

**FALL SEASON LEAGUE**

**2021**

***Rulebook***

**Version 1.0**

**Teams Registration**

Team Captains must register their team on the NACL website by submitting registration form and pay the registration fee of $364. (Note: Team is considered fully registered after the fee is paid) – Deadline July 12th ,2021.

Every team is required to subscribe and follow NACL in Facebook and Instagram. You can use the sign-up link on Fb page to register.

NACL website - <https://naclapp.glideapp.io/>

Facebook - <https://www.facebook.com/naclcricket>

Instagram - <https://www.instagram.com/northamericacricketleague/?r=nametag>

**Rules and Regulations**

1. A player who has already played in one team will not be allowed to play in any another team. (Disciplinary action will be taken against the player and/or both teams involved in this incident. The final verdict on it will be decided by the committee)
2. Each player must have a clear picture of their face view uploaded for their profile in cricheros app
3. Each Player must play at least one game before playing for playoffs. Even though, roster is open for league matches., starting playoffs only those players will be allowed who has played at least one match in round robin for their team.
4. Umpires must take a group picture of both the teams’ playing X1 and upload them in whatsapp/facebook. Preferably, this has to happen before the match starts.
5. **T20 – 20 Overs**
   1. All matches will be 20 Overs per inning. (Total 40 Overs per game)
   2. 4 over limit per bowler
6. All the matches will be played with the **League provided balls**. It will be provided to the teams prior to start of the league or when they appear for the their first game. Teams are responsible to bring League provided balls (ONLY**). NO other type of cricket balls will be allowed for playing.**
7. **Reporting time:** 
   1. Team should report at least 30 minutes prior to the scheduled match start time.
   2. Every team shall provide the list of their playing 11 to Umpires before Toss. Umpires must ensure that the playing 11 have their photos uploaded in the cricheroes roaster.
   3. Toss will be done 15 minutes before the start of the scheduled time. Captains must be present for the toss.
   4. Minimum of 8 players are required from a team to start a match.
      1. If there are less than 8 players at start time, the team that has more than 8 players will get a walkover.
      2. If both teams have less than 8 players at the start time of the match, then the points will be divided b/w the two teams and match will be called off.
      3. Match can commence as long as both teams have more than 8 players. Remaining players can join the team anytime during the innings. The players who are joining late must be from the Playing 11 shared by Captains before Toss. Again, umpires must verify the roaster and take group photographs of both teams before (preferred) or after the match.
   5. Any requests for change of match timings will not be entertained.
8. **Super-Over**
   1. In case of a tie, a super over will be played.
   2. Maximum 2 wickets for batting side.
   3. Team batting 2nd the match will play first batting in super over
   4. In case of no possibility of super-over (due to rain/bad-light), points will be shared
9. **Umpiring Assignments**
10. Teams who are appointed for umpiring assignments need to submit the umpire information on or before Thursday.
11. If any team misses the umpiring assignment altogether, they must pay the fine as per the guideline below:
    1. 1st missed umpiring offense = $150
    2. 2nd missed umpiring offense = $300
    3. 3rd missed umpiring offense = Team will be disqualified.

Note: Team will be assumed to forfeit the match if the fine is not paid in full before their next match.

1. If an umpire is late, either of the team captains is to report this to the committee via Captains corner.
   1. If an umpire shows up after the stipulated start time but within 30 minutes of scheduled start, the umpiring team will be penalized $50 for each such offence.
   2. If an umpire shows up 30 minutes or more after the scheduled start but before 10 overs are completed, the umpiring team will be penalized $75 for each such offence
   3. If an umpire shows up after 10 overs or does not show up at all, the umpiring team will be penalized $100 for each such offence
2. **Live Streaming**
3. Umpires assigned to a particular match must ensure that the match get live streamed.
4. Committee is recommending umpires to wear a chest strap and keep a small battery pack for live streaming the matches. In all probabilities, the straight umpire should wear it to live stream the match.
5. Umpires can live stream the match via phone on either of the platforms that committee has decided i.e. Facebook, Instagram and/or Cricheroes app.
6. Umpires assigned to the match must tag *northamericacricketleague* or *nacl cricket* while live streaming
7. **Match format**

Matches schedule will be shared with everyone on weekly/bi-weekly basis. (No changes will be allowed from the scheduled matches from the committee. If the teams want to reschedule their matches or change the ground, they must coordinate with other team captains on captains corner and tag committee members once there is an agreement on the change)

* 1. There will be 4 groups (A, B, C, D) – each group will have 7 teams.
  2. Top 3 teams from each group will be selected for playoffs.
  3. The top team in each group will automatically qualify for quarters.
  4. 2nd and 3rd position teams in each group will play pre-quarters as per the outline below.

|  |  |  |  |
| --- | --- | --- | --- |
| **GROUP A** | **GROUP B** | **GROUP C** | **GROUP D** |
| **A1** | **B1** | **C1** | **D1** |
| **A2** | **B2** | **C2** | **D2** |
| **A3** | **B3** | **C3** | **D3** |
| **A4** | **B4** | **C4** | **D4** |
| **A5** | **B5** | **C5** | **D5** |
| **A6** | **B6** | **C6** | **D6** |
| **A7** | **B7** | **C7** | **D7** |

**Team 1 vs Team 8**

**Semifinals 1**

**Team 2 vs Team 7**

**Finals**

**Team 3 vs Team 6**

**Semifinals 2**

**Team 4 vs Team 5**

|  |  |
| --- | --- |
| **PLAYOFF** | **RENAME** |
| **A1** | **Team 1** |
| **B1** | **Team 2** |
| **C1** | **Team 3** |
| **D1** | **Team 4** |
| **Winner (C2 VS B3)** | **Team 5** |
| **Winner (D2 VS A3)** | **Team 6** |
| **Winner (A2 VS D3)** | **Team 7** |
| **Winner (B2 VS C3)** | **Team 8** |

1. **No ball** 
   1. If the bowler over-steps the popping crease while bowling, it will be declared as a no-ball. A free hit be rewarded to the batting team.
   2. If the bowler's back foot in the delivery stride touches the return crease while landing, it will be declared as a no ball. A free hit be rewarded to the batting team
   3. Full toss ball above waist will be declared as a no ball. No free hit for this case.
   4. Bouncer above the shoulder – 1st warning; 2nd bouncer will be a Wide.
   5. Bouncer above head will be a Wide ball.
   6. A bowler bowling two beamers in an over (i.e. full toss above waist) will get a suspension and won’t be allowed to bowl for rest of the match.
   7. While bowling, if bowler’s foot hits the stumps and bails fall off (bowling side), then it will be a No-ball. No free hit for this case.
   8. Umpires can call ‘No ball’ at any time, if any field restrictions are violated.
2. There is no dead rule pertaining to the ball landing on the edge or outside of the matt. Ball that is pitched outside the matt will be deemed as a wide ball. Similarly, a ball pitching on the edge of the pitch will be when considered as a wide with all wide rules apply as applicable. Umpires will take a final decision on balls hitting the edge of the matt and coming into the batsman. Ball hitting the edge of pitch and deviating while overthrows is considered ball in play.
3. Byes
   1. Byes runs allowed
   2. Runs allowed on Over throws
   3. No Leg-byes
4. Mankad
   1. 1st warning is required.
   2. After warning, Mankad is valid for all the remaining batsmen and will be given OUT.
5. Help Runner
   1. Will only be allowed only if a player is injured during the game & with umpire permission only.
   2. If a bowler takes a break (after injury) and decides to come back after a break, then he can bowl only after 2 overs of fielding.
   3. Substitute players are allowed but they can only be from the approved members of the team roaster on cricheros. Captains must verify the substituting players with the on-field umpires.
6. Delayed Stumping
   1. After a batsman plays the ball, it is his responsibility to notify umpire that he is safe within the crease.
7. **Power Play rules:**
   1. Batting PP - 3 overs (can be taken between 1 – 15 overs inclusive; back-to-back)
   2. Bowling PP – 3 overs (can be taken between 1 – 15 overs inclusive; back-to-back)
   3. **ONLY 2 bowlers can bowl 2 Power Play overs each**. Other 2 power play overs should be bowled by 2 different bowlers. **[i.e., 2+2+1+1]**
   4. During PP, only 2 fielders can field outside inner circle (no restriction on number of leg side fielders)
8. **Non-Power Play rules**
   1. Maximum 5 players allowed outside inner circle.
9. **Scoring on the App**
   1. Leg umpires or the batting side will be responsible to maintain score on the ‘Cric Heroes’ app.
10. **Umpire decision – Final decision**
    1. For all other matches, Umpires will be selected from another group and assigned to every match.
    2. On-field umpires’ decision will be the final decision. The straight umpire will have an authority to override leg umpire decision. It is perfectly ok for the main umpire to consult with a leg umpire before making a final decision.
11. **Code of Conduct**
    1. It is captain’s responsibility to uphold spirit of the game for his team.
    2. Any prolonged argument by a team, will yield a walkover to the opposition team based on the decision by umpires and organizers.
    3. If any team walks out of the ground or protest during the playtime, the team will be disqualified from the tournament.
    4. If any team misbehaves or abuses the umpires inside the field or outside the field during the match, the team will be disqualified from the tournament.
12. **Ground measurement & Kit bags**
    1. All teams are required to bring their own kit bags
       1. Every team shall at least bring one Stumps (wicket) + bails
       2. Balls will be provided to the teams prior to start of the league. Teams are responsible to bring League provided balls (ONLY). NO other cricket balls will be allowed for playing.
       3. Every match - one team will be assigned as home team – home team shall bring the cones and other required equipment and do the setup and pick up the cones after the match.
    2. All matches will be played on 360-degree grounds
       1. Outside Circle - 165 feet from the center of the pitch.
       2. Inner circle - 65 feet from the center of the pitch.
       3. The batting crease is four feet in front of and parallel to the bowling crease. This should be marked at both ends i.e. the batting and bowling ends.
       4. The return crease is drawn perpendicular to the bowling crease and should extend 4 ft in front and 4 feet behind the bowling crease.
       5. Wide markers are set 3 feet from the middle stump on the bowling crease at the batting end.

**In matters of doubts not covered by the above tournament rules, the decision of the league committee will be final and binding upon all concerned as per the standard ICC rules.**