section 2.2)
A	2	Any category of Player (section 2.2)
B	2	Guest Player is non-Professional (Eligible Player Category: Recreational / Amateur)
All Divisions		Phase 2 Eligibility: Must have played 60% of all completed games with same team (ex Team A) in Phase 1. <ul style="list-style-type: none"> • Example: 6 out of 9 games, 5 out of 8 games, etc. Cannot combine Intra-division / Inter-division game totals.



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		Youth cricketers are exempt from this requirement, provided they are non-professionals.
T20 Tournaments	2	Any category of players.

2.4 Player eligibility for participation in other cricket leagues

Primary Eligibility Requirement

1. Players are not restricted from playing in other leagues.
2. Clubs responsible for working with expectations for participation in NTCA games.
3. Only local players who actively prioritize NTCA over other local leagues will be eligible for selection in tournaments held by NTCA (ex. Dpl), recommended by NTCA for regional, national team trials and participation. Selection and eligibility criteria will be determined before the tournament.

3 Player Transfer (Club Transfer)

Who is eligible:

- Player transfer is needed for players to transfer from one club to another, if the player played for different club during current or previous year during the club transfer, subject to the transfer rules.
- A player who did not play in both current and previous season or from a club that is no longer in NTCA can transfer at any time during the year to a different club.

Tournament	When	How	Scope	Comments
Primary League	After conclusion of Winter Cup and before the 2nd week of games in Primary League games.	Submit a transfer form to the GSO	Entire cricket calendar year. Includes all tournaments.	Can be a member of only one NTCA club at any point in time.

4 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 EC will review and approve the names. This list will be periodically validated and clubs notified of any change.
3. The protected player list must be submitted 7 days prior to the start of Primary league every calendar year.



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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).
7. Player may request exception to EC to be excluded from Protected player list. It will be EC discretion to approve on a case-by-case basis.

5 Leagues / Tournaments (2024 updates to be made later. playing conditions communicated via email will apply until this section of Bylaws is updated)

- 5.1 NTCA Primary League – This is a multi-division tournament with Premier (45 overs), A & B (40 overs) divisions
- 5.2 NTCA Youth League – This is a multi-division tournament organized by age groups
- 5.3 NTCA Spring T20 Tournament
- 5.4 NTCA Summer T20 Tournament
- 5.5 NTCA Fall T20 Tournament
- 5.6 NTCA Winter Cup
- 5.7 Round-robin / playoff structure

League	Division	# Teams	# of Games	Format	# Promotions	# Demotions
Primary	Premier	10	13	Phase 1 - 9 Games Phase 2 – 4 Games (Even v Odd)	NA	3
Primary	A	14	13	Phase 1 – 9 Games Phase 2 – 4 Games	3	4
Primary	B	26	12	Phase 1 – 8-10 Games Phase 2 – 3-5 Games	4	NA
Summer Primary League T20	NA	TBC	TBC	NA	NA	NA
Youth	TBC	TBC	TBC	TBC	NA	NA
Winter Cup	NA	TBC	TBC	TBC	NA	NA

NOTE: Summer Primary League T20 tournament aka Legacy T20.



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Spring & Fall T20 Tournament				
Division	# Teams	# of Games	# Promotions	# Demotions
T1	10	9	NA	3
T2	10	9	3	3
T3	10	9	3	3
T4	10	9	3	NA

NOTE: 2024 Spring has 40 teams. Lowest division minimum 8 teams needed.

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.
- In Phase 2, Odd ranked teams will play against Even ranked teams a total of 4 games. The match-up is in the table below.
- At the conclusion of all 13 games, final ranking will decide the Champion as well as relegation teams.

Premier Division - ODD vs Even Matchup in Phase 2	
One vs 4, 6, 8, 10	Two vs 3, 5, 7, 9
Three vs 6, 8, 10, 2	Four vs 5, 7, 9, 1
Five vs 8, 10, 2, 4	Six vs 7, 9, 1, 3
Seven vs 10, 2, 4, 6	Eight vs 9, 1, 3, 5
Nine vs 2, 4, 6, 8	Ten vs 1, 3, 5, 7

5.8 Ranking / re-ranking

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

- 5.8.1 Highest number of points
- 5.8.2 NRR
- 5.8.3 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
- 5.8.4 Highest winning % of matches played including forfeits excluding washout's
- 5.8.5 Team taking all 10 wickets max number of times in the season
- 5.8.6 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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6 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
Summer Legacy T20 – Champions	<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
Summer Legacy T20 – Super	<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	<ul style="list-style-type: none">• Champion Team trophy (For each Division)• 14 individual small trophies for champion team members• Runner's up Team trophy (For each Division)• 14 individual medals for runner's up team members <p>Individual Awards (For Spring & Fall T20 – Each Division)</p> <ul style="list-style-type: none">• Best Batsman• Best Bowler• Most Valuable Player (MVP)• Best Wicketkeeper• Best Fielder
MVP Awards	<ul style="list-style-type: none">• Will be assessed based on performance for One team (Team for which player played more games in the



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	<p>Series/Division)</p> <ul style="list-style-type: none"> The Player must participate in minimum 75% of all games played by his team. Weightage for tournament and division to be added where applicable
Player of the Year – Primary League	<ul style="list-style-type: none"> This award will be given to the Overall Most Valuable Player – in Primary League tournaments – the Primary 45/40 over tournament and Legacy T20. Weightage for tournament and division to be determined
T20 Player of the Year	<ul style="list-style-type: none"> This award is given to the Overall Most Valuable Player in T20 tournaments organized by NTCA during the entire season. Weightage for tournament and division to be determined.
Other Awards (One Trophy to Player)	<ul style="list-style-type: none"> Individual Awards for Century(s) Individual Awards for 5 wicket-hauls Individual Awards for Hat-tricks

7 Umpiring

- 7.1 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.
- 7.2 Clubs missing their umpiring assignment will be subject to penalties as described in Section 15.
- 7.3 Clubs are required to send NTCA certified umpires (or of similar / greater equivalency).
- 7.4 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.
- 7.5 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.
- 7.6 A club team has 2 lifelines to send an uncertified club member (non-rental) in an unavoidable situation. The uncertified umpire will perform Striker's end (leg-umpire) duty only. The team must first notify OC the umpire's name, reason for sending uncertified umpire, before the match and **must receive an approval** from the operations committee. The non-striker's end umpire must be a certified umpire from the club and not a rental umpire.
- 7.7 There will be **no compensation paid** to umpires on the field by playing teams effective 2024 NTCA season.
- 7.8 If a game is abandoned, washed out, rescheduled or delayed on the day of the game, the Captain must notify the umpires (umpiring club) when to arrive at ground and/or any cancellation so the time and effort is not wasted

8 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 	



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Description	Primary / Youth League	T20 Leagues / Tournaments
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 intervals 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 be one of the 2 rescheduled weekends. 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.	
Points	20 points for Win 10 points for No result / Tie 0 for Loss	20 points for Win 10 points for No result / Tie 0 for Loss
Minimum number of players	<ul style="list-style-type: none"> 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. Umpire shall deduct one over for every 5 minutes delay after start time for the team with less than minimum number of players. The umpires shall wait 15 more minutes past scheduled start time, before 	



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Description	Primary / Youth League	T20 Leagues / Tournaments
	awarding the game to the team that has at least 8 players on the field. Umpires shall report the game as a Forfeit to OC and additional penalties will apply. <ul style="list-style-type: none"> 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)
DLS Calculator	<ul style="list-style-type: none"> NTCA will use the Par Score available in Cricclubs during live scoring. Cricclubs DLS calculator is also available on the NTCA page under the menu League → DLS Calculator (https://cricclubs.com/NTCA/viewDlsCalculator.do?clubId=343) 	
Ground Availability restrictions (Hard-stops, unexpected early stoppages etc.)	<ul style="list-style-type: none"> An early stoppage to a game due to expected/unexpected reasons, will result in the use of DLS method to determine the result, if minimum number of overs is bowled. If a scheduled game has a hard stop restriction, the umpires will end the innings and immediately determine the results using DLS method. Any grace period, allowed at the field is only available for 1. Super Over 2. For teams to Clean-up and leave the field. If the scheduled duration available at the ground is lesser than the game duration, the umpires shall determine if full-game is possible before toss and reduce overs if necessary. The umpires shall strictly apply the hard-stop restriction above and determine result using DLS method in case of delays. 	
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	For T20 games the PP restrictions will depend on the number of overs per innings. The minimum number



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Description	Primary / Youth League	T20 Leagues / Tournaments
	distributed at 20% for PP1, 60% for PP2 and 20% for PP3	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 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. • 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



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Description	Primary / Youth League	T20 Leagues / Tournaments
	<p>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.</p>	
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. 	
Game not starting on time	<ul style="list-style-type: none"> • If either fielding side (with minimum # of players) or the batsman are not on the field at Start Time, deduct one over from offending team. • Every 5 minutes delay will result in extra over deduction. • The deducted overs will be taken at start of innings and will reduce the 1st power play overs during batting. 	
Slow Over-rate	<ul style="list-style-type: none"> • Umpire is required to inform fielding team about pace of play (slow over-rate) every 30 minutes during the innings. • ICC Laws for slow over-rate penalties shall apply, after umpires take into account any allowances. • At the time of slow-over rate application, the maximum permissible fielders outside the circle will be reduced by ONE for rest of the innings. • In order to avoid slow over-rate penalty, the fielding team needs to start the final over by the stipulated time, or else they will find themselves short of a fielder outside the 30-year circle. As a result, <u>they will only be permitted four instead of five fielders outside the 30-yard circle for the # of overs behind in the match.</u> • For each over the fielding team falls short by at the scheduled cessation time of the innings, after taking time allowances into play, they must have an additional fielder inside the 30-yard circle. Ex. Fielding team permitted to have only 4 fielders outside instead of the allowed 5 fielders. • Umpires are required to inform both the fielding team and the batting side of the stipulated end time at the beginning of each innings. • Any time that is lost due to injuries or any unforeseen incident will be adjusted to the stipulated end time. The time will be tracked by the umpires and in case of any stoppages during the match, they will rework 	



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Description	Primary / Youth League	T20 Leagues / Tournaments
	the end time and inform the fielding team captain and batsman of the same.	
Batsman Time Out	After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out. (see MCC laws 40.1.1)	
New Batsman on Strike	New batsman will be on strike if the previous batsman is out caught, unless it's the last ball of the over, in which case the non-striker will retain strike for the first ball of new over.	
Mankad'ing	A batsman can be out – run out if he is caught stealing and the bowler breaks the stumps at time of delivery. A warning is not required. (See ICC laws for more details)	
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 • In the event of a lost ball during the game, an identical replacement NTCA approved match ball must be made available. Umpires can permit use of old NTCA match balls in identical condition in 2nd half of the innings, if the same brand is unavailable. • It is duty of playing teams to bring match balls. Failure to bring match balls and have reserve could result in game being awarded to opponent. 	
Leg Guards	White leg guard (pads) only	Colored leg guards (pads) only. Clads can be worn over white pads.
Players dress code	Players must wear White Shirts and Trousers at all times (No pajamas, sleepwear) on the field. In cold weather conditions, Jackets permitted. Colored jacket may not be worn by bowler. Shoes mandatory at all times entering the field.	Players must wear Color club/team uniforms (No pajamas, sleepwear) on the field. In cold weather conditions, color jackets permitted. Shoes mandatory at all times entering the field.
Umpires dress code	Black Trousers – NO shorts White polo Shoes (No sandals) In cold weather conditions, Jackets permitted.	Black Trousers – NO shorts Colored polo Shoes (No sandals) In cold weather conditions, Jackets permitted.
Dress code violations (players & umpires)	Dress code violations to be reported to OC if the concerned players/umpires fail to immediately comply with the dress code before/during the game. \$50 fine will be levied on club if a player is reported for Dress code	Dress code violations to be reported to OC if the concerned players/umpires fail to immediately comply with the dress code before/during the game. \$50 fine will be levied on club if a player is reported for Dress code violation. If



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Description	Primary / Youth League	T20 Leagues / Tournaments
	violation. If multiple players violate the Dress code policy, \$100 fine will be levied on the club. Umpires wearing sandals, shorts can be reported for Dress Code violation and the fines above shall apply.	multiple players violate the Dress code policy, \$100 fine will be levied on the club. Umpires wearing sandals, shorts can be reported for Dress Code violation and the fines above shall apply
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. 	
Substitute Fielder	<ul style="list-style-type: none"> • Teams are allowed designated substitute fielder, provided the player name is declared at time of toss. • In the event of an emergency, exception to the substitute fielder requirement above will be permitted with consent from Opposing captain, and both umpires in the Spirit of the game, thereby allowing: <ul style="list-style-type: none"> ○ Another member from same club arriving at ground ○ A fielder from opposition team, or a spectator is available to field.s • The ICC laws applicable to fielding substitutions still apply. • Concussion substitutions policy is TBD at this time in NTCA. 	

9 Delayed / Interrupted / Shortened matches

9.1 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



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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.

- 9.2 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).
- 9.3 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)
- 9.4 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.
- 9.5 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.
- 9.6 In the event of unforeseen exceptional circumstance causing ground availability restrictions causing reduction in the available hours of play, NTCA OC will consider moving the game to another location subject to section 13. If the game cannot be moved, NTCA OC will consider altering the game start time to maximize available hours of play subject to 11.2. The umpires at the ground will decide the max. number of overs per innings in order to ensure game completion ahead of expected game end time. Ex. Game must end by 3 PM, OC will recommend the earliest possible start time and umpires at the ground will make final determination on max. number of overs.
- 9.7 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 	<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.



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Sample scenarios	Primary League	T20 Leagues/Tournaments
	interruption occurred	
<p>Primary : 25 overs bowled in the first innings. 1 hour 5 minutes interruption</p> <p>T20: 15 overs bowled in the first innings. 1 hour 5 minute interruption</p>	<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 Division: 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 interruption occurred. 	<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 overs PP2 – 8 overs • DLS will be used to calculate target score for team batting second based on when the interruption occurred.
<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 PP3- 5 overs • DLS will be used to calculate target score for team batting second based on when the interruption occurred. 	<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.
<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</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 	<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



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Sample scenarios	Primary League	T20 Leagues/Tournaments
causes a 30 minute interruption	innings <ul style="list-style-type: none"> • Will be a 39 / 34 over innings for team batting second (45/40-6) • 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. 	innings <ul style="list-style-type: none"> • Will be a 14 over innings for team bating second (20-6) • 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.

10 Match Result

- 10.1 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.
- 10.2 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.
- 10.3 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.
- 10.4 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.
- 10.5 In both innings, the fielding team chooses from which end to bowl.
- 10.6 The loss of two wickets ends the team's innings.
- 10.7 In the event of the scores being level in the Super Over, the result of the game will be declared a Tie. However, during playoff games, additional Super Overs will be played until an outright result is possible.

11 Match Abandonment / Forfeitures / Rescheduling / Ground Movement

- 11.1 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.
- 11.2 Teams will be awarded points based on Section 8
- 11.3 There will be two weekends reserved for rescheduling in the Primary League. The two rescheduling weekends will be at the end of Phase 1 for all Primary league divisions. The two weekends that are chosen for rescheduling will be based on the maximum number of abandoned primary league games



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- across all divisions in a weekend (both Saturday & Sunday). The first 2 weekends (earliest in the calendar) with the highest % of washouts in primary league will be rescheduled.
- 11.4 There will be no rescheduling of round-robin games in the T20 leagues / tournaments.
 - 11.5 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.
 - 11.6 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:
 - 11.6.1 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
 - 11.6.2 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
 - 11.6.3 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
 - 11.6.4 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
 - 11.6.5 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.
 - 11.6.6 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.
 - 11.6.7 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

12 NTCA Code of Conduct & The Spirit of Cricket

12.1 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,



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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.

12.2 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:

- 12.2.1 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).
- 12.2.2 Sledging or making offensive gestures or hand signals or deliberately distracting an opponent - See (14.3.5) under Responsibilities.
- 12.2.3 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.
- 12.2.4 The excessive number of frivolous and ridiculous appeals - primarily aimed at pressuring and intimidating the Umpire into a favorable decision.
- 12.2.5 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).
- 12.2.6 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.
- 12.2.7 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. Non-discrimination – Diversity & Inclusion

North Texas Cricket Association (NTCA) is an affiliated member of USA Cricket, the national governing body for the sport of Cricket in USA, an accredited member of both US Olympics Committee and the International Cricket Council (ICC).

NTCA is fully committed to the Non-discrimination, diversity & inclusion policies set forth by the parent organization body USA Cricket, thereby complying with the equal opportunity requirements as set forth in 36 U.S.C. § 220522 of the Sports Act, and as mandated by the US Olympics Committee (USOC) from time to time. In fulfilling these requirements, NTCA shall comply with the provisions of Section 5 - Non-discrimination required by the USA Cricket constitution (available for download at <https://www.usacricket.org/documents/>). NTCA will continuously address issues of diversity and multi-culturalism and engaging in practices that reflect the belief that the Game of Cricket will thrive only by the development of a more democratic and inclusive cricket community.



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All NTCA members – clubs, teams, individuals (players, officials) and others involved with NTCA are required to understand the Non-Discrimination, diversity and inclusion mandate, prohibiting any discrimination on the basis of age, color, gender, national origin, physical impairment, political affiliation, race, religion, or sexual orientation etc. in the membership program policies and procedures related to an NTCA member club.

Any violation of the Non-discrimination policies by its members will invite severest disciplinary penalties as set forth in these bylaws.

14.4. Responsibilities

- 14.4.1. It is the responsibility of NTCA committees and members (clubs, teams, officials, players) to ensure NTCA events are conducted in full compliance with the bylaws, enforcing the Code of Conduct fully.
- 14.4.2. All NTCA member clubs and their representatives are responsible for ensuring every member is educated and understands the bylaws, and code of conduct policy fully.
- 14.4.3. It is the duty of all the clubs to ensure the clubs are fair to everyone and comply with the Non-discrimination policy above.
- 14.4.4. 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.
- 14.4.5. 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.
- 14.4.6. 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).
- 14.4.7. Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or spectator.
- 14.4.8. 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.
- 14.4.9. Sledging may be direct or feature in conversations, among fielders, designed to be overheard.
- 14.4.10. Players and Team Officials shall not make any public pronouncement or comment that is detrimental to the game in question.
- 14.4.11. Clubs must take adequate steps to ensure the good behavior of their members and supporters toward players and umpires.

14.5. Application and Interpretation of the Code of Conduct



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This Code shall apply to:

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

14.6. Jurisdiction

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.

14.7. Background Principles

- 14.7.1. All players registering for play in the NTCA acknowledge that they have read and accepted the Code of Conduct.
- 14.7.2. 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.
- 14.7.3. The umpires are required to ensure a scheduled game is played to completion, unless weather or force majeure situations require early stoppage and/or cancellation of the game. Umpire is expected to remain on the field till the game ends. It is the duty of the umpires and players to ensure there is no violation of bylaws, and the spirit of the game is upheld.
- 14.7.4. 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. Umpires must report all violations of NTCA non-discrimination policy immediately.
- 14.7.5. 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.
- 14.7.6. There are two Laws, which place the responsibility for the Team's conduct firmly on the captains.
- 14.7.7. 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.
- 14.7.8. 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.
- 14.7.9. It is against the Spirit of the Game to:
 - 14.7.9.1. Dispute an Umpire's decision by word, action or gesture
 - 14.7.9.2. Direct abusive language towards an opponent or Umpire
 - 14.7.9.3. Indulge in cheating or any sharp practice, ex. Appeal, knowing the batsman is not out



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- 14.7.10. Advance towards an Umpire in an aggressive manner when appealing
- 14.7.11. 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
- 14.7.12. Violence: There is no place for any act of violence on the field of play.
- 14.7.13. 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.
- 14.7.14. 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 incident be not adequately or clearly covered by this document, the charges may be laid under the following categories:
 - 14.7.14.1. Unfair play
 - 14.7.14.2. Conduct that brings the game into disrepute
 - 14.7.14.3. Refusal to comply with umpires’ instructions.

14.8. Club Offences

- 14.8.1. 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.
- 14.8.2. 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.
- 14.8.3. Unfair play perpetrated by the team and sanctioned by the Club.
- 14.8.4. Any conduct of the team and/or club that brings the game into disrepute.
- 14.8.5. Any club found to be in violation of the non-discrimination policy will face severe sanctions, including loss of membership.

15. Violations - Penalties

No.	Offence	Penalty
1	Player Eligibility Violations <ul style="list-style-type: none"> - Playing a registered player from another club without a transfer. - Playing a Protected Player - Violating Guest Players (non-local) 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
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



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No.	Offence	Penalty
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
6	First Offence - Violation of Non-discrimination policy	<ul style="list-style-type: none">• Can be reported to disciplinary committee against a club, team, individual(s) in the club or committees, at any NTCA or club event.• 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
7	Second offence of #6	<ul style="list-style-type: none">• Permanent expulsion from NTCA• Recommendation to USA Cricket to debar club, team, player permanently.
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 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.



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No.	Offence	Penalty
		<p>Should there be no games left in the championship, the team shall have points equivalent to one win deducted from its overall standings.</p> <ul style="list-style-type: none">• 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 points from the team's overall standing shall be applied.• 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	Umpire – Arriving late	<ul style="list-style-type: none">• If umpire does not arrive before scheduled start of the game, the captains of the playing team can report umpires for late, resulting in a \$75 penalty.• If umpire arrives 45 minutes after the scheduled start time, captains of the playing teams will decline umpiring services and can report that as Umpiring No Show (Missed



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No.	Offence	Penalty
		umpiring). If the playing teams agree to allow umpire to fulfill the assignment, umpire can still be reported for late arrival (missed umpiring will not apply).
13	Umpire Leaving the game early	<ul style="list-style-type: none">• Umpiring assignment is considered complete when entire game is played and result is final or if game is abandoned.• Umpire leaving without cause early will result in missed umpiring penalty (15.12)• OC/EC and umpiring team must be notified, if One umpire has to leave early due to emergency. With both teams consent, the other umpire may continue with the game, having Strikers end (leg) umpire from batting team.• If both umpires have to leave due to emergency situation, immediately OC/EC must be notified. The game will be stopped and no further play will be possible.• OC will investigate and determine, if the game must be replayed, abandoned, or result determined using DL method.
14	Game played without official umpires (Situations not covered in 15.13)	<ul style="list-style-type: none">• The failure to umpire will be considered missed umpiring.• Any game played without the official umpires will be considered unofficial and results wont count, unless prior OC approval is given in exceptional situation.• Any attempt to play a game without official umpires and without prior EC/OC approval will be considered an intentional violation of playing conditions specified in section 14, bringing disrepute to NTCA and the game.• Game will be investigated by OC/DC and penalties recommended. Severe actions, including expulsion against player(s), playing teams/clubs, and umpires could be recommended.• If the severity of penalty results in expulsion, EC must notify general body for approval in a GB meeting.
15	Umpiring Violations: - Sending uncertified umpire or rental	<ul style="list-style-type: none">• This violation will be treated the same as missed umpiring assignment. (Clubs



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No.	Offence	Penalty
	umpire without OC approval - Exceeding limit for rental or uncertified umpires Note: Any assignment performed by someone who is not from same club is considered rental.	encouraged to email OC and get OC approval). • The umpiring team will be penalized.

16. Grievances / Complaints

16.1 Grievance / Complaint Reporting

- 16.1.1 OC is the first point of contact for any Grievances/Complaints.
- 16.1.2 Clubs are encouraged to report genuine violations of the playing conditions (bylaws).
- 16.1.3 A grievance/complaint has to be received by NTCA in writing to Operations Committee (OC) by participating team captain, or umpire, within 2 weeks from the date of the incident. The reporting club PCOSCO must be copied in the emailed complaint. The complainant should provide sufficient evidence for NTCA to begin investigating and determine the facts. Upon completing their investigation NTCA will announce the decision.
- 16.1.4 **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. The umpires or the playing team can file a complaint after the game.
- 16.1.5 Umpires may report any issues encountered during a NTCA game to the NTCA OC, in writing within 2 weeks from day of the aforesaid game.
- 16.1.6 OC members attempt to respond to all queries, clarifications. Frivolous, repeating, argumentative or false complaints could result in penalties imposed on complainant club including financial penalty (\$250 -\$500) and demerit points (half match point = 10 points) assessed to the complainant team(s) in question, affecting the points table.

16.2 OC Procedure to process complaint

- 16.2.1 OC will Inform the player/club including the PCOSCO for the participant clubs and umpiring club, in writing that a complaint has been reported.
- 16.2.2 Umpiring clubs must share umpires contact details (Full Name, phone, email) within 48 hours to OC. Likewise, playing teams must provide the captain's contact details (Full Name, phone, email) within 48 hours to OC. OC reserves right to give warning, or penalize non-cooperative clubs and report to EC.
- 16.2.3 Player / Club is given a chance to to accept /deny the charge.
- 16.2.4 OC to investigate by whatever means deemed appropriate. OC will be responsible for gathering all information relating to the grievances/complaint. OC will contact Disciplinary Committee (DC) if the issue is of disciplinary nature and share all the information collected to DC.



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- 16.2.5 OC will try to communicate the decisions pertaining to the complaint within 2-3 Weeks of reporting (Except disciplinary issues under DC jurisdiction). If additional time is needed, OC will notify the clubs and keep EC informed. The same timelines apply for DC.
- 16.2.6 OC decisions are effective immediately, the clubs, playing members must comply with no further delay. OC/DC shall convey in writing. Penalties are effective immediately. Unless the club decides to appeal, penalties must be acknowledged with proof of payment to treasurer within 48 hours of receipt of OC penalties.
- 16.2.7 Any suspension issued will prevent the player from participating in any games for the duration of the penalty. When OC states 2 games penalty, this infers, the penalty is for the duration of 2 calendar weeks. In the event of a washout weekend, the penalty will be extended until fully served.
- 16.2.8 Record the event in the OC log created for this purpose.
- 16.2.9 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.
- 16.2.10 For all matters not covered explicitly or implicitly, the decision of the EC of the NTCA shall be final and binding.
- 16.2.11 OC reserves the right to penalize the complainant (club/team/individual member) in the event it's determined that the complaint was false or misleading.
- 16.2.12 Members must fully respect the decision taken by the committees and must abide by the ruling. EC strongly believes in the independent decision-making abilities of the concerned committees and will stand by the committee decisions.

16.3 Appeals Process

- 16.3.1 Violating club has 48 hours to accept OC decision or appeal to EC. Appeal to EC must be made via written email and a fee equal to penalty amount must be paid to NTCA Treasurer. The fee is only refundable in the event EC overturns OC penalty entirely.
- 16.3.2 Appeals for Disciplinary committee decisions must be made within 48 hours to EC. A non-refundable fee of \$250 must be paid to NTCA Treasurer along with the emailed appeals request.
- 16.3.3 Appeal window will close after 48 hours, the violating club has additional 48 hours to complete the payment of the appropriate penalties.
- 16.3.4 NTCA EC will review OC decision, meet with the concerned committee and if required meet the appealing club or member. EC will and will arrive at final EC decision within 7-10 business days.
- 16.3.5 NTCA EC will review DC decision, meet with the concerned committee and appealing club or member and will arrive at final EC decision within 7-10 business days.
- 16.3.6 EC reserves the right to further increase quantum of punishment in the event a club does not respect the final appeals decision.
- 16.3.7 EC reserves the right to increase/decrease the DC/OC penalty based on additional findings.
- 16.3.8 The decision of the NTCA EC on all appeals pertaining to the competition will be binding. Clubs agree to fully accept the committee's decision and no further escalation or arbitration, including any appeal to General Body is permitted.



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17 Forms / Miscellaneous

- 17.3 Forms (Available under Operations tab on www.cricclubs.com/ntca)
- 17.4 Membership (Available under Operations tab on www.cricclubs.com/ntca)
- 17.5 Match Report (Available under Operations tab on www.cricclubs.com/ntca)
- 17.6 Transfer (Available under Operations tab on www.cricclubs.com/ntca)
- 17.7 Expense (Available under Operations tab on www.cricclubs.com/ntca)
- 17.8 Umpires Report (Available under Operations tab on www.cricclubs.com/ntca)
- 17.9 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
01/08/2023	For 2023, updated section 2 – membership and added NTCA non-discrimination policy – sections 14.3,14.4, 15.	Ravi Govin
03/10/2023	Key changes: Sections 1 – New ICC regulations references 2 – update youth B division teams 3 – Tournament details, player eligibility 4 – Tournament name change (Spring / Summer / Fall T20 5 – Minimum # of players rule update. 6 – Player Transfer policies changed due to all tournaments being club based. Added who can transfer for clarity (this is old process followed from previous years). 7 – Other league rule modified. 9 – added 9.6 lifeline and fee for uncertified umpire. 10 – new rules added – new batter on strike, mankading, delay in start, slow over rate. 11.6 added bylaw for ground availability restrictions 13.3 – modified. Rescheduling at end of phase 1. 14.7.3 – added. 15.12-15.15 added. 15.11 late arrival moved to 15.12.	Ravi Govin, Vishnu, EC
03/29/2023	Updated Table of contents	Vishnu Pillai
02/28/2024	Updated Table of contents Membership Registration section updated (2.1 added. 2.2, 2.3 verbiage corrections) Reordered sections related to player participation. Moved Player classification Renamed Non-Local to Guest Player	Ravi, Vishnu & EC



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	<p>Player Transfer – only allowed at start of the year</p> <p>Exempt Youth from guest player restrictions.</p> <p>Consider Protected player list exemption on case by case basis (ex. Injury, 50+..)</p> <p>Trophies / Awards – updated for clarity</p> <p>Section 7.7 - No Umpiring fees paid at ground for Primary League games.</p> <p>Section 8 – minimum number of players (duplicate section removed and consolidated)</p> <p>DLS Calculator – Use Cricclubs</p> <p>Ground Availability restrictions (hard stops, early unexpected stoppages) added.</p> <p>Dress code, match ball,</p> <p>Slow over rate,</p> <p>Batsman time out (see MCC law 40.1.1),</p> <p>Substitute fielder added.</p> <p>Section 10 - Super Over.</p> <p>Section 16 Updated Grievances / Complaints, OC response and Appeals process section.</p> <p>Umpiring Violations – rental / uncertified without prior OC approval.</p>	
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