NACL
BOX CRICKET
Rulebook

BOX Cricket Tournament Format & Structure

Format	1 Group - 8 Teams
	● League Phase: 8 teams RR
	● Playoffs: Top 4 teams
	    ○ SF1: 1 vs 4
	    ○ SF2: 2 vs 3
	    ○ Finals: Winner(SF1) vs Winner(SF2)

Games Count	1. RR - 7 games per team
	    a. Spread across 6 days
	    b. Teams might play more than 1 game a day
	2. Playoffs: Min 1 & Max 2 for qualified teams

Phases	1. RR - 5 Days - Sun Mar 3rd, Fri Mar 8th, Sat Mar 9th, Sun Mar 10th, Fri Mar 15th, Sat Mar 16th
	    a. Fri-Sat: 5 PM to 10 PM
	    b. Sun: 4 PM to 9 PM
	2. Playoffs: Semi Finals and Finals on Sun Mar 17th

Players/Team	6 players per team per game. Roster is open for 12 players
Game Format	7-Over format ● 6 overs of 6 balls each ● 2 Bowlers can bowl max 2 overs. Rest 1 over each
Game Balls	Played with a < 135 gms tennis ball. 1 ball per game. Same ball to be used for both the innings.
Schedule Release Cadence	1 week ahead
Notes	There will be a HOME/AWAY team concept. The HOME team will call the toss. No special setup for the box is required. In the playoffs, the Committee will pick the home team.
Off Weekends(no games)	Will be explicitly notified
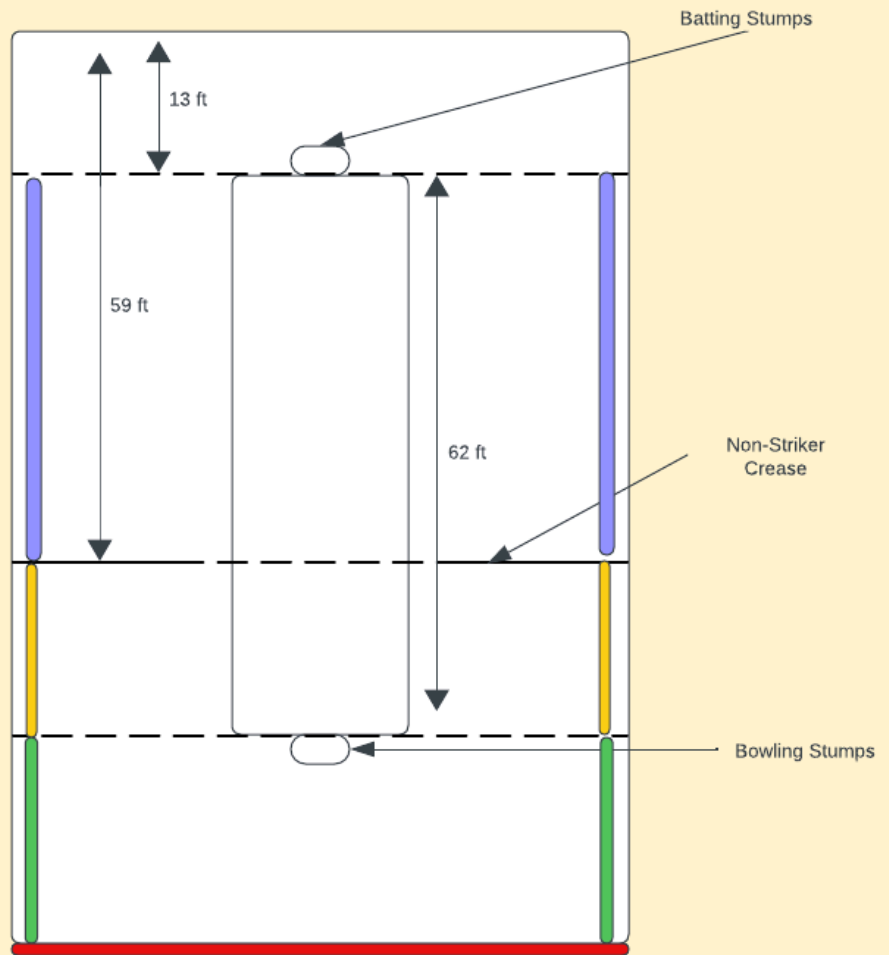
Rules and Regulations

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 for that game will be suspended for the next game.
   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. **Player Eligibility for Playoffs**: A player must play at least **2** games in league phase to be eligible to play for playoffs. Roster is limited to max 12 players. No additional players are allowed to join the team even if not participating in any game. Any exploitation of this rule will lead to
   a. Suspension of the player for the rest of the tournament.
   b. Team has to play with one less player in their next game(if applicable)
   Exception: In case of a team facing forfeited games, that team is allowed to have only 1 uncapped player eligible for playoffs irrespective of number of forfeits faced.

4. **Reporting & Game times:**
   a. Team should report at least 10 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 take up the main & leg umpiring duty until the main umpire arrives. Teams shouldn't wait for umpires to arrive to start the game. Umpires arriving 10 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 latest by 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 before the deadline 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 6 to opponents/umpires before toss. The teams/umpires should verify the playing 6 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 5 minutes before the start of the scheduled time. Captains must be present for the toss.

f. No intra-innings breaks. No break between innings
g. All players are required from a team to start a match
h. Games are expected to start on time.
   i. If any team don't have all players before the start of the game time, then the game will be awarded to the opponents
   ii. If both teams don't have all players before the start of the game, then the game will be marked void and completed. No points sharing
   iii. There shouldn't be any negotiations between teams & none has authority to modify this including the umpires.
i. All games have to be completed within 1 hr from scheduled start time

5. **Points Distribution & Match Result:**

- Points system - win - 4, tie - 2(super over), loose - 0
  - In case of a tie
    - League Phase: No super over. Points will be shared
    - Playoffs: Super over to be played. If super over is tied or cannot be played, then 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

6. **Abandoned Games**

In case of abandoned games due to facility/lanes unavailability, games will be rescheduled.

7. **Scorecard Updates**

a. Scorecards will be locked immediately after the game. Will be unlocked upon opening tickets for any updates.

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. The committee may verify the same with opponents and umpires before agreeing for the change

8. **Catches**
a. Only direct catches. No rebounds. It is okay for the fielder if he touches the nets as part of catching the ball.
b. Catches off the nets, side walls, ceiling aren't permitted and are considered ball-in play.

9. **Scoring Runs & Boundaries**
    a. The non-strikers crease will be different from the bowler's crease and will be clearly marked.
    b. Power play overs
        i. Runs can be scored by running AND
        ii. When ball hits the declared zones' nets
            ● If the ball touches multiple declared zone side nets, only the maximum runs will be counted
    c. Non-Power play overs
        i. No declared runs
        ii. Runs need to score either by running or thru boundaries only

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 – 1st warning; 2nd 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. More than two bounces before the popping crease will be called a Dead Ball and the ball will have to be re-bowled. No runs/catches are considered valid.
12. Pitch is 62 ft by default for all matches which are being played throughout the tournament
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 the bowling side and arm. Not the type of bowling(pace, spin etc) or runup.
    b. Umpire is supposed to ask the bowler for the 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. No LBWs or leg byes.
17. Mankad
    a. 1st warning is required.
    b. After warning, Mankad is valid for all the remaining batsmen of the innings and will be given OUT.
18. By-Runners are not allowed for any batsman under any circumstances. If a batsman is injured during the course of play the batsman has to retire. A substitute batsman cannot take his/her place on the team. The retired batsman may return after any subsequent wicket has fallen to continue batting given that he/she is fit enough to play.
19. Players cannot be swapped out during the course of a match without reason, fielding substitutes are allowed but a bowler needs to be on the field for the previous over before he/she comes on to bowl.
20. Delayed Stumping
    a. After a batsman plays the ball, it is his responsibility to notify the umpire that he is safe within the crease.
21. **Power Play rules:**

    a. Total 3 overs(1-3) of powerplay.
        i. First 3 overs of the innings
        ii. Needs to be bowled by all different bowlers
        iii. All 4 fielders should be inside the bowling side stumps

22. **Non-Power Play rules**
    a. Minimum 2 fields inside the non-strikers crease

23. **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 for score disputes post completion of the game

24. **Umpiring**
    a. **Assignment**
        i. 2 neutral umpires per game.
        ii. 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 before the commencement of the play.
        iii. 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
        iv. Umpiring assignments are subject to change and NACL reserves rights to do that
        v. Umpiring assignments are assigned as below
            ● RR - 7 umpiring duties spread across 6 days

- Playoffs - 1 umpiring duty for every game played

vi. Playing teams can get paid umpires to umpire their game in which case, paid umpire will be the main straight umpire

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. Teams would be getting umpiring and a game mostly on the same day. But not guaranteed. Umpiring duties can spill over between game days.

ix. Committee can assign umpiring duties to teams if there are any schedule changes.

b. **No Show**

i. If any team misses the umpiring assignment altogether or if an umpire is late by 5 mins, it is deemed as 'Umpire No Show' & the team responsible for the umpiring will be penalized as below:

- **RR Phase** - points will be deducted for the team on missed umpiring duties - 2 points per 1 missed duty.
- **Playoffs**
   a. If umpiring duty is scheduled to be done before their game and if the teams missed the umpiring duty, they will be allowed to play their next game with one less player
   b. If umpiring duty falls after the team's game and if the team misses it, they will be subjected to a monetary fine of $200.

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 umpire will have complete authority to override leg umpire's decision for height no balls and 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 feels concerned about 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 3 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 needs to be approved by the Committee. Umpiring assignment swapping will be generally approved provided it doesn't violate the rule that Umpire's for a game shouldn't be from any of the playing team's groups.

ii. Swapping done without the Committee's approval is considered as 'No Show' and both involved teams will be penalized accordingly.

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

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