South Dakota Cricket Association

**Rules & Regulations**

South Dakota Cricket Association (SDCA) is a non-profit organization, where volunteers spend their time and at times their own money to conduct cricket tournaments for the benefit of cricket enthusiasts in South Dakota and with the intention of promoting friendship and cordial relationship among its participants. Please read and adhere to below rules and regulations while participating in matches and tournaments organized by SDCA. It is each participant’s responsibility to read and adhere to this rule book.

While the SDCA Rulebook provides much detail, it does not cover every situation. If participants have questions about the information it contains or would like further guidance, they should contact their team captain or the organizing committee.

**SOUTH DAKOTA CRICKET ASSOCIATION COVID GUIDELINES**

* Players showing signs/symptoms of COVID-19 (fever over 100.4F, sudden onset of cough or sudden onset of shortness of breath) shall not participate.
* Anyone with comorbid conditions should play at their own risk.
* Use of Dugouts is not allowed. Players and their personal items/equipment when not on the field/court should be lined up against the fence/wall (or on the bleachers) at least six (6) feet apart.
* Exchange of bats is not recommended. Bat owner and borrower are responsible for all risk.
* SDCA recommends participants to use their own protective equipment including gloves
* When protective equipment is shared, it should be disinfected between players use. Personal equipment should be sanitized before and after use.
* Players must bring their own water/beverage/sanitizer.
* No shared drinking fountains or coolers.
* Do not touch eyes, nose, and mouth after making contact with the ball.
* Saliva should not be used on the ball.
* Avoid Spitting and using tobacco products on ground.
* If a player tests positive for COVID they should quarantine following CDC guidelines.
* If players immediate family member/roommate tests positive, they should quarantine following CDC guidelines.

Note: The obeying of above guidelines by any participants is not monitored by anyone hence it is participant and captain’s responsibility to follow all the guidelines and keep themselves and others safe.

1. **Any injury (minor, major, internal, external) to any part of a participant’s body could occur during, before or after matches and by participating in this tournament, participants accept sole responsibility for any such injuries (including, but not limited to, personal injury, disability, and death). The South Dakota Cricket Association, its Officers, Board**

 **of Directors and Organizers will not be liable and assume no responsibility for any injuries, it is the participants responsibility to take care of the injury It is recommended to use as much protection gear as one can to avoid injury.**

1. **Each team will be assigned Ground Setup and Ground Clean up responsibilities before the start of the day and after the end of play for the day. Teams need to take this responsibility seriously and fulfill them to the best of their efforts. No exceptions in this regard. Captain is responsible for ensuring his teams assigned responsibilities are completed.**

**Ground Setup:**

* **Setting up the mat.**
* **Preparing the Pitch with already measured rope.**
* **Putting up the flags using the already measured rope.**
* **Removing all practice balls and bats from the ground before the start of match.**

**Ground Cleanup:**

* **Taking off the mat carefully and folding it properly.**
* **Take off the flags.**
* **Keep everything in the Kit bag.**
* **Take the stumps, kit bag to the parking lot.**
* **Clean up all bottles/wastes from dugout and ground and trash them.**
1. **Each match will be an 8 players a side match.**
2. **Group stage matches will be in Round Robin format (each team will play with every other team once or twice depending upon number of teams), followed by Final or playoffs. All the matches would be scheduled on a Weekend.**
3. **In case of total 4 teams (or less) no playoffs are required. Top two teams will play the finals.**
4. **If more than 4 teams, playoffs will be scheduled. Playoffs would be as follows:**
* **Qualifier1 (Q1): Top ranked team vs Second ranked team.**
* **Eliminator (E1): Third ranked team vs Fourth ranked team.**
* **Qualifier2 (Q2): Winner team of E1 vs Loser team of Q1**
* **FINAL: Winner team of Q1 vs Winner team of Q2.**
1. **If due to scheduling a team has to play back to back matches, a break of not more than 30 mins can be taken. A match is considered completed after post match presentation is completed.**
2. **Each win gains 4 points while a loss gains no points. If it is a tie, points will be split in league phase but a Super Over will be played to decide the winner during the playoffs/Finals stages only. Super over will be only 1 power play over with only 3 batsman can bat (i.e. 2 wickets only). All other power play rules apply.**
3. **The schedule once finalized will not be changed for any reasons, except bad weather and ground unavailability or any unforeseen circumstances. If any changes are required consensus from all the captains and organizing team would be taken and decision would be taken based on majority.**
4. **Schedule can be adjusted, if the match is played on the same day and all the impacted teams captains agree to adjust their schedule. If not, the team requesting re-scheduling will lose the points and the match will go as a loss to requesting team.**
5. **No practice allowed on the playing ground before the match. There are other grounds close by which can be used for practice if needed.**
6. **For Rain interrupted matches or Interruption due to Unforeseen event:**
* **If rain interrupts a match during play, umpires will determine if ground conditions and weather allows for play to continue after rain stops. It is player’s responsibility to wear appropriate clothing, safety equipment and shoes.**
* **All teams playing the first match of the day should plan to accommodate up to a 60 minute delayed start because of(rain or ground unavailability, etc).**
* **Teams playing second match of the day should plan to accommodate up to a 75 minute delayed start because of any interruptions or delayed start(rain, injury in previous match, ground unavailability, etc).**
* **Teams playing third match of the day should plan to accommodate up to a 90 minute delayed start (rain, injury in previous match, ground unavailability, etc).**
* **Teams playing multiple matches in a day should plan to accommodate 90 minute delay for the start of their second even if it’s the second match of the day.**
* **If the start of a match is delayed by more than the time listed above and if the delay of the match is not because of one of the teams being late, captains of either team playing in the match can request the match to be rescheduled. Organizers must reschedule the match.**

**League Stage:**

**If rain (or an unforeseen event) occurs during the first innings, we will try to do a re-match on the next available play day. If teams are not ready to play on the new scheduled day due to any reason (like unable to play multiple matches in a day or unavailability of players), 2 points (assuming 4 points per match) will be awarded to each of the affected teams. If the rain (or an unforeseen event) occurs during second innings, the points will be split.**

**Playoffs Stage:**

**If play is interrupted for any reason (weather or unforeseen event) and if play cannot resume, if interruption occurs before 50% of allotted overs of first innings are completed, we will have a re-match and if interruption occurs after 50% of allotted overs of first innings, the match will resume from where it was left on next available play day.**

1. **For dew interruption: The match will start exactly on time; there won’t be any delay due to early morning dew; that has to be considered as a part of winning or losing the toss.**
2. **FORFEIT RULES:**

**Minimum four players are required in a team to start the match. If not possible then the match will considered as forfeited.**

**League Phase:**

**If on original scheduled date, if any team forfeit the match, the opposition team will get the 4 points.**

**Playoffs/Final Phase:**

**In case of a forfeit by a playoffs/finals team, the next best-seeded team will take the playoffs/finals spot.**

1. **Players selected for the team can only be used as substitutes.**
2. **Each innings in the league phase is of 12 overs, 14 overs or 15 overs as decided prior to tournament. An innings break of 5 minutes is provided for every match. The bowling team should complete their quota within 50 minutes (12 overs match) or 60 minutes (14 or 15 overs match).**
3. **Team batting should make sure that their next batsmen is lined up and arrives at the crease in not more than 1 minutes. If the next batsmen consumes more than 1 minutes, captain of bowling team can appeal to umpire for a “Timed Out”.**
4. **Each bowler has a maximum quota of 3 overs for 12 overs match or maximum of 4 overs for 2 bowlers for 14 or 15 overs match.**
5. **Powerplays: Bowling team can have a maximum of 2 fielders outside the inner circle in the Powerplay overs of match. Not following this rule would be considered as No-Ball and Free hit would be awarded to the batting team.**
* **For 12 over matches: Total of 4 Powerplay overs each innings. First 2 overs are mandatory powerplay overs. Remaining 2 powerplay overs will take place between overs 9 to 12. One powerplay over would be taken by bowling team and other would be taken by batting team. If none of the teams take powerplay overs between overs 9 and 10, over 11 and 12 would by default be the powerplay overs. It is bowling team captain’s responsibility to adjust the field accordingly.**
* **For 14 over matches: Total of 5 Powerplay overs each innings. First 3 overs are mandatory powerplay overs. Remaining 2 powerplay overs will take place between overs 10 to 14. One powerplay over would be taken by bowling team and other would be taken by batting team. If none of the teams take powerplay overs between overs 10 to 12, overs 13 and 14 would by default be the powerplay overs. It is bowling team captain’s responsibility to adjust the field accordingly.**
* **For 15 over matches: Total of 5 Powerplay overs each innings. First 3 overs are mandatory powerplay overs. Remaining 2 powerplay overs will take place between overs 10 to 15. One powerplay over would be taken by bowling team and other would be taken by batting team. If none of the teams take powerplay overs between overs 10 to 13, overs 14 and 15 would by default be the powerplay overs. It is bowling team captain’s responsibility to adjust the field accordingly.**

1. **For non-power play overs max. 4 fielders outside the inner circle**
2. **One bouncer per over is allowed (over shoulder and below head).**
3. **Second Bouncer over the shoulder is a no ball.**
4. **First bouncer over the head is a wide, provided batsman doesn’t touch the ball. If he does, it would be allowed one bouncer for the over.**
5. **Second Bouncer over the head is a no ball, even if batsman touches the ball.**
6. **2 Beamers in a match by a bowler will have him disqualified from bowling in that match. Beamers are above waist height full toss directed towards batsman body and which may hurt him even if he manages to put the bat on it to avoid injury. The above waist height full not directed towards batsman body (on offside or leg side) will be deemed as a usual no ball and not a beamer.**
7. **Fielders should not move side wise once the bowler starts run up otherwise No Ball would be given. Taking start i.e. moving front or back is fine. Fielders can take any position, just that the fielder right behind the bowler/main umpire should not move so as to distract the batsman.**
8. **Wicketkeeper should not move too forward so as to make him in reach of wickets before the ball is delivered. After ball is delivered, few paces forward for slower delivery or lateral movement to adjust for direction of ball is fine. Too much forward movement so as to make him in reach of wickets will be called as No Ball.**
9. **Fielders should not speak once the bowler starts run up otherwise a No Ball would be given. ICC has penalty for deducting demerit points of each player which is not possible here so as a penalty a No Ball would be given.**
10. **Bowler hitting the stumps during run-up and before delivering the ball will be a No Ball.**
11. **If any player uses any bad words/foul language in any language to the umpire or to umpiring decision or to opposite player, that player will be out of the match from that point only and the team has to play with that player short. He might miss the next match as well if he does the offence after his role is finished in the match. This rule will be enforced strictly irrespective of who the player is.**
12. **Two points would be deducted from overall points table in league stage if any team behaves in the manner pointed out in above point.**
13. **In the play offs stage if such situation occurs, two overs penalty would be enforced. This means that if chasing team is at fault, two overs would be deducted from the batting innings, if the defending team is at fault, runs scored in the last two overs of the innings would be nullified and target would be adjusted accordingly.**
14. **All types of no ball will be followed by a free hit.**
15. **After a no-ball, whichever batsman is facing gets a free hit. During a free hit, a batsman can be given out only if run out, even if it is called a ‘wide’. No field changes are allowed for free-hit ball unless there is a different striker. If a free-hit delivery is a no-ball/wide, the next delivery is still considered as free hit. A Batsman cannot be stumped off a free hit or a no ball but he can be run out.**
16. **No Ball is enforced in all situations if a no ball and wide occurs on the same ball.**
17. **If the ball when delivered hits the edge (front or side) of the mat, it is considered as dead ball. Umpires will take a call.**
18. **When a batter is out Caught, the new batter shall come in at the end the striker was at even if the batsman cross, i.e. to face the next ball (unless it is the end of an over).**
19. **In case the batsman tries to switch hit, both the sides will be considered as off side of the batsman and wide will be judged accordingly.**
20. **Runs on Byes are there. No leg byes. However, a batsman can be considered for a runout if he tries to attempt for run on leg byes. Umpires call will be final.**
21. **Overthrows are present.**
22. **Declared runs: Applicable only if playing in the baseball court. If the ball goes out of playing ground fence, directly or indirectly, one run is declared. If the ball goes into the other ground, directly or indirectly it will be two runs declared. If the ball touches the fence of other ground directly it will be two runs declared. The same rule apply for overthrows as well.**
23. **If the ball is stuck in the fence inside the playing area, the batting team can run and take maximum of one run.**
24. **RUN OUT rule: During a run out scenario – if the wickets/bails are already down, the fielder/bowler has to pick the wickets with ball in hand before he attempts to run the batsman out or has to re-arrange the wickets(and bails) at the original position before attempting the run out.**
25. **If a player of the fielding team is outside the field for ‘x’ number of overs (not because of injury), he cannot come to bat until those many overs are complete or after 4 batsmen are out, whichever is earlier. Similarly a bowler is not allowed to bowl until he stays on the field for those many overs.**
26. **In case of on-field injury during fielding a batsman can come to bat anytime irrespective of time spent on the field. If a batsman is injured at the time of batting, he can be retired, if on-field umpires think the injury is serious and batsman is having trouble continuing. Retired batsman can come to bat again anytime. Preexisting injuries are not considered for this rule.**
27. **Fatigue or tiredness can’t be considered for retirement.**
28. **Runners are not allowed anytime in any conditions.**

1. **Teams are expected to arrive 20 mins before the scheduled start and toss has to be done 15 mins before the start of the match. If one of the teams is not present and if toss is not completed within 15 mins of scheduled start time, the team that is present will be awarded toss**.
2. **Matches should start within 15 mins of scheduled time. Every 5 mins (after first 15 mins grace period), 1 over would be deducted from defaulting team’s batting inning. Umpires and opponent captain can discuss and decide on imposing this penalty. If both the teams are at fault, on-field umpires/organizing team would take a call on whether to impose the penalty or not.**
* **15 minute grace period is reduced to 5 minutes when completion of previous match exceeds the scheduled start time of the next match by 15 minutes. A match is considered completed after post match presentation is completed.**
1. **Each team has umpiring duties scheduled. Make sure umpires from each assigned team reach the ground 15 minutes prior to the scheduled match time and advise them to carefully read the rule book before the match. In case, any team fails to send umpires for their match, 2 point will be deducted. Change of Umpires during the course of the match is not allowed. In any unforeseen circumstances the organizing team will take the decision about the changes.**
2. **Umpires: When you are umpiring you are taking on the responsibility for conducting the match in a fair and orderly manner. Do not coach or advice teams while umpiring. Main Umpire’s call will be final. Main Umpire and Leg umpire will switch positions after each over.**

**Main Umpire Duties**

* **Checking bowler guard is umpires responsibility. No no-ball would be given in case bowler doesn’t say his guard. Bowler must say the guard if he changes it during the over, otherwise a No-ball would be given.**
* **Wide Balls. Its main umpires call to check if there was a bat or body touched passing the batsman while giving wide. Square leg umpire will have less visibility as compared to main umpire in such cases.**
* **Bowling end No balls.**
* **Edges to keeper or slips. Its main umpire’s call and he can only consult with square leg umpire on whether the catch was taken cleanly or not as he has more visibility on the event.**
* **Check if fielders are following field restrictions.**
* **Run outs at bowling end**
* **Short runs at bowling end.**
* **Catch out**
* **Free Hit**
* **Dead Ball if it has hit the Mat front edge. Can consult with Square leg umpire.**
* **Boundaries and declared runs**
* **Byes**
* **Fielder Movements after bowler run up and before it is delivered.**
* **Beamer in consultation with leg umpire.**

 **Square Leg umpires Duties:**

* **Short Runs at the batting end.**
* **Hit Wicket**
* **Stumped**
* **Run Out at batting end**
* **No Balls/Wide/Bounce with respect to height and waist height full toss.**
* **Consulting the main umpire if main umpire has been unsighted on whether the catch was taken cleanly.**
* **Check if fielders are following field restrictions.**
* **Dead Ball if it has hit the Mat front edge. Can consult with main umpire.**
* **Boundaries and declared runs.**
* **Fielder/Wicketkeeper Movements after bowler run up and before it is delivered.**
* **Players have no responsibility to inform umpires if the wicket keeper is changed, it is obvious.**
* **Beamer in consultation with main umpire.**

1. **Scoring will be done by umpires (either main or square leg umpire) using CRICCLUBS app. After each match please review the score card. It is captain’s responsibility to make sure the score card is correct for each match and in case of any discrepancies, reach out to organizing team.**
2. **In case if there is any controversy or any conflict situation where umpires are not sure of any rule, umpires or organizing team has every right to refer to online/ICC rule book in order to make the right decision. Please be patient and cooperate with the umpires and the organizing team.**
3. **For any other debatable topics not covered in this document, If any decision has to be taken, consensus from all the participating captains and organizing team would be taken and decision would be taken based on majority.**
4. **For the purpose of the group stage, a team's Net Run Rate is calculated by deducting the average runs per over scored against that team throughout the group matches from the average runs per over scored by that team throughout the group matches.**

 **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.**

1. **All matches will have a Man-of-the Match reward decided by Umpires/Organizing team.**

**Most Valuable Player, best batsman and best bowler will be selected based on the performances from the whole tournament. Table toppers in each category would be awarded irrespective of number of matches they played.**

1. **Please refer below for CRICLUBS player ranking algorithm. It is automated and inbuilt in CRICCLUBS App and will be used to decide the MVP of the tournament.**

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| **Man of the Match** |
| Official Man of the Match | 50 Points |

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| **Batting** |
| Run scored: | 1 Points |
| Six runs (off one ball) bonus\*: | 2 Points |
| Four runs (off one ball) bonus\*: | 1 Points |
| Dismissed for duck: | -10 Points |

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| **Run rate bonus (for batsmen scoring 10 runs/10 balls or more)** |
| Between 0.00 and 49.99 runs per 100 balls: | -10 Points |
| Between 50.00 and 74.99 runs per 100 balls: | 0 Points |
| Between 75.00 and 99.99 runs per 100 balls: | 0 Points |
| Between 100.00 and 124.99 runs per 100 balls: | 10 Points |
| Between 125.00 and 149.99 runs per 100 balls: | 20 Points |
| Between 150.00 and 174.99 runs per 100 balls: | 30 Points |
| Between 175.00 and 199.99 runs per 100 balls: | 40 Points |
| Above 200.00 runs per 100 balls: | 50 Points |

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| **Milestone bonus** |
| On reaching 10 runs : | 10 Points |
| On reaching 20 runs : | 20 Points |
| On reaching 30 runs : | 30 Points |
| On reaching 40 runs : | 40 Points |
| On reaching 50 runs : | 50 Points |
| 50 or more | runs scored X 2(ex:55 + 55x2) |

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| **Bowling** |
| Wicket  | 20 Points |
| Maiden over: | 40 Points |
| Run conceded: | 0 Point |

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| **Economy rate bonus (for bowlers bowling 2 overs or more)** |
| Between 00.00 and 01.99 runs per over: | 30 Points |
| Between 02.00 and 03.99 runs per over: | 20 Points |
| Between 04.00 and 05.99 runs per over: | 10 Points |
| Between 06.00 and 07.99 runs per over: | 0 Points |
| Between 08.00 and 9.99 runs per over: | -10 Points |
| Between 10.00 and 11.99 runs per over: | -20 Points |
| Above 12.00 runs per over: | -30 Points |

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| **Milestone bonus** |
| On taking 2 wickets : | 10 Points |
| On taking 3 wickets : | 20 Points |
| On taking 4 wickets : | 40 Points |
| On taking 5 wickets : | 80 Points |

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| **Fielding** |
| Catch (Fielder): | 10 Points |
| Catch (Wicketkeeper): | 10 Points |
| Stumping: | 10 Points |
| Run out (direct): | 20 Points |
| Run out (indirect/per player): | 10 Points |

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**Please remember that umpires and organizers decision is final and no arguments/discussions are encouraged.**

**ALL OTHER ICC RULES ARE APPLICABLE.**

[**https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions**](https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions)

**PLEASE ASK THE UMPIRES/OFFICALS IF NEEDED.**

**Ground Clean Up Teams Need To Ensure That The Ground Is Kept Clean During All Time And After The Matches. Any Plastic Bottles Used In The Ground Needs To Be Placed In Trash And At No Time Can Be Left On The Ground/Shelter Areas.**

**NOTE:**

1. **Tournament Organizing Team reserves the right to change the rules anytime during the tournament if deemed necessary.**
2. **In case of any dispute, Organizing Team’s decision will be final.**