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1. Definition

The By-Laws are an integral part of the constitution; however, they are comprised of that portion of the constitution that can be amended without going through the Constitution Amendment process described in article 8. It follows from the above that the Executive Committee, on an as needed basis, can modify the By-Laws. Furthermore the By-Laws deal with competition related matters only.

2. Competitions

The following competitions shall be held under the auspices of the NTCA, each year:

- a. 40 Overs League for Premier, A & B divisions
- b. NTCA OPEN T20 Tournament 1 (Spring)
- c. NTCA OPEN T20 Tournament 2 (Fall)
- d. NTCA T20 Optional (June)
- e. NTCA Legacy T20 (Summer)
- f. Winter – T20 Memorial Cup (Optional) – unofficial.

The Premier division, A division & B division leagues shall be collectively referred to as the **Primary League**.

3. Divisions

a. Organization

The Primary league competition within NTCA shall be generally organized under Premier, A and B divisions. The EC shall have the right to increase or decrease the number of divisions, as well as to place the teams in one division or the other, as deemed fit.

b. Structure

Premier division shall be comprised of ten teams. Total teams for A and B divisions will vary depending upon the number of teams registered.

The fixtures of the feeder division (B Division), depending on the number of teams therein, may have to be organized differently than other divisions, in order to arrive at an adequate number of games. One such example could be, each team playing the other twice. The *movements* pertaining to the promotions and relegations are depicted below:

Premier ↔ "A" - 3 down to A (P8 – P10) and 3 up to P (A1 – A3)

A ↔ "B" - 4 down to B (A bottom 4) and 4 up to A (B1 – B4)



4. General Regulations

The stipulations of this article apply generally to all divisions and all forms of competitions except where they are explicitly overridden by the Regulations for specific events. The Laws of Cricket as laid down by the MCC for the time being (2000 Code 5th Edition) shall apply in all cricket played under the auspices of the NTCA, together with any experimental laws or conditions described in this document.

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.

- a. All games will be played with balls supplied or approved by the NTCA (see section 26).
- b. Boundaries at each ground should if possible measure not less than 65 yards and certainly not greater than 75 yards if applicable, measured from the center of the pitch being utilized for that particular game.

5. Registration

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.

6. Eligibility

- a. Any one, in agreement with the aims and objectives of the NTCA, willing to abide by its code of conduct and interested in playing cricket, shall be eligible.
- b. For Primary Leagues: Once registered with the organization, a player shall be limited to play for one club only i.e. the one through which registration was affected. (not applicable for ALL T20 Tournaments I II & III)
- c. Any Youth Player (Under-19) can play for TCA team in addition to their respective cubs (In any division), however they need to notify the OC by every Thursday of the weekend they will be playing for the club. TCA will be allowed to field a maximum of 4 adults in a scheduled match. These adult Players (19 and above) of TCA are permanently part of TCA and cannot play for any other club.
- d. Each club and team that plays in the League, as required under the Constitution will be properly registered with the League and their players similarly registered under the terms and conditions which may be decided by the League from season to season.



7. Minimum Number of Players For a Match

1. In order to constitute a match, a **minimum of EIGHT** nominated players, who must be part of the club/team for whom the team has been nominated, must appear at the ground ((i.e. be present)) in proper match kits (whites for 40 overs and colored for T20) by start time.
2. In the event that there are fewer than 8 players of a team present (at 15 minutes) past the scheduled starting time, the umpires may award the game to the team that has at least 8 players present.
3. For delayed starts due to Rule 7.1, overs should be reduced at 5 mins per over from the offending team's innings to a max of 3 overs.
4. A player **cannot be part of TWO playing elevens** at the same date and time.
5. Should there be no play possible as per the umpire on game day; the requirement of eight nominated players being present shall not apply. Furthermore in such a situation, irrespective of whether or not a team was present, the result shall be a wash out. The points to be awarded shall be 50% of the maximum points excluding bonus points equally to both teams.

8. Changing Club / Transfer

- a. A person having once appeared and duly registered for a club shall be considered part of that club until and unless he explicitly alters his association by the use of the "Transfer" procedure.
- b. For all divisions, a move from one club to another club will only be permitted during the transfer window (whenever it may be). The primary league transfer window will open on the 1st day of each year and will close prior to commencement of the fourth round of primary league of that year. The transfer window for other events will be announced by the Office of General Secretary (OGS) prior to the start of the tournament. Generally, the transfer window for events other than the primary leagues shall open 1 week prior to the start of the respective tournament or on a date determined by the OGS. The OGS, at its own discretion, may alter the transfer window, without any prior notice.
- c. In addition, a second transfer window is available for Primary League after the end of Phase 1 up to 7 days prior to the start of the first game of phase 2 for players who have not played any matches for their registered club in phase 1.
- d. Notwithstanding 4.2.1, a person wishing to move from a club to another, shall petition his intention to the OGS of the association, by submitting a request for transfer, on the prescribed form. The petition must be originated by the person wishing to transfer. Furthermore, the OGS, at its own discretion, may authorize



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other forms of electronic submittal. Petitions submitted in accordance with such authorization(s) shall be deemed proper.

- e. Upon verification of clearance with the club being left, and its subsequent approval thereof, the OGS shall inform the petitioner of the status, in writing.
- f. A club shall not withhold a request for transfer by a person to another club except for the sole reason of outstanding financial obligations to the club being left. . A club shall not consider an amount greater than \$250.00 as a reasonable sum for player transfer. Should the petitioner and the club being left disagree, the OGS shall investigate the matter and its decision shall be final and binding on all parties.
- g. Upon receiving the written approval of the OGS, the petitioner shall be deemed to have joined the new club and shall be eligible to play for his new club in any competition, providing the regulations of that competition so permit.
- h. Notes: Club has 48 hours to approve or reject the transfer of the player.
 - i. If rejecting, club has to provide reason for rejection
Player shall not be liable for any financial dues after the completion of the last official game of the season, which is primary (if phase II is played after T20) or vice versa. Winter league is not considered official. The leaving club cannot force a rejection of request or demand dues in such scenario. Clubs are expected to collect the dues by December 31st of the latest season played by the transferee. However, in exceptional situations, office of GS/JS can ask the player leaving the club (after the official season is over) a sum equal or less than @250.00.

9. Dress code

- a. For the primary leagues, the dress shall be all white excepting sponsors' logos where applicable. For other competitions, alternative dress codes may be permitted.
- b. All T20 tournaments to be played in NTCA approved color clothing and white ball only.
- c. Every player is advised to wear helmets while batting at all times.

10. Match Reporting

- a. Each side must provide a proficient scorer.
- b. Match scores must be entered real-time via CricClubs mobile app Scoring module.
- c. Request all players to claim their profile via CricClubs.com (please contact the Operations Committee for further instructions).
- d. PCOs to make sure all their teams have Captains & VCs. Also verify that they are:



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1. Able to Add/update players.
2. Able to do the live scoring for their games.
 - e. Verify your team names and the associated club name: (2017 NTCA T20 & 2017 NTCA PRIMARY LEAGUE)
1. You can verify the P, A, B divisions (team + it's club)
@ <http://cricclubs.com/NTCA/viewTeams.do?league=73&clubId=343>
2. You can verify the NTCA T20 teams
@ <http://cricclubs.com/NTCA/viewTeams.do?league=72&clubId=343>
 - f. Download the 'CRICCLUBS' app and login. They should be able to see the teams, schedule etc.
 - g. Verify that **captains/VC/Team admin/Team scorer** can setup and start online scoring from the cricclubs app.
 - h. *Failure to comply with the above may incur penalties as stipulated in article 24 of the By-Laws.*

11. CricClubs Scorecard

- a. Match reporting shall be accomplished via the CricClubs mobile application
- b. **LIVE SCORING SETUP FOR MATCHES:**
For help setting up the live scoring for the games, please watch the below video:
https://www.youtube.com/watch?v=D0eJ0xARj_o&width=80%25&height=90%25
- c. Both home and visiting teams shall verify the MATCH SCORES i.e. the totals for both sides, the wickets fallen for both sides and the number of over's played by both sides.
- d. Both teams shall be responsible for reporting their portion of the detailed scores.
- e. The Scorecard must be completed no later than the 11:59 PM, on the 1st Tuesday, following the day of the match. Failure to comply with the above shall incur penalties as stipulated in article 24 of the By-Laws.
- f. Falsifying match reports and the information contained therein is deemed a serious offence and shall be dealt with as stipulated in article VI.1 of the By-Laws.
 - a. *Match Report Integrity:* Once a Match Scorecard has been completed by both teams it shall be deemed OFFICIAL and may not be altered by any person without the express written approval of either the Operations or the Executive Committee. The web application is designed to lock the scorecard after 48 hours. Irrespective of whether that feature is enabled for a particular round or not, a completed match report should not be altered without notice to, and permission from, the Operations or the Executive Committee.
 - b. *Appeal of Scorecard Information:* Any party may appeal or contest information contained in a scorecard. The normal procedure to contest a scorecard is by turning the confirmation flag to "disputed" at the match scores confirmation time. Once a report is locked, any appeal or contest of information contained must be submitted in writing (electronic form) to the Operations Committee within thirty (30) days of the completion of the match. The Operations



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Committee shall conduct a hearing as to the nature of the appeal or contest and rule on the appeal or contest within sixty (60) days of the completion of the match.

12. Statistics

The Statistics shall be compiled, separately for the following events:

- a. Premier
- b. 20/40 Over's (League & Knock out), further broken down by divisions
- c. Other limited Over Events (League & Knock out), further broken down by divisions

13. Ranking

NTCA Conducted Tournaments

The team winning a championship the previous year, as stipulated in article II of the bylaws, shall be ranked the team of the first rank, for the same competition, in the current year. The runner shall be the team of the second rank. The same principle shall apply to the rest of the ranks i.e. the respective position of a team in the previous year shall determine its rank in the current year. At the end of the season or at the end of a championship, the standings for the current season shall be determined by the ladder computation, as follows:

Ladder will be computed, in the order presented, as follows:

Primary League

- a. The team with highest points including Bonus Points
- b. The team with the highest winning percentage out of the matches actually played (including forfeits but not washouts).
- c. The team with highest net run rate (NRR), where the NRR shall be calculated as follows:
$$\text{NRR} = \frac{\text{Runs For} / \text{Over's Faced} - \text{Runs Against} / \text{Over's Bowled}}$$
- d. Winner of the previously played game in the same tournament (head to head). This will not apply if more than two teams are tied or both teams have won one each in case they played twice in the year.
- e. The team with the highest overall batting average per wicket for the championship
- f. The team with the lowest bowling average per wicket for the championship
- g. The team with the highest number of total runs scored
- h. The team with the highest number of wickets taken
- i. The team with the highest bonus points



All T20 Tournaments

- j. The team with highest points including Bonus Points
- k. The team with the highest winning percentage out of the matches actually played i.e. not including washouts.
- l. The team with highest net run rate (NRR), where the NRR shall be calculated as follows:
(Runs For / Over's Faced) - (Runs Against / Over's Bowled)
- m. Winner of the previously played game in the same tournament (head to head). This will not apply if more than two teams are tied or both teams have won one each in case they played twice in the year.
- n. The team with the highest overall batting average per wicket for the championship
- o. The team with the lowest bowling average per wicket for the championship
- p. The team with the highest number of total runs scored
- q. The team with the highest number of wickets taken
- r. The team with the highest bonus points

14. Elevation/demotion to/from a higher/lower division

Other Divisions

- a. The top **Four** teams of the lower division shall be elevated to the higher division. This number will be two for the Feeder division.
- b. The bottom **Four** teams of the higher division shall be demoted to the lower division.

Premier Division

- a. The top **THREE** teams of the A division shall be elevated to the Premier Division.
- b. The bottom **THREE** teams of the Premier division shall be demoted to the A division.

Scheme

Re-ranking shall occur once a set of promotions/relegations 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. Should a vacancy occur in any division, for any reason, the promotion shall be based on re-ranking i.e. the picking order shall start with the top ranked team in the lower division.



The following will be uniform across all tournaments mentioned in this document.

15. Short Pitched Bowling

- a. **One** fast short-pitched delivery is **allowed per over** where as the definition of short-pitched will be “a fast delivery that would have passed above the shoulder and below the head height of the striker, standing in an upright position”. All subsequent repetitions in the over shall be called No-Balls. See article 17 of By-Laws for Free-hit details.
- b. Any delivery above the head will be called a Wide Ball and shall be considered one short pitched delivery of the over.
- c. Any full toss delivery, fast or slow, above the waist height of a batsman standing upright in normal stance, will be called a no-ball.
 1. Any delivery, above waist (even if slow), will be called a no-ball and warning would be issued to the bowler. After the second instance, upon the discretion of the umpire and if deemed intentional, the bowler shall be ineligible to bowl in the remainder of the match.
- d. No persons may bowl underarm in competitions played under the auspices of the NTCA.

16. Power Play Rules and Regulations

The following ground prep is required to define the fielding restriction area:

- a. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters).
- b. The semi-circles shall be linked by two parallel straight lines drawn on the field.
- c. The fielding restriction areas should be marked by continuous painted white lines or ‘dots’ at 5 yard (4.57 meters) intervals, each ‘dot’ to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- d. **The fielding restrictions limits identified below remain the same whether a team has 8, 9, 10 or 11 players a side.**

Fielding Restrictions for PRIMARY LEAGUE (40-Over) games

1. During the 1st Mandatory Power-Play, only TWO fielders shall be permitted outside the fielding restriction area at the instant of delivery.



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- a. To be enforced during Overs 1 – 8.
2. During the 2nd Mandatory Power-Play, only FOUR fielders shall be permitted outside the fielding restriction area at the instant of delivery.
 - a. To be enforced during Overs 9 – 32.
3. During the 3rd Mandatory Power-Play, only FIVE fielders shall be permitted outside the fielding restriction area at the instant of delivery.
 - a. To be enforced during Overs 33 – 40.
4. Each block of Power play Over's must commence at the start of an over.
5. In circumstances when the number of overs of the batting team is reduced, the number of Power Play Overs shall be reduced in accordance to the Total Possible Overs (TPO), see table below.
6. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match. Applies only to Primary League (Premier, A and B).

TPO – Total Possible Overs

Mandatory Power Play #1 (PP1)	Mandatory Power Play #2 (PP2)	Mandatory Power Play #3 (PP3)
20% of TPO	60% of TPO	20% or TPO

Rain Interrupted matches:

1. If play is interrupted, then on resumption, it is necessary to determine how remaining Power Play overs should be allocated.
2. The total number of Power Play overs for the innings is derived from the table above.
3. Any Power Play overs already taken prior to the interruption will be deemed to have been in sequence: **PP1** allocation, then **PP2** allocation then **PP3** allocation.
4. **Mandatory Power Play #2** overs maybe be adjusted so that **Mandatory Power Play #1** and **Mandatory Power Play #3** overs are equal.

Example:

A match starts as a regularly scheduled 40 overs match. In this case, the first 10 overs will be considered PP1. There are 20 overs of PP2 and 10 overs of PP3.

Once the match has started and 10 overs of PP1 have been bowled and 6 overs of PP2 also completed, the match is delayed by 10 overs and shortened to 30 overs.

The new PP allocation for a game of 30 over is $6+18+6 = 30$. Considering that we have had 16 overs already, there are only 8 overs of PP2 and 6 overs of PP3 remaining.

All conditions remaining the same above, but the match resumes as 23 overs each:

The new PP allocation is now $5+13+5=23$. Again, PP2 maybe adjusted up or down to ensure PP1 and PP3 are equal.



Fielding Restrictions for T20 games

1. During the Mandatory Power-Play, only TWO fielders shall be permitted outside the fielding restriction area at the instant of delivery.
All T20 Tournaments - To be enforced as Overs 1 – 6
2. At the instant of delivery apart from the Power-Play overs the fielding team must have a minimum of 4 players inside the fielding restriction circle throughout the innings (Full or reduced as the case may be)
3. In circumstances when the number of overs of the batting team is reduced, the number of overs in Power Play block shall be in accordance with the table below and shall apply to both 1st and 2nd innings.

Total Possible Overs	Field Restriction Overs
8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 - 20	6

Umpires Duties:

1. At the commencement of each discretionary block of Power Play Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
2. In the event of an infringement of any of the above fielding restrictions as outlined earlier, the square leg umpire shall call and signal 'No Ball'.

17. Free Hit for Every No-Ball

- a. The Delivery following any no-ball shall be a **free hit** for whichever batsman is facing it. 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 whichever batsman is facing it.
- b. 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.
- c. Field changes are not permitted for free hit deliveries unless there is a change of striker.
- d. 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.



18. Abandonments/Cancellations

- a. A game is considered abandoned if it could not be played to completion because of factors beyond the control of either team or the umpires, e.g. bad weather, etc.
- b. Cancellations, Abandonment and Washouts that occur during a match in progress, shall be the exclusive responsibility and jurisdiction of the Umpires.
- c. In extreme cases (Excessive Rain, Flooding of grounds, National Calamities and other Force Majeure), the OC may Abandon/Cancel games with the consent of both captains.
- d. If ground becomes unavailable due to City Closure upon excessive rain and no proof of official communication is available then the OC will honor the ground representative's notification that City closed the ground as official. However, the OC reserve the right to either ask for official email/text from City official if there is a protest from one of the involved teams and EC determines it as a valid complaint.
- e. Matches will be played on the scheduled dates. **No changing or re-arranging** of matches will be permitted, except in very extreme circumstances and then only with the express permission of the Executive body, who must be unanimous in their decision. Any side failing to fulfill a fixture must within 48 hours thereafter notify the Executive body of their reasons for failing to fulfill the fixture and along with any other determination made by the Executive may forfeit the points.

Extreme Weather

- f. *If the* expected high temperature for the game day is 50F or higher than the match must take place UNLESS BOTH teams agree to not play in which case both teams will split the points.
- g. The team not showing up, when the temperature for the game day is 50F, will get 0 pts and the team present (if By-Law 7 requirements are met) will get full points.
- h. If rain or bad light curtails play, the **Duckworth Lewis Method** shall be applied to determine how to obtain a result if play time is still possible.

NTCA recommended DL calculator for mobile devices is the Tarams Inc DL Calculator.

All scores are required to download DL Calculator app from TARAMS inc.

- i. Check game day weather forecast one day prior at 5pm for this purpose and call opposing Captain if in doubt. The official weather forecast for this purpose will be Winter Cup Weather Forecast. The link is located on the WC web site or can be accessed by logging in to <http://www.weather.com> and enter **DFW** for the airport code.
- j. If the expected temperature (high) for game day is 49F or less, then teams will split points unless the 2 captains decide to play. Umpires will NOT be obligated to officiate if weather forecast is 49F or less. The result will count.

Grounds becoming unavailable:

- k. Grounds becoming unavailable shall be deemed essentially different from all other situations (even if caused by rainfall). Movement of games will be in order in these cases provided that number of grounds available is more or equal to number of rescheduled games. Cut off time for the Rescheduled games to be announced is 5pm Friday. It follows that whatever is deemed appropriate and reasonable, on a case by case basis, shall be applied.



19. Complaints

- a. 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 responsible Club member.
- b. Umpires will officiate the game impartially and in accordance with the Laws of Cricket and these regulations. They should also carry a copy of these regulations and provisions to each game. Any problems encountered during a game must be reported to the Executive body, in writing, within 30 days, within thirty days from the date of the match.
- c. The decision of the NTCA Executive body on all matters affecting the competition, whether included in these rules or not, **will be final and binding upon all concerned.**

20. Division Regulations

Primary League

Composition

The primary leagues consist of the 40 over competitions in The Premier, A and B Divisions.

- a. The Umpires, as well as, both Captains, shall carry a copy of these regulations (this document) to the game.
- b. **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).
 7. Doesn't apply to clubs with multiple teams in the same division
 - c. In each match, one of the teams shall be the home team while their opponents will be visitors. The team whose name appears in the 'Home Team' column in the schedule shall be the home team. Home teams shall be responsible for preparing the ground for match



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play which for the Premier Division shall include putting up the 30 yards. Home teams shall be required to clearly mark both the popping and return creases with suitable material such as adhesive tape, paint etc. Such marking i.e. the measurements shall be in accordance with Law 9 of the MCC 2000 Code. The Umpires shall ensure that these requirements are met before commencing the game.

- d. Should the home team fail to complete the preparation of the ground, the umpires shall deduct one over, from the total allotment of the home team, for every four minutes or part thereof, for the time lost. This deduction shall apply irrespective of whether the home team bats first or second.
- e. The Laws of Cricket as laid down by the MCC for the time being (2000 Code) shall apply in all cricket played under the auspices of the NTCA, together with any experimental laws or conditions, together with the following special conditions:

1. Each side will bat for 40 overs unless their innings is completed by declaration or otherwise. Matches should start at the times specified in the schedule (normally 9.00 AM or 9:30 AM).
2. In the event that there are fewer than 8 players of a team present at scheduled starting time, the umpires may award the game to the other team by applying article 7 of By-Law.
3. Each team shall have 3 hours and 30 minutes, including drink breaks to bowl their quota of 40 overs. Should they fail to do so, play shall continue till the quota is complete. The side batting second shall receive the same number of overs that were bowled at the cut-off time i.e. when 3 hours and 30 minutes will have been completed. Should the side batting first be all out, the team batting second, shall receive the full quota (or a reduced one as the case may be).

Example 1: Start: 9:00 Cut-off time: 12:30, If by 12:30 the side fielding first bowls 35 overs, play shall continue till 40 overs are bowled, however, the side batting second shall receive only 35 overs.

Example 2: A match has been reduced to a 35 overs match. If the side fielding first bowled 31 overs by the cut-off time, play shall continue till 35 overs are bowled, however, the innings of the side batting second shall be restricted to receive 31 overs only.

- f. For delayed starts beyond 9:15 AM (or 9:45 AM or 11:15 AM), (where weather is a factor or where the match could not be started due to no fault of one side e.g. soccer) the umpires must deduct one over for every 4 minutes or part thereof, lost from the playing time. The overs to be deducted must be rounded down, during the first innings, to ensure that both sides face an equal number of overs.
- g. In the event of the overs being reduced before the start, no bowler may bowl more than one fifth of the overs to be bowled. Thereafter, the bowler's quota remains the same, irrespective of other overs, which may be deducted.
- h. Once a match has started, if the weather intervenes, the umpires will deduct overs at the rate of 1 over per 4 minutes or part thereof, for the time lost.



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- i. A minimum of 15 overs must be bowled in each innings (unless a side is all out prior to that stage being reached) for a result to be reached.
- j. No bowler may bowl more than 8 overs. In the event of a bowler breaking down in mid-over, another bowler must complete the over. Part of an over shall count as a full over so far as each bowler's limitation is concerned.
- k. Umpires, as part of their duties, in the event where there is a late start or a game is cancelled for any reason, must provide a written report to the Executive body by Tuesday afternoon following the weekend of the game, who may determine to take further action.
- l. Drinks will be allowed twice during each session of play and usually taken after 15 and 30 overs. The intervals shall not last more than 10 minutes on each occasion.
- m. Lunch will normally be taken between the innings and must not exceed 30 minutes.
- n. Umpires will be scheduled by the NTCA and all participating clubs must honor their umpiring commitments.
- o. In the event of an umpire or umpires failing to appear, the participating clubs must appoint umpire(s) for the day, proceed with the match and report the matter to the Executive body as soon as possible, via the Match Report feature or any other suitable means.

The Result

- a. The side that scores the most runs shall be the winner.
- b. 1st tie-breaker: If the scores are level, the side that has lost the least wickets will be the winner.
- c. 2nd tie-breaker: If still equal and both sides are all out, the side with the higher overall scoring rate (runs per overs faced) shall be the winner.
- d. If still equal the match shall be declared a tie.
- e. If rain or bad light curtails play in the second innings then the Duckworth Lewis Method shall be applied to determine how to obtain a result from played time thus far or if play time is still possible.

**NTCA recommended DL calculator for mobile devices is the Tarams Inc DL Calculator.
All scorers are required to download DL Calculator app from TARAMS inc.**

- f. In the event of the team batting first being all out before the completion of their specified overs, their run rate will be determined over the number of overs they should have faced had they not been all out.
- g. The team batting second's average will be determined over the actual number of overs and part thereof, that they faced before the cancellation of play for the day.



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Premier, A & B Division Points will be awarded as follows:

Win	20 points
Tie / Abandoned	10 points per side
Match started but no result	10 points per side
Loss	0 point
Forfeit	22 points

Bonus Points

Batting

- 1 point for obtaining overall run rate (ORR) of 6, where ORR is calculated as:
 - $\text{Runs Scored} / \# \text{ of overs batted}$, or by 40 where the side is all out **For a total of 1 batting bonus point**

Bowling

- 1 point at the fall of the 10th wicket or if the side is all out **For a total of 1 bowling bonus point**

Re-Scheduling for abandoned games

- At the end of Phase 1 of Primary league, EC will pick 2 weekends that had the maximum impact of abandoned games and reschedule all games that had to be abandoned for those weekends (Saturday and Sunday).
- 1st tie-breaker for choosing reschedule weekend: If the number of abandoned matches are equal then the weekend with the higher percentage of abandoned games would get the priority
- 2nd tie-breaker for choosing reschedule weekend: If additional tie breaker is still required, EC along with OC will execute a random draw to pick the weekends to break the tie.
- The rescheduled games will be scheduled prior to commencement of Phase 2
- No Phase 2 games will be rescheduled



All Twenty20 Leagues

Composition

The Twenty20 tournament will be comprised of two stages, namely a **Round-Robin** and a **Knockout**. Entrants will be placed in groups, the formation of which will depend upon the number of entrants and possibly other factors, the determination of which shall be **at the sole disposal** of the EC and its affiliate bodies, charged with the task.

Advancement

At the completion of the round robin stage, **at least**, the **top** ranked teams in **each group** will advance to the Knockout stage. Again, depending on the composition of the groups, it is possible that more than one team from each group could advance to the Knockout. **Wild Cards** may be used as necessary depending on the number of groups, number of teams in each group, and number of teams that are required to advance to the Knockout stage. These principles will be established before the commencement of the event and published.

Teams advancing to the Knockout stage will be **ranked** in order of **overall points** earned, followed by the **NRR**. If necessary some additional criteria may be introduced to break a tie.

Match Ups

At the Knockout stage the match ups will be the highest ranked against the lowest. This scheme will be followed throughout the knockout stage.

Abandonment

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 eight (8) overs per side.

Teams **will be awarded points** as described in the section titled **"The Result"** below.

At the round-robin stage, abandoned matches will not be rescheduled.

Cancellations, Abandonment and Washouts shall be declared on the **ground only** and shall be the exclusive responsibility and jurisdiction of the Umpires.



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Umpiring

Teams shall carry out umpiring duties as in other NTCA events as stipulated in the by-laws and there is **no compensation in T20**. Only qualified umpires will be allowed to stand.

Failure by teams/clubs in sending umpires for the assignments will be subject to penalties in article 20 of the by-laws.

Player Registration and rosters

- a. Each team that plays in the event, as required under the Constitution will be properly registered with the League and their players similarly registered under the terms and conditions which may be decided by the association from season to season.
- b. All T20 tournaments are club based and players of a club are eligible to play for their respective clubs in any of the NTCA T20 tournaments.
- c. No player protection is applicable for T20 tournaments
- d. If a team is not a part of the current NTCA club system, they will have to provide a player roster (unlimited) 5 days prior to the start of the tournament
- e. The teams cannot change the roster after commencement of the first game of the tournament
- f. A player registered with a club wanting to play for another club or independent team in this tournament should send a transfer request to dl-gs@ntcricket.org before the start of the tournament (This transfer applies only for this tournament). There is no transfer fee for choosing to play for a different club/ team in NTCA T-20.
- g. Clubs fielding multiple teams in the tournament can play any of its registered players in any of the teams it is registering.
- h. **Violation of the above rules will result in forfeiture of game by the team in violation (includes playoff games)**

Duration, Timings and Limits

All matches shall be comprised of One innings per side where each innings shall be limited to a maximum of 20 overs. The timings will normally be as follows:

Morning Matches		
1st Innings	9:00 – 10:45	1 hour and 45 minutes



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Innings Break	10:45 – 11:00	15 minutes
2 nd Innings	11:00 – 12:45	1 hour and 45 minutes
Afternoon Matches		
1st Innings	1:15 – 3:00	1 hour and 45 minutes
Innings Break	3:00 – 3:15	15 minutes
2 nd Innings	3:15 – 5:00	1 hour and 45 minutes

Ground Preparation

In each match, one of the teams shall be the home team while their opponents will be visitors. The team whose name appears in the 'Home Team' column in the schedule shall be the home team. Home teams shall be responsible for preparing the ground for match play. Home teams shall be required to clearly mark both the popping and return creases with suitable material such as adhesive tape, paint etc. Such marking i.e. the measurements shall be in accordance with Law 9 of the MCC 2000 Code. The Umpires shall ensure that these requirements are met before commencing the game.

Should the home team fail to complete the preparation of the ground, the umpires shall deduct one over, from the total allotment of the home team, for every five minutes or part thereof, for the time lost. This deduction shall apply irrespective of whether the home team bats first or second.

Innings Break

The interval will normally be of 15 minutes duration. In reduced overs matches, the interval will be reduced to 10 minutes.

Re-arrangement of Overs / Number of Overs to be Bowled

At times, it may become necessary to amend the number of overs to be bowled, due to weather, as well as, other unforeseen circumstances. If so, the succeeding paragraphs shall apply.

In case of a delayed start, based on the earliest start time possible and the scheduled end time for the match, umpires are instructed to calculate the number of overs possible to be bowled at the rate of 5 minutes per over after deducting 10 minutes for the innings break from the time available. The total number of overs possible within this available time divided by two will constitute the quota for each innings. Additionally the umpires shall also calculate



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fielding restrictions per article 16 (Power Play Rules and Regulations section) in the By-Laws unless the team batting first has already played their full quota of restricted overs in which case the team batting second will receive the same number of restricted overs, .

Example:

A match was scheduled to start at 9 AM and actually started at 10 AM. The scheduled close of play for this morning game is 12:45 PM. With 10 minutes deducted for the innings break, there are 2 hours and 35 minutes available. Within this 2 hours 35 minutes, the number of overs possible at the rate of 5 minutes per over is 31 overs in total. Hence the match will be reduced to 15 overs a side (31/2 rounded off). The fielding restrictions shall apply for overs 1-4 (per article 16).

To determine the fielding restrictions please refer to article 16 (Power Play Rules and Regulations section) in the By-Laws.

Delay – First Innings: In the event of a weather interruption or any other delay (excluding deliberate delays by the batting / fielding teams) **only** during the first innings of a match, the umpires shall note the time lost due to the interruption. They will also reduce the innings break from 15 minutes to 10 minutes, and then take into account the number of overs lost at the rate of 5 minutes per over. This will be divided by two and will be deducted from each team's full playing quota. Additionally the umpires shall also calculate fielding restrictions per article 16 (Power Play Rules and Regulations section) in the By-Laws unless the team batting first has already played their full quota of restricted overs in which case the team batting second will receive the same number of restricted overs.

- Example: A game commenced at 9:00 AM, and went on till 9:30 AM. The team batting first played its full quota of 6 restricted overs. At this juncture, there is a weather interruption lasting 15 minutes, following which it takes another 15 minutes to re-commence the game. So in total 30 minutes have been lost. The umpires shall calculate that 6 overs have been lost (30 minutes / 5) and reduce 3 overs per side. The match will now be 17 overs per side and the team batting first will receive 11 more overs. The team batting second will receive in all 17 overs, out of which the first 6 overs will be subject to fielding restrictions – the same number as the first team.

- f. **Delay – Second Innings:** In the event of a weather interruption or any other delay (excluding deliberate delays by the batting / fielding side), the umpires shall note the time lost due to the interruption. Then the Duckworth Lewis Method shall be applied to determine how to obtain a result from played time thus far or if more play time is still possible.

NTCA recommended DL calculator for mobile devices is the Tarams Inc DL Calculator.

All scores are required to download DL Calculator app from TARAMS inc.



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The Result

- a. Each side will have faced (or will have had the opportunity to face) **eight overs** in order to constitute a match.
- b. **The side that scores the most runs will be the winner.**
- c. In the case of reduced over matches played to completion, irrespective of the reduction being caused by rain, bad light or other factors, the team scoring the higher number of runs per completed over (RPO), throughout the innings and providing at least **8** overs have been bowled in the 2nd innings, will be declared the **winner**.
- d. In the event of the team batting first being all out before the completion of their specified overs, their RPO will be determined over the number of overs they should have faced had they not been all out.
- e. The team batting second's RPO will be determined over the actual number of overs and part thereof, that they faced before the cancellation of play for the day.
- f. In the event the game is tied, the tie-breaker will be determined by playing a Super-Over.
- g. Super Over Format:
 1. Weather permitting; the Super Over shall commence 10 minutes after the main match.
 2. Each team bats one over under the same restrictions as for the final over in a normal match.
 3. The team batting second in the main match will bat first in the Super Over.
 3. In both innings, the fielding team chooses from which end to bowl.
 4. The loss of two wickets ends the team's innings.
 5. In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner:
 6. The team whose batsmen hit the most number of boundaries (both 4s & 6s) from its two The Super Over shall be the winner.
 7. 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 unbowled deliveries will be counted as dot balls.

Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.



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Example:

RUNS SCORED FROM:

	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

h.

- i. In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

The points awarded shall be:

Win	20	Points
Abandoned	10	Points each side
Loss	0	Point
Tie	10	Points each side

Umpires, as part of their duties, in the event where there is a late start or a game is cancelled for any reason, must provide a written report to the Executive body within thirty days following the weekend of the game, who may determine to take further action.

Number of Overs per Bowler

- a. Each bowler may bowl a maximum of **four** overs.
- b. In a delayed or interrupted match, no bowler may bowl more than **one fifth** of the total overs allowed unless such a number has been exceeded before the interruption.

Net Run Rate (NRR)

The **NRR** shall be utilized as the second factor in determining the **rankings** during the roundrobin stage. The first will be overall points.

A team's NRR is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.



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In the event of a team being all out in less than its full quota of overs, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of NRR calculations.

Rain-out games and criteria to determine elevation to next round

- a. All round-robin games the points will be split equally between both teams.
- b. All play-off games that are rained out the winner will be the higher-seeded team.
- c. The Winner of the Final can only be decided upon playing a game to completion.
- d. Teams need to be prepared to play the rescheduled Final(s).
- e. The rescheduled date will be determined by SC, which is final and cannot be protested.

21. Trophies and awards

The following trophies shall be awarded each year:

40 over Divisions (for each division)

Champion Team Trophy
Runner Up Team Trophy
Best Batsman - 40 Overs Championships
Best Bowler - 40 Overs Championships
Best All rounder - 40 Overs Championships
Best Wicket-Keeper - 40 Overs Championships
Best Fielder - 40 Overs Championships

T20 Tournaments

Champion Team Trophy
Runner Up Team Trophy
Best Batsman
Best Bowler
Best All rounder
Best Wicket-Keeper
Best Fielder

Memorial Cup (Winter Cup)

Champion Team Trophy
Runner Up Team Trophy



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14 individual Small Trophies for Champion Team only

Combined

Cricketer of the Year
Individual Awards for Century(ies)
Individual Awards for 5 Wicket hauls
Individual Award for Hat-Tricks

Cash Prizes will be decided by EC per tournament basis.

22. Forfeiture

Forfeitures are a matter of extreme importance and signify a failure, by the club, to honor their commitment to other member clubs, demonstrated when entering teams in NTCA administered competitions. Should a club forfeit a NTCA scheduled fixture, it shall immediately submit to the EC, a written narrative which shall, at least, be comprised of the cause, the magnitude and the proposed rectification of the situation.

Should a club forfeit a second time during one 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 entire club and all teams entered by the club. The suspension may also mean revocation of membership. If so, it may be so denoted in the written notice to the club.

If a team walks out disputing umpires decision, the match shall result in a forfeit. Points Awarded: In case of a forfeiture, maximum points possible (including the bonus points) shall be awarded to the other team.

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 team shall receive Zero Points.

23. LOG (historical information)



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1. Intent

The intent behind introducing this section is to provide a carryover log or a mechanism that enables due consideration of events that have been recorded, actions that have been taken and statuses that have been changed (and continuity thereof, if applicable). Examples could be a Transfer from one club to another, penalties imposed, dues owed, repetition of a violation, changes to approved or locked Statistics etc.

2. Use

On-going

24. Penalties

Specific Penalties

1. Including a registered player from another Club without a transfer
 - ❑ The offending team shall automatically lose the game in which the player appeared.
 - ❑ Additionally, two points shall be deducted from the overall standing of the offending team.
 - ❑ \$100 fine payable before the next fixture
 - ❑ Further penalties may be imposed by the EC
2. Verbal misbehavior with players
 - ❑ Includes all items described in the Code of Conduct, Players' Conduct, (1) & (6).
 - ❑ A one match suspension – counted as minimum one full week
 - ❑ Further penalties may be imposed by the EC/DC, including monetary fines
3. Second & multiple offence of 2
 - ❑ Minimum Two matches suspension – counted as minimum two consecutive weeks
 - ❑ Further penalties may be imposed by the EC/DC, including monetary fines
4. Verbal misbehavior with umpires
 - ❑ Includes all items described in Code of Conduct, Players' Conduct, (3), (4) & (5).
 - ❑ One match suspension –\$100 fine payable before the next fixture
 - ❑ Further penalties may be imposed by the EC/DC, including monetary fines
5. Second & multiple offence of 4
 - ❑ Up to 3 match suspension starting from the day the event occurred
 - ❑ Further penalties may be imposed by the EC/DC, including monetary fines
 - ❑ Probation and/or other conditions placed by the EC/DC
 - ❑ Possible permanent expulsion from the NTCA
6. Physical contact
 - ❑ Includes players, umpires, spectators, club officials



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- Up to 12 months long suspension starting from the day the event occurred
 - Probation and/or other conditions placed by the EC/DC
 - Possible permanent expulsion from the NTCA
7. Second offence of 6
- Permanent expulsion from all NTCA activities
8. Sledging
- See X. NTCA Code of Conduct, Responsibilities for the definition
 - Includes all items described in Code of Conduct, Players' Conduct, (2)
 - Four matches suspension – counted as minimum four weeks
 - \$100 fine payable before the next fixture
 - Further penalties may be imposed by the EC/DC, including monetary fines
 - Probation and/or other conditions placed by the EC/DC
9. Second & multiple offence of 8
- Eight matches suspension - counted as minimum eight weeks
 - Up to \$500 fine payable before the next fixture
 - Further penalties may be imposed by the EC/DC, including monetary fines
 - Probation and/or other conditions placed by the EC/DC
 - Possible permanent expulsion from the NTCA
10. Missing Scorecard
- A Scorecard not completed by Tuesday midnight or team XI not selected by Monday midnight shall be deemed as missing. It shall incur:
 - i. 2 points deducted irrespective of a win or a loss
 - ii. Further points may be deducted at the discretion of the OC or the EC, if the Scorecard continues to be incomplete for an extended period.
 - iii. A monetary fine may be imposed in addition.
11. Falsification of Scorecards
- Once determined, the falsification of a Scorecard, in part or in full, shall incur:
 - i. 0 point if it was a win
 - ii. 2 points deducted for a loss
 - iii. A \$100 fine imposed payable before the next match
12. Other Penalties
1. Penalty for non-compliance with umpiring guidelines - See IX.2 & IX.5
 2. Club Offences (see article X. NTCA Code of Conduct)
 1. Penalties shall be imposed as deemed appropriate by the EC/DC or its appellate(s)
 3. Diverse/Multifarious

This a broad category which will cover all offences not explicitly covered by VI.1 above. It shall also cover the situations were more than one of the above described offences apply. The penalties applicable shall be:

 1. As deemed appropriate by the EC/DC or its appellate(s)



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4. Applying player bans

1. A ban must be applied to game(s) in division where the violation occurred.
2. The banned player will not play any NTCA games until article 24.12.4.1 in By-Law is satisfied.

25. Appendices

1. Forms (Available under Operations tab on www.ntcricket.com)
2. Membership (Available under Operations tab on www.ntcricket.com)
3. Match Report (Available under Operations tab on www.ntcricket.com)
4. Transfer (Available under Operations tab on www.ntcricket.com)
5. Expense (Available under Operations tab on www.ntcricket.com)
6. Umpires Report (Available under Operations tab on www.ntcricket.com)
7. Team Nomination (Available under Operations tab on www.ntcricket.com)
8. Power Play Fielding Restrictions & Free-Hit (See end of this document)

26. Match Balls

- a. All Match balls shall be approved by NTCA with the NTCA Emblem.
- b. No other balls shall be used, without official consent/approval from NTCA EC.

27. Umpiring

Assignment

1 umpire = 1 umpiring assignment

(Example: If both umpiring slots for a game is assigned to one team and both umpires do not show up to officiate the game then it will be considered as 2 missed umpiring assignments)

1. All clubs shall be required to fulfill their umpiring assignments as appearing in the schedule. Furthermore, the umpiring in all the divisions shall be restricted to qualified umpires only.
2. In the extreme situation where a club is unable to fulfill its assignment for a specific week with Qualified Umpires, it will seek permission from the OC, well in advance of the actual assignment. Upon written approval, thereof, the club may send unqualified umpires. It should be noted that this provision applies to extreme circumstances only e.g. and exodus of players from one club to another. Such circumstances must first be brought to the attention of the EC. The OC as well as, the EC will not at all be



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sympathetic to its misuse and where determined, it will impose penalties, which may be a deduction of points, a monetary fine, or both.

3. A lifeline would be given to each team for the entire season – meaning a team can send an un-certified umpire after requesting OC and upon OC's approval.

Following conditions shall apply:

- Only two un-certified umpires PER TEAM would be allowed per year.
- OC shall keep track of such incidences and shall let the playing teams know in advance
- Only ONE un-certified umpire will be allowed per game
- For eg, if team A and team B have one umpiring each, then the team requesting first for the un-certified umpire gets priority. OC cannot approve un-certified umpire from different team for the same game.

Failure

4. 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.
5. Furthermore, 2 points shall be deducted from the team(s) overall standings.
6. 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.
7. If umpire arrives late for an assignment then a warning will be issued for the 1st violation. Any subsequent late arrival will result in a fine of \$100 per assignment. The penalty will be applied to the Club of the offending umpire. An umpiring assignment is considered late if the umpire(s) arrive later than the toss time (i.e 15 mins prior to start time).
8. 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.
9. Should there be a subsequent failure by the same team during the same calendar year, the following shall apply:
 - a. A fine of \$600 and a deduction of 6 points from the team's overall standing shall be applied.
 - b. 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.

Training

All Bona-Fide members shall be obliged to go through umpires training.



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Compensation

The umpires shall be compensated, at the ground, as follows:

10. There shall be no compensation for umpiring in all T20 games.
11. There shall be compensation for umpiring Primary league games.
12. Each team shall pay, one umpire, in cash, at the time of the nomination.
13. Should there be only one umpire, the umpire shall be paid in full, by both teams, in line with the figures listed below.
14. The match be washed out, there shall be no compensation. The umpires shall return the money, if collected.
15. The following figures shall apply:

Unqualified	\$20 per primary league match
Level 1	\$40 per primary league match
Level 2	\$50 per primary league match
Level 3	\$60 per primary league match
ACUS	\$60 per primary league match
Other Recognized	\$50 per primary league match

Failure to compensate umpires at the ground

16. Each team failing to do so shall be fined \$100 for each contravention
17. The compensation for the umpires shall still apply
18. The total amount owed shall be delivered to the NTCA treasurer, in cash, on or before the Wednesday following the occurrence of the non-payment.
19. Should there be a further violation; the team (and not the club) shall be suspended from all scheduled activities till a deposit of \$500, to cover the estimated cost of umpiring, has been received, by the office of the treasurer

Substitute Umpiring

20. Teams may rent umpires in the league to officiate the game on their behalf. However, any default from the rent umpire is still subject to the renting club.
21. Rental umpires cannot officiate their own Club's fixtures.
22. It is the responsibility of the assigned umpiring team to ensure that By-Law 27.21 is not violated.
23. If By-Law 27.22 is violated then umpiring no-show penalties will apply.

28. NTCA Code of Conduct & The Spirit of Cricket



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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.

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:

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).
2. **Sledging** or making offensive gestures or hand signals or deliberately distracting an opponent - **See (5) under Responsibilities.**
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.
4. The excessive number of frivolous and ridiculous appeals - primarily aimed at pressuring and intimidating the Umpire into a favorable decision.
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).
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.

RESPONSIBILITIES

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.
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.



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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).
4. Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or spectator.
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*.
Sledging may be direct or feature in conversations, among fielders, designed to be overheard.
6. Players and Team Officials shall not make any public pronouncement or comment that is detrimental to the game in question.
7. Clubs must take adequate steps to ensure the good behavior of their members and supporters toward players and umpires.

APPLICATION AND INTERPRETATION OF CODE

This Code shall apply to:

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

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.

BACKGROUND PRINCIPLES

General

All players registering for play in the NTCA acknowledge that they have read and accepted the Code of Conduct.

Umpires

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



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Wasting, Damaging the pitch, Intimidatory bowling, tampering with the ball or *any other action* that they consider to be unfair.

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.




Captains

There are two Laws, which place the responsibility for the Team's conduct firmly on the Captains.

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.

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 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.

It is against the Spirit of the Game to:

-  Dispute an Umpire's decision by word, action or gesture
-  Direct abusive language towards an opponent or
- Umpire  Indulge in cheating or any sharp practice, e.g.
 - Appeal, knowing the batsman is not out
 - Advance towards an Umpire in an aggressive manner when appealing
 - 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

Violence

There is no place for any act of violence on the field of play.

Players

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.

Actions

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:

- ▶ Unfair play, Conduct that brings the game into disrepute, Refusal to comply with umpires' instructions.



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CLUB OFFENSES

- 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.
- 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.
- Unfair play perpetrated by the team and sanctioned by the Club.
- Any conduct of the team and/or club that brings the game into disrepute.

DECLARATION

I/We the undersigned have read this entire document and pledge to abide by its contents, implications and intent, in proof whereof I/we have affixed our signatures below.

Club Name

Team Name

Captain's Name & Signature

Date

Vice-Captain's Name & Signature

Date



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Summary of Updates to the By-Laws

Date	Description of Change	Resource	Reference
April 26, 2004	First complete compilation of the By-Laws (& Constitution)	anwer	Entire document
August 2, 2005	Changes for NRR etc	anwer	
March 14, 2006	Major changes to Regulations including Bonus Points for A & B Divisions, 30 Yards Circle, Deduction of points for Umpiring assignment fulfilment failure, the same for filing incomplete scorecards	anwer	10.1 & 10.2 (known) Rest (unknown)
April 21, 2006	Correction to replace typing error in regulations for A & B divisions (“bonus points, batting”) which incorrectly specified 45. It should be 40. Adding interpretation of Minimum Number of players. Adding a new section titled “Extreme Weather and Grounds becoming unavailable”. Adding a new section titled “ Summary of Updates” i.e. this one.	anwer anwer anwer	IV.10.2.17 IV.3 XI XII
July 27, 2006	Addition of article 10.3 to provide for a complete set of regulations for the Summer League.	Aziz Savul	IV.10.3
March 13, 2007	Amended points system for the Premier Division to devalue the bonus points. Wins are now 20 points. Abandoned and tied matches carry the weight of 10 points each.	anwer	IV.10.1.18
March 13, 2007	Added Thirty Yards Circle to the regulations for the A & B divisions. This is a new item under article 10.2 and causes the increment of subsequent ones under article 10.2 by 1.	anwer	IV.10.2.3
March 13, 2007	Amended points system for the A & B divisions to devalue the bonus points. Wins are now 20 points. Abandoned and tied matches carry the weight of 10 points each.	anwer	IV.10.2.18
March 13, 2007	Amended the points system for the Summer League to devalue the bonus points. Wins are now 20 points. Abandoned and tied matches carry the weight of 10 points each.	anwer	IV.10.3



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March 13, 2007	Added a clause to the article pertaining to transfers, giving the General Secretary the explicit right to authorize the use of any suitable means, for the electronic submittal of transfers. Also made minor wording changes in existing clauses of 4.2.2.	answer	IV.4.2.2
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March 13, 2007	Added two sub-items (under bullet points) to implement the resolutions pertaining to second and subsequent umpiring assignment failures.	answer	IX.2
July, 2007	Added 30 yards circle and fielding restrictions to the regulations for the summer league. Overhauled article 18 which deals with qualification to the knockout stage. There were minor wording changes to article 19 and 21, as well. Updated the date on the footer of the entire document to reflect July 12, 2007 (last modification).	answer	IV 10.3
March 12, 2008	Deleted article III.(B).2. Article III.(B).1 was replaced in entirety to allow clubs to provide only one protected list per club. The number of protected players was reduced from eight to seven, as well. Also added appendix "A" to exhibit interpretation of article III.(B).2.	answer	III (B).1 III.(B).2
May 12, 2008	Added reference to Appendix "A" in Appendices and renumbered the items moving "other" to the bottom.	answer	VII
May 12, 2008	Added new article at the end of section IV titled "Forfeiture". This was approved in the DM of 2008. Updated the TOC.	answer	IV 12
Oct 16, 2009	Added Article 10.4 dealing with Twenty20 regulations.	answer	IV 10.4
March 4, 2010	Updated Code of Conduct-introduction of sledging, penalties, regulations, promotions/relegations, Transfers, Awards; Removed redundant portions such as protected players & appendix "A".	answer	Multiple



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<p>June 6, 2012</p>	<p>Short pitched bowling rule (as described in the T20 section) will be uniform across all NTCA tournaments at the end of Phase 1 primary league 2012. Add: Any full toss delivery, fast or slow, above the waist height of a batsman standing upright in normal stance, will be called a noball. Power Play rule, already implemented in 2011, will be added to the by-laws, thereby replacing the old fielding restrictions. Transfer Procedure - financial obligation (ongoing season only) of the player towards the club being left. The transferee shall only be responsible for the ongoing year's club dues if the transfer is requested after the NTCA season team registration deadline. Changing "minimum of 12 months" suspension to "up to 12 months" suspension for second offence under verbal misbehavior with the umpire.</p>	<p>Aziz s.</p>	<p>Multiple</p>
<p>October 20, 2014</p>	<p>New division formats New division relegations New T20 Formats New dress code for T20 Points on forfeiture</p>	<p>Jai Muthu</p>	<p>Multiple</p>
<p>March 17th, 2016</p>	<p>2. Competitions 3. Divisions 4. General Regulations 6. Eligibility 7. Minimum number of players for a match 9. Dress code 11. ResultsVault Scorecard 13. Ranking 14. Elevation/demotion to/from a higher/lower division 15. Short Pitched Bowling 16. Power Play Rules and Regulations 17. Free Hit for every no ball 18. Abandonments/Cancellations 20. Division Regulations 27. Umpiring</p>	<p>1.Naveen.Peiris 2. Wadiyat Abbas 3. Samuel Parmella 4. Kashif Syed</p>	<p>Multiple</p>
<p>March 08th, 2017</p>	<p>Title 2. Competitions 6. Eligibility 13. Ranking 20. Divisional Regulations</p>	<p>1. Lovkesh 2. Vinod 3. Charan 4. Sunil</p>	<p>Multiple</p>



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April 21 st , 2017	<ol style="list-style-type: none">1. Time restriction for completion of 40 overs2. Minimum Number of overs required to constitute a T-20 game.	Charan	Page 14 and 21
June 15 th , 2017	<ol style="list-style-type: none">1. Player Registration and rosters2. Changing Club / Transfer	Charan	Page 4 and 18



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