



**WINTER LEAGUE - 2022-23**  
**Rulebook V2.0**



## Winter 2022-23 Tournament Format & Structure

Below is how NACL Winter 2022-23 Tournament is structured

<b>Format</b>	<p>48 Teams</p> <p>Round Robin Grouping: 2 RR rounds</p> <ol style="list-style-type: none"><li>1. RR1<ul style="list-style-type: none"><li>○ 12 groups - A to L</li><li>○ Each groups has 4 teams</li><li>○ Every team in a group plays with every other team in the same group</li></ul></li><li>2. RR2 : 2 Divisions<ul style="list-style-type: none"><li>○ Division-A<ul style="list-style-type: none"><li>■ 4 groups of 6 teams each</li><li>■ Top 2 teams from each RR-1 group will be ranked 1 to 24 and regrouped into 4 groups of 6 teams each</li><li>■ Every team in a group plays with every other team in the same group</li></ul></li><li>○ Division-B<ul style="list-style-type: none"><li>■ 4 groups of 6 teams each</li><li>■ Bottom 2 teams from each RR-1 group will be ranked 1 to 24 and regrouped into 4 groups of 6 teams each</li><li>■ Every team in a group plays with every other team in the same group</li></ul></li></ul></li></ol> <p>In the RR1 phase, if the points are the same, the tie breaker will be NRR, number of Wins, then Ties, then Losses</p> <p>Division-A Playoffs:</p> <ul style="list-style-type: none"><li>● Top 4 teams from each group in Div-A will be ranked R1, R2, R3.....R16</li><li>● Matchups are R1 vs R16, R2 vs R15..... R8 vs R9</li><li>● Qualifiers, QFs, SFs &amp; Finals</li><li>● All playoffs are knockouts</li></ul>
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**Division-B Playoffs:**

- Top 4 teams from each group in Div-B will be ranked R1, R2, R3.....R16
- Matchups are R1 vs R16, R2 vs R15..... R8 vs R9
- Qualifiers, QFs, SFs & Finals
- All playoffs are knockouts





	Ranking Games: 9th team from each group plays a ranking game. A9 vs D9 & B9 vs C9
<b>Games Count</b>	<ol style="list-style-type: none"> <li>1. RR1 - 3 games per team</li> <li>2. RR2 - 5 games per team</li> <li>3. Playoffs: Min 1 &amp; Max 4 for qualified teams</li> </ol>
<b>Phases</b>	<ol style="list-style-type: none"> <li>1. RR1 - Oct 22nd-23rd to Nov 12th-13th</li> <li>2. RR2 - Nov 19th-20th to <b>Feb 4th-5th</b></li> <li>3. Playoffs: From <b>Feb 11th</b> onwards</li> </ol>
<b>Game Format</b>	T100 format <ul style="list-style-type: none"> <li>● 20 overs of 5 balls each.(Cricclubs app is already configured to mark an over after 5 legal balls)</li> <li>● Max 4 overs(20 balls) per bowler</li> </ul>
<b>Schedule Release Cadence</b>	1 week schedule released 9-10 days ahead
<b>Boundary Length</b>	165 feet from the middle of the pitch in all directions
<b>Awards</b>	TBD
<b>Notes</b>	<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</p> <p>Each team will be assigned between 3 to 5 home games &amp; away games in RR phases. In the playoffs, the Committee will pick the home team.</p>
<b>Off Weekends(no games)</b>	Nov 26th-27th 2022 Dec 24th-25th 2022 Dec 31st 2022 - Jan 1st 2023
<b>Buffer weekend</b>	No Buffer weekends

## Rules and Regulations

1. A player is allowed to play only for one team for the entire tournament. Disciplinary action will be taken against the player and the captain of the team involved in exploiting this rule at anytime during the duration of the tournament
  - a. The player will be suspended for the rest of the tournament. Will not be allowed to play any game further
  - b. Captain of the team in that match will be suspended for the next 2 games.
  - c. The game will be awarded to the opponents



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 **2** games in RoundRobin phases combined to be eligible to play for playoffs. Even though roster is open for RR phase, only those players who have played at least 2 matches in the RoundRobin phases for their team will be allowed to play in playoffs. Any exploitation of this rule will lead to
  - a. Suspension of the player for the rest of the tournament.
  - b. Captain of the team in that match will be suspended for the rest of the tournament.
  - c. The game will be awarded to the opponents.

Only exception is that If a team faces 2+ forfeits in the RR phase, then they can add a max of 2 uncapped players for playoffs. However this will be treated case by case and the committee holds complete authority. Scorecards for forfeited games will be immediately locked.

4. All the matches will be played with **NACL League provided balls with NACL logo on them**. The balls will be provided to the teams prior to the start of the tournament. Teams are responsible to bring League provided balls only. **NO other type of tennis balls will be allowed for playing**. If teams do not have match balls before the start of the game, teams can purchase them from any Committee member if available. The time delayed for this process will result in teams losing overs as mentioned in rule 5g. Both playing teams should hand over playing balls to the umpire before the game starts. Umpires should verify that both the balls are NACL Committee provided balls. In case of discrepancy, umpires can approach Committee members to discuss. Any delay in process will lead to team(s) with incorrect ball losing overs as per point 5g in rulebook.
5. **Reporting time:**
  - a. Team should report at least 15 minutes prior to the scheduled match start time.
  - b. Games should be started on time. In case of a late arriving umpire, the batting team should be taking the main & leg umpiring duty until the main umpire arrives. Teams shouldn't wait for umpires to arrive to start the game. Umpires arriving 30 mins later(with or without prior intimation) the start time will be deemed as absent and are subject to losing the points under 'Umpire No Show' rule.
  - c. Teams have to inform the committee if they cannot play the game before Thursday of the game week. All the forfeit penalties will be applied. Any communication after the Thursday of the game week will be deemed unnotified. If any team fails to inform the committee about missing the game and doesn't show up on the game day, additional 2 points will be deducted.
  - d. Every team shall provide the list of their playing 11 to opponents/umpires before toss. The teams/umpires should verify the playing XI against each other with profile pics on the website before the game starts. If a player's identity cannot be verified he will not be allowed to play the game and umpires should report the incident to the committee. Any complaints(such as opponent players playing with proxy names) raised after the game start will not be resolved & the committee will not consider resolution for such disputes.



- e. Toss will be done 15 minutes before the start of the scheduled time. Captains must be present for the toss.
- f. No intra-innings breaks after 10 overs(50 balls). 5 mins break between innings
- g. Minimum of 8 players are required from a team to start a match
- h. Games are expected to start no later than 5 mins of the scheduled start time if the ground/whether/light is in playing condition. This includes min 8 players joining the team & home team setting up the ground.
  - i. For every 5 mins after that, an over will be deducted for a team who doesn't have min of 8 players until the next 30 mins. 45 mins after scheduled start time the game will be awarded to opponents.
  - ii. If both teams don't have 8 players, every 10 mins, both sides lose 1 over each. After 1hr 15mins, the game will be void and no points will be awarded to any team.
  - iii. There shouldn't be any negotiations between teams & no one has authority to modify this including the umpires.
  - iv. If a game starts 15 min(10 mins for playoffs)(time the first ball is bowled is considered & not the time when the game is started on the app) after scheduled start time and overs are NOT reduced as recommended unless for league approved circumstances(gates locked, pitch being wet etc) both the playing teams and the umpiring team will be deducted overs in their respective next games they play in the tournament.
  - v. The number of overs to be deducted in their next game will be decided by the Committee based on the duration of the delay that occurred in the previous game and will be communicated to the opponents and umpiring teams of all those 3 teams that were involved in the delayed game where the rulebook was not followed.
  - vi. For example in a game between A vs B with C umpiring, if the game starts at 1:30 PM for a 1PM scheduled game, all 3 teams will be deducted 3 overs(from their quota of 20 overs) in their next game and will only get to play only 17 overs.
- i. Matches can only commence if both teams have more than or equal to 8 players.
  - i. Remaining players can join the team before the start of the 9th over of the first innings. The players who are joining late must be from the Playing 11 shared by Captains before Toss.
  - ii. No player will be allowed to join the team after the end of the 8th over of the first innings. Team shall play the rest of the game with only those players who join the team before the 9th over of first innings.
  - iii. Teams have to inform the umpires & opponents about absence of remaining players during the toss time

## 6. **Game Times**

We expect an inning in Winter League to be completed in 1hr 20mins. Including the 5 mins break between innings we expect a game to be completed in 2hr 45mins.

In case of time lost at the start of the game due to unplayable conditions (wet ground due to dew is not considered unplayable) teams have till the start of the next game on the ground to complete their game. The below table recommends the number of overs to be played in case of disruptions at the start of the



game

Time Till Next Game/Permit End/Sunset	Recommended Overs Per Side
2 hrs 30 mins	18 overs
2 hrs	15 overs
1 hr 30 mins	10 overs
1 hr	6 overs

**Example:** If a game scheduled to start at 8AM cannot start till 9AM and there is another game scheduled at the same ground at 11AM teams will start at 9AM and play 15 overs a Side(2hr left) with no break between Innings

Teams have only until the start of the next game on the ground or till permit end or still sunset to complete a game. In case a game is not complete before any of the above mentioned instances, the game will be stopped as soon as the cut off time is met and DLS will be used to decide the winner. 6 overs of the second innings has to be completed for DLS to take effect, else the game is considered a draw and points will be shared. Umpires should warn any of the teams if the teams seem to deliberately delay the game and take advantage of the above condition. After 2 warnings, umpires have complete authority to award the game to the other team.

#### 7. **Points Distribution & Match Result:**

- Points system - win - 4, tie - 2(super over), loose - 0
  - In case of a tie, a super over will be played
  - Maximum 2 wickets for batting side.
  - Team batting 2<sup>nd</sup> in the match will play first batting in super over.
  - 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)
    - RR Phase: The game is declared tie & points are shared.
    - Playoffs/Rankings: Winner will be decided based on total number of boundaries(Combined count of 4's & 6's)
- If a team cannot play for any reason - covid fear, covid cases, non-availability of players, then
  - It is considered a forfeit by the team and
  - Winning points are awarded to the opponent
  - -2 points to teams that forfeit

#### 8. **Abandoned Games**

In case of abandoned games due to rain or any other reasons, if both teams agree they can reach out to the committee to reschedule the game. Both teams will need to be ready to either play the game on a Friday or





during a long weekend. If one of the teams do not agree then the game will not be rescheduled. These games will be allocated grounds on a First Come First Serve basis. League will not reschedule any of the abandoned games without an E-mail from both teams willing to reschedule the game. If a team has multiple abandoned games they have to reschedule games at the original order of schedule. For example if Team A has 2 abandoned games against Team B and Team C they have to first play against Team B before playing Team C. If they request for reschedule against Team C their game against Team B will be considered abandoned and cannot be rescheduled later

#### 9. Scorecard Updates

- a. Scorecards will be locked EOD the following Tuesday after the game day. Any updates required should be done before that. Upon any questions/issues, tickets should be raised before Tuesday. No exceptions. Once the scorecard is locked, no changes will be allowed
- b. All the players should be registered before the game start time to be eligible to play the game. For players whose registration request is pending, the captain of the team should show the proof of pending request & inform the opponents & umpires about the actual player name and the proxy name being used. Players cannot be allowed to play the game if they haven't registered or haven't sent a registration request. Following this, it's the team's responsibility to get the player registered and update the scorecard before Tuesday. The committee may verify the same with opponents and umpires before agreeing for the change

#### 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 is awarded 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 is awarded to the batting team
- c. Full toss ball above waist will be declared as a no ball. No free hit.
- d. Bouncer above the shoulder – 1<sup>st</sup> warning; 2<sup>nd</sup> bouncer will be wide.
- e. Bouncer above the batsman head
  - i. if hit, it is considered a no ball. **No free hit**
  - ii. If batsman misses it, it is a wide
- f. A bowler bowling two beamers in a game (i.e. full toss above waist) should be suspended after the 2nd beamer from bowling for the rest of the game. A warning will be issued after the 1st beamer and the bowler will have to be removed and cannot bowl anymore for the rest of the game after the 2nd beamer. Other bowler should finish the remaining over
- g. While bowling, if the bowler's foot hits the stumps and bails fall off (bowling side), then it will be a No-ball. No free hit.
- h. Umpires can call 'No ball' at any time before the next ball is bowled, if any field restrictions are violated. **No free hit**
- i. While bowling, if the umpire deems the bowler has thrown the ball it will be considered a No-ball. No Free Hit. In instances where there is only 1 neutral umpire the main umpire can ask the leg umpire to take a video of the bowler to help deem the legality of the action

11. There is no dead ball rule pertaining to the ball landing on the edge or outside of the matted pitch. Ball that is pitched outside the mat 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 as applicable. Umpires will take a final decision on a ball hitting the edge of the mat and coming into the batsman. Ball hitting the edge of the pitch and deviating while overthrowing is considered a ball in play.

12. Pitch is 66 ft by default for all matches which are being played throughout the tournament. (All the grounds for season have a default matt length of the pitch)

13. Both pad-bat and bat-pad scenarios are considered valid and any dismissals or runs scored will be accounted for.

#### 14. Bowling Guard

- a. "Guard" here includes only bowling side and arm. Not the type of bowling(speed, spin etc) or runup.
- b. Umpire is supposed to ask the bowler for a bowling guard and inform the batsman. Umpire cannot declare a no ball if the guard isn't informed by the bowler by himself.
- c. The bowler must inform the umpire on any change in guard. Umpire should declare it as a no ball if the bowler changes his guard without informing the umpire. No free hit in this case.

15. Batting Strike: When a batsman is out Caught, the new batsman will come in at the end the striker was, regardless of whether the batters crossed prior to the catch being taken. Only in case of runouts, the new batsman will be at the runout end.

#### 16. Byes

- a. Byes runs are allowed
- b. Runs allowed on Over throws
- c. No leg byes & No runouts in leg byes. Batsmen can still be bowled or stumped on leg byes. Umpire has the sole discretion when there is discrepancy between the ball possibly hitting the leg or bat

#### 17. Mankad

- a. 1<sup>st</sup> warning is required.
- b. After warning, Mankad is valid for all the remaining batsmen of the innings and will be given OUT.

#### 18. Help Runner/Substitute Fielder

Substitute players should be from the team squad. The Opponent captain must verify the substituting players with the on-field umpires.

- a. For batting
  - i. By-Runner will only be allowed if a batsman is injured during the course of playing the game upon umpires permission. The opponent team cannot oppose the umpire's decision.
  - ii. By-Runner should be one of the already dismissed batsmen in that innings unless no wickets fell.
- b. For bowling
  - i. If a bowler takes a break (due to injury) and decides to come back after a break, then he can bowl only after 2 overs of fielding.
- c. For fielding
  - i. Substitute fielders are NOT allowed for fielding on behalf of players who haven't joined the game yet
  - ii. A fielder can be substituted for a certain period(can be for rest of the game) of the game if that player is injured during the course of playing the game. Umpires take a call on length of the break period based on the injury



- iii. Fielder can be substituted for a max of 1 over break in case if a player has to attend an emergency call or need a biological break
- iv. In case of a fielder leaving the field/game citing other commitments or unapproved injuries, the team has to play the rest of the game with remaining players. No substitutes are allowed in such cases
- d. For wicketkeeping
  - i. Substitute fielders are not allowed to do wicket keeping if the fielding team has at least one other player who can do keeping.

#### 19. Delayed Stumping

- a. After a batsman plays the ball, it is his responsibility to notify the umpire that he is safe within the crease.

#### 20. **Power Play rules:**

- a. First 6 overs(30 balls) is mandatory powerplay.
- b. **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]
- c. During PP, only 2 fielders can field outside the inner circle upon having a minimum 4 fielders inside the inner circle apart from WK and bowler.

#### 21. **Non-Power Play rules**

- a. Minimum 4 players inside the inner circle(apart from WK and bowler) at all times irrespective of the number of players fielding the game at that team.
- b. Maximum 5 players on the leg side

#### 22. **Scoring**

- a. Leg umpires or the batting side will be responsible to maintain score on the Cricclubs app. Refer <https://cricclubs.com/scoringGuide.do> for scoring in the app
- b. Scorer & umpires should tally the scores at regular intervals, typically after every over.
- c. Any differences in scores needs to be resolved within and during game time. Scorecards cannot be updated or game result will not be changed if score disputes post completion of the game

#### 23. **Umpiring**

##### a. **Assignment**

- i. The umpire(s) shall be appointed before the match, to conduct and control the game as required by the Laws, with absolute impartiality. The umpire(s) shall be present on the ground at least 15 minutes before the commencement of the play.
- ii. 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
- iii. Umpiring assignments are subject to change and NACL reserves rights to do that
- iv. Umpiring assignments are assigned as below
  - RR1 - 3 umpiring duties in 1 week
  - RR2 - 5 umpiring duties in 2 weeks. Either
    - a. 5 umpiring duties in 1 week and an off week



- b. 4 umpiring duties in 1 week and 1 in another
  - c. 3 umpiring duties in 1 week and 2 in another
    - Playoffs - 1 umpiring duty for every game played in the same weekend
  - v. Playing teams can get paid umpires to umpire their game in which case, paid umpire will be the main straight umpire and assigned umpire will do leg umpiring
  - vi. For all round-robin matches, umpiring duty will be assigned to a team from another group.
  - vii. Teams who are appointed for umpiring assignments need to submit the umpire information on or before Thursday of game week. Check the [faq](#) on how to submit umpiring duties.
  - viii. It can happen that a team can get umpiring and a game on the same weekend in the RR phase. 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
  - ix. 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 RR phase or during the playoffs
- b. **No Show**
- i. If any team misses the umpiring assignment altogether or if an umpire is late by 30 mins, it is deemed as 'Umpire No Show' & the team responsible for the umpiring will be penalized as below:
    - **In RR Phase** - points will be deducted for the team on missed umpiring duties - 2 points per 1 missed duty + \$100 fine. Team will be assumed to forfeit the match if the fine is not paid in full before their next match
    - **In Playoffs** - their next game is deemed forfeit and hence they are out of the tournament.
  - ii. We encourage teams to talk & appoint paid league umpires if required.
  - iii. Either of the team management has to report umpire no show/late show to the committee by opening a ticket
- c. **Decision Making**
- i. On-field umpires' decision will be the final decision. The neutral straight umpire will have complete authority to override leg umpire's decision for height no balls and clean collection of balls during runouts.
  - ii. In case of a single neutral umpire affiliating the game, he has authority to replace the leg umpire(from batting side) with a different player if he is not confident on leg umpiring decision making.
  - iii. In case of both neutral umpires, the main umpire can consult with a leg umpire before making a final decision
  - iv. An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.
  - v. Umpires are allowed to refer to any live recording of the game if available for a decision making. However, it is completely up to the umpire's discretion to use this video source. Umpires cannot be forced on any kind of decision making
- d. **Umpires changing ends**
- i. The umpires can change ends once after every 5 overs if required.
  - ii. In case of a single neutral umpire, the second must assume responsibility of the leg-umpire. No rotation is permitted in this case.
- e. **Informing the umpires**



- i. 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
- f. **Team Swapping Umpiring Assignments**
- i. Umpiring assignment swapping is okay provided swapping doesn't violate the rule that Umpire's for a game shouldn't be from any of the playing team's groups.
  - ii. Committee will reject such swapping if playing teams raised the issue or it came to the committee's knowledge.
  - iii. Swapping is mutual understanding between teams and the committee has no role to track it so the originally scheduled umpiring team will be held responsible for late or no show of umpires

### **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.

## **24. Teams Changing Game Day/Time**

### **RoundRobin Phase:**

Teams CAN request to change game day or time if

- Both the teams agree to the switch AND
- Committee can provide a reserved field for that game AND
- Change within the same week.

The above-mentioned criteria must be met to have the game officially rescheduled to another date and/or time within the same week. Umpiring teams should send the umpires if the change is approved by the committee before the Tuesday of the game playing week. For any requests from teams or approval by committee made on this after the Monday of the game week, Umpiring teams (if they choose to) can send



umpires at their discretion and will not be mandatory. However, if the game is officially rescheduled (due to logistics) by the discretion of the 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, exceptions can be made by the Committee if both the teams and Committee agree for the switch (not recommended).

### **25. Code of Conduct**

- a. It is the captain's responsibility to uphold the 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 protests 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 taken against the responsible team.

### **26. Attire**

- a. All players/umpires should be in proper attire. NO SHORTS.
- b. If umpires don't have proper attire, their duty is deemed as "No Show".
- c. Umpires should check for any player without proper attire & stop their participation in the game. They will be only allowed to join the team after having proper attire. However, the player will be counted towards min eligible players to start the game. No penalties for the time missed to get back in proper attire

### **27. Ground Set-up**

- 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 the 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
- c. Batting End
- i. Home team gets to choose the batting end. No change of ends between overs.
  - ii. In cases of disagreement from the other team on the chosen batting end, teams should use the batting end recommended by the Committee. Go to <https://cricclubs.com/nacltennisballcricket/viewGrounds.do?clubId=27594> to view the grounds section. Each ground should have a picture clearly stating the recommended 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.**