

**Telangana Development Forum (TDF)
Detroit Chapter
Prof. Jayashankar Cricket
Tournament**

**Cricket Rule Book
&
Code of Conduct**





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TDF Cricket Spirit – Above All

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 TDF 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 and players.

TDF Cricket main objective is to inculcate Culture of Inclusiveness and Networking, this Spirit involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

It is against the TDF 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 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

If situation/dispute arises please set your emotions aside and think in terms of TDF organization. If still not convinced, committee will make the final call to safeguard the interest of TDF Detroit Chapter.

Player Registration & Waiver Forms

- Every player participating in TDF Cricket Tournament has to be registered with TDF Cricket and is required to sign the online waiver form.
- Note: Any player found participating without a signed Waiver form would be disqualified and suspended from the tournament.

Tournament Specific Rules and Guidelines

1. Unless rules defined in this document, all other issues/rules to be followed according to ICC T20 Rules
2. There is no D/L system in our competitions for any game
3. There are no leg byes and LBW in the tournament.
 - a) Umpire's decision will be the final decision on leg byes.
 - b) Any runs scored from the leg bye will not be counted
 - c) Batsman can be declared out if he intends to take a run though ball hits the batsman's body instead of his bat or glove.



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4. Toss can be done 5-15 minutes before the game start time. Both the teams are to be present at the field 15 minutes before the toss time.
5. Umpires and Captains have to make sure that all players are having proper sporting attire before the game starts. Playing 11 should wear their committee provided team jersey and no shorts are allowed
6. Each player allocated to teams must be given at least one opportunity as full term player. Team can designate 11/12th player as either a Bowler or as a batsman, and 13th player can be used as substitute fielder.
7. By Runner is allowed in case of injury to the batsman during the play with the following rules. The Batting Team Captain will pick one of the batsmen who has gotten out to be the By Runner after 5 or more wickets are fallen during the innings. If there are less than 5 wickets fallen, Batsman has to retire and continue his play after five wickets down. Committee will take the final call if there is any dispute/conflict.

Tournament Format

Tournament has three rounds namely League Round (Round 1), Semifinal Round (Round 2) and Finals.

- League Round will be played 16 overs per innings with first 4 overs as Power Play
- Semifinals will be played 18 overs per innings with first 5 overs as Power Play
- Finals will be played 20 overs per innings with first 6 overs as Power Play

Allotted Overs

- League – 16 overs, Semifinals – 18 overs; Finals – 20 overs
- Use of minimum five bowlers mandatory.
- In 16 overs game: One bowler can bowl 4 overs maximum
- In 18 overs game: Three bowlers can bowl 4 overs maximum
- In 20 overs game: Five bowlers can bowl 4 overs maximum
- In a reduced overs game, then each bowler can bowl a maximum of 1/5th of total overs.

Note: One bowler cannot bowl more than allotted quota including few spare balls i.e. bowler cannot bowl 4.1/4.2 etc.

Fielding Restrictions

- Maximum 6 fielders on any side (leg and off) for the entire innings including Power Play, not including Keeper & Bowler. Breaking this rule will result in no ball.

Power Play:

- During the Power Play, there cannot be more than two fielders in the Grass Field.



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Game Timings

- League games play time will be of 3 hrs. (180 minutes). Maximum duration for each innings is 85 minutes including breaks.
- Semi Finals & Finals will be of 4 hrs. (240 minutes). Maximum duration for each innings is 120 minutes including breaks.
- Games will be played at 3 baseball diamonds.
- A Strategic timeout of 5 minute break at half of the innings. 10 minute break between the innings. Applicable for all league and Semifinals.
- The fielding team has to complete their innings within the stipulated time.

Match Interruption

- If rain interruption match will continue after ground in playable condition. Playable condition will be determined by umpire, committee and two captains.
- If rain or bad weather interrupts play in between a grace period of 30 min will be given in total to see if the match can be completed with full quota of overs.
- If match goes to next day, it has to be rematch. Based on how much time we have in hand and grounds, committee and captains will decide the course of action.
- If both teams decide to not play a rematch due to rain, then points will be equally split between both teams.

Extras

Extra run and extra ball for wide and no-balls. Runs for byes and overthrows. No LBW & no Leg Byes. Run out is valid for attempting Leg Bye.

Team Roster

Team roster with playing 10 + 1 (bowler) + 1 (batsman) + 13th (useful in fielding) has to be submitted to umpire before the toss. Umpire can share rosters after the toss winning team makes their decision. Player not in the roster is not allowed to play under any circumstances.

Main & Leg Umpire

Request main umpire to consult leg umpire in situations where is the second bounce, keeper catches etc. Main umpire can discuss with leg umpire for full toss no-balls and make the final call. It is always advised for two umpires to consult and don't rush to decision. If leg umpire is from playing team, neutral main umpire can override leg umpire's call.

Catches

For boundary catches, fielder should hold ground until umpire comes. If fielder moves, umpire will take decision based on circumstances. Umpire decision is final.



Minimum Team Size

There is no minimum team size. Team can play with any number of players not exceeding 11.

Bowler Mode of Delivery:

Chucking and Under Arm Bowling is not allowed

Fair delivery - the arm: For a delivery to be fair in respect of the arm the ball must not be thrown. Although it is the primary responsibility of the main umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the main umpire from calling and signaling No ball if he considers that the ball has been thrown.

- If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.
- The main umpire shall then,
 - Caution the bowler. This caution shall apply throughout the innings.
 - Inform the captain of the fielding side of the reason for this action.
 - Inform the batsmen at the wicket of what has occurred.
- If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out above shall be repeated, indicating to the bowler that this is a final warning.
- This warning shall also apply throughout the innings.
- If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.
- The bowler's end umpire shall then,
 - Direct the captain of the fielding side to suspend the bowler forthwith. The remaining over shall be completed by another bowler, who shall neither have bowled the previous over or be allowed to bowl any part of the next over.
 - The bowler thus suspended shall not bowl again in that innings.
 - Inform the batsmen at the wicket and, inform the captain of the batting side after the over.

Keeper & Field Changes

- Umpire should be notified of all the fielder moments in and out of the field.
- Anytime the Wicketkeeper makes a change in position during the Over towards the Wickets, it is the Keeper's responsibility to inform the Leg Umpire of a change in his position.
- It is the Leg Umpire's responsibility to then inform the batsman of the change.
- The applicable rule is "It is unfair if the wicket keeper makes a significant movement towards the wicket after the ball comes into play and before it reaches the batsman. In the event of such unfair movement by the wicket keeper, either umpire shall call or signal as a NO BALL".



Runner not in crease

If runner is not in his crease during ball delivery, bowler should notify umpire. Umpire will warn batsman. Second time bowler should complete his action like he is bowling, take bails off to make non-striker out. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible. One warning per batsman in entire innings.

Obstructing Fielder/Ball

If batsman deliberately obstructing fielder from catching the ball OR deliberately obstructing the ball while fielder throws it towards the stumps, batsman can be declared out.

If fielder deliberately obstructs the batsman during the run, batsman can be declared not out if umpire feels its deliberate attempt.

Spring Stumps

Spring stumps. At least one Bail should be down to be out and also it doesn't matter where the ball hits the spring stumps. For consistency use spring stumps in all games.

Boundary Limit

The suggested boundary limit is 65 yards (195 feet) maximum unless restricted by the shape of the field. Committee will setup the grounds and decide boundaries. Captains' concerns will be taken into account while setting up the field. Will be discussed ahead of the game in the field by Captains, Umpire & one from Committee. Those rules will apply to all games on that day in that field.

Replacement

If key player is injured during one game, committee will not provide any replacement. Team has to go with rest of the players.

Late to Ground

Player arriving late should let umpire know and wait for that over completion to be in the field. To bowl, he has to wait one more over after coming to the field. As such no restriction for batsman.

Retired Hurt

Retired hurt player should come for batting at the end. Retired hurt means only physical injury during the game. If player coming to game with injury but it aggravates, we can allow to retire and come back. Captains and Umpire discuss on the field and decide. After the injury, if the injured batsman wants to continue to play using a by-runner, then by-runner rule applies.



Boundaries and Fence-Catching

In case of a potential or real dispute regarding a hit for 4/6 runs and/or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.

Fielder can touch the fence while catching the ball unless fence itself is a boundary (4/6). If a fielder catches a ball which is previously touched the fence, it's not a catch.

Change of Ball

If ball damaged during the game, umpire will decide for new ball or a used one based on stage of the game.

Declared Dead Ball

- Ball bouncing more than once(two bounces or more) before the batting crease
- Ball coming to rest in front of Striker's wicket without touching the bat or striker's body
- Ball rolling along the ground
- Underarm Bowled ball

Note: Once ball declared dead any runs made, any wicket (out) will be void.

Ball becomes 'not in play', when

- A serious injury to a player or Umpire occurs.
- One or both bails fall from the Striker's wicket before he receives delivery.
- Umpire leaves his normal position for consultation.

Ball is 'in play', when

- An unsuccessful appeal is made.
- The Umpire has called "no ball" or "wide".
- It strikes an Umpire (unless it lodges in his dress).
- The wicket is broken or struck down (unless a Batsman is out thereby).

Bowling Guard

Bowler should notify umpire about bowling guard at the beginning of each over. Fielding captain should remind all bowlers. If they forget umpire should remind them. If umpire forgets, batsman can pull out and ask. It is umpire's responsibility to find the guard and notify batsman. If everyone forgets and ball is bowled, it is legal delivery, and not a Dead or No ball.

Free hit

- Free hit is awarded to a No ball under all the No Ball Rules circumstances



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- If the delivery for free hit is not a legitimate delivery (either wide or no ball), then the next delivery will become a free hit.
- No change in fielding positions is allowed if same batsmen who faced the no ball is on strike.
- Batsmen can be dismissed only by the way of a run out.
- The signal given by umpire for a free hit is extending one arm straight upwards and moving it in a circular motion.

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
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

NRR Calculation

- A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the tournament.
- **NRR Formula:** $(\text{Runs Scored}/\text{Balls Faced}) - (\text{Runs Scored Against}/\text{Balls Bowled})$.
- 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.
- In the event of wash out, the match will not be considered for net run rate calculations.

Scoring

- Scoring is done by designated team scorers from each team using the CricClubs app.
- Teams should also score manually and need to cross verify with the app.
- Committee will grant access to CricClubs app with a Team Scorer role to two players designated by the captain.

Team Ranking:

Each team will play two games with the teams in the same pool using a pre-determined schedule. The following point system will apply:

- Win = 2 points
- Loss = 0 points
- No Ties



Tie-Deciders:

In case of a tie at the end of the match. A bowl-out is used to decide the result, and tie is broken with a one bowl-out over per side called 'Super Over'. The teams nominate minimum of three bowlers to bowl at a set of **unguarded** stumps and take alternate attempts at hitting the stumps. The team that registers the most hits wins

Super Over Rules:

- Super Over is bowl-out over (6 Balls).
- Bowling crew from each team has to be given before super over starts
- A bowler can bowl maximum of 2 balls.
- Bowlers from each side deliver one ball each at an unguarded wicket (three stumps)
- The team that registers the most hits wins.
- No Ball / Wide counted as a ball and awarded 0 hits

In case there is still a tie after the first round, the same bowlers have another super over with the same rules until we get a result.

Semi-Final Qualifier

Top 2 teams based on the number of points from each pool will advance to Semi-finals.

Semifinals will be A1 vs B2; B1 vs A2

If teams have same number of points in league, the qualification of Semifinals will be decided based on following

- Team with better net run-rate will go into Semifinals.
- Head-Head results will be taken from league games for winner to go into Semifinals.
- If there is still a tie, then team with maximum wins will move to Semifinals



Wide Ball Rules

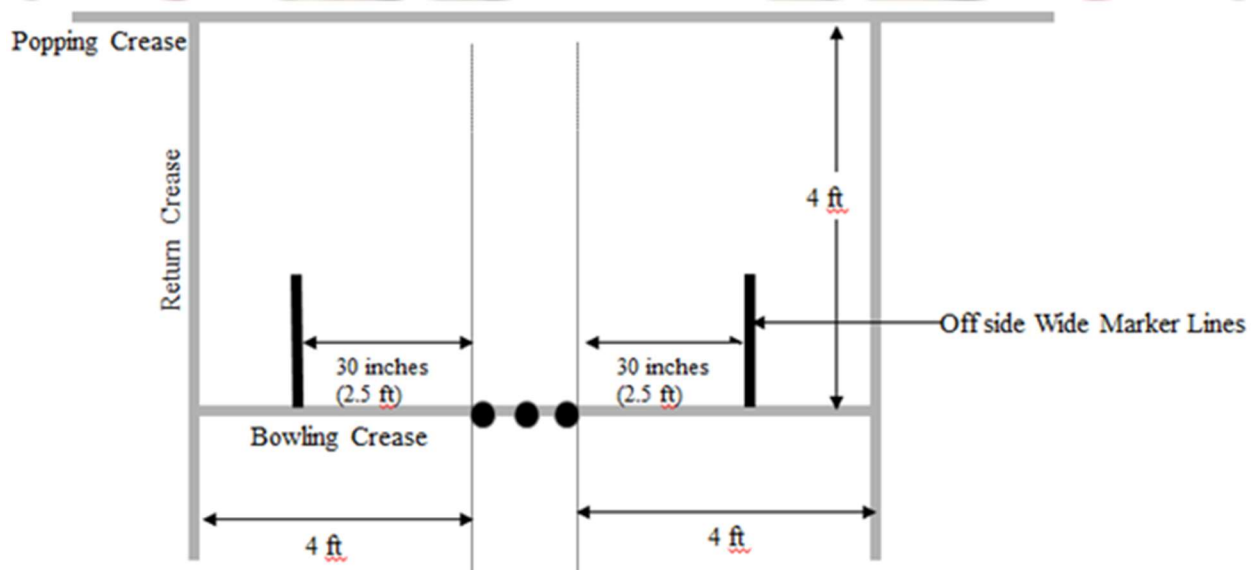
All wide calls results in a penalty of 1 run in addition to the runs scored of the ball

- Wide markers should be placed at 3 feet (36 inches) from the middle stump
- Umpire will follow off-side guideline of 3ft from the middle stump
- Any ball outside the 3 feet marker flag should be considered as wide whereas the ball over the marker flag cannot be given as wide ball.
- If the ball crosses the plane of the batsman outside the marker flag, it can be signaled as wide ball, no matter where the batsman is at that time (umpire should judge a fair delivery based on the normal stance of the batsman), as the wide line does not move with the batsman
- Any delivery which, after pitching, passes or would have passed overhead height of the striker standing upright at the crease, although not threatening physical injury, shall be considered dangerous and unfair. The umpire shall call and signal WIDE BALL for each such delivery.
- Everything on leg side of the batsman is wide as long ball is not travelling above stumps.
- Even if batsman move towards offside and ball is on leg side and not above stumps, it is still a wide.

Wide ball Markings

Wide line marking should be done as below. The wide line is also can also be considered as 3 feet from the center of middle stump.

Popping crease figure

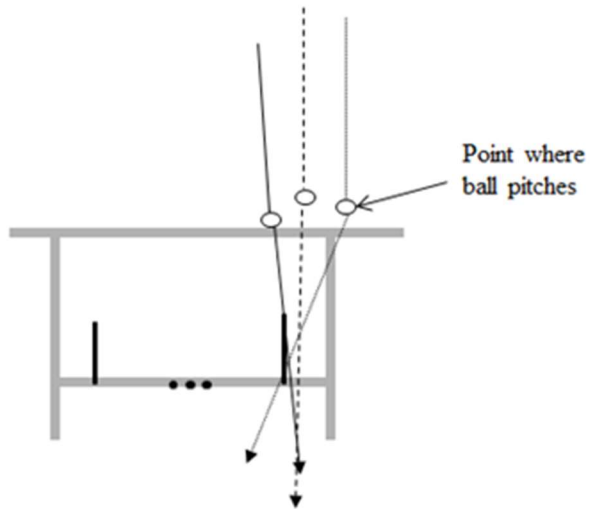




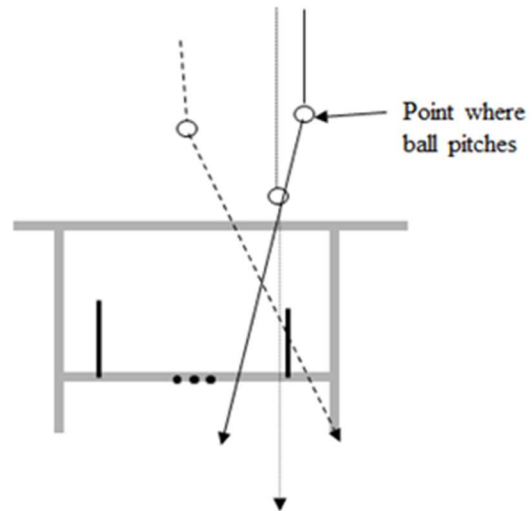
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NOTE: All ICC rules for scoring, counting the number balls bowled in an over and getting out to a wide ball are valid.

Wide Balls based on Proposed Law



Legal Deliveries based on Proposed Law





No Ball Rules

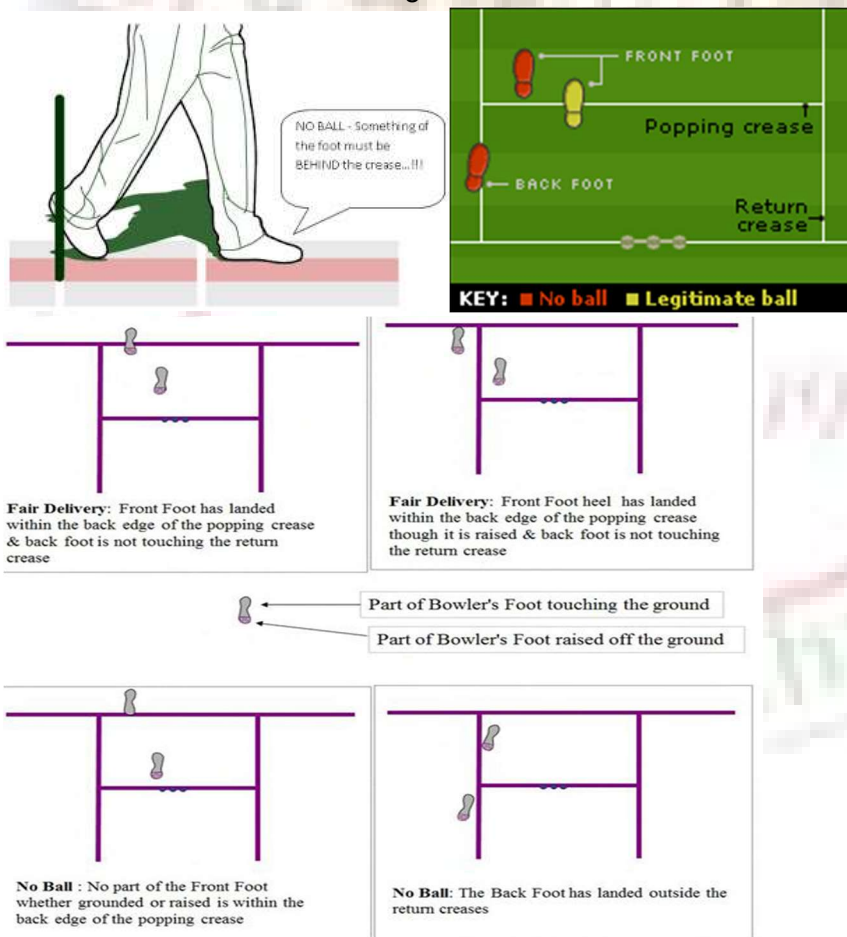
All No Ball calls results in a penalty of 1 run in addition to the runs scored of the ball and yields a free-hit. Please refer to free hit rule.

As per TDF Cricket, the following rules override ICC no-ball rule

- 1 ball per over is allowed by the bowler to bowl between the shoulder and head height but not above head high. It is not a no-ball, it is first warning, Second such ball in the same over is no-ball
- Ball is way above head and not reachable, it is wide and first warning, Second such ball in the same over is no-ball

No Ball due to bowler's foot position, for a delivery to be fair in respect of the feet, in the delivery stride

- The bowler's back foot must land within and not touching the return crease.
- The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.
- If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.

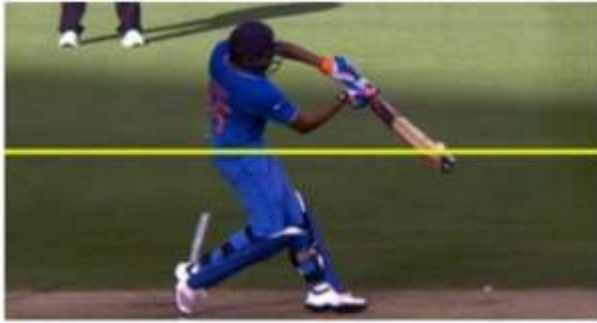




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The umpire shall call and signal No ball, if

- If the ball bowled reaches the batsman at waist height without bouncing (Full Toss) unless it hits wickets, see the below figure



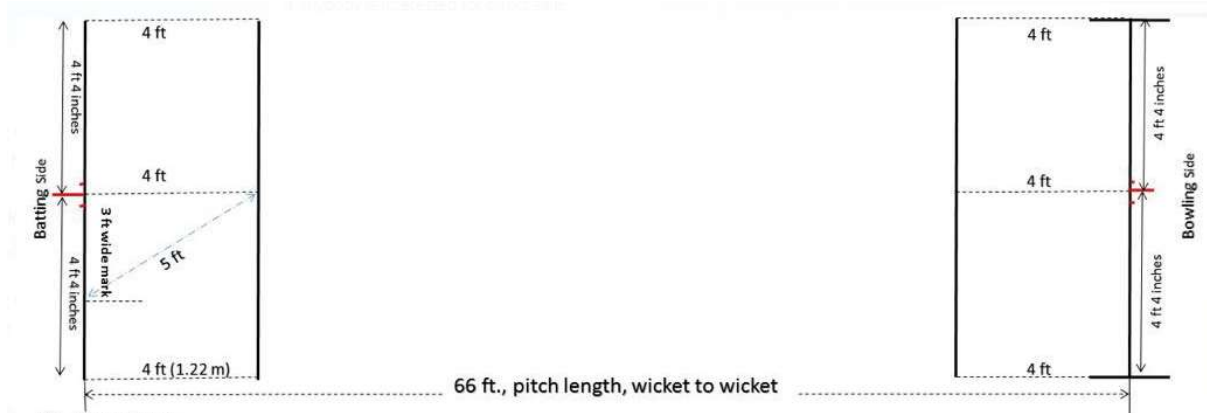
- Above shoulder (good bouncer) one per over allowed with warning. Second one in the same over is no-ball. If leg-umpire is not neutral, main umpire can discuss with leg-umpire and override leg-umpire decision.
- If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.
- In between the over, bowler does not notify the umpire of a change in their mode of delivery such as switching from right-arm to left-arm or over the wicket to round the wicket
- Umpire shall call and signal no-ball, if the bowler breaks the wicket at any time by any part of the body during the ball delivery including action and after delivery, except in an attempt to run out the non-striker
- In addition to the instances above, No ball is to be called and signaled as required by the following
 - Position of wicket-keeper
 - Limitation of on side fielders
 - Dangerous and unfair bowling (umpire judgement)
 - Deliberate bowling of high full pitched balls (umpire judgement)

Note:

- An umpire shall revoke his call of No ball if the ball does not leave the bowler's hand for any reason
- If the ball strikes the stumps directly without pitching on the surface of the ground, is given out.
- The ball does not become dead on the call of No ball.
- When No ball has been called, neither batsman shall be out under any of the Laws except Run-Out, Handled the ball, Hit the ball twice, obstructing the field.



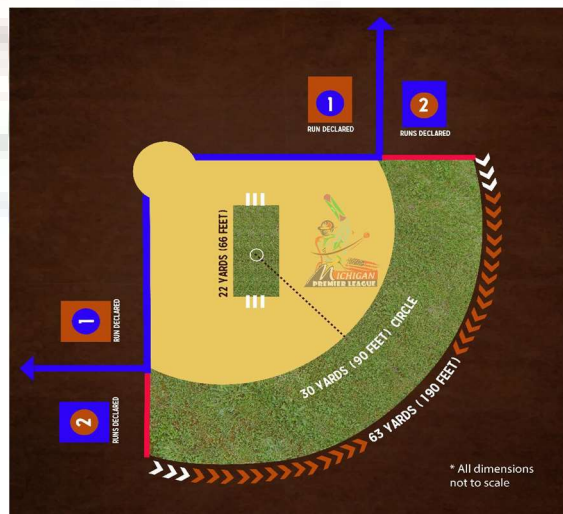
Ground Setup



Note to grounds men:

- To get started on marking the dimensions, first identify a spot to place stumps on batting side and inspect the ground to be nice and flat around 4 feet on either side of wicket and 6-8 ft in front.
- Mark the middle stump spot and roughly drag a horizontal line side to side ~5 feet. This will establish the base line to mark other dimensions. Care should be taken and picture the bowling end of the pitch because this horizontal line will define the perpendicularity and straightness of the pitch (may be if there is fence or a base ball ground line try to draw a as parallel to it)
- Crease is a rectangular box of 8.8 feet by 4 feet, with 4 feet 4 inches on either side of middle stump.
- Wide mark is usually around 3 feet from the middle stump or 2.5 feet from the edge of each outer stump (or as agreed upon)
- To mark a straight line in front of wicket, one should establish a right angle triangle of 4 feet (front) 3 feet (side, which is wide mark) and 5 feet hypotenuse (diagonal). This can be achieved by measuring and marking a 5 feet line from the 3 feet wide mark on both sides of middle stump so that both lines cross at one point which should exactly fall at 4 feet mark in front of the middle stump.
- Once the batting crease is done, from the middle stump and 2 ends of the batting crease, mark 3 straight lines of 66 feet towards bowling end and follow the same rules of marking the rectangular box of 8.8 feet by 4 feet (i.e. Bowling end)
- These are just guide lines but in general one can follow any method to achieve the desired dimensions.

- Boundary markings and the pitch setup (Length of pitch, stumps, popping crease and side markings) should be done by TDF Cricket Volunteer team as per the above guidelines
- Markings should be done before the schedule start of game
- Umpires and both the captains need to confirm/agree to the pitch area before match starts
- Length of the pitch should be 66 feet (22 yards) from one end of stumps to other end.
- Wilson SC A1228 Level 5 Soft T-Ball will be used for all matches. Match balls will be provided for each innings.
- Unless restricted by the shape of the ground, the boundary limit should be 190 feet (~63 yards) measured from the center of the pitch.
- Flags will be placed at 90 feet measured from the middle of the pitch, these markings will be used to declare singles/doubles.
- Declared runs and boundaries on the off side and fine leg positions are to be followed as per the following figure





TDF Cricket - General Rules

Attire

- To ensure professional and appropriate standards of appearance of players and teams the jersey provided by the TDF Committee needs to be worn by all members of the same team. If a player is wearing a short and/or not wearing a jersey is not allowed to play in that game.

Recalling Batsmen

- When the batsman is declared out, only the fielding captain can recall the batsman.
- NOTE: Umpire cannot recall the batsman as he is the one who declared out.

Conduct

- Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsmen.
- If a player is involved in physical abuse of umpire / other team player, he will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. The TDF committee will take an appropriate action and penalty of his actions after the game is completed.
- Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the umpires/committee shall be disqualified from further play in the tournament following due and fair warning from the said officials.
- Foul Language/Abuse: If used first time, umpire will warn. If second time, 5 runs will be added to opponent or deleted from your team based on your bowling or batting.
- Standards that are maintained to create tournament is not questionable after the captain's acceptance before the tournament. Any issues created for this matter will be treated as the same way as foul language and a warning on first incident, 5 run penalty from second incident on is applied

Other

- In case of a potential or real dispute regarding a hit for 4/6 runs and/or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.
- Also note that in the case of run-outs and stumping, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is 'OUT'.



FINAL NOTE

All teams and their players must abide by the rules and regulations of the park they are playing in, like no alcoholic drinks, no public indecent exposure etc.

TDF Cricket Committee reserves the right to amend the rules at any time if it considers such action to be in the best interests of the tournament. Committee holds the right to cancel any team for misconduct.

