



Short Rules and Guideline for umpire BTCL1 – T3 - 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.

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. Between two to three layers of red electrical tape to make up the seam (Optional).
4. Ball changes can be requested by the batsman or the bowler in case the tape has been modified, any part of the tennis ball is visible, the bounce is not sufficient or if the ball shape is deformed.

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.*

Bats:

1. Aluminum bats are not allowed.
2. Fiber bats are not allowed.
3. You may use hard ball bats or tape tennis cricket bats.

Boundary:

1. The main umpire always gets to take a look for him to determine if its 4,6, or catch out.

T20 Game Rules:

1. 20 over game with a limit of 4 overs max on any bowler. Maximum of 2 players allowed in the circle during the first six overs, Once power play over then would be of 5 max players outside the circle.
2. For example playing with less than 11 players then the outside player limit stay same in power play and after power play 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 bowling 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. 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.
5. Continue to take runs if the ball hits an object (Poles, basketball back plane etc.).
6. All no balls will have a free hit.
7. In every over Bowler must notify the umpire which side he is bowling otherwise the umpire will call no ball.

Batsman is bowled or Runout Situation:

1. When a batsman bowled out then at least one bails must be down.
2. All stumps are standing with bails. This means that the ball hit the wicket but did not knock any of the stumps down.

Umpiring/Players Arriving During Games:

1. After the 9th over late players will not be able to bat or bowl in the entire game but allowed to field.
2. Umpires must show up by the scheduled game time and officiate the entire game.
3. 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.

Ruling for Tied Games:

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

Forfeit Rule:

1. 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.
2. 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.
3. 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.
4. If a game is awarded to a team, that team will get 10 points.
5. 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.
6. Any team forfeit their game maximum to upto 2 total game due to emergency purposes, after that they will get -5 points deduction.

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. 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.