

SAPCL Rules and Regulations 2021



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- **Spirit of the Game:**

- 1) All games will be played according to the latest ICC Rules and Regulations of Cricket. Apart from the ICC rules, below SAPCL rules will be followed in the games.
- 2) Players Portability:
 - a) The age of Portable Players will be under 19 years.
 - b) Every team can nominate its 2 Portable Players.
 - c) The Portable Player can play for any time, in any league game.

- d) The Portable Players will play knockout games only from their originating team. e) The teams will provide their own uniform to those players while playing for that team.
- f) Once teams nominate their qualified portable players. The SAPCL will make their separate roster. Any team who needs any players, they can ask in that group, and whoever is available, can post their availability.

3) Responsibility of 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.

4) Player's Conduct:

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an Umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in first place report the matter to the player's captain, and instruct the latter to take action. Umpire/captains shall report to the SAPCL Executive Committee depending on the issue.

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In such an action after an official complaint disciplinary committee will look into the incident and give their judgment and the responsible player/captain/umpire will have to respect and follow the decision made and fine/penalty imposed by the committee.

5) Fair and unfair play:

According to the laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

6) Violence:

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

7) Team Captains are encouraged to resolve the Leagues issues, questions etc. directly with each other. However, the CLUB/TEAM can communicate with the SAPCL Executive Committee.

• **Team Composition, Overs, Time, Clothing (color), and Balls (white)**

1) A match is played between two teams; each team shall bat for a maximum of 20 overs. A team

consists of 11 registered players and the captain shall nominate his players by selecting from the Cricclubs App and show the team to the umpire before the toss. Team with 8 players can take the field. If a team selects more than 11 players from their roster then it is the team's captain responsibility to let the umpires know who their playing 11 is.

2) Start Time: Game start time shall be 8.30 CST for morning games and 12:30 pm for the afternoon games (or an alternate as discussed by the Management). There shall be a 5 minutes break after 10 overs and a 10 minutes break after the first innings. (Timings can change by the Executive Committee, before a tournament starts and voted by all teams).

3) Delay in game because of a team's late arrival or a team having less than 8 players available on the field will cost them 1 over from their batting quota of 20 overs for every 5 minutes delay beyond the official start time. For every 5 overs loss, 1 powerplay over will be reduced.

4) If the bowling team has 8 players, they cannot delay the game based on waiting for the rest of the players. The bowling team has to finish their allotted 6 overs within 30 minutes.

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5) Due to the late arrival of a player after 6 overs or after 30 minutes whichever is earlier that particular player cannot bat or bowl but will be allowed to field.

6) The 12th man cannot Keep Wicket.

7) Winning captain must let the umpire know his decision to bat or bowl at the time of toss. 8) All players (including substitutes) must wear their assigned team color clothing including the Jersey and the trousers.

9) No player will be allowed to play if they have a different color jersey or trouser. 10) If all the players are wearing black trousers then it should be full black with no stripes of any color.

11) All games must be played with official white balls supplied by SAPCL.

• Neutral Umpires and Umpires' Dress Code:

1) Two neutral umpires shall be appointed for each game from two different teams. 2) Umpires shall collect the Final 11 player's names from the CricClubs app from the captains before the toss.

- 2) Umpires shall conduct the toss with the captains of the two teams 15 minutes before the actual start time of the game. i.e. at 8:15 for morning games and 1:45 (subject to change in game timings by the management) for the afternoon games, irrespective of the number of players of each team present on the ground.
- 3) Captains of each team have the responsibility to send their players for “Mandatory Umpiring” duties for the games. In case of non-compliance, the teams shall be penalized **-2 (minus two)** points and a fine of **\$100.00** for missing their assigned Umpiring duties as a ‘No Show’.
- 4) The points penalty will not apply when teams inform the Executive Committee in advance about the non-availability for umpires. However, they still have to pay the penalty of **\$75.00** to the umpires for doing the umpiring duty in their place. It is the umpiring team’s responsibility to look for umpires from the umpiring panel, if they are not available. Teams should send an email to the SAPCL admin and Umpiring panel by Tuesday night for the weekend games if they are not able to

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umpire their allocated game. The Umpiring panel should either accept or reject this request by Wednesday night. If the umpiring panel is unable to assign umpires for the game by Wednesday night, then the umpiring team needs to look for umpires from outside the panel.

- 5) If the umpire does not show up for the game, captains shall report the incident to the SAPCL Executive Committee and both captains shall agree with umpiring the game by themselves. Captains should file the match report available with the CricClubs SCORECARD.
- 6) If the umpire/umpires show up late for the game, first time it will be a warning but second time onwards, the responsible team has to pay **\$75.00** to the SAPCL, which will be used to pay umpires filling in for teams violating their umpiring duties. Captains should file the match report available with the CricClubs SCORECARD.
- 7) The Teams who do not qualify for the playoffs/ Semifinals, shall do mandatory umpiring duties during playoffs/Semifinals and the Finals.
- 8) The SAPCL will allocate the umpiring duties to non-qualifying teams for the all knockout games.

10) If the allocated team does not show up, they will be fined **\$150** for the 'NO SHOW'.

• **Umpiring Dress Code, Dress / Responsibilities:**

- a. Umpires should be dressed in their respective team jerseys.
- b. If Umpires are not in their respective team jerseys, they cannot umpire for the game and the team from which the umpire comes will be penalized **\$100**.
- c. Umpires should handle the scoring in CricClubs scoring. Umpires should ensure that they have the CricClubs scoring app installed in their phones, phones are charged fully and live scoring is turned on. The scoring app will also ensure tracking of balls in an over, and will ensure player stats are correctly credited.
- d. Monitor time, over rate and breaks.
- e. Game report must be completed by the umpires, after the completion of the game. Report should include all necessary information including but not limited to Dress code violations, late start violations, team composition violations and any other game issues. Page 5

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• **Schedule, Teams, Ground:**

- 1) The SAPCL shall publish the complete schedule before the commencement of the tournament. 2) Once the Schedule has been uploaded, no team can change the schedule or postpone the game. If any team does not want to play their scheduled game then that team has to forfeit the game. 3) The SAPCL shall publish the umpiring duties for the entire tournament before the start of the tournament.
- 4) The tournament shall have a decided number of teams discussed by the SAPCL Executive Committee.
- 5) All matches will be played at:
Monterey Cricket Field
5919 W. Commerce
San Antonio, TX 78237

• **Point System:**

- 1) Win - 2 points to the winning team, 0 points to the losing team
- 2) Tie - 2 points shared by each team in the league games. (Only playoffs/semifinals/finals will be determined with a super over)
- 3) Forfeit – the forfeiting team will be penalized -2 (minus two) points and NRR of 0.50 will be deducted from their team NRR as on date. The opposition team will be awarded 2 points and a NRR of 0.50 will be added to their NRR as on date.

• **Team Ranking Qualifying Rule:**

- 1) Each team in the league shall be ranked on the following order:
 - i. Team with maximum number of Points. If still a tie.
 - ii. Team with better Net Run-Rate. (Max 3 decimal points). If still tie.

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- iii. Team with maximum number of wins. If a tie, (# of wins does not include forfeit/canceled games)
 - iv. Team won between those two. If still equal (which can happen in case of that match yielding a No-Result)
 - v. Total # of wickets taken vs given.
- 2) Teams with above criteria move to the next phase in the tournament.

• **Super Over (In case a match ends in tie during playoffs/semifinals/finals):**

- 1) If a Match ends in a Tie with an equal score at the end of the game, the outcome is decided by a Super over.
- 2) Both the teams get to play one over each after the match, and the team that wins that

contest is the winner.

- 3) The team that batted second in the actual match bats first.
- 4) Both sides have to nominate three batsmen and one bowler each for the eliminator. A team can be bowled out in the traditional sense, if it loses two wickets. The bowler and batsmen, once nominated, cannot be changed.
- 5) The Super over will be played with the same fielding restrictions as Non-Power Play Over.

- **Fees:**

The following will be part of the tournament Fees:

- a) Tournament fee
- b) Ground reservation fee
- c) Anything else that is deemed necessary by The SAPCL management.
- d) The fee amount is subject to change based on expenses and prizes..
- e) All tournament fees that the SAPCL collects are all non-refundable.
- f) All dues can be paid by check, PayPal, Zelle, Bank transfer to the SAPCL.
- g) When a team is paying the SAPCL dues through PayPal, please use a BANK Account and not credit card as form of payment.

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- h) New team members must be registered and subscription must be paid by the end of Wednesday to be eligible to play in the upcoming weekend game.
- i) Players once added to the team roster cannot be removed from the roster till the end of the tournament, unless a player gets severely injured during the game.
- j) The SAPCL will decide whether the player's injury is genuine or not.
- k) When the team's roster exceeds 20, the team will have to pay \$55 as Registration fee to SAPCL for every additional team member.
- l) Before the start of the tournament, if a team has only 16 players, then the team can add 4 more players to reach the 20 team roster anytime.

- **Game Duration:**

- 1) Bowling team has to complete their 20 overs in 95 minutes including a 5 minutes break after the first 10 overs.
- 2) Innings break: 10 minutes.
- 3) If teams start to go over the 95 min limit, they will be noted in the team report by the umpires. The SAPCL disciplinary committee to review all violations.
- 4) Umpire is expected to keep a track of the over rate during the entire duration of the innings and periodically keep on informing the Fielding captain, if he thinks the over rate is too slow. This gives a chance to the fielding team to timely improve the over rate if required.
- 5) Similarly, if the umpire has reasons to believe that the over rate is affected due to time-wasting by the Batsmen, he may advise and warn the batsmen too, the penalties as mentioned in point# 3 above will then apply to the batting team.
- 6) Umpires should report the slow over rate with the Umpires report for the match available with the CricClubs Match Scorecard.

- **Weather Rule:**

- 1) The umpires will decide in case of bad or severe weather. Both teams have to abide by the umpires' decision in any case.

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- 2) Wash out/ Cancellations of the game due to bad weather after reaching the ground, have to be approved by both umpires.
- 3) Very clear evidence about rain, bad weather or any forced situation to cancel the game, must be approved by both captains and the league management.
- 4) If there is no agreement about the cancellation of the game, both teams need to be at the field.

5) Due to some unavoidable circumstances if the ground cannot be used, it is the duty of the League Management to inform all team captains and the SAPCL by phone/ email. 6) The neutral umpire shall be sole judges of fitness of the grounds, weather, light and play. 7) In the absence of designated umpires, the two captains will have to agree with the fitness of the playing conditions, otherwise there would be no play.

8) Due to Inclement weather, if there's a shortened game it will be a Min of 5 overs game with No power play.

9) Temperature on ground is below 45 degree F with wind more than 5MPH, there will be no game.

10) Temperature on the ground is higher than 105 degree F, there will be no game.

11) Temperature on ground is between 45 to 50 degree F with wind more than 8 MPH, there will be no game.

12) ALL conditions will be decided on the ground (before the game).

• **Player Portability:**

1) Players over 19 years of age, cannot flip flop teams during the tournament.

2) Players will have to wait for the Tournament to finish in order to switch teams.

3) Once players have switched teams it is the captain's responsibility to notify other teams.

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4) A player can play any time in the tournament once he is in the Team roster (20 players), before the start of the playoffs.

5) Any player after the initial roster (20 players), needs to play at least one league game to qualify for the playoffs.

6) A full washout game will be counted as a played game when a player's eligibility is determined. 7)

In order to keep a track of partial washout games for determining player's eligibility, the incomplete scorecard in CricClubs would be referred to verify the player's presence in playing eleven.

- 8) Teams are requested not to delete the partially entered scorecard in CricClubs for such matches which are abandoned midway.
- 9) These partially entered scorecards will remain in CricClubs match details along with a new Basic scorecard recording the washouts. The basic scorecard will be used as the official scorecard for points sharing. CricClubs' Admin will ensure that players' stats are not counted for MVP purposes.

● **Field Restrictions and Power Plays:**

1) T-20 Format

- a. 7 players (excluding wicket-keeper & the bowler) inside the 30-yard circle during the mandatory Power Play. (First 6 overs of the inning).
- b. For the remaining overs, a minimum of 4 players (excluding wicket-keeper & the bowler) require to be inside the 30-yard circle.

● **NO Ball:**

- 1) If the front foot is outside or on the popping crease, it's a Line No-Ball & a Free hit. 2) It will not be a No-ball, if the bowler's front foot is cutting the popping crease and a partial portion of the bowler's foot is behind the popping crease, either in contact with the ground or not in contact with ground

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- 3) When No ball has been called, neither batsman shall be out under any of the Laws except Handled the ball, Hit the ball twice willfully, Obstructing the field or Run out.
- 4) No change in Fielding is allowed for a free hit if the batsman doesn't change the side or cross each other.
- 5) If the back foot is crossing/touching the return crease line, it's a No-Ball.
- 6) A Full-toss ball, above the waist level of the batsman in his normal standing position (not his normal batting stance) will be declared a No-ball at the sole discretion of the umpire regarding the

speed of the ball and the trajectory, wherein he should take a call if it may potentially cause bodily injury to the batsman.

- 7) If a bowler (Spin/Fast) bowls beamer MORE THAN ONCE IN A MATCH, the umpires will stop the bowler's over and the BOWLER WILL NOT BE ALLOWED TO BOWL through rest of the innings.
- 8) Two bouncers per over allowed (Over the shoulder & Not above head).
- 9) Ball above the head is a Wide, if left alone, and is neither a Wide nor a no ball if the batsman touches the ball.
- 10) The 3rd bouncer is considered as a no ball & the subsequent delivery will be a free hit.
- 11) Bowlers' bowling side, if not informed to the umpire. It's a no ball.

• **SAPCL Tournament over rate – All games:**

- 1) The target over rate is 13 overs per hour; there will be disciplinary action taken against teams who consistently fall short of the minimum acceptable rate of 13 overs per hour.
- 2) Once the rule gets set and is permanent any instances of a team not achieving the target over rate will be referred to the SAPCL Executive Committee for further action.
- 3) During league games and playoffs, if any team does not meet the requirement of 13 OPH the first will be a verbal warning to the captain, the second will be a written warning notifying the Executive Committee, and the third will be a suspension of the captain for one game, after approval from the governing committee.

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- 4) The umpire is expected to monitor the over rate during the entire course of an inning and remind the fielding captain periodically, if the over rate is slow.

• **Amendment of SAPCL Rules:**

- 1) The SAPCL management committee has the right to make changes to the rules, regulations and schedules during the season.
- 2) It is not anticipated, but if this happens, we shall communicate to all captains.

• **Appealing Process:**

- 1) SAPCL would form a Board of Directors and a Disciplinary Committee by having representatives from all CLUBS. Appeals by the teams should be sent to sapclusa@gmail.com by the end of Tuesday for the weekend games.
- 2) The SAPCL Executive committee/ the SAPCL Disciplinary committee will review the appeal and provide results to the team captains within THREE DAYS after the appeal has been submitted. 3) No Teams can appeal after the end of TUESDAY for the game that was played the previous weekend.
- 4) The SAPCL Committee decision will be final on appeal.

• **Miscellaneous:**

- 1) Chucking is an illegal ball delivered by a bowler. In this case, the umpire will be the only authority to judge and warn the bowler. A repeated chucking ball can be declared as a no ball and the repetition can result in termination of the over.
- 2) If any player gets severely injured during the game at the ground and if that player cannot continue to play the rest of the tournament, then that player can be dropped from the roster and the team can add a new player without paying the 55\$ extra fee. The injured player will not be allowed to play the rest of the tournament once he is removed from the roster.
- 3) Following rules will be strictly followed.
 - a. 1) No Smoking.

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- b. No foul language anytime on the ground.
 - c. No alcoholic drinking (Liquor/ Beer).
- 4) It is the responsibility of the Teams to put the trash in the trash bag which will be provided by SAPCL and drop it off at trash.
- 5) After every game it is the team's responsibility to take a picture of the trash area and send it to the board WhatsApp group. If any team fails to follow this, they will be penalized \$100.00.
- 6) If any player is seen smoking on the ground that team will be fined 100\$ for every occurrence.

- a. Umpire has an option to postpone the game by 30 min without an over, but the bowling team(s) has to finish an innings by the allotted time. Any delay in starting the game after 30 minutes will automatically result in reduction of overs for the match to be completed on time.
 - b. If the morning game is delayed after 10:00 AM, Reduce an over for every 5 min and try to have a minimum 5 over game so that we can have the result. Same rule applies for Noon games.
 - c. If PITCH is wet, ask both teams to clear it. This reason cannot be used to delay/cancel the game.
- 7) If a league game between 2 teams gets washed out/canceled because of any unavoidable reasons, each team will share 2 points.
 - 8) Games will be scored on the iPhone/Android Phones; please have your charger handy in case of running out of battery. All teams should have the CricClubs App installed on at least one team member's phone. Teams scoring the match on paper scorecard should understand that the Executive Committee will not be responsible to enter CricClubs scorecard manually. Only a basic scorecard will be entered by the Executive Committee in CricClubs and all personal stats of the players will be lost.
 - 9) Teams, after practice & after the 2nd game on the weekends, need to cover the pitch.

• **General rules:**

- 1) If in case there is an issue during the match, the umpires, captains of the playing teams and the team members involved in the issue will speak and sort it out. No other team members [from playing teams / from non-playing teams / participants should enter the field. If any member/members of playing teams/non-playing team/participants/spectators belong to a team

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participating in the tournament, and is/are found guilty of involvement in the issue directly/indirectly, then the participating team will be penalized 2 points. (The team/teams penalized will get a detailed report of the issue and why they were penalized).

- 2) No White color t-shirt/trouser allowed for any Team player/Umpire during the game.
- 3) No shorts allowed for any Team player/Umpire during the game.
- 4) All players must wear shoes whenever they are on the field. No Slippers/Flip-flops allowed.

- 5) Helmets are mandatory while batting.
- 6) The organizing committee (SAPCL) is not liable for any injuries incurred during the matches. 7) Substitute fielders shall be permitted, for injured players - if they cannot return to the game. The substitute cannot bowl or bat.
- 8) Substitute players cannot keep wickets.
- 9) Players shall be allowed to use any regulation cricket equipment including gloves (batting and keeping), pads (leg and elbow), guards, etc.
- 10) All tournament rules are subject to change by the tournament committee and/or the umpires. 11) A non-portable player cannot play for more than one team. If a player is found being a part of 2 teams, he will be banned from the tournament along with the 2 teams involved. 12) If any team is short of players even with the minimum number of 8 players. The player joins the fielding team after the match starts but before the completion of 6 overs. He will be eligible to bowl after how many overs he joins the fielding side.
- 13) If a Player joins the fielding team after 6 overs. That player cannot bat or bowl. He can only field.
- 14) If Batting team is playing with less than 8 players & remaining players join before 7th over start, then they are allowed to bat/bowl. BUT if player/s join later, can be used ONLY as a substitute. It's the Umpires' duty to check on the players arrival and availability.
- 15) If Batsman gets some injury/gets hurt/cramps, can retire anytime during the over. 16) A bowler cannot be replaced by another bowler, unless he is injured, to an extent that he cannot continue bowling and the umpire is reasonably satisfied about his injury.
- 17) During the game if a bowler gets injured, He can bowl after 1 over once he resumes his fielding. 18) The Runner is NOT allowed in any condition.

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- 19) If the bails have been removed from the stumps (Knocked out stumps), a batsman is only out if the fielder pulls a stump out of the ground with the hand holding the ball. If one bail is still on the stumps the fielder is allowed to knock the bail off to claim a run out.
- 20) Due to heavy wind if the umpire decides not to use bails then the bails have to be removed from the non-striker's wicket also.

- 21) Mankading-out is allowed: The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
- 22) Batsman Timed out: Upon the fall of a wicket, the next incoming batsman should be at the crease within 90 seconds, failing which he will be declared as timed out.
- 23) The Executive Committee person's vote will not be considered in case he or his team is playing.
- 24) Ball pitched outside the pitch area (grass) will be considered a dead ball upon pitching. No dismissal, no runs and no extras.
- 25) BATSMAN can retire at any point during the game (Including in-between overs). However, the retired batsman can only return at the end after all the remaining wickets are down or retired.
- 26) Any Board member can visit at any point during the game and if they see any player not wearing the similar jersey and trousers/pants as the rest of the team that board member has every right to remove the player(s) from the game. The game has to continue with the players that the team has after removal.
- 27) If more than 4 players are removed from the team the other team automatically gets 2 points and an NRR of 0.50. The team that the players being removed will forfeit the game.

• **Ball Lost or Becoming Unfit to Play:**

If a ball is lost or in the opinion of the umpires, not good to play. The umpires can replace that ball any time once they feel it is not in good condition, with a better or playable condition ball.

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I have read, understand, and agree to the above rules and regulations. By signing this agreement, I will abide by these rules.

Full Name:

Club Name:

Date: