

**Tallahassee Winter Tri-Series Cricket League-2019**

Rules & Playing Conditions

Standard Rules:

* Zero Liability Policy: Please sign the waiver form before playing the first game of the tournament. The Captains and the players of all the teams participating in this league should acknowledge that the organizers are NOT LIABLE for any injuries sustained (due to any reason) during the tournament.
* Once a team walkout of the ground (except for security or technical reasons), the game will be awarded to the opponents.
* Please verify the roster at the toss time and report concerns via email. o Whether verified or not, captain(s) are not allowed to raise concerns once the game has begun. o Once the game begins, concerns related to team rosters will remain invalid unless it is violating the Fair and Transparency rules.
* Once the teams and umpires have aligned on certain game rules or items, no one has the right to revert on the alignment at any time of play. DCC has the final authority to make a decision on such items in case of any incidents.
* Penalties in the above cases may include losing the complete security deposit fund and a player/captain/team suspension for tournament lifetime. In case of the incidents taking place at the end of the tournament, these penalties will carry forward for future leagues.
* All games should start before 10.00 AM. Both teams must be present at the field at least 20 minutes before the “ideal” schedule time. Toss will be done 10 minutes before the game starts.
* Umpires have complete authority to reduce the overs if the first ball is not bowled before the mentioned timings. They should consider maximum 3 overs for the reduce.
* Please check the website(<https://cricclubs.com/TallahasseeTriseries>) for your regular updates as DCC may or may not communicate some changes via email/phone.
* Umpires should always maintain a positive attitude and avoid discussions with players, especially while the game is in progress. Any personal/family/roomie/office discussions can wait till the end of the game
* Since DCC may not be always available during the game duration, captains and umpires to refer Rulebook.
* Teams are responsible for cleaning up ground after game for any trash and disposed properly. It’s extremely difficult for DCC to check which team was guilty of not cleaning up, so both teams will be penalized equally whenever any such incidence is reported. City slaps hefty fine on such offenses and reserves the right to cancel all future reservations without any further explanations on such violence.
* No smoking and drinking allowed near the playing premises. DCC will adhere to any disciplinary action taken by the City of Tallahassee officials due to these violations.
* Captains are requested to send their best umpires who can control the game in the best manner
* Every team member should always respect Umpire’s decision. Only Captains of the playing teams reserve the right to discuss any issue(s) with the umpire(s) in a respectful manner. Any match related issues should be brought up to the organizers by the captain(s) or umpire(s).
* Team Captain/Coordinator is responsible for sending team roster via email to [dcc.tallahasse@gmail.com](mailto:dcc.tallahasse@gmail.com)
* A team roster should contain a minimum of 11 players and there is no maximum limit.
* For insurance and waiver reasons, players not enrolled in the roster will not be allowed to participate in any games.
* **Dress Code: No white dress allowed because we are playing with white ball.**
* All the games will be 30 overs and games must start at 10:00 AM. 12 players can be given in a roaster.

🡪No more than two (2) fielders shall be permitted outside the fielding restriction area during 1st power play (overs 1-6)

🡪No more than two (4) fielders shall be permitted outside the fielding restriction area during 2nd power play (overs 7-25)

🡪No more than two (5) fielders shall be permitted outside the fielding restriction area during 3rd power play (overs 26-30)

* A substitute shall not be allowed to bat or bowl nor to act as wicket-keeper or as captain on the field of play.
* There will be RESCHEDULING for washed out or bad weather matches.
* Only five (5) minute break is permitted after 15th over of each innings. Only twenty (20) minute interval will be observed between innings.
* **Maximum overs per bowler is six (6).**
* Captains please assign umpire(s) by Thursday morning each week and send Executive Committee their contact details. Umpire fee is $30 per game. Only One official umpire is required, and the batting team will be responsible for Leg Umpire. **LEG UMPIRE decision can be OVERRULED by MAIN OFFICIAL UMPIRE.**
* Only 1 bouncers above the batsmen shoulder is permitted per over. Full toss balls above the waist will be declared as No Ball for fast, medium and spin bowlers. A bowler bowls 2 beamers (above the waist) within the innings will be disqualified from bowling.
* Following a No Ball (Overstepping, back foot, inner circle field limit and above waist balls) the next ball shall be a Free-Hit. If the delivery for the free hit is not a legitimate delivery, (no ball or wide) then the next delivery will become a free hit. Field changes are not permitted for free hit deliveries unless there is a change of striker. A batsman cannot be out from a Free-Hit delivery except by run out. A batsman can be out on a free hit if they obstruct the field or hit the ball twice as well.  Also, stumping is not considered a run out and batsman is not out if stumped.
* RUNNER to the batsmen is only allowed if the player hurts or unable to run. **BOTH the TEAM CAPTAINS** must agree to this.
* A batsman may retire at any time during his innings. The umpire(s), before allowing play to proceed, shall be informed of the reason for a batsman retiring

1. If a batsman retires because of illness, injury or any other unavoidable cause, the batsman will be called retired-ill and is entitled to resume his innings only after the fall of a wicket. He can resume this innings anywhere after the fall of wicket.
2. Otherwise retired batsman can come back only at the end of the innings, after the penultimate wicket has fallen or retired ill.

* In case of TIE- we will be playing super over to decide the result of the match.
* They should let only those players stand as umpires who have good understanding of the cricket rules and have shown good judgment on prior occasions.
* In case of on field illness (which includes dehydration, cramps, etc.) batsman will be allowed to retire. Such batsman will be called retired-ill. pg. 8This rulebook is the most important communication channel of the league and please read it thoroughly to avoid confusions. Also, follow the rulebook and website for all updates unless DCC communicate last minute changes through emails. This document shall be updated often based on suggestions or feedback received for betterment of the game LEAGUE GUIDELINES & RULES -
* Only the captains have the right to speak with umpires in case of a doubt and discuss any on-field issues politely, however the umpires have the right to end the discussion at any point. No other player will be allowed to engage with the umpires.
* Penalty for teams walking out of the game will be very severe other than losing game. They will be out of the tournament.
* Team(s) forfeiting a game must inform DCC via email by Wednesday 2 pm.
* None of the team official(s) can stop a game at any time unless the players’ safety is at risk. Umpires should report to DCC regarding the stoppages that lasted for more than 5minutes via email.
* Retired batsman can come back only at the end of the innings, after all other batsmen are out.
* A player who performed even a substitute role for a team will continue to be part of the same team for the entire tournament.
* A helmet is mandatory for all batsmen, wicketkeepers and fielders closer than 8 yards from the wicket to wear helmets (with the exception for slip fielding).. For Spin bowling, the batsman can remove with own risk but fast bowling all should wear a helmet.
* Unless rules defined in this document, all other issues/rules to be followed according to http://www.lords.org/laws-and-spirit/laws-of-cricket/ web site.

Standard T30 Rules

1. **Bouncers**: A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease a) Above Shoulder: If the ball, after pitching, crosses the batsman between his shoulder and his head (as per batman's normal standing upright position at popping crease), it's called a bouncer. • Only one legal bouncer allowed per over. Any subsequent bouncer will be called as illegal bouncer and called as no ball. b) Above head: If the ball, after pitching, passes the batsman’s head (as per batman's normal standing upright position at batting/popping crease) and remains untouched by him, it is called a Wide Ball. • If a batsman makes contact with a ball that is even above his head, it cannot be announced 'wide' or ‘no ball’ for the 1st bouncer. • And as bowler has not been warned for 1 bouncer per over (i.e. it is the first ball of the over which is over the shoulder height), it can't be declared as 'no ball' for height. So, it would be considered as legal delivery.

2. **Dead ball** - A delivery could be declared dead by the umpire under conditions that the ball did not rise above the ground and not clear how many bounces the ball took before reaching the batsman. a) The ball becomes dead when • it is finally settled in the hands of the wicket-keeper or of the bowler - Whether the ball is finally settled or not is a matter for the umpire alone to decide • a boundary is scored • a batsman is dismissed. The ball will be deemed to be dead from the instant of the incident causing the dismissal • whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire • it is clear to the bowler’s end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play pg. 10This rulebook is the most important communication channel of the league and please read it thoroughly to avoid confusions. Also, follow the rulebook and website for all updates unless DCC communicate last minute changes through emails. This document shall be updated often based on suggestions or feedback received for betterment of the game LEAGUE GUIDELINES & RULES - C.A. P • For more information, please use the link https://www.lords.org/mcc/laws/dead-ball b) In addition to the above, all league specific rules documented in this document for dead-ball shall apply c) In case of conflicts, league specific rules supersede the standard T20 playing conditions and/or ICC rules.

**The ball will be called No ball**

* **If the ball bounces more than once or rolls along the ground before it reached the popping crease.**
* **If he ball pitches wholly or partially off the pitch (mat) before it reached the line of the striker’s wicket.**

3. No ball – Umpire shall a delivery as no-ball and announce free hit for the below events a) Illegal action by the bowler – Below are incidents that triggers no ball due to bowler’s actions ➢ Front Foot No Ball: If the bowler delivers a ball without some part of the front foot (either grounded or raised) behind the popping crease. ➢ Side line No Ball: If the bowler bowls with the back foot not wholly inside the side crease. ➢ Bouncer: If the bowler bowls a bouncer after the one warning in an over, every such delivery shall be called a No Ball. ➢ Waist High Full Toss: If a full toss ball reaches the batsman above his waist, it will be called a No Ball. If the ball is delivered by a fast bowler and deemed dangerous, the bowler gets a warning. Two such consecutive warnings in same over disqualify the bowler to bowl any more deliveries in the match. ➢ Waist high delivery hitting the wickets is deemed to be legal and declared out. ➢ Others: • If the bowler breaks the non-striker's wicket during the act of delivery. • If the bowler throws, rather than bowls, the ball as per ICC rules • If the bowler changes the arm with which he bowls without notifying the umpire. • If the bowler changes the side of the wicket from which he bowls without notifying the umpire • If the bowler bowls underarm unless this style of delivery is agreed before the match • If the bowler throws the ball towards the striker's wicket before entering the "delivery stride" • If the ball comes to rest in front of the line of the striker's wicket. • If the ball bounces twice or more than twice before reaching the batsman. b) Illegal action by a fielder ➢ If the wicket keeper moves any part of his body in front of the line of the stumps before either the ball strikes the batsman's person or bat; or the ball passes the line of the stumps. ➢ If a fielder (not including bowler) has any part of their body grounded or in the air over the pitch. ➢ If there are more than two fielders that are on the leg side and behind the batsman's crease. ➢ Under certain playing conditions, further restrictions apply to the placement of fielders. o For example, in T20 cricket, there can be no more than five fielders a) on the on-side; and b) outside the 30-yard circle. (The bowler is not a fielder when counting fielder placement) c) Distraction to batsman: Any action determined to be a distraction to the batsman while the bowler is in delivery stride will be called a no ball. Examples are fielder’s lateral movement, bowler’s unusual actions during act of delivery. Fielders walking “in” is not considered for no-ball. d) If the required number of fielders is not within inner circle during the act of delivery. A fielder walking into circle during the act of delivery can be considered as the fielder outside the inner circle and declare no ball. e) Should a bowler deliver a no ball, Front Foot or Side No Ball or above waist or 2nd bouncer of the over, it costs 1 run and his next delivery is designated a "free-hit". In this circumstance the batsman can only be dismissed through a run out, hitting the ball twice, obstructing the field or handling the ball. Note: Simply put, our league follows the same ICC rules for No-balls as well. Any “No ball” will be followed by a free-hit delivery f) For more information, please use the link- https://www.lords.org/mcc/laws/no-ball pg. 11This rulebook is the most important communication channel of the league and please read it thoroughly to avoid confusions. Also, follow the rulebook and website for all updates unless OC communicate last minute changes through emails. This document shall be updated often based on suggestions or feedback received for betterment of the game LEAGUE GUIDELINES & RULES - C.A. P g) In addition to the above, all league specific rules documented in this document for dead-ball shall apply h) In case of conflicts, league specific rules supersede the standard T20 playing conditions and/or ICC rules

4. Beamer – If a fast-full toss ball is over the batsman's waist, it will be called a beamer. A bowler will not be allowed to bowl in the rest of the match if he bowls 3 such deliveries in the entire match or 2 consecutive beamers in an over. The umpire will decide if the waist high full toss is deemed a beamer or not. The general rule is if the delivery seems dangerous for the batsman, it should be called a beamer.

5. No ball to over-ride Wide

6. Wide-Ball: a. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke. b. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving either causes the ball to pass wide of him/her as above or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke c. Simply put, if the batsman moves to the legside, the wide mark on the offside does not change. But if the batsman moves towards the offside, the offside wide also moves the same amount d. For more information, please use the link-https://www.lords.org/mcc/laws/wide-ball

7. Mankad is a valid dismissal. Bowler will be able to run-out the non-striker up to the instant at which they “would be expected to deliver the ball”. i.e. he can stop right before delivering the ball and run the non-striker out. The ball shall not count in the over. NOTE: Delivery stride is when bowler's back foot lands for the last time before delivering the ball and/or his bowling arm has crossed his shoulder for the last time before delivering the ball. It has been customary for a bowler to warn the batsman but nothing in the Laws requires him to do so. If a batsman is backing up too early, the bowler is legally entitled to run him out without warning

**Infrastructure**

1) Stumps, Bails, marking spray, first-aid kit, tape, cones and boundary flags are home team’s responsibility. Please coordinate with opponent team(s) or DCC in case of shortage of these items.

2) DCC will provide only match ball(s) to home teams in advance. Unless agreed in captain’s meeting, home teams are responsible for providing the match balls and medals/awards on the game day.

3) DCC is responsible for setting up the ground, providing both game balls and trophy/medal to the umpires at the toss time.

4) Home team is responsible for removing the ground setup as well.

5) Refreshments such as water, Gatorade etc. are DCC responsibility.

6) All games will be morning games starts at 10:00 EST or CST

7) Please note that allocation of ground(s) is totally a decision of DCC and teams must be prepared to play the game on any ground.

8 ) DCC recommends the below items for all teams. • Adequate water and energy drinks to hydrate yourself • Sunscreen, Sunglasses and cap to avoid sunstroke • Protecting gear and basic first aid kit.

**Reschedule Rules & Guidelines**

1. Rescheduling the league games to a different date is not possible once the tournament has begun.

2. Rescheduling of umpiring duties can be considered with 4-day lead time.

3. Swapping a game from one day to another for the same weekend shall be considered only if the request is sent to [dcc.tallahasse@gmail.com](mailto:dcc.tallahasse@gmail.com) within 7 business day lead time. 4. Please do NOT use umpiring WhatsApp group for schedule swaps. DCC can help teams by creating a smaller group for swaps 5. Process for Game Swap: a) Teams to discuss, align and work by every Wednesday 2 pm if you are planning to swap the game from Saturday to Sunday or vice versa in that specific weekend

4.DCC can help coordinate the WhatsApp group and umpiring slots of the original game and swapped games are free of conflicts

**Duckworth Lewis Stern (DLS) Method**

1. If game was not completed for any reason within the (original/adjusted) game time, winner shall be decided based on DLS method.

2. DLS method is applied only when either both innings have played at least 60% of max overs or team chasing has scored a minimum 60% of Target or lost 5 or more wickets.

Umpire will discuss with both captain and take his decision according to weather and pitch condition.

3. If the above conditions are not satisfied, points will be shared between the two teams

4. Our leagues follow standard Duckworth-Lewis-Stern Method that is amended and approved by ICC for both 50 and 20 over International and first-class games

5. Please follow the information available about this method in the URL https://www.icccricket.com/about/cricket/rules-and-regulations/duckworth-lewis-stern

6. Please use the online calculator for the DLS method. http://www.boltoncricket.co.uk/DLcalc.html

**Team Roster & Score card updates**

1. Teams might get penalized if the details of unregistered(proxy) player are not duly announced in Umpiring group before the game completes. Umpires to share these details to DCC via email in case of any confusion.

2. Team officials are responsible for updating the scorecard for any corrections within 48 hours from the game day.

3. All score cards will be auto-locked every Sunday night, after the game. Team captains can correct the scorecard before Sunday midnight or get them corrected before on or before Tuesday.

4. A player to be eligible to play in final should have played in at least 1 league matches.

5. In the event of rain washed or no result (like forfeit) event, both teams must share their roster for that game on or before following Tuesday to DCC.

6. Due to unavailability of playing XI during the league stage, if a team wants to utilize their player with 1 game under his name, DCC may approve the request provided the advance communication and opponent captain’s approval.

7. Scoring must be done in <https://cricclubs.com/TallahasseeTriseries> app via your smart phones. In case of any technical issues, teams can use manual scoring provided the scorecards are updated within 24 hours.

8. Teams failed to update their COMPLETE score cards in time will lose 1 point on every incident after 2 warnings

**Umpiring Guidelines-**

**During the game**

1. Umpires to ensure that an over/5 min delay to be reduced for all the games started after 10:00 AM .

2. Umpires should be mindful of time as the buffer duration of 15-30 min in total can be compensated only for the below incidents a) Player’s injury b) Sunset delay c) Player’s safety at risk d) Technical failures

3. Main umpire is the sole decision maker on outs other than run-out and unclean catches.

4. There should be no discussion between the main umpire and leg umpire for decisioning of keeper catches. It is the sole discretion of the main umpire. When in doubt, benefit of out goes to batsman, period. 5. BENEFIT OF DOUBT always goes to BATSMAN

6. Main umpire to contact leg umpire only for clarity on a) run-out at keeper end b) catches that are not taken clearly c) No-ball concerns at the batting end

7. In the events, where the umpire’s view is blocked by bowler or fielder, umpire can announce the benefit of the doubt to the batsman.

8. Leg umpires shall discuss with main umpire only in the events of controversial outs such as unclean catches, unclear run outs and catches at boundaries. Leg umpire plays no role in the discussion of “catches for edge”. a) Waist high No Ball rule — it’s solely leg umpire decision. Main umpire will override the decision only if the umpire is non-neutral and 100% certain that it is not waist high. b) Keeper end run-outs are solely leg umpire’s decision.

9. Please do not leave any water bottles/caps/clothing near the stumps or any playing area. It’s the responsibility of both umpires and fielding team captain to make sure they remain with leg umpire always. a) Penalty of 5 runs shall be awarded against fielding team in cases where the ball hits the water bottles/clothing. 10. The ball to be considered as “active in play” if it hits fences, trees (or branches), lighting poles and cars in parking and come/remains within the boundary line.

11. It is the responsibility of both umpires (leg/main) to validate the boundaries and catches. While leg umpire is only to assist the main umpire, main umpire has the right to over-rule leg umpire’s decision.

12. Consider the delivery as “active in play” if the ball hits fences, trees (or branches), lighting poles and cars in parking and come/remains within the boundary line. 13. The caught resulting after hitting the fence/trees/branches/light poles/cars must be declared NOT-OUT.

14. The delivery to be considered as “dead ball” if the ball hits any pets/pedestrians within the boundary line. Please allow them to leave the boundary line to continue the play.

15. Umpire must always ask the bowler the side from which he is going to deliver the ball. In case the umpire fails to ask the bowler, it is the bowlers duty to inform before delivery. Failing to do so will result in a “dead ball”.

16. If for some reason, umpire calls a no-ball and the batsman gets out, but umpire wants to take his no-ball call back, in such cases, the ball needs to be deemed dead ball.

**Umpiring Guidelines- Post game**

1. The umpires are supposed to provide a written report to the organizers on the teams' behavior and any team which is reported for misconduct will be reviewed by organizing committee and may subject to penalties.

2. Man of the Match for the game will be decided by winning captain. Only in case of tie, Man of the match will be decided by both captains, umpires to cast deciding vote if both captains fail to agree on MoM

3. Umpires to announce the MoM to respective teams and DCC. An email is recommended for communicating the details.

**Disclaimers**

1. Any violations/incidents, pertaining to the Tallahassee Winter Tri Series Tournaments, which have not been covered in this rules sheet, will be handled by the organizing committee on a case by case basis.

2. Organizing committee shall not be responsible for any personal injuries to the players in and around the field.

3. The organizing committee reserves the right to take appropriate action based on the severity of the incident.

4. The organizing committee reserves the right to refuse to hear any complaints/explanations/comments from an individual or a team if derogatory remarks have been made towards them.

5. DCC or its officials does not provide medical insurance to the players/pedestrians/pet animals.