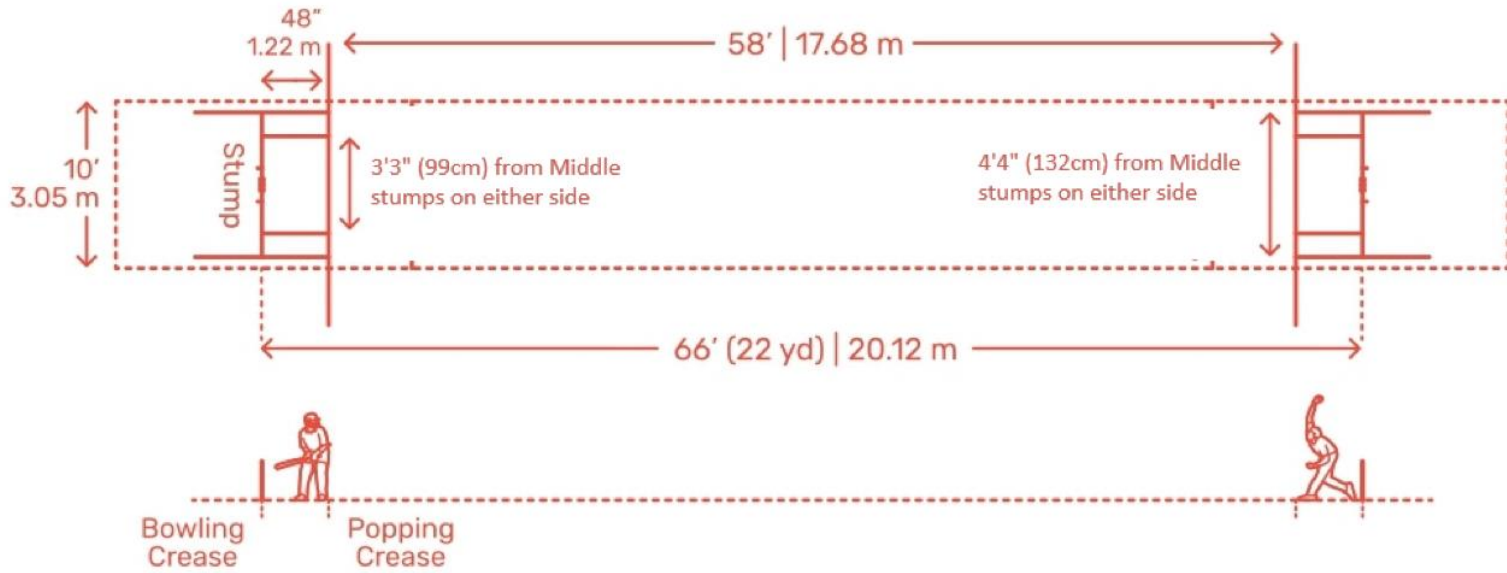
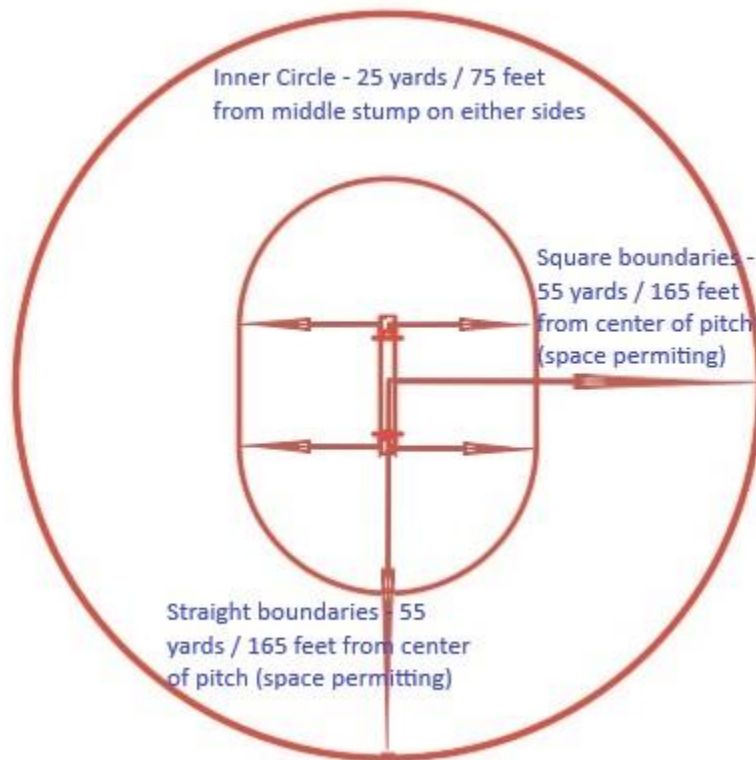


Pitch Dimension



Ground Dimensions



HAVE FUN and ENJOY CRICKET....PLAY IN THE SPIRIT OF THE GAME.

Basic Rules of the League

Umpire decision is final. We urge all teams/captains to send good umpires. 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. If there is a conflict/confusion, umpires will have the final word as per the rules. Rule clarification: Main umpire can consult leg umpire & decide the decision in case he is not sure about caught behind. Leg umpire cannot overturn the main umpire decision.

1. Jersey / Team T-shirt is mandatory. No shorts allowed. If a player doesn't have a jersey, he shall not be allowed to play.
2. Any player should NOT be sick on the match day. If any sick player is found playing, the team will be docked 20 points.
3. 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 or bowl for that many overs. (Example: If a player comes after 5 overs in 1st inning, he is not allowed to bat/bowl for next 5 overs in the first inning. No restrictions after that.) If a fielding team uses substitute player in the middle of the game, the returning player cannot bat/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.
4. If a substitute fields more than 50% of the game time and the injured player cannot 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.
5. 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, umpires 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.
6. We will have power-play as per current ICC T-20 rules. The first 6-overs of the game are considered mandatory powerplay and only 2 fielders are allowed out-side 30-yard circle during this time. For the remaining 14 overs, a maximum of 5 fielders is allowed outside 30-yards circle.
7. 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 any time during the game. Bowler is not counted as fielder.
8. Standard rules apply for wide, no-balls & dead balls. To reduce the impact of any umpiring errors, free-hit is only for front foot no-ball. Free hit not applicable to any other no-ball scenario. For medium/fast bowlers' direct ball above waist height is a no ball and for 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 regular ball.
 - Dead ball rule: If the ball pitches 2 times or more before reaching crease.
 - **At CSG while using mats, if the ball pitches outside of the mat on Left or Right side, and goes outside past the wide line, the ball will be called wide. In case, the ball pitches outside of the Mat on Left or Right side, and spun and crosses inside the wide line, it will not be wide.**
 - Only if umpires deem the ball pitching on edge of the mat (before crossing the stumps), it will be called a Dead ball.

- If the ball pitches before or after the mat pitch it will NOT be a dead ball.
- Please discuss with umpires in case of any doubts before the match starts.
- 2 Waist high no-balls by same bowler - Bowler should be allowed to Continue if umpires feel they are NOT intentional.

9. Caught Out

- The rule: (As per MCC): Law 18 -Batters returning when Caught: Law 18.11 - when a batter is out caught, the new batter shall come in at the end the striker was at, i.e., to face the next ball (unless it is the end of an over).

10. Umpires to change every 1 over / 2 over / 5 overs.

- Umpires in the match can swap ends every few overs, cadence can be decided by umpires.
- But the umpires cannot swap after 20 overs / end of innings.
- If 1 umpire does full 20 overs he need to umpire for entire match

11. 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.

12. Mankading/Run out: We will follow ICC rule. At any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be run out if he is out of the crease.

13. 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.

14. If the Bowler does not announce guard, then umpire must ask for it. It becomes umpire's responsibility to verify guard with the Bowler. No-Ball cannot be given if the bowler forgets to inform guard and takes a wicket.

15. Net Run Rate (NRR) will be calculated as per standard rules. If there is a tie in knockout games, winner will be decided by Super Over as per standard ICC rules (1 bowler and 3 batsman). **In case, there is a tie after the 'Super Over' as well, then there will be another super over per standard ICC rules.** ~~The team that has the highest number of sixes in its full inning, then, 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.

16. We request you 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 10 mins 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. Along with teams to be on time, umpires are also required to be on time at the ground. Any delays from teams or umpires need to be communicated either in captains' group or in a private chat.

17. We will have a maximum of 10 min break between innings. Captains should make it a quick change. Delays are not acceptable.

18. 4 or 6 is a fielders' call but you can have someone watching that side or ask umpire to double check that. **The umpire can change fielder's call, if he is sure about 4 or 6.** The 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.

19. A given player must play a minimum of 1-group stage game to be qualified for playing in knockout games. **If any team is found violating this rule, it will be disqualified from knockouts regardless of the match result.**

20. Any player switch can happen up to 2 weekends after the league starts. It does not matter if the involved teams have played 0 games or 3 games during that time. Leaving player must inform the team at-least 7-days in advance to avoid any impact for next match for that team. This need EC approval. A player cannot play for multiple teams and /or divisions at any time other than the above stated condition.
21. The playing 11 must be on your team roster. If player is not in team roaster, he can't play. We request you 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.
22. 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"**.
23. 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.
24. 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.
25. Keep the straight boundary at 55 yards and square boundaries at 55 yards from center of the pitch. And the inner circle should remain at 25 yards from middle stumps on either side to make semi-circle on either side.
26. When up to 8 teams in Divisions – 2 teams will move between Divisions. From 8 to 12 team in Divisions – 3 teams will move between Divisions – for the next season.
27. Umpires might NOT be willing to hold any cap, sunglasses, sweaters – it need to be given to a team player or kept right behind the stumps. If ball touches them while on ground, opponent have the right to get 5 penalty runs.
28. Common sense is critical here and enjoy your game. Human errors happen during any event so take them in the right spirit of the game.
29. Rain or related situation rules will apply as per SDCA manual.
30. If a team does not show up for a match, we will impose \$250 fine since it affects the NRR of another team, which may change the outcome of the league. Team's next League participation is up to EC to Review and confirm. Repetitive offenders will NOT get a chance to continue playing.
31. From Amendment #1 (Aug 18, 2022) - Use of Technology has its pros, if not used correctly have its cons as well.
 - Umpires have the right / power / privilege to accept or deny the video evidence based on the circumstance and evaluate each situation on its merit.
 - Providing video evidence should not interrupt the flow of the match.
 - If umpires are unsure of what need to be done, they need to get in touch of any EC members ASAP.
 - During the umpires discussing, no team / team member / captain should pressurize the umpires, irrespective of the match situation.
 - EC will stand by the umpire's decision.
 - Matches must be settled on the field and not in conference rooms and meetings.
 - Any fielder will NOT be allowed to walk in from outside of the inner circle / boundary. If they are supposed to be inside the inner circle / boundary when the bowl is bowled, they need to be inside the inner circle / boundary when bowler is starting the runup.

- 32.** It is mandatory to use stumps with bails on both ends.
- 33.** Matches won't be rescheduled if grounds are closed/unplayable because of weather conditions. Points will be shared in this case.
- 34.** Team with higher rank during league phase will get the priority on knockout matches schedule, in case of conflict. Teams who do not make the KO matches will be umpiring for the KO matches, including Finals.
- 35. Misconduct with Umpires**
- Only Team captain & vice-captain are allowed to talk to umpire politely.
 - Arguing or use of abusive language will be considered as misconduct against the umpires.
 - Teams aggressively charged towards umpires during the match is not acceptable at all.
 - Trying to bully umpire or force umpire to change the decision since you want it is not accepted.
 - For any such instance the team doing do will be docked 5 runs for each instance.
 - Docked runs will need to be deducted from the ongoing match and will NOT be left to happen after the match.
 - If at all a discussion needs to happen with umpire, both team captains & umpires need to step on side and talk it out by putting your point in a calm manner.
 - Will umpire change his decision is up to the umpire and the circumstance.
- 36. Umpiring Certification Guidelines**
- Total 25 questions. Need 21 or more correct answers to pass.
 - Every team must have a minimum of 5 certified umpires.
 - In every game, at least one umpire must be certified. Doesn't matter main or leg umpire.
 - All Knockout matches to have both certified umpires.
 - Every league, umpiring certification exam will be open for the first month.
 - Player must wait for 24 hours for retest if he doesn't pass the test.
 - Time limit: 30 Minutes/attempt
 - Maximum 3 attempts allowed.
 - SDCA umpiring certification not valid for SDCATL.

Roller and Pitch Mat

1. 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). 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).
2. It is Mandatory to use batting and bowling pitch mat for the matches at CSG1 & CSG2.
3. The pitch area needs to be rolled with the roller for 10-15 minutes back & forth before placing the Mat on the pitch. Once Mat is placed rolling need to happen 2-3 times in ONLY 1 DIRECTION starting from Batting crease to keep it flat.
4. The batting and bowling side crease & wide are ALREADY marked on the Mats and that is needed to be used as the crease and wide markings. If umpires need it, they can request to put cones for wide.

5. If there are multiple matches on the ground on the same day, morning game home team can leave the Mat on the pitch. Home team of 2nd game of the day is responsible to roll the Pitch Mat, put straps on it and place it at the correct place.
6. Mats needs to be rolled with the artificial grass to be inwards / inside when it is rolled.
7. Team should always start to roll from the batting side.
8. If there is only 1 game per day for a CSG ground, the away team will help home team for putting out both mats.
9. If Mat are NOT rolled properly OR put in correct place by home team, the home team will be docked 10 points.
10. The home team need to take a picture of the mat and share in captains' group, as a proof they have stored the Mat safely and securely. If there are multiple matches at the same ground the morning match home team can leave the mat on the pitch and share the picture of the same. Any teams mishandling the equipment will be fined 20 points from team's total points on each occurrence.

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 cannot 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. Toss must be done at least 10 mins before the game even if the umpires are not on the ground.
 - a Either or Both Umpires being late than 5 mins
 - \$50 per umpire being late for first time offenders.
 - \$150 per umpire being late for repetitive offenders. (Team's next League participation is up to EC to Review and confirm.)
 - b Either or Both umpires don't show up
 - \$200 per umpire, if they do not show up for every occasion
 - c Misconduct with umpires - From \$50 to multiple matches Suspension for person(s) involved. This applies to all players & Umpires.
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 the 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.
4. Encouraging your teams' players is 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 umpires. In extreme cases, EC will impose a 1-year or permanent ban on teams/players participation in the league.

6. Make sure that the plastic/organic waste is removed from your area before leaving the ground. Both teams are responsible for cleaning up their mess. The home team must double check and report any irregularities. Otherwise, the home team will face a \$50 penalty for that game/day.

7. Teams are responsible for maintaining the accuracy of their scoreboards and update MoM accordingly. If you cannot 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 a \$10 penalty for every repeated violation if not communicated to EC on the same day.

8. Any teams mishandling the equipment (Roller/Mat pitch/Cones) will be fined 20 points from team's total points on each occurrence.

9. If non-playing folks make nuisance, it is responsibility of the team captain, they are supporting of controlling them. Team will be fined \$100 to 2 match suspension to team captain.

10. Team will need to pay all penalties via check before the next weekend, else they will not be able to play the match.