

# SoCal Tennis Ball Cricket League



Summer 2015 Guidelines

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**Disclaimer:** Organization Committee is not responsible for any injury to any participating player in the tournament or otherwise that occurred while playing cricket on any cricket ground whether while playing a league tournament match or during practice at any time during, before or after this tournament.

It is also the responsibility of all the playing captains to make sure that all the players in their respective teams read and understand the rules before participating in current season.  
By virtue of participating in the tournament all players including captains will be deemed to have read and agreed to all the rules mentioned in this document.

**Objective:** Purpose of this document is not to provide a comprehensive list of ICC compliant rules and regulation but to provide a general guideline to conduct a successful game of cricket. This would be a working document and will be updated based on players feedback periodically.

## SOCAL TENNIS BALL CRICKET LEAGUE – SUMMER 2015

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### 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 INFORMATION

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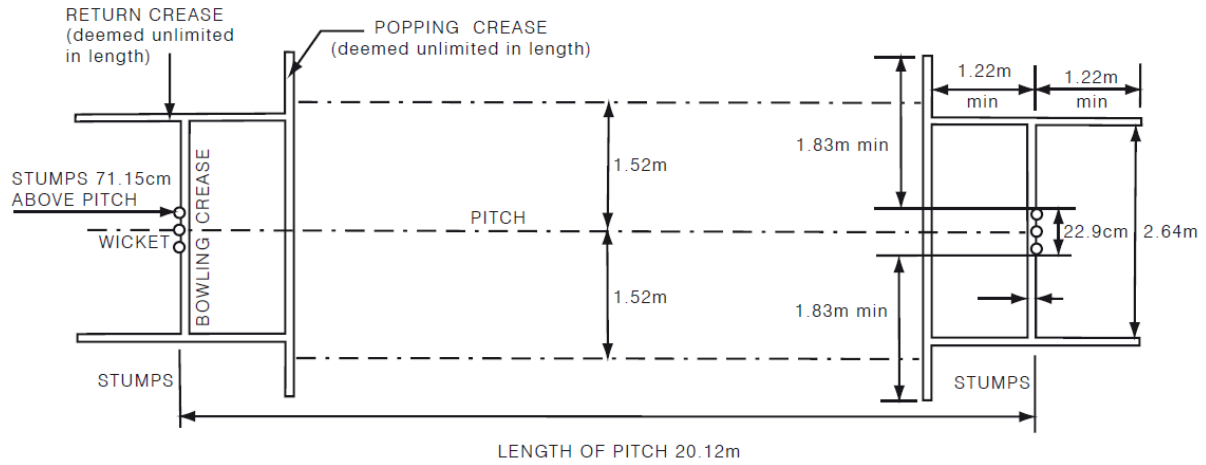
1. Each inning shall be entitled to bat/bowl for **15 overs**. All game must start at 8 am on Saturday and /or Sunday.
2. Each inning will have a 5 min time-out after 8<sup>th</sup> over has been completed. A 15 min inning break is allowed after the completion of first inning.
3. The tentative date to start the tournament is **Saturday, June 20th, 2015.**
4. Each team will play against remaining teams only once in the qualifying round of the league. I.e. if there are total 10 teams in the league, each team will play against remaining 9 teams, so a total of 9 games for each team.
5. Each team will be assigned home and away games. Winner of the game gets 4 points. In case of tie or rain wash-out, each team will share 2 points. There will not be any super-over for qualifying round.
6. After qualifying round, top 4 teams will qualify for knockout round. Teams will be ranked based on points. In case of ties, net run rate followed by head-to-head results will be used to break the tie.
7. Knockout round will be played in semi-finals and final format and standard ranking system would be followed.
8. Each team is allowed to have maximum of 20 players in their squad. Player replacement is not allowed through-out the whole tournament. Player cannot switch teams once the first game of the tournament being played even though the player didn't participate in single game within his team. Please make sure your player's availability before adding them to the roster as they **CANNOT BE REPLACED.**
9. Last day to provide roster of 20 players for all teams is end of day **Sunday, June 14<sup>th</sup>. 2015.**

## GROUND, PITCH AND WICKET'S LAW

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1. Each team must have their home ground which will help to organize maximum possible number of games per weekend. If you don't have home ground you can ask other teams that if you can share their home ground. One ground (**or a pitch**) should be shared by only one team if possible but not more than 2 teams. **Every team must provide addresses for 2 home grounds, one primary and one backup.**
2. Each team will be assigned home and away games. If team has been assigned for a home game per schedule but do not have a home ground then it will be home team captain's responsibility to approach the opposing team's captain to see if game can be played at opposing team's home ground.
3. Home team is responsible to have the pitch and ground available for the whole duration of the game. They are also responsible to prepare the pitch, crease and boundary markings. Both side stumps with bails must be arranged by home team..
4. **Approval and control of balls:** All balls to be used in the match, having been given by organizer and approved by the umpires and captains, shall be in the possession of the umpires before the toss and shall remain under their control throughout the match. The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.
5. **New ball:** a new ball shall be use at the start of each new innings.
6. **Ball lost or becoming unfit for play:** If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced the umpires shall inform the batsmen and the fielding captain.
7. **Width and length:** The bat overall shall not be more than 38 inches/96.5cm in length. The blade of the bat shall be made solely of wood and shall not exceed 4 1/4 in/10.8cm at the widest part.
8. **Area of pitch:** The pitch is a rectangular area of the ground 22 yards/20.12m in length and 10ft/3.05m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centers of the two middle stumps, each parallel to it and 5ft/1.52m from it.
9. **Width and pitching:** Two sets of wickets shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12m between the centers of the two middle stumps. Each set shall be 9 in/22.86cm wide and shall consist of three wooden stumps with **two wooden bails (mandatory)** on top.
10. **Size of stumps:** The tops of the stumps shall be 28 in/71.1cm above the playing surface and shall be dome shaped except for the bail grooves. The portion of a stump above the playing surface shall be cylindrical, apart from the domed top, with circular section of diameter not less than 13/8in/3.49cm nor more than 1 1/2 in/3.81cm.
11. The distance to the boundary line must be **55 yards** from the middle of the pitch. It will be acceptable if boundary is short by a yard or two but should not exceed the 55 yards.

12. All teams must follow the dimensions below for the pitch.



**CRICKET**

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## BOWLING RULES

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1. Each bowler bowls maximum 3 overs per inning. **Keeper can bowl anytime during the game.**
2. No-fielder is allowed to sit on the field during the fielding, it will consider as a **NO-BALL** and batsmen will not be given out in any type of wicket fall which includes run out, handling the ball.
3. **One legal bouncer is allowed per/over.** Ball is considered a legal bouncer when it is above the shoulder but below the head. Bowler will get 1<sup>st</sup> warning for such ball. If this bouncer ball is clearly above the head, it must be called **WIDE-BALL**. In this case bowler still gets his warning of one bouncer of the over.
4. Second bouncer above the shoulder will be called a **NO-BALL**. If it is above the head, it must be called **WIDE**. NO FREE-HIT is allowed for above the shoulder NO-BALL.
5. Above the waist line full toss ball at the crease line must be called a NO-BALL. If the batsman is standing outside the crease or have made forward stride before the delivery of the ball, it will not be a NO-BALL.
6. If the bowler knocks down the non-striker end stumps while bowling with his body part then the ball/delivery considers as a **NO-BALL** and the following delivery will not consider as a FREE HIT. In this situation only run out and handling the ball consider as fall of wicket.
7. Out from a NO-BALL: When No ball has been called; neither batsman shall be out under any of the Laws except Handled the ball, Hit the ball twice, Obstructing the field or Run out.
8. We also don't have fielding restriction for off or leg side of the field. That means team can put 9 players on off side and none in leg side.
9. Keeper and Slip Fielder cannot walk in when the bowler is in action. Keeper and slip fielder have to collect ball from their original position. If any of those players collect ball by walking it will result in NO Ball and batsmen will not be given out in any type of wicket fall which includes stumping, handling the ball. Batsmen can be given run out in this situation.
10. If bowlers bowl outside bowling crease (AKA popping crease) which includes front line and also sideline, It will consider as NO ball + next delivery will be FREE HIT. Please see image below for NO-BALL demonstration.



11. **FREE HIT:** The delivery following a no ball called for a foot fault 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.
12. 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.



## BATTING RULES

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1. **Hand or glove to count as part of bat:** In these Laws, (a) reference to the bat shall imply that the bat is held by the batsman. (b) contact between the ball and either (i) the striker's bat itself or (ii) the striker's hand holding the bat or (iii) any part of a glove worn on the striker's hand holding the bat shall be regarded as the ball striking or touching the bat, or being struck by the bat.
2. **Batsman leaving the field or retiring:** A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
  - (a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings. He can be allowed to bat again only at the fall of a wicket or the retirement of another batsman. If for any reason he does not do so, his innings is to be recorded as **'Retired – not out'**.
  - (b) If a batsman retires for any reason other than as in (a) above, he **CANNOT** be allowed to come back for batting. His innings is to be recorded as **'Retired – out'**.

[Captains and players are urged to play the game with sportsmanship and not fake injury or illness to get the batsman retired. Umpire will make the final call after evaluating the situation and captains must abide by to umpire's call.](#)

## PLAYERS LAW

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1. **Number of players:** A match is played between two sides, each of eleven players, one of whom shall be captain. By agreement a match may be played between sides minimum of eight players, but not more than eleven players may field at any time.
2. **Nomination of players:** Each captain shall nominate his players in writing to one of the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain.
3. **Captain:** If at any time the captain is not available, a Vice Captain shall act for him.
  - (a) If a captain is not available during the period in which the toss is to take place, then the Vice Captain must be responsible for the nomination of the players, if this has not already been done, and for the toss.
  - (b) At any time after the toss, the Vice Captain must be one of the nominated players.
4. **Responsibility of captains:** The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Law.
5. **Substitutes: ALLOWED to field in the middle of the game for an injured player.**
  - (a) If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, they shall allow that player to have (i) a substitute acting instead of him in the field. (ii) A runner when batting. Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.
  - (b) The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time.
  - (c) A player wishing to change his shirt, boots, etc. must leave the field to do so. No substitute shall be allowed for him.
6. **Substitute Runner or By-Runner – NOT ALLOWED at any point as per new ICC rule.**
7. **Fielder absent or leaving the field:** If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play,
  - (a) The umpire shall be informed of the reason for his absence.
    - (b) He shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.
    - (c) If he is absent for 15 minutes or longer, he shall not be permitted to bowl thereafter, until he has been on the field for at least that length of playing time for which he was absent.
8. **Player returning without permission:** If a player comes on to the field of play in contravention of leaving the field and comes into contact with the ball while it is in play
  - (i) The ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. The ball shall not count as one of the over.
  - ii) The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
  - (iii) The umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player concerned.
9. **MANKANDING** (running out batsman when he is leaving or attempting to make a run at bowlers crease) – is not allowed. Umpires should warn the non-striker for repeated offense (non-striker leaving the crease for a run before the bowler bowls the ball).

10. **Commencement of a batsman's innings:** Except at the start of a side's innings, a batsman shall be considered to have commenced his innings when he first steps on to the field of play, provided Time has not been called. The innings of the opening batsmen, and that of any new batsman at the resumption of play after a call of Time, shall commence at the call of Play.
11. Misbehavior by the Player during the game:
  - i. Umpire will give 1st warning to the player
  - ii. Umpire will give 2nd warning to the team captain
  - iii. Player will be ejected from the game after receiving 2nd warning from the umpire or the opposite team will be awarded with 5 runs.

## THE UMPIRES LAW

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### 1. **Appointment and attendance:**

- Each team will report to ground with 12 players. One player from each team will be appointed as umpire. .
- Before the match, overall two umpires shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality. The umpires shall be present on the ground at least 15 minutes before the scheduled start of each day's play.

### 2. Team captain's responsibility is to make sure that their players are aware of the league rules when they send umpires to umpire the games

### 3. **Change of umpire:** An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that he should take full responsibility as an umpire.

### 4. **Agreement with captains:** Before the toss the umpires shall ascertain the hours of play and agree with the captains

- (i) The balls to be used during the match.
- (ii) Times and durations of intervals for in between two inning and times for drinks intervals.
- (iii) The boundary of the field of play and allowances for boundaries.
- (iv) Any special conditions of play affecting the conduct of the match

### 5. **The wickets, creases and boundaries:** Before the toss and during the match, the umpires shall satisfy themselves that

- (i) The wickets are properly pitched.
- (ii) The creases are correctly marked.
- (iii) The boundary of the field of play complies with the requirements of Law

### 6. **Fair and unfair play:** The umpires shall be the sole judges of fair and unfair play.

### 7. **Position of umpires:** The umpires shall stand where they can best see any act upon which their decision may be required. Subject to this over-riding consideration the umpire at the bowler's end shall stand where he does not interfere with either the bowler's run up or the striker's view. The umpire at the striker's end may elect to stand on the off side instead of the on-side of the pitch, provided he informs the captain of the fielding side, the striker and the other umpire of his intention to do so.

### 8. **Umpires changing ends:** The umpires shall change ends after each over completed.

### 9. **Consultation between umpires:** All disputes shall be determined by the umpires. The umpires shall consult with each other whenever necessary.

### 10. **Correctness of scores:** Consultation between umpires and scorers on doubtful points is essential. The umpires shall satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of over's bowled. They shall agree these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match.

UMPIRE DECISIONS ARE DECISIVE AND SHOULD NOT BE ARGUED UPON BEYOND REASONABLE DISCUSSION.