Rules and Guideline for BTCL1 – Tournament 3 - 2021

All the games will be scheduled on **Saturdays** and **Sundays**
There are two slots for all the games **9:00 am** and **12 :15 pm**
Umpires reporting time is **8:50 am** and 12**:05 pm** for the respective games.

Equipment:

Stumps:

The stumps must meet the following criteria:

1. Standing height of stumps from ground must not less than 28" and more than 30" inch.
2. The collective width must be approx. 10 inches.
3. Balls are optional but if they are used, the umpire and the two sides must be clear about what constitutes an out (i.e., bails must fall off, etc.). Furthermore, if the bails falling off constitute an out then all parties must be satisfied with the workings of the bails prior to the game (i.e., balls fall off with accepted amount of ease in case of wicket bail disturbance).
4. The wickets must be comprised of 5 pieces/3 stumps and both bails instead of being, for example, a plank of wood or comparative plastic wickets sets.

Balls:

1. Batting team will provide taped balls for their own innings.
2. CA tennis balls are to be used provided by board. Once you run out it captain responsibility buy Wilson or Dunlop quality brand only, Absolutely no homemade version of tennis balls is to be used.
3. Balls must be taped prior to the game but not one day prior to the game.
4. Single coating of white electrical tape to be applied (may overlap previous layer by no more than a third).
5. Between two to three layers of red electrical tape to make up the seam (Optional).

6. Ball changes can be requested by the batsman or the bowler in case the l ape has been modified, any part of the tennis ball is visible, the bounce i s not sufficient or if the ball shape is deformed.
7. The umpire has the discretion to overrule a ball change request if the tap e, shape and/or bounce is intact.

8. The umpire can solely initiate a ball change based on item 2.
9. Batting or the bowling team cannot have excessive ball change requests.

Disputes and over rule:

1. ***If any dispute arises and rules not found in this tape ball cricket rules and guidelines then will follow ICC rules.***
2. ***If both teams' captains agree mutually and decide for non-roster players to play in a round game with the proof in writing, txt, email or vmail then the discipline committee or board will not take any action on this matter.***
3. ***If non roster list players use without both captains mutual agreement and DC receive a complaint, action will be taken by DC. This clause will not be allowed in any play off games.***

Bats:

1. The responsibility of all teams to maintain their own stock of bats.
2. You may use hard ball bats or tape tennis cricket bats.
3. Aluminum bats are not allowed.
4. Fiber bats are not allowed

Items Required:

1. Cones. (at least 1 O for boundaries)
2. Measuring tape (100 feet). (To measure a pitch)
3. Chalk. (to draw a crease and wide lines)
4. Lots and lots of white and red tape.
5. Keeper gloves may be used.

6. Each team must have Free standing wickets with MUST have BAILS on both side of wickets

Field Setup:

1. Team responsibility , captain should have enough field cones for 30 yard circle and for boundaries, Each team should have wicket with bails

First Aid Kit:

Every team should carry first aid kit in the kit bag, which may include:

1. Germicidal wipes
2. Vinyl Gloves
3. First Aid Tape, Band-aid, Bandages, Gauze Roll, Ointment
4. Water

Trash Bags:

Every team should bring trash bags to collect trash/ bottles, do not leave any item on the ground

Pitch and Boundary Details:

1. Length from wicket to wicket: 63 feet.
2. Crease width: 8 feet, 6 inches.
3. Crease length facing wickets: 4 feet.
4. Outer edge of wide ball line: 28 inches.
5. Lines for wide balls must be drawn such that deliveries going outside the line are deemed wide balls.

Boundary:

Boundaries vary for all grounds. Be sure to go over them prior to the game with opposing captain and umpires.

1. Usually, the fielder's word is enough to determine if it is a boundary (4 or 6)
2. The umpire always has the discretion take a look for him also.
3. The boundary is determined by a straight line between cones.

Game Rules:

In general, rules are the same as regular cricket with the following variations:

1. 20 over game with a limit of 4 overs max on any bowler. Maximum of 2 players allowed the thirty-yard circle during the first six overs than the restriction would be of 5 players.

2. For example playing with less than 11 players then outside player limit stay same inside can be changed due to less than 11 players.

Jerk is illegal deliveries:

1. Jerk/illegal balls are not allowed whatsoever. First warning will be issued by the leg umpire with mutual understanding with the main umpire.
2. The bowler will not be able to bowl in the innings after being called for his 2nd no ball.

Beamers:

1. Two full toss deliveries aimed at the upper body will relieve the bowler of b owling duties for the inning.
2. One Bouncer allowed after one above standing shoulder height is a no ball.
3. Full toss above the waistline Is a no ball. Leg umpire will judge if the batsman was in
   the process of charging down the wicket and will make the call accordingly.
4. No LBW.
5. No Leg byes.
6. Byes are allowed.
7. Overthrow runs are allowed.
8. Everything on leg side is wide.

9. Batsman and/or bowler may request to change the ball anytime due to inconsistency. However, the main umpire will be the ultimate authority to determine if a ball change is required.

10. Umpire can call a no ball if the fielding team talks when the bowler is in the process of a run up or delivery.

11. Continue to take runs if the ball hits an object (Poles, basketball back plane etc.).

12. If the ball hits an object placed by the fielding team (water bottle, jacket etc.), then the umpire can grant up to 5 runs to the baiting team depending on the direction and the speed of the ball.

13. It's not out if the catch is taken after hitting any object on the ground (pole, board, etc.).

14. It is a run out if the batsman is out of his crease when the ball hits the wicket alter hitting an obstacle (e.g., poles, basketball back plane etc.) as long as at least one player on the fielding team has touched the ball after it was delivered. This does not apply if the ball hits the wicket after hitting an object placed by the fielding team (water bottle, jacket etc.). In such cases

15. All no balls will have a free hit.

16. In every over Bowler must notify the umpire which side he is bowling otherwise the umpire will call no ball.

Movement of Wicket Keeper During Delivery:

1. A wicket keeper is allowed to walk up no more than 2 steps while a delivery is being bowled.

2. Dead ball must be called if a keeper takes more than two steps.

3. No ball must be called if the wicket keeper goes past the stumps before the ball has cleared the batting stumps after being bowled.

Batsman Covering All Wickets: Due to the absence of LBW rule:

1. A dead ball is to be called If the facing batsman is covering all three stumps prior to delivery.

2. The facing batsman must have his off stump visible at the time of delivery (works in conjunction with the Wide Ball Range Rule).

Wide Ball Range:

1. Wide ball is based on the wide ball line on the offside. Anything outside of t he offside line and anything down the leg side, past the leg stump, is a wide
2. Run Out rules when wickets are down.

During the course of a run, if the bails have been completely put down:

1. The fielder may replace one or more stumps (in our case back to the crease markings) in order to have the opportunity to put the wickets down again. Please note that in such a case, putting one stump back in its place is sufficient.

2. The fielder can perform the run out by putting the wicket(s) down from with the hand holding the ball and knock down both bails or
with the arm of the hand holding the ball.
3. The fielder can also pick up a stump from r.i.1 (alter ii has been restored) and make contact to the stump with the ball in hand,

During the course of a run, if the wickets have been down but one or more stumps are still standing:

1. The fielder can perform the run out by contacting the wicket(s) still standing with the hand holding the ball or with the arm of the hand holding the ball.
2. The Fielder can also pick up stump that is standing and make contact to the stump with the ball in hand.

Please note that in both scenarios, a run out cannot be performed by throwing the ball at the stumps once they are considered down. In our case, the wickets ar e considered down if:

On a "no ball", a batsman is bowled and not out:

1. Any one bails are down. Bowled

2. All stumps are standing with bails. This means that the ball hit the wicket but did not knock any of the stumps down. Not out

During a run, the ball is thrown or used by hand to contact the stumps and:

1. Both bails are down, Out

2. Both bails are standing. This means that the ball hit the wicket but did not knock any of the bails down. Not out

Non-striker run out before delivery:

1. Bowler must not be in his delivery stride in order to attempt a run out at the bowling end. Appeal under such circumstance cannot be cause for an official warning or a run out.
2. In case of a legal run out attempt at non-striker end, the batsman will not be given any warning. The batsman will be out upon the first successful run out attempt.

Players Arriving During Games:

1. Late players can play as long as they arrive at the ground, ready to join the game, before the end of the 9th over in the first inning.

2. After the 9th over late players will not be able to bat or bowl in the entire game but allowed to field.

3. They may play as long as they arrive at the ground, ready to join the game, before ending the 9th over in the first inning.

Playing 11 declaration:

1. Both teams must declare their playing eleven prior to game start.
2. The declared Playing 11 must be on the rosters of the respective teams (this works in conjunction with the Roster Declaration rules in section 13)

Substitution:

1. Non-roster players cannot be substitutes.
2. All substitutions are at the discretion of the opposing team captain.

3. Players can only bowl or bat after they have entered the game for the duration of the time spent off the field.
4. Duration of substitution is rounded up so 1.3 overs will actually be 2 overs.

Out-Bowled:

1. A batter is out-bowled if the bowler hits the stumps while bowling and the bails fall off or wicket moves from its initial location
2. Not out will be given if ball pass through the stumps without displacing a stump (VALID ONLY IF NEUTRAL UMPIRES ARE NOT PRESENT)

Captain/Representative Conduct

Official Warning System:

The Board member will be issuing official warnings to
learn captains/representatives for failing to comply with the required rules and regulations of this league, Official warning details are as follows:

1. Official warning can only come from the committee, and it has to be unanimous.
2. Every second official warning will carry a game suspension for the recipient. The suspension will apply to the next applicable game.
3. Official warnings are for the scope of the current tournament only and will not carry over to the next one.

Discipline/ Player Conduct:

1. Verbal abuse towards the umpires or the opposing team will result in a warning to the guilty party, it is up to the respective captain to maintain order. Failure to do so or a

repeat offense is grounds for player being
ejected from the game.

Physical abuse towards the umpires is grounds for ejection or
forfeiture without warning for the guilty party.

2. Verbal altercation between teams will earn a warning to the
   guilty party. Again, the captain must maintain order. Failure to
   do so may result in a last warning or a forfeit depending on the
   severity of the situation.

Physical altercation between teams will result in a forfeit for the guilty
team.

If the fault is mutual in case of item "c" and/or item "d" then game will be
abandoned with both teams gelling no points.

In case of any dispute, both captains will talk to the umpires only. Captains
will be allowed to bring their batsman/ bowler into the discussion by
umpire's permission only. Failure to do so or a repeat offense is ground
for player being ejected from the game.

Umpiring:

1. Umpires must show up by the scheduled game time and officiate the entire
   game.
2. Umpiring no show penalties apply even if the scheduled game is
   postponed or not completed due to an unforeseen event.
3. Penalty Point Breakdown.
4. There is a -5 points penalty for a complete umpiring no show up for one
   umpiring session or showing up after the first Inning.
5. There is a -3 point penalty if an umpire shows up after the game has started
   and before the 5th over has been bowled.
6. If the umpire shows up after the 5th over of the first inning, both teams mu
   st agree on whether the umpire should officiate, If the umpire is allowed,
   the umpiring team will incur a -3 points penalty. If both teams do not wish
   for officiating by the umpire in question, the umpire is excused from the
   game and the umpiring team will incur points penalty.
7. Penalties will apply as point deductions during tournaments so long as the
   point deductions impact the team in question.

8. Each Umpire receives Total $40 per game from both team captains split $20 each, Must pay in cash, venmo, zelle or ONLY paypal before the second inning start. Play off will be 2 umpire requirements with $100 fees to be split in each game between 2 teams captains.

Teams incurring umpiring infraction during tournaments whereby point deductions do not impact them in the current tournament will be faced with a $75 fine per infraction of 5 points, a $50 fine for 3 points.

1. The fine must be paid ASAP.
2. Teams defaulting on the fines will not be allowed to participate in future tournaments. This may even be grounds for eviction out of the ongoing tournament.
3. If the defaulted teams try to play under a different name, or any members of the defaulted teams try to play for a different team, they will not be able to do so until all their penalties are taken care of.
4. In case of umpire no show, the batting teams must provide umpiring duties and the game must be played.
5. Umpires can be dismissed if both captains agree. The issue will then be escalated to committee and points will be deducted from the umpiring team if deemed necessary.
6. Only captains & vice-captains can approach/ question the umpire.
7. Umpires must take charge of the game being officiated and entertain protests, inquiries, & arguments from team captain and vice-captains only.
8. Umpiring must be impartial: absolutely no favoritisms.
9. Main umpire is the authority and can overrule the leg umpire.
10. When In doubt, the main umpire can consult the leg umpire at will, before or after giving an initial decision.
11. Leg umpire cannot voice his opinion without being consulted by the main umpire except in case of a run out at the batting end, a no-ball or calling a deal ball.

12. Main umpire can overrule his own decision after either consulting with the leg umpire or making up his own mind. This could be initiated by an appeal or by the main umpire's own doubts about the decision.

13. Umpires are to make sound decisions. If there is a doubt, then the benefit must rest with the batsman.
14. Umpires must not be influenced by excessive appeals from the bench or fielders. If excessive appealing Is impairing umpiring decisions, then an official warning Is In order. Any subsequent excessive appealing can be grounds for a "no ball".
15. Umpires have the authority to kick any player out based on his behavior with or without warning if the situation warrants it.

Ruling for Tied Games:

Round robin stage: The draw will stand and both teams will get 5 point each.

All play off games if game tied then super over will take place.

Quarterfinals & semi-finals: The winner will be determined by following rules:

1. The team with the greatest number of wins in the round robin stage will be declared as the winning team.
2. If there are teams with equal points and equal wins in the round robin stage, then in such case the team
   with the higher net run rate in the round robin stage will be declared as the winning team.
3. If following the net run rate calculation above there are
   teams which are still equal, then the team with the higher number of wickets taken per balls bowled in the round robin stage in which results were achieved will be declared as the winning team.
4. If still equal, the team which was the winner of the head-to-head match played between them
   earlier in the tournament will be declared as the winning team.
5. If the deadlock continues, it will be broken by drawing of lots.

Forfeit Rule:

1. First and foremost, the forfeit rule cannot be used to your advantage, nor can it be used to weaken/damage the position of another team. In case of this infraction, the committee shall deem the penalties to be imposed based on the specifics of the infraction (case by case basis).
2. If neither team has 7 or more players by 9:01 am or 12:16 pm respectively the game will be abandoned with both teams getting no points.
3. If team A has less than 7 team B has 7 or more players by 9:16 am or 12:31 pm the game will be awarded to team B.
4. If team A has more than 7 players by 9:01 am and team B has less than 7 players team A may ask team B to start the game with less players in such a situation 3 overs will be deducted from team B batting innings.
5. If a game is awarded to a team, that team will get 10 points.
6. If a team has less than 7 players by 8:45 am or 12:00 pm that team loses the toss automatically. Otherwise, whichever team gets 7 players before the other team after 8:45 am or 12:01 noon game wins the toss automatically.

Rain Scenario:

1. In case of rain, there will be no make-up games, and both teams will get 5 points each in Round Robin Stage. Semi & Final will be rescheduled for make-up games in case of a rain.

2. Organizers will call off dobfull rain schedule game between 8-10pm prior to the one day game begin. Predication decision will be calling off based on hourly weather

Score Sheet:

1. Use the Cricclub App. Both captains select playing 11 before game starts.
2. Keep a back up sheet just incase system are down then add on later to cricclub

Scorer's Role During the Game:

1. Accurately document the inning. It Acknowledge umpire signals.
2. In case of discrepancy, notify the umpire (e.g., short over, long over, etc.). The umpire may or may not choose to go with the scorer. In case of an accepted short over, the umpire can have the bowler finish the over.
3. Announce score details after every over.

Venue & Schedule Selection:

1. Coordinated by board members.
2. Schedule game interpreted by third parties due to ground availability. Those games will start fresh and will be rescheduled by board members.

Uniforms:

1. All participants in a team are required to wear color full cricket sports outfit to constitute a team uniform. White shirt or pants uniform outfit is not allowed.

Roster Declaration:

1. The squads can have a maximum of 30 players and a minimum of 11 players.
2. Every team must turn in squad with 20 players one days prior to the first game of the tournament
3. Once roster locks after the first game you can add a total of 10 more players. Adding 10 more maximum players can be 2 at a time from 2nd, 3rd, 4t, 5th and 6th game. 2 players add on request due every Friday 5pm to Javed Mufti.
4. Once submitted, only the folks on the list are able to participate in the respective tournament.
5. Roster will be open from round 2 or 50 to 60% league game over and follow same step from #2 to #4

6. Once final, the roster cannot be changed. If you lose players, then you will have to complete the tournament with the partial team.
7. Player first and last names and email address are required.
8. Players who played any match of the tournament with a team before rosters are finalized must be present on that team's final roster for the tournament.
9. The umpires are to ensure roster participation. If in doubt, they may ask for proper identification. If none is provided, the player in question has to sit out.

10. 2 Teams from one club, Maximum 3 players can shuffle during the league game and ANY ONE from play off. 3 teams from one club then maximum any 4 players can shuffle during the league game and ANY ONE from play off.

Meetings during the game:

1. Frequent consecutive meetings by a fielding team break a game tempo, which is not allowed
2. Bowling team should be aware of their bowling attack, and must call their next bowler as soon (30 sec) as the last ball of the over delivered
3. Bowling team Is allowed to do a discussion only FOUR times (max of 2 minutes each time) during the 20 overs

Fees:

1. The current fee is $250. The fee may vary from tournament to tournament depending on the financial requirement.
2. Tournament fees must be paid by the set deadline. Teams may be dropped if for not complying.

We must observe the following guidelines:

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1. Keep the noise level at minimum at all times.
2. Park only in designated parking (do not block driveways).
3. Dispose of all your garbage properly.
4. Smoking on the grounds is against the law.
5. Shirts and proper uniform are required.
6. Be courteous with the non-cricket playing crowd at the grounds. Reasoning and asking nicely usually work in getting folks to play basketball etc. away from the cricket playing area.

7. End of the game both captains are responsible to take pictures for both sides of the pavilion and ground picture to verify there is no trash left over and post it to the captain group.

8. Restroom service not available at site. All captains advice to educate their players to take a 15minutes break drive outside to use the public restroom service before the game or during the game.

(Covid-19)- Playing Sports.

- Stay home if sick
- Player should bring their own equipment, like gloves and bats, if possible.
- Reduce physical closeness and keep 6 feet of space
- between players when possible. Wear mask if possible.
- Player should clean their hands before and after practice games and sharing equipment.
- Tell umpire, team captain or staff member if you don't feel well.

- Covid 19, 2 team players should be in 2 separate far group, Mask on if applicable outside batting side player in group & reduce physical closeness and keep 6 feet of space between players if applicable

Captain's responsibility has following items in reserves:

1. Mask, hand sanitizer with at least 60% alcohol.

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Board Members, Roles and contact numbers

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