

Basic Rules of the League

Umpire decision is final. Please I urge all teams/captains to send good umpires. Each team must send umpires for at least 5 group stage games or take a hit of 10 points for every miss (deduction of 10 points from your total group-stage score) and an additional \$50 penalty. We will try our best to have neutral umpires from the other group. **Appeal only when you are sure about it. No shouting/harsh arguments with umpire are allowed at any stage during the game.** Main Umpire can override the decision of the leg Umpire after mutual consultation with leg umpire. If there is a conflict/confusion, umpires will have the final word as per the rules.

1. We will implement SDCA rules unless otherwise it is specifically mentioned here. It applies for substitute fielders as well. If a player comes late, he is not allowed to bat and field for that many overs in 1st and 2nd innings of the game. If a fielding team uses substitute player in the middle of the game, the returning player can not bowl for that time (overs) he is absent from the field and if it happens after he finished his bowling quota and not spent on the field for the time he was absent after returning, then he has to wait for that many remaining overs before coming to bat.

2. If a substitute fields more than 50% of the game time and the injured player can not come back for genuine reasons, then substitute can bat but not bowling. If a player is Retired-hurt while batting due to genuine/serious injury (certified by umpire) during the play and leaves the field in the middle of an innings, he can come into bat at any time at the fall of a wicket (opponent captain approval is not required in such cases). Otherwise, retired batsman for other reasons will be considered as Retired-out unless the opponent captain allows him to bat. Umpires decision is final here on deciding the genuine/serious injury. This rule does not apply to bowling session/team and follow rule 1.

3. Each innings will be 20 overs (each bowler allowed max. of 4 overs). Max. time for each innings is 100min with 10mins drinks break. One over should be reduced for every 5 minutes over the time limit. If a fielding team is wasting time needlessly, umpire can award 5 runs to batting team under such special conditions. The wicket keeper can be changed (but not during the over unless he is injured) along the course of the game and he is also allowed to bowl.

4. We will have power-play as per current ICC T-20 rules. The first 6-overs of the game considered as mandatory power-play and only 2 fielders are allowed out-side 30-yard circle during this time. For remaining 14 overs, max. of 5 fielders are allowed out-side 30-yards circle.

5. All standard rules apply for fielding and bowling (not more than 5 on leg side and not more than 2 behind square leg etc. at anytime during the game. **Bowler is not counted as fielder.**

6. Standard rules apply for wides and no-balls. To reduce the impact of any umpiring errors, **we will not have a free-hit for no-ball.** This will also reduce arguments/fights over umpiring. For medium/fast bowlers direct ball above waist height is a no ball and for really slow/spin bowlers (must be a slow spin) it is above shoulder height. One Bouncer between Shoulder and Head is permitted per over. If it is above the head then it will be a wide. **If it is above the head and batsman played it as first bouncer (not for 2nd bouncer), then it will be out.**

7. There is no dead ball rule unless the ball hits the ground twice before reaching the batsman (not wickets). **We will not have LBWs and no runs leg byes. We have runs for overthrows and byes. But if you attempt a run for leg-byes, opponents can run you out.** If you are not sure, complete your run first and then umpire will decide whether to award a run or not. No warnings given here.

8. **Mankading:** If the runner batsman is stepping out of the crease even before the bowler gets into bowling stride, first warning will be given to that team (one warning per team/game). Bowler can run out such batsman second time but it should be prior to getting into his bowling stride.

9. For stumping and run-out, we will follow the new ICC rule meaning that Batsman foot or bat should be grounded once before the ball hits stumps and the foot/bat does not have to be grounded at the time of ball impact/contact with the stumps.

10. **If the Bowler does not announce guard then umpire has to ask for it.** It becomes umpire's responsibility to verify guard with the Bowler. **No-Ball cannot be given if the bowler forget to inform guard and takes a wicket (given as OUT!!).**

11. Net Run Rate (NRR) will be calculated as per standard rules. If there is a tie, winner will be decided by Super Over as per standard rules (1 bowler and 3 batsman). If a team loses two wickets before the over is complete, it loses the game. If this does not happen, the team with the higher score from its over wins it. In case there is a tie after the 'Super Over' as well, the team that has higher number of sixes in its full innings, or in the 'Super Over', will be declared the winner. If, by any chance, there is still a tie, the winning team is the one with the higher number of fours in both innings. We will have digital records for all matches. Focus on app-based (cricclubs mobile-app) scoring.
12. I request to put more emphasis on fair-play and accepting umpire decisions. Matches start sharp on time and opponents can get walkover if you delay beyond 15mins without umpire approval. Our ground reservation slots are very tight, therefore, it is very important to enforce game schedule as planned. No break or just 2min break if the start is delayed more than 10mins.
13. We will have a max. of 10min break between innings. Captains should make it a quick change. Delays are not acceptable.
14. 4 or 6 is a fielder call but you can have someone watching that side or politely ask umpire to double check that. Umpire decision is final here. No fights on this please. **Always, straight line between cones is considered as boundary line.** Captains/teams should double check your boundary lines before the start instead of blaming over it later.
15. A given player must play a minimum of 2-group stage games to be qualified for playing in knockout games.
16. The playing 11 must be on your team roster. Otherwise, the match points will be awarded to your opponents. We request to check your playing 11 and update on the web interface by Friday 9.00pm for that weekend games. Any player approval requests beyond 9pm on Friday will not be approved for that weekend game. Plan ahead please.
17. If any player misbehaves and crosses the disciplinary line (rude arguments, abusing players/umpires etc.), umpire can suspend him for that match without any discussion and no substitute is allowed in this case. Serious punishments or suspension from the league will be considered for repeated offenses. Don't forget "**Cricket is a Gentleman's game**". **We have some referee cards to start with.**
18. We will provide a new ball for every innings. If the ball is lost/damaged, Umpire, at his own discretion, replaces with a similar and appropriate ball.
19. For a full toss no-ball or bouncer related wide-call, if the batsman comes forward, the height should be calculated and judged as if the batsman is at normal position at batting crease. If the umpire is convinced about it, there should be no questioning on that.
20. Based on other tennis ball leagues like CricBay, we decided to keep the straight boundary at 60yards and square boundaries at 57yards. And the inner circle should remain at 25yards.
21. Commonsense is critical here and enjoy your game. Human errors happen during any event so take them in the right spirit of the game.
22. Rain or related situation rules will apply as per SDCA manual. I will upload it on our web interface.
23. If a team does not show up for a match, we will impose \$250 fine plus exit from the league since it affects the NRR of other team, which may change the outcome of the league.

**HAVE FUN and ENJOY CRICKET.....PLAY IN THE SPIRIT OF THE GAME.
FEEL PROUD IF U GET THE FAIR-PLAY AWARD.**

Additional and Critical Penalty Rules

1. Player(s) discipline during the game is very important to preserve the fun and spirit of the game. Teams should be ready to pay the price if the captain/team can not control their player(s) actions. Only Captain or a team representative (must be one person) is allowed to talk to umpires. No exceptions here.

2. Umpires must be at the pitch 5-mins before the game scheduled start time and it's extremely important to finish our games within the allotted permit time. In exceptional cases, umpires will be given 5-mins grace time if they inform the home team at least 15mins in advance. Otherwise, the corresponding team that sent umpires will face a penalty of \$50 and additional 5-points penalty + \$50 for repeated offenses during the same season. Toss must be done at least 5mins before the game even if the umpires are not on the ground.

3. We have fields for just 3-hours/game and please cooperate to finish the game within this time. If the start is delayed by more than 5mins, one over for every 5mins delay will be deducted from the fielding team. The first ball must be bowled within first 10mins to avoid any penalty. The fielding team and umpires must work together to start the game on time. The batsman must be at the pitch in first 5mins. The fielding team needs a minimum of 6-players to start the game. Player will be considered late if he comes after the first ball is bowled and he can not field and bat for that many overs he was absent.

4. Encouraging your teams players ok but it should not lead to harsh comments against your opponent players. Umpires must keep an eye on such behavior.

5. If a player misbehaves on the field and deserves disciplinary action as recommended by umpires, he will be suspended from the current & future games based on the seriousness of the incident. The team will also face a penalty of 10-points and/or \$100/incident if EC decides to do so. Suspension of a player from the ongoing match will be decided by main umpire after mutual consultation with leg umpire. In extreme cases, EC will impose a 1-year or permanent ban on teams/players participation in the league.

6. Rollers must be locked safely at the same position as they were before the game (serious issue for us and league is liable for any mishaps. We were warned by field directors last season). We will have 1-roller at CSG (Code: 2323) and 1-roller at Lopez (Code: 2323) this season. It is home team responsibility to check the roller even if they have not used it for their game. Lock it safely and take a photo of it for your records. Any violations here will result in \$50 fine for the home team on that day. Rollers must be locked during the game as well. Keep the roller safely at designated place and lock it as soon as you are done with rolling (takes about 30seconds to lock it).

7. Make sure that the plastic/organic waste is removed from your area before leaving the ground. Both teams are responsible to clean up their mess. Home team must double check and report any irregularities. Otherwise, the home team will face \$50 penalty for that game/day. Otherwise, we will loose grounds. There were complaints from the field directors last season.

8. Teams are responsible to maintain the accuracy of their scoreboards and update MoM accordingly. If you can not do it yourself, inform EC on the same day. Any serious violations (misrepresentation of XI) will result in \$50 penalty and/or 5-points deduction. All the other minor violations (including MoM update and scoring errors) will come with a warning followed by \$10 penalty for every repeated violation if not communicated to EC on the same day.