**THE LAWS OF CRICKET THE PREAMBLE – THE SPIRIT OF CRICKET**

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

**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.

**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 the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

**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.

**The umpires are authorized** to intervene in cases of Time wasting, Dangerous or unfair bowling, Tampering with the ball or any other action that they consider to be unfair

**The Spirit of the Game involves RESPECT** for Your opponents, your own captain and team, the role of the umpires and the game’s traditional values.

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

**It is against the Spirit of the Game:**

To dispute an umpire's decision by word, action or gesture

To direct abusive language towards an opponent or umpire

To indulge in cheating or any sharp practice, for instance:

* to appeal knowing that the batsman is not out
* to advance towards an umpire in an aggressive manner when appealing
* to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

**General Rules**

1. Each team to play all other teams once in a round-robin league.
2. Winning team gets 2 points on the table and draw has 1 point
3. Top 4 teams will qualify for next round:
	1. Top 1 and 2 teams from points table will play semi-final-1, winner qualify for final (Game A)
	2. Top 3 and 4 teams from points table will play quarter final(Game B)
	3. Winner of **Game-B** and losing team of **Game-A** play semi-final-2, winner qualify for final
4. Winners from 2 semi-final matches will play final match, winner of which will be awarded the SNTCL 2015 Tournament Trophy.
5. All the matches are to be played at **600 N Knollwood Dr, Schaumburg, IL 60194.** [Based on Ground availability]
6. Each team can have any number of players in their squad. But the medals/Prize can be distributed only for 16 players Max in a team.
7. Any Player can play only for one team during the entire tournament. Once he represented a team and played his first match, till the end of the tournament he can’t switch teams
8. Match playing time is 2 hrs from start
9. If match is stopped for any reason and could not be resumed in next 1 hr, match needs to be replayed
10. End of 8th over 5 mins timeout
11. No change of venue with in a match is allowed
12. Start and end of match should be within a day
13. Player should be on the field for 3 overs before bowling if he joins late
14. Keeper can bowl anytime

**Managing Time:**

1. Playing teams should assemble in the ground by 7.45AM of the match day. (At least Captain and Vice-Captain should be available)
2. 7.45AM Toss should be put on the field by Umpires.
3. 8.00AM first ball will be delivered.
4. To get the match start at the right time, its umpires responsibility
5. Minimum 7 members should be present at 8.00AM to start the match. If not match will be called out as buy and umpires will declare the match as WIN to large strength team, shown on the ground.

Note: if we have more than two matches per day then the match starts at 7.00 AM in the morning

**Ball:**

1. Every innings of the match have a new ball.
2. If the ball broke in between the match, new ball will be delivered
3. One ball can be used up to maximum of 16 overs

**POWER PLAY:**

 We are introducing this to make the tournament more interesting. We are having two kinds of Power play.

1. Bowling Power Play:
	1. This should be the first 3 overs in the match. This is mandatory
	2. Only two fielders allowed to stay outside of inner Circle
2. Batting Power Play;
	1. 2 overs in the match
	2. This is going to be batting team choice and after first 3 overs they can avail this option anytime during the match
	3. Power play should be communicated to umpires before the first ball bowled on the over
	4. Power play cannot be switched in middle of the over.
	5. Once batting team availed the power play, it’s going to be the continuous two overs.
	6. Only three fielders allowed to stay outside of inner Circle
	7. Batting power play should be taken before 14th over.
	8. If Power plays are not availed by batsmen until 11th over, by default 12 and 13 will be the batting power play.

**Rules of the Play**

All the rules are as per the ICC code, with the below mentioned exceptions.

The exceptions are listed below.

1. No LBW.

2. No Leg Byes.

3. Free Hit for foot-fault no-balls

5. Maximum 5 fielders only allowed in leg-side

6. Always min 4 fielders should stay inside inner circle

6. 16 Overs per innings. Each bowler gets a maximum of 3 overs per inning. And only one blower will get one additional over

7. Finals will be 20 Overs with and each bowler gets a maximum of 4 overs per inning.

8. One bounce per over allowed (between shoulder and head), above head is wide [refer below]

9. No bowler change within a over, unless he is injured or no legal ball bowled yet

10. No Duckworth-Lewis method. Match will be replayed in the next available time slot and teams availability.

11. Playing teams should be at the ground at least 15 minutes before the scheduled start of the game. If not, consequences will be at the discretion of the umpires.

12. No Third Umpire.

13. Mankinding (running out batsman when he is leaving or attempting to make a run at bowlers crease) allowed, one warning per team per match.

14. No by runners

15. Retired hurt bats man can play once all other wickets are down

**“No Ball” Rule (NEW):**

* Bowler front foot should cross the return crease.
* Bowler back foot should not touch or cross the popping crease (side line).
* “No Ball” is given if bowler balls over the waist delivery. If same bowler bowls second over the waist during the whole inning, then that bowler cannot ball in the game. Some other bowler will have to complete remaining balls of the over. In this case maximum over limit per bowler applies that means any bowler cannot ball more than 4 overs.
* If the bowler balls a ball that bounces and passes above the batsmen above head height will call wide ball and will be given 1st warning. The second ball above the shoulder height in the same over will be given as “No Ball” and “FREE HIT” rule applies to the following delivery.
* No fielder is allowed to sit on the field during the fielding session.

**FREE HIT:**

The delivery following a no ball called for **foot fault, above waist, Second Bouncer above shoulder** 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.

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. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

It is the responsibility of the playing captains to arrange for recording the scores accurately. At the end of the match, scores sheets should be signed by both team captains and the 2 Umpires and send as an email attachment (scanned copies of original sheets and filled-in Excel score sheets).

**Conflict resolution on ground and off ground**

The final decision for any conflict on the field is made by Umpires. Umpires have the flexibility to refer the situation to steering committee for its (SC) final decision. The final decision for any conflict out of the field is made by the steering committee. Decisions made by Steering Committee are final and there are no further discussions entertained.

**Umpires**

All tournament teams share the responsibility of performing umpiring duties throughout the tournament. Umpires will be from non-playing teams in that match. Umpiring schedule will be published by SNTCL organizing committee in consent with captains. It is the responsibility of the captain to send 2 umpires from his team for the match as per the schedule

**League Table Ranking and Points System**

The positions shall be determined by the number of points gained with points being awarded as follows:

• 2 points for each match won;

•When a scores are equal, we will follow the super over rules. [see below]

• If both teams do not show up, then both get -2 points.

• The team with the highest number of points shall be at the top of the table and the team with the lowest shall be at the bottom.

• Where teams have an equal number of points their relative positions shall be determined by the following:

1. If there are teams with equal points and equal wins during the season, then in such case the team with the higher net run rate (as calculated in clause below, NRR is up to 3 decimal points with truncation logic) will be placed in the higher position;

3. If following the net run rate calculation above there are teams which are still equal, then head to head win during league match will decide who goes through

4. If still equal at the end of the regular season then the team position will be determined by drawing lots.

**Super over Rule:**

* The team batting second in the match will bat first in the Super Over.
* The loss of two wickets in the over ends the batting team super over innings.
* In the event of the teams having the same score after the Super Over has been completed. The team whose batsmen hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
* If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
* 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.



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 (1 from legit delivery and 1 run from extra delivery) while team 2 scored a single so team 1 is the winner.

**Net Run Rate Calculation**

1. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the season, the average runs per over scored against that team throughout the season.

2. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate 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.