



Wallis Cricket League – Rule Book

WCL Rule book

This document serves as the handbook for the rules to be followed for all taped ball matches played at Wallis Isa or any other ground. In addition to following rules, all international cricket rules apply for the games. Any rules that are not documented here explicitly are to be considered as standard rules and referred from latest ICC rule book. <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook/>

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1. Grounds

All day matches and day/night matches will be held at grounds 1 and 2 located at:

Isa Cricket Club

9311 Johnson Rd Suite # A1, Wallis, TX 77485

<https://goo.gl/maps/1Uh8BqngEh1uGKxBA>

Note: Additional grounds could be allocated in the future.

2. Tournament Organizing Team

- Gopi Nidjelli
- Ravi Varma Dantuluri
- Ranga Javvadi
- Aditya Damera
- Hari Immadi
- Dinesh Govindarajan
- Nawaid Isa
- Mahesh More



Note: Contact Ranga for any clarification on the rules. If not reachable, contact Ravi or other Org members

3. Rules

Following simplified rules are applicable for all tapeball matches at Isa Wallis grounds

1. There is no leg before wicket and leg byes allowed.
2. New batsman will take strike even if players cross each other when a player is catch out.
3. Non striker run-out (previously referred as *Mankading*) is allowed as per the ICC rules.
4. If batsman is moving off and bowler bowls beyond line, it's still a wide delivery. Wide line does not move with the batsman.
5. We will use D/L method for all games affected with rain. See **Weather Affected games** section for details.
6. Abusive language on ground – refer to Code of Conduct section. Feedback will be taken from umpire only. Complaints need to be given to the umpire. The incident will be prioritized as L1, L2 or L3. On field umpires' feedback will be considered as final.



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7. If any outside player is caught during the game, inform umpire then involve one of the org team members and take forfeit during the game. No action can be taken if the incident reported after the game is complete.
8. If a player from team A roster (continuing from previous season) plays a game for team B, without getting released from team A or notifying team A captain, then the player will be banned for the ongoing season. A player cannot be on two teams' roster for whatever reasons. He will be banned even if he is new to current WCL season and plays for two teams or present on two teams' roster.
9. Finals and Bronze cup games will be played under the lights. Teams qualified for Finals and Bronze cup should be ready to play day/night game
10. Above the waist full toss is a NO ball.
11. One ball per over is allowed, between shoulder and head height.
12. Over the head bounce is a wide ball.
13. Byes and over throws are included.
14. For all the calls related to No ball, nicks to the keeper, height no ball and run outs, neutral umpire's decision is final. Neutral Umpire can consult with leg-umpire to come to a decision.
15. Winners will get 2 points for each match
16. For league matches, if any 2 matches are cancelled due to weather for a given team, a reserve day and slot that is open for both the teams should be identified and played among them to secure points.
17. The only possibility of getting a batsman out on a leg bye is when a keeper stumps the batsman.
18. ICC Standard for 30 yards (drawing a semicircle from both ends of the wickets should be used). After the game starts the 30-yard circle or the boundary should not be changed
19. If a batting side notices bowler chucking, they need to consult umpire for review and umpire's decision is final. If the bowler bowled a minimum of 20 overs in Houston area leagues per cric-clubs stats, then he is allowed to bowl with his current action after umpire's review. If he is a new bowler, without minimum of 20 over in stats, umpire can review and make a final decision during the game to continue or replacing the bowler. No action can be taken after the game.
20. Any NO BALL will result in FREE HIT.
21. A knockout game can be rescheduled only when a team with the same name is playing another Tape ball tournament and has another knockout game scheduled on the same day.
22. Umpiring assignments cannot be denied by a team. A team can request a particular team member not be assigned for their game if required with reasonable explanation approved by org team.
23. L1 for the captain of the team in case of any Ball tampering incident if a neutral umpire confirms. No action can be taken after the game.
24. New ball can be taken at 10th over. Only two balls allowed. If ball goes too bad even before, they can request to be replaced anytime during the game. Bowling team captain/umpire and Batting team captain shall be involved in decision to change the ball. Umpire decision is final.
25. Retired player can come back only after all the remaining players are either out or retired. Retired batsman has to come back in the same order (i.e. the third retired batsman can return



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to bat only after batsman 1 and 2). If Batsman1 is unable to play and Batsman2 can be sent to ahead provided Batsman1 will not be able to play any further in the innings.

26. 18 core team players should be locked before the start of the first game which will be called as cutoff date
27. 10 wild card players can be added for a total of 28 players in a roster until their 5th game and after the cutoff date and the wild card players can be added only by Org team, Teams must let the Org team know the wild card players 1 day before the game day. No new players can be added from 6th game onwards and playoffs

4. Match Start time

28. All games must start as per schedule. Maximum delay in the start of a game from its scheduled duration is 15 minutes. Any further delay would lead to penalty a reduction of 1 over (from the allocated 20 overs) for every 5 minutes of delay to the team that is causing the delay. If both teams cause the delay overs will be deducted @1 over every 5 mins of delay.
29. Both Captains should decide on which side they want to play before the TOSS. i.e., choose which end to bat before toss based on pitch & light conditions on a given day. If both Captains forgot to discuss this before the TOSS then both innings to be played on the side which we currently use.
30. 8 People must be on the ground by the schedules time
31. If a team decides to end the innings abruptly when the other team is willing to continue the game based on the number of overs decided at the beginning of the second innings, it will be treated a forfeit by the team ending the game abruptly.
32. If a player from bowling team comes late, he can't bowl for the same number of overs he was outside the match. Example if a player comes 5 overs late, he can't bowl for 5 overs. A player cannot bowl for entire match if he comes after 10 overs are completed. However, he can bat for that match. Another scenario where a player from batting team didn't come and bat until the entire innings is done, He can still bowl in the second innings. Another scenario where player comes after batting is done and after bowling 10 overs is done, he can only field.
33. We will try to accommodate Schedule if we are given before the Schedule is published. After schedule is published its team responsibility to find a slot and coordinate with opposition team

5. Power Play and Field restrictions

34. There will be two power-play (PP) sessions allowed in an innings. A mandatory powerplay of 4 overs at beginning must be taken with two fielders permitted outside 30-yard circle, and an optional 2 over PP is taken any time after 4th over. If optional 2 over PP is not taken by batting



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team, then last two overs of the innings in mandatory PP. There will be three fielders permitted outside 30-yard circle for the 2 over PP session. This is applicable for 18 and 20 over games.

35. If the fielding team has less than 11 players, then the number of players allowed outside the field restriction area will come down proportionately. Example, if a team has only 10 fielders on the field, only one player will be allowed outside the 30-yard circle.

6. Umpiring

36. It is umpires responsibility to check with the bowler for the bowling guard. Umpire cannot penalize a bowler for missing to update the guard.
37. During rain umpire's decision is final. Both Captains should agree. If only one captain and umpire agree to play, then it is considered forfeit by the team not agreeing with umpire.
38. Fielding gloves are allowed ONLY when temperatures drop to 50-degree Fahrenheit or under. Umpire should take decision by verifying temperature to allow gloves. Decision to use gloves will be applicable for the entire game regardless of the temperature changes for the remaining part of the game. Fielding gloves are not allowed for any other reasons.
39. Umpire decision is the final. Everyone must respect umpires and their decision.
40. Captain can report on the umpire's quality of standards after the match to the Organizing team. However, during the match, all should behave professionally towards umpires and their decisions. Umpires shall provide a match report and a record of events from the game and any abuse towards umpires, or the decisions will lead to a L1 for the player (as per code of conduct)
41. A captain can request a change of the umpire if there are any scenario of unfair decision being made on more than 1 occasion (only if batting team is umpiring the game due to unavailability of neutral umpires).
42. If neutral Main Umpire's view is blocked by bowler and the ball get nicks to the keeper, it is considered as NOT-OUT. Main umpire shall inform bowler not to block his view. Benefit of doubt always goes to the batsman.
43. For any game with 2 neutral umpires (main umpire and leg umpire), main umpire can consult with leg umpire for the decisions.
44. For team doing their own umpiring, deadline for confirming the umpire for the weekend games is Wednesday 08:00 PM.
45. If the batsman moves away from the ball when its going leg side, it is not considered a wide. Umpires should make a note of it and make a fair judgment in this regard.
46. If 2 teams agree to change the start time of the game by more than an hour (for example if a game scheduled at 07:00 AM is going to start at 09:00 AM), after consulting the org team, then the team sending the umpire is not obliged to send an umpire for the game. Any schedule change must be communicated 1 day prior to the game so the neutral umpire can plan accordingly. Neutral umpires for the Final will be organized by the Org Team.
47. Leg umpire (from Batting team) cannot be used to refer to determine if the ball hit the bat edge for caught behind appeal.



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48. Each team needs to do Umpiring assignments. If they need Org team help \$300 per season and if self-umpiring team misses the assignment its \$120 per assignment penalty.
49. \$200 Per Game for lights incase teams opt to play under lights. Teams need to bear these expenses and take care of umpiring and White match balls for the game

7. Match Tie

50. If a Twenty 20 match ends in a tie (equal scores in 20 overs), the number of wickets do not matter, the outcome is decided by Tie deciders called Eliminator.

Eliminator: Each team nominates three batsmen and one bowler to play a Super over. In turn, each side bats one over bowled by one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their over wins. Here are some additional rules for the super over

- a. Team that batted second in the T20 game will bat first in the Super over
- b. Regular field with maximum of 5 fielders outside the 30 yards circle allowed
- c. 3 Batsman and 1 bowler from each team will take part and they cannot be the same players
- d. In case a super over results in a tie, the Super Over will be repeated until one team has more runs than the other

8. Weather Affected games

51. We will be following DLS method for weather affected games to calculate the target score (number of runs needed to win) for the team batting second in a limited overs cricket match interrupted by weather or other circumstances. For consistency we will use this tool for score calculations

<https://www.omnicalculator.com/sports/duckworth-lewis>

9. Code of Conduct

52. Disciplinary actions are categorized based on the below 3 levels of incidents:

- a. L1: Player(s) involved in arguments/verbal abuse/physical gestures with any one on the ground or any other actions of indiscipline.

Umpire issues a warning to a player(s) and updates the match report.

- b. L2: Second occurrence of L1 in same or different match is considered L2.

Suspension of 1 game (i.e., next immediate match) is awarded to the player involved.



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- c. L3: Player(s) involved in arguments/verbal abuse/physical gestures/physical abuse that causes a disruption of the game. This decision is taken based on the inputs from the Umpires and if needed others present at the time of the incident.
- The Chair Committee will be involved if there are any conflicts with arriving at the decision.

10. Org Team's area of responsibilities

53. For escalations of any kind during the tournament games, any org team member can be contacted via text or call or a direct whats app message.

Nawaid – Grounds and availability, Lights, Live feed management

Gopi – Communication and coordination of the tournament. Trophies management.

Ravi – Scheduling, cricclub updates and coordination.

Ranga – Liability clearance from teams. Rule book, clarifications and coordination.

Aditya – Umpiring assignments and coordination.

Hari – Tournament fund collection, distribution of expenses and media management

Dinesh – Match balls management for tournament and coordination.

Mahesh – Social media management and coordination

11. Zero Liability

The Organizing Team of “Wallis tapeball cricket league” are NOT LIABLE for any injuries sustained, accidents / conflicts, any things broken and/or lost during the course of the tournament.