

# **ESCL SUPER'8s TAPEBALL PLAYING CONDITIONS- 2023**

## **1. Playing Conditions:**

- a. All Matches will be played under standard International playing conditions, along with following playing ESCL playing conditions.

## **2. Toss & Start times:**

- b. All the games must start as per the scheduled time. Given the tight time lines the tournament, the captains must ensure there is no delay from their players and complete their innings as per the scheduled time.
- c. The toss should be spun at least 10 minutes before the start of the game. Captains of both the teams should be present for the toss. If one of the captains is not present 10 minutes before the start of the match, the other team will win the toss by default.

## **3. Start of the Match:**

- a. At least 6 members of a team must be on the ground prior to the start of a match.
- b. A written list of 8 players taking part in the match should be provided to the umpires prior to the toss.
- c. Teams are allowed to field a substitute in case of an on-field injury if the substitute players are in the team's roster.
- d. Teams cannot start the innings with a substitute player.
- e. If one team is late for the match, the number of overs faced by the team that is late will be reduced by one over every five minutes, rounded up, that the start is delayed.
- f. If a team is more than 30 minutes late from the scheduled time, the match will automatically be awarded to the other team.

## **4. Match Balls:**

- a. ESCL will provide tape balls to all teams for both league and playoff games. Every game must start with a new ESCL approved / provided match ball.

## **5. Intermissions:**

- a. No drinks breaks are allowed during the innings. When conditions warrant, the umpires may allow a player to get water on the field, if the game is not delayed.
- b. An inning break will be no more than 5 minutes.

## **6. Bowling Restrictions:**

- a. Each player can bowl a maximum of 2 overs.

## **7. Batting Restrictions:**

- a. Batsman cannot use fiber bats.
- b. The player [who has been off the field] shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately.

## **8. Umpires:**

- a. Teams will umpire based on the schedule given.
- b. ESCL will provide umpires for playoff games.

## 9. Boundary length:

- a. The length of the boundary should be 140 feet from the batting end.

## 10. Aborted & Delayed Matches

- a. A minimum of 5 overs must be faced by the team batting second to constitute the game.
- b. If it is necessary to cancel a match before 5 overs has been faced by the team batting second, and unless the team batting second are all out or the target runs have been surpassed, the match will be declared a no- decision and the points (1 point each) will be shared equally between the two teams.
- c. In the event the match is affected by rain at the start of the game, the Umpires shall begin reducing the overs by 1 over for every 4 minutes of rain interruption. The team batting 2nd should bat the same number of overs as the first, OR in the event of further interruptions at least 5 overs for it to be deemed an official game.
- d. The Umpire(s) always shall be the final judge as to suitability of the playing field.
- e. If the number of overs in the second innings is reduced because of a stoppage of play after the innings has begun, or the number of overs in the second innings is reduced prior to the start of the innings, the number of overs will be reduced by a rate of one over for every four minutes or part thereof lost due to the stoppage. The new target will be the par score of the team batting first for the revised number of over to be played in the game. Also, for the bowlers who have not bowled full quota of their overs at the time of interruption, a revised rate of bowling overs will be in effect for the remainder of the innings.

## 11. No Ball:

- a. A bowler is allowed to bowl one bouncer per over. A bouncer is defined as any ball that bounces, or would have bounced, over the shoulder of the batsman standing upright at the crease. A second or subsequent bouncer in an over will be called a no-ball. Either umpire may call the no-ball. Should the batsman play the ball, it does not negate the call of no-ball and runs are scored as for any other no-ball. The umpire will caution the bowler and it stays through the inning. If the same bowler again bowled the second bouncer in other over or in same over, he would get final warning. After the final warning bowling another bouncer in other over or in same over, he will get suspended.
- b. Any full toss which is higher than the waist of the batsman standing upright, when it passes the batsmen will be called as a no-ball. Either umpire will call the no-ball. c. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. d. Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. e. Free hit after all no ball.
- c. Any ball pitched outside the mat or pitch will be called a No ball.

## 12. Extras

- a. No leg byes or LBWs
- b. Byes are allowed.
- c. Running for overthrow is allowed.

## 13. Wide Ball:

- a. Any ball passing down the leg stump and behind the batsman will be called a wide ball. b. Any offside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called as wide.

## 14. Field Restrictions:

- a. **During Power play:**
  - The fielding restrictions will be in effect for the first 2 overs of each inning. During the first 2 overs (power play) only two fielders (minimum 6 fielders inside 30 yards) are allowed outside the 30- yard circle, provided team has 8 fielders. Otherwise, umpires will apply inside 30-yard restriction to fielding team.
- b. **During Non-Power play:**
  - There must be at least four fielders including the wicket keeper and the bowler, inside the 30-yard circle.

### **15. Play offs:**

- a. The top 8 teams in the points table (points and NRR) irrespective of the groups will qualify for play offs.

### **16. Results:**

- a. **In the event of scores being tied at the end of each innings, the result shall be determined by a Super over.**
  - All ICC's super overrule will be applied during super over except following.
  - The team which batted second in a tied match, automatically becomes eligible to bat first in the super over.
  - In case scores are level in the super over, the process will repeat until a winner is determined.

### **17. Team Rosters:**

- a. A player can only play for only one team in the tournament. Once a player has played for one team he will NOT be allowed to play for any other team in the tournament for that year.
- b. All teams must submit their 12-team roster to ESCL by April 28<sup>th</sup>.
- c. To be eligible to play in the tournament, a player must be in the approved player's roster.
- d. A player must have to be in a roster to be eligible to play in playoffs. No additional player names will be entertained.

### **18. Teams / Players Behavior:**

- a. There will be ZERO tolerance for fighting/profanity being used on the field and surrounding playing field areas.
- b. Any team / player behavior that threatens the field permits will be subjected to stringent disciplinary actions ranging from player suspension to team suspension from the tournament, by the executive committee.
- c. Team members/players who threaten Umpires, Scorers, Volunteers, other team players, or Tournament Officials will be subject to disciplinary actions subject to suspension from the tournament. We encourage the captain of each team to stress upon your players to be mindful of their behavior.

### **19. Fair Play:**

- a. The Match shall be controlled by the Umpires, who shall have sole authority of Fair and Unfair play on the field of play and, as such, shall be entitled to intervene without appeal in the case of Unfair Play.
- b. It shall be unlawful for a player to disrupt play or in any way intimidate Umpires or players on the field of play.
- c. The Tournament committee shall honor no Protest of a Match involving the following infractions:
  - Player disruption of a Match, such as tampering with the matting; disturbing the wicket; and using the bat or any other implements of the game as a weapon whether intentional or not. Such Player or Players shall be asked, by the Standing Umpire, to leave the field of play without consultation of the captains.
  - Umpires shall consult with the captains in the case of abusive language to have it stopped. In the event this abusive language persists, that Player or Players shall be ejected from the Match, during the game, whether the incident in question takes place on or off the field of play.
  - An Umpire may request a player to leave the field of play if that player is seen drinking any alcoholic beverages or smoking any illegal substance within the playing boundaries of the field; and may stop a player from further participation in a Game.
  - When a player is suspended from a match, the team losing the player or players shall not be allowed to use substitutes and shall continue the match shorthanded.