



WINTER LEAGUE - 2021/2022
Rulebook



Winter 2021 Tournament Format & Structure

Below is how NACL Winter 2021 Tournament is structured

Format	<p>28 Teams</p> <p>RR Grouping:</p> <ul style="list-style-type: none">• 4 groups (A to D) of 6 teams each. Teams will play within their group.• In the RR phase, if the points are the same, the tie breaker will be NRR, number of Wins, then Ties, then Losses <p>Playoffs:</p> <ul style="list-style-type: none">• Top 1 team from each group qualifies directly to Quarters – A1, B1, C1, D1• Top 2nd and 3rd teams enter Eliminator round – A2, A3, B2, B3, C2, C3, D2, D3 <p>Eliminator:</p> <ul style="list-style-type: none">• Eliminator 1 -> B3 vs C2• Eliminator 2 -> A3 vs D2• Eliminator 3 -> A2 vs D3• Eliminator 4 -> B2 vs C3 <p>Quarterfinals:</p> <ul style="list-style-type: none">• Quarterfinal 1 -> A1 vs Winner(Eliminator 4)• Quarterfinal 2 -> B1 vs Winner(Eliminator 3)• Quarterfinal 3 -> C1 vs Winner(Eliminator 2)• Quarterfinal 4 -> D1 vs Winner(Eliminator 1) <p>Semifinals:</p> <ul style="list-style-type: none">• Semifinal 1 -> Winner(Quarterfinal 1) vs Winner(Quarterfinal 2)• Semifinal 1 -> Winner(Quarterfinal 3) vs Winner(Quarterfinal 4) <p>Ranking Games:</p> <ul style="list-style-type: none">• Playoff qualified teams gets rank 1-12 based on the position they end up at in playoffs• Teams standing at 4-7 positions in each group in RR phase play rankings games for ranks 13-28• A4 vs D4, A5 vs D5, A6 vs D6, A7 vs D7, B4 vs C4, B5 vs C5, B6 vs C6, B7 vs C7• Rank 13 -> max_runrate(Winner(A4 vs D4) , Winner(B4 vs C4))• Rank 14 -> min_runrate(Winner(A4 vs D4) , Winner(B4 vs C4))• Rank 15 -> max_runrate(Loser(A4 vs D4) , Loser(B4 vs C4))• Rank 16 -> min_runrate(Loser(A4 vs D4) , Loser(B4 vs C4))
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	<ul style="list-style-type: none"> ● Rank 17 -> max_runrate(Winner(A5 vs D5) , Winner(B5 vs C5)) ● Rank 18 -> min_runrate(Winner(A5 vs D5) , Winner(B5 vs C5)) ● Rank 19 -> max_runrate(Loser(A5 vs D5) , Loser(B5 vs C5)) ● Rank 20 -> min_runrate(Loser(A5 vs D5) , Loser(B5 vs C5)) ● Rank 21 -> max_runrate(Winner(A6 vs D6) , Winner(B6 vs C6)) ● Rank 22 -> min_runrate(Winner(A6 vs D6) , Winner(B6 vs C6)) ● Rank 23 -> max_runrate(Loser(A6 vs D6) , Loser(B6 vs C6)) ● Rank 24 -> min_runrate(Loser(A6 vs D6) , Loser(B6 vs C6)) ● Rank 25 -> max_runrate(Winner(A7 vs D7) , Winner(B7 vs C7)) ● Rank 26 -> min_runrate(Winner(A7 vs D7) , Winner(B7 vs C7)) ● Rank 27 -> max_runrate(Loser(A7 vs D7) , Loser(B7 vs C7)) ● Rank 28 -> min_runrate(Loser(A7 vs D7) , Loser(B7 vs C7))
Matches/club	Minimum 6 Scheduled RR games
Phases	<p>Round Robin: Weekend of Nov 13th 2021 to Weekend of Jan 22nd 2022.</p> <p>Eliminator: Weekend of Jan 29th 2022</p> <p>Quarters: Weekend of Feb 5th 2022.</p> <p>Semi Finals: Weekend of Feb 12th 2022.</p> <p>Finals: Weekend of Feb 19th 2022.</p> <p>Note: Playoff weeks can move in case of buffer weeks required for RR phase</p>
Innings	20 over innings per side. Max 4 overs per bowler Max 4 overs per bowler
Boundary Length	165 feet from the middle of the pitch in all directions
Awards	TBD
Notes	<p>There will be a HOME/AWAY team concept. HOME teams will be responsible for setting up the ground prior to the start of the match. (Home team will not decide the game day it will be decided by NACL Committee)</p> <p>Each team will be assigned 3 home games in RR. In playoffs Committee will pick the home team.</p>
Off Weekends (no games)	<p>Nov 27th, 28th 2021</p> <p>Dec 25th, 26th 2021</p> <p>Jan 1st, 2nd 2022</p>
Buffer weekend	TBD

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 CricClubs App/Website.
3. A player must play at least one game to be eligible to play for playoffs matches. Even though, roster is open for league matches those players will be allowed who has played at least one match in round robin for their team.
4. 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 their first game. Teams are responsible to bring League provided balls (**ONLY**). **NO other type of cricket balls will be allowed for playing.**
5. **Reporting time:**
 - i. Team should report at least 30 minutes prior to the scheduled match start time.
 - ii. 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 CricClubs roster.
 - iii. Toss will be done 15 minutes before the start of the scheduled time. Captains must be present for the toss.
 - iv. Minimum of 8 players are required from a team to start a match.
 - a) If there are less than 8 players at start time, the team that has more than 8 players will get a walkover.
 - b) 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.
 - c) Match can commence if 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 roster and take group photographs of both teams before (preferred) or after the match.
 - d) Any requests for change of match timings will not be entertained.
6. **Match Result:**

If any match cannot be continued due to bad light or rain or unplayable conditions, below logic is used to decide the result.

 - If the match is played for more than 6 overs in the 2nd innings, then D/L method is used to decide the winner.
 - Else, points will be shared to both the teams



7. Super-Over

- a. In case of a tie, a super over will be played
- b. Maximum 2 wickets for batting side.
- c. Team batting 2nd in the match will play first batting in super over.
- d. If super over is unplayable due to weather or bad light(umpires will take a decision on whether super over can be played or not) – The team with maximum number of boundaries will be declared win.

8. Umpiring Assignments

- a. Teams who are appointed for umpiring assignments need to submit the umpire information on or before Thursday.
- b. If any team misses the umpiring assignment altogether or if an umpire is late, either of the team captains has to report this to the committee. The team responsible for the umpiring will be penalized as per the guideline below:

Captain and Vice-Captain will be suspended for one match (their next match). Fine will be Implemented on the team and committee will email you the Fine Amount.

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

9. Live Streaming

- a. Umpires assigned to a particular match must ensure that the match get live streamed.
- b. 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.
- c. Umpires can live stream the match via phone on either of the platforms that committee has decided i.e., Facebook, Instagram.
- d. Umpires assigned to the match must tag *northamericacricetleague* or *nacl cricket* while live streaming.

10. No ball

- a. 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.
- b. 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
- c. Full toss ball above waist will be declared as a no ball. No free hit for this case.
- d. Bouncer above the shoulder – 1st warning; 2nd bouncer will be a Wide.
- e. Bouncer above head will be a Wide ball.
- f. 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.
- g. 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.
- h. Umpires can call 'No ball' at any time, if any field restrictions are violated.



11. 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.
12. Cricket match will 66 Ft by default for all matches which are being played through out the tournament. (All the grounds for season have a default Matt length of the pitch)
13. Byes
 - a. Byes runs allowed
 - b. Runs allowed on Over throws
 - c. No Leg-byes
14. Mankad
 - a. 1st warning is required.
 - b. After warning, Mankad is valid for all the remaining batsmen and will be given OUT.
15. Help Runner/Substitute Fielder
 - a. Runner will only be allowed only if a batsmen is injured during the game & with umpire permission only.
 - b. 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.
 - c. Substitute players are allowed but they can only be from the team squad. Opponent captain must verify the substituting players with the on-field umpires.
16. Delayed Stumping
 - a. After a batsman plays the ball, it is his responsibility to notify umpire that he is safe within the crease.
- 17. Power Play rules:**
 - a. Batting PP - 3 overs (can be taken between 1 – 15 overs inclusive; back-to-back)
 - b. Bowling PP – 3 overs (can be taken between 1 – 15 overs inclusive; back-to-back)
 - c. **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]
 - d. During PP, only 2 fielders can field outside inner circle (no restriction on number of leg side fielders – you can keep as many players as required on leg side)
- 18. Non-Power Play rules**
 - a. Maximum 5 players allowed outside inner circle.



19. Scoring on the App

- a. Leg umpires or the batting side will be responsible to maintain score on the Cricclubs app.

20. Umpire decision – Final decision

- a. For all round-robin matches, Umpires will be selected from another group and assigned to every match.
- b. 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.

21. The umpires Appointment and Attendance

- The umpires shall be appointed before the match, one at each end, to conduct and control the game as required by the Laws, with absolute impartiality. The umpires shall be present on the ground at least 30 minutes before the commencement of the play.
- NACL shall appoint a panel of umpires, when possible to officiate matches. Neither team will have any objection to an umpire's appointment in case of matches organized by NACL.

Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances unless he/she is injured or ill. If there has to be a change of umpire, the replacement shall act only as of the striker's end umpire unless the captains agree that the replacement should take full responsibility as an umpire.

Act only as leg umpire (striker's end umpire), if the umpire is affiliated to one of the two playing teams. Act in full responsibility, if the umpire is not affiliated to any one of the two playing teams.

The wickets, creases, and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

- the wickets are properly pitched
- the creases are correctly marked

Fitness for play

- It is solely for the umpires together to decide whether either condition of the ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.
- The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.
- Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.



- If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

Suspension of play in dangerous or unreasonable circumstances

- All references to ground include the pitch
- The Umpires shall immediately suspend play, or not allow play to start or to recommence if either umpire considers that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.
- When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

Position of umpires

- The umpires shall stand where they can best see any act upon which their decision may be required.
- Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.
- The striker's end umpire may elect to stand on the offside instead of the on side of the pitch, provided he/she informs the captain of the fielding side, the striker and the other umpire.

Umpires changing ends

- The umpires shall change ends once after every 5 overs.
- In case of non-availability of one umpire, the second must assume responsibility of the leg-umpire. No rotation is permitted in this case.

Disagreement and dispute

- Where there is disagreement or dispute about any matter, the umpires together shall make the final decision

Umpire's decision

- An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

Informing the umpires

- Wherever the umpires are to receive information from captains or other players, it will be sufficient for one umpire to be so informed and for him/her to inform the other umpire.

Correctness of scores

- Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the



wickets that have fallen and, where appropriate, the number of overs bowled. They shall agree on these with the scorers at least at every interval, other than a drinks interval, and at the conclusion of the match

Umpiring Assignment

- Each team is required to complete umpiring assignments in both the Round Robin and Playoff phases of the tournament. Umpiring assignments are subject to change and NACL reserves rights to do that. Teams will be required to send umpires for the games their team has been assigned to by NACL Committee. THERE ARE NO EXCEPTIONS.
- Umpires are required to arrive latest by game start time. If the Umpire(s) arrive after the game start time, then they can officiate the game only if both the Captains agree and/or if the 1st innings is not more than 15 minutes old. If the umpire is not allowed to officiate the match, it will be treated as Umpire no show.
- There will be 2 umpires assigned from the same or different teams for a game during the Round Robin & Playoffs Phases of the event.
- In some cases, NACL shall assign one umpire for a game.
- It can so happen that a team can get umpiring and game on the same weekend. This won't happen in general but sometimes when more number of games need to schedule we may ask teams to play games on one day and umpiring another day

Team Swapping Umpiring Assignments

- Umpiring assignment swapping is okay provided swapping doesn't result in umpires going for umpiring within the same group and selection criteria are within the group. Say team from group A cannot umpire game within group A and the same applies to playoffs. NACL will reject such swapping if playing teams raised the issue or it came to NACL's knowledge. Swapping is mutual understanding between teams and NACL has no role to track it so originally scheduled umpiring team will be held responsible for late or no show of umpires.
- The number of umpiring: Each team will have umpiring count equal to or greater than the number of games teams is scheduled to play in tournament. Say team scheduled for 6 RR games then they will have 6 umpiring assignments in the RR phase. Similarly for playoffs. NACL reserves the right to assign umpiring to any teams if it's required.

Important note: Notification email will be sent to captain of the teams for each match his team has been assigned umpiring duties for. Captains need to inform the Committee about his team players going to take up umpiring for that week either by opening a ticket or by TBD. Committee will update the schedule with assigned umpires' info.

NACL Committee can assign umpiring duties to teams if there are any schedule changes related to weather, ground, or other unforeseen circumstances. These changes can be during the Round Robin stages or during the playoffs.

22. Teams Changing Game Day/Time



Round Robin Phase:

Teams CAN change game day or time if

- Both the teams agree to the switch.
- Committee can provide reserved field for that game.

The above-mentioned criteria must be met to have the game officially rescheduled to other date and/or time. Umpiring teams (if they choose to) can send umpires at their discretion after the change is approved by the Committee. This umpiring assignment will not be mandatory. However, if the game is officially rescheduled (due to logistics) by the discretion of Committee (and not requested by teams) then the teams will be required to play the game at the scheduled time and umpiring teams will be required to send the umpires at the scheduled time.

Playoff Phase:

Teams CANNOT change game day or time for playoff games. Committee reserves the right to make changes due to logistics issues. In such cases, all rescheduled games will fall under regularly scheduled games and all the rules must be followed by the playing and umpiring teams. However, exception can be made by Committee if both the teams and Committee agree for the switch (not recommended).

23. Code of Conduct

- a. It is captain's responsibility to uphold spirit of the game for his team.
- b. Any prolonged argument by a team, will yield a walkover to the opposition team based on the decision by umpires and organizers.
- c. If any team walks out of the ground or protest during the playtime, the team will be disqualified from the tournament.
- d. 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.
- e. Teams should clean the area they used during the match before leaving. If any team does not follow the ground cleaning regulations. Home team captain should report it to the committee and serious action will be taking against the responsible team.

Important Note: A player should be in Proper Attire (Shoes, Trousers and T shirts) – If player is not in proper attire or wearing shorts/slippers while playing the match – The player will not be allowed to play the match. Umpires will monitor the players attire before the game starts.

24. Ground measurement & Kit bags

- a. All teams are required to bring their own kit bags
 - i. Every team shall at least bring one Stumps (wicket) + bails



- ii. 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.
 - iii. 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.
- b. All matches will be played on 360-degree grounds
- i. Outside Circle - 165 feet from the center of the pitch.
 - ii. Inner circle - 65 feet from the center of the pitch.
 - iii. 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.
 - iv. The return crease is drawn perpendicular to the bowling crease and should extend 4 ft in front and 4 feet behind the bowling crease.
 - v. Wide markers are set 3 feet from the middle stump on the bowling crease at the batting end.

The rules and regulations mentioned in the rulebook will be followed at any point in the game and are applicable for only this season. If any rule is mentioned in our rulebook, it can overrule the ICC rules. 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.