

Austin Premier Cricket League
2019
Handbook

Document Control Information

Document Information

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1.3	7/26/2019	Updated penalties for umpire No show in situations where umpire is not assigned by Team Captain	Tara Singh
1.4	7/31/2019	Updated Umpire's dress code for extreme heat, Added Orange and Purple Cap rules	Tara Singh
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1.7	10/8/2019	Updated Playoff umpiring rules	Tara Singh
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Document Review/Approval History

Date	Name	Title/Organization	Comments
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	Sandeep Belkode	Treasurer-HCCA	
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1 Introduction

Austin Premier Cricket League (referred by APCL going forward in this document) is a premier T20 Cricket tournament being played in Greater Austin Region of Texas State. In its year of inception i.e. 2018, APCL is organized under the HCCA (Hill Country Cricket Association) umbrella; a non-profit organization dedicated to promotion of cricket in Central Texas. This document contains all information and rules for 2019 edition of APCL.

1.1 Update to this document

1.1.1 Before Tournament begins

- Any content within this document can be updated anytime with the approval of minimum 3 out of following 5 members:
 1. Hemant Thakkar- President , HCCA
 2. Waliur Rahman- Secretary, HCCA
 3. Sandeep Belkode- Treasurer, HCCA
 4. Sumeer Goel- Director, HCCA
 5. Gopalkrishnan T- Director, HCCA

1.1.2 After Tournament begins

- Informational content can be updated anytime with the approval of minimum 3 out of 5 members as stated above.
- Any rule impacting the tournament can only be updated with the approval of minimum 3 out of 5 members stated above AND minimum of 50% of the number of Captains of teams participating in the tournament except the situation described in next section. In case of odd number of teams participating in the tournament , the minimum number of captains required for approval will be next whole number (i.e. if 9 teams are participating then minimum 5 captains need to approve any change to existing rule).

1.2 Exception for Rule updates after tournament begins

- If the interpretation of any rule conflicts with any other rules within this document then the rules can be updated as per process defined in **“Before Tournament Begins”** section to remove ambiguity and provide clarity.

1.3 Language used in this document

- The players, umpires, scorers and other match officials in APCL may be of any gender, and the Laws apply equally. The use, throughout the text, of pronouns expressing a binary he/she is as inclusive as practicable, whilst retaining clarity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to all persons, regardless of gender.

2 Tournament Details and contact information

2.1 Main Website

- <http://www.apcl.us.com/>

2.2 Tournament Management Portal- Schedule, Teams, Rosters etc.

- www.Cricclubs.com/apcl

2.3 Facebook Page

- www.facebook.com/apcl2019/

2.4 Twitter Page

- TBD

2.5 Email addresses

- Team Captains, Vice Captains: apclcaptains@googlegroups.com
- Disciplinary Committee: apcldc@googlegroups.com
- APCL Committee and APCL General Contact for any enquiry: contactapcl@googlegroups.com

2.6 Telephone Numbers

- Mr Hemant Thakkar: 512-680-5185

2.7 Tournament Registration Fees

- Please send an email to contactapcl@googlegroups.com for details

2.8 APCL Executive Committee

Sl. No	Name	Role
1	Hemant Thakkar	President
2	Tara Singh	League Director and Communications
3	Waliur Rahman	Secretary
4	Sandeep Belkode	Treasurer
5	Sumeer Goel	Director of Marketing
6	Sunil Sudhakar	Director of Umpiring

Sl. No	Name	Role
7	Shareef Shaik	Web Director

3 Laws of Cricket and rules for APCL

Rules will apply in following order of precedence.

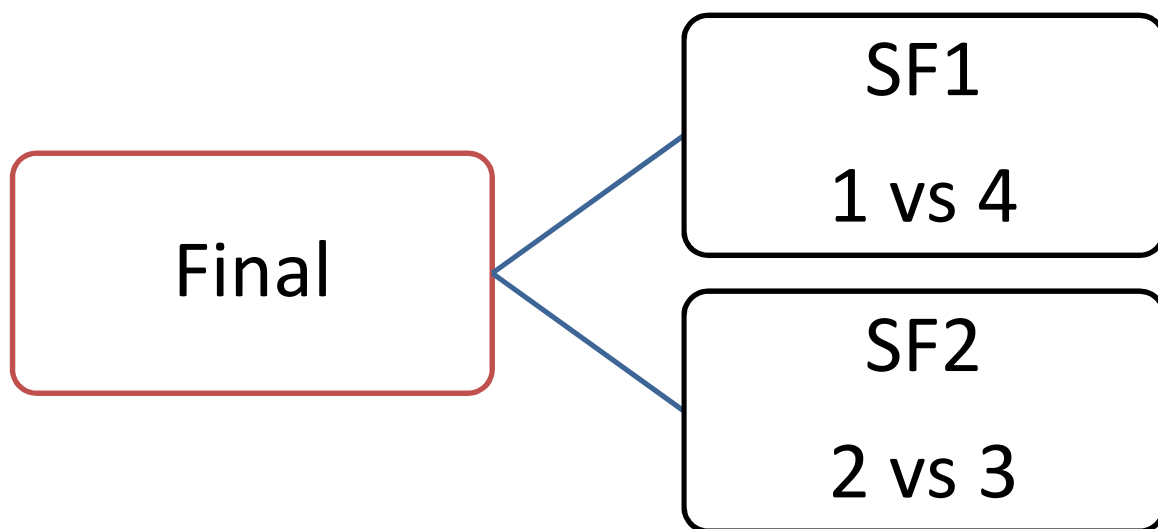
1. Rules mentioned in this document will supersede the similar rules mentioned anywhere else.
2. ICC Men's T20 Playing Conditions described in following document:
<https://drive.google.com/file/d/1oG5XSAuloBT4AYq6gFsk9wfw0LsG5OA/view?usp=sharing>
3. MCC law of Cricket described in following document:
<https://drive.google.com/file/d/1INy6tle8aLa3VIQG8zPIBOJD5-B2dGVf/view?usp=sharing>
4. Players Code of Conduct
<https://drive.google.com/file/d/1hqiM5drv2BWeCOo8jnsxGA33q3Uqrh7N/view?usp=sharing>
5. Match Official Code of Conduct:
https://drive.google.com/file/d/1JiwJbEk2JnpPy_V5E-6F16GEOGZzSDJe/view?usp=sharing

Note: Only the versions attached above can be considered for the interpretation of the rules.

4 Tournament Format

2019 APCL will be played in following format

- League Phase: Round Robin basis, where each team will play against other team once.
- After league phase ranking of each team will be determined. Team Ranked 1 to 4 will play for APCL Platinum Cup.
- **Format for Platinum Cup:**



5 Tournament Schedule and Game timings, Game Duration

- Tournament schedule is located at www.Cricclubs.com/apcl
- APCL shall publish the complete schedule at least 10 business days before the commencement of the tournament
- APCL shall publish the umpiring duties for a tournament at least 5 business days before the commencement of the tournament

5.1 Rescheduling and reserve days

- No rescheduling of any league game. In exceptional circumstances, only the APCL Committee reserves the right to reschedule games – location or date or time. We do not intend to do so, but there may be unavoidable circumstances beyond our control like the ground not available, City/County officials scheduling other events on our grounds. Any APCL scheduled or rescheduled league games will be binding to all teams.
- Playoffs Game reserve day: as per schedule published.

5.2 Game Duration

- Maximum Game duration: 4 hours (Including breaks)
- 20 over innings duration (excluding break): 100 minutes (1 hour 40 minutes)
- Drinks break after 10 overs in each innings: 5 minutes. No drinks break in reduced over game.
- Innings Break: 15 minutes. 10 minutes break in reduced over game.
- 15 minute buffer for each game to account for time lost due to unforeseen but valid circumstances such as injuries, balls going over fence, lost balls etc.
- Reduced duration game: calculate based on 5 minutes per over
- Minimum number of overs to be played by both sides for official result: 5 over each side
- Both innings shall have equal number of overs available for a result. No D/L or any other method will be used to determine the result. Game will be marked abandoned if both innings do not have equal number of over available to play.

5.3 Toss

- Toss Time: 15 minutes before game start time.
- Minimum 7 players from each team must be available for Toss to happen. Team with less than 7 players at the toss time will lose the toss automatically. For umpire to ensure 7 players are available for each team, all players must be available at the ground (and not in the parking lot, restroom etc.) so that umpire can visibly identify them.
- If umpire is not available at the toss time, both captains can do the toss per above rules.

5.4 Morning Game Timings

- Game Start time: 8 AM CST. Game start time is different for the months of July and August-refer to section below “Game Timings during the months of July and August”.
- Game End time: On or before 12 PM CST
- Game can’t be started after 11 AM CST in any circumstances. If game can’t be started on or before 11 AM, game will be considered abandoned. Please also refer to Weather delay section. Only exception is when there is no afternoon game on the day of the game- please see section 4.7
- These Game timings will be followed unless otherwise specifically mentioned in schedule or communicated via official communication channel.

5.5 Afternoon Game Timings

- Game Start time: 12.15 PM CST (Can be started earlier if morning game has finished and both captains and the umpire agree). Game start time is different for the months of July and August-refer to section below “Game Timings during the months of July and August”.
- Game End time: On or before 4.15 PM CST
- Game can’t be started after 3.15 PM in any circumstances. If game can’t be started on or before 3.15 PM, game will be considered abandoned. Please also refer to Weather delay section.
- These Game timings will be followed unless otherwise specifically mentioned in schedule or communicated via official communication channel.

5.6 Weather related delay or delay due to circumstances beyond the control of both teams and match officials

- Neutral Umpire will be the sole judge of the situation such as fitness of the ground, Weather and light. Umpire decision is Final.
- In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions, otherwise there would be no play.
- In case of a delay due to bad weather or any other unforeseen circumstances, umpire and both captains will discuss and may agree to play a reduced over game. Number of overs to be played by each side will be decided by umpire after discussion with both captains. In case of any conflicts between captains, umpire will have full authority to take a decision which will be binding to both teams.
- **Permissible Temperature limits:** weather.com forecast will be used to determine the temperature. As a guideline, Game shouldn’t begin if temperature exceeds 105 DegF or falls below 40 DegF. But once game has begun, Umpire is the sole judge to assess the conditions per the other weather related rules mentioned in this document.
- In some cases, temperature in combination with Winds speed and humidity levels play a key role in determining if conditions are suitable to play. In that case, umpire will be the sole judge of the conditions and will be the sole decision maker. For example: even though temperature may be 50

but wind speed may be more than 25 MPH. In that case umpire will make the final decision which will be binding to both teams.

- Games can also be cancelled pre-emptively by mutual agreement of both the captains if there is a forecast of severe weather like severe thunderstorms, temperatures under 40 DegF and temperatures reaching over 100 DegF during anytime of the scheduled game duration. In case the both captains can't agree on cancellation, APCL Committee's decision will be final.
- Due to bad weather forecast, both captains can consult in advance (i.e. the day before the game) and have a delayed (or early) start (and/or play shortened duration game) to the game within permissible rules mentioned in this document. Example 1: If rain is forecast between 8 and 9 AM and weather is forecasted to be dry afterwards, both captains can agree to have game started at 9.30 AM to save everyone's time. In this case as long as both Captains agree, it will be binding to the umpire. Example 2: If rain is forecasted at 11 AM then both captains can agree to begin the play at regular time but play a shortened duration game so that game is over by the time the rain arrives. In this case as long as both Captains agree, it will be binding to the umpire. Example 3: If both captains agree to have early start in any case, Umpire must agree to it as well otherwise game can't begin earlier than regular start time.
- Due to county regulations, if the ground cannot be used, it is the responsibility of the respective club officials to inform all captains and respective umpires. If the ground is not available at the last minute, the game will be recorded as "No Result".
- During league games, Game will be marked "abandoned" if game doesn't complete. Points will be awarded as per Point System rules. For play-off games, refer to next section.

5.7 Game Timings during the months of July and August

This section was added on 8/8/2019 to address the heat related concerns during the peak summer months of July and August. Following rules will be followed for all games during Month of July/August.

- All morning Games in July/August will begin at 7.30 AM (Toss Time 7.15 AM) Game beginning at 7.30 should be finished by 11.30 AM. If Unfinished, Umpires must stop the game at 11.30 AM and apply relevant penalties etc. to declare the result. If morning game can't begin at 7.30, umpire must reduce overs as per rules.
- Afternoon games will begin at 11.35 AM.
- Bowling/batting end will not change every over during all games in August. Ends will be changed at the end of 5th, 10th and 15th over. Note this applies to both morning and afternoon games. This will serve two purposes: 1. save time and 2. Save and conserve energy and reduce the impact of heat. In case of reduced over game, umpire can decide the number of overs to change ends.
- All other rules remains same.

5.8 Cancelled/Abandoned Playoff Game

In case a playoff game is cancelled or abandoned due to any reason, then following will apply

- If playoff game has a scheduled reserve day then game will be played on the reserved day.
- If game does not a scheduled reserve day or game could not be conducted on reserve day as well then following order of precedence will be applied to determine winner (including in finals):

-
- a. Points in league stage
 - b. Total number of wins in league stage
 - c. NRR in league stage
 - d. Head to head match up in league stage
 - e. Coin Toss

5.9 Game Delay Penalties

- First innings: If first innings extend beyond the duration then neutral umpire will determine the offending team or teams. If bowling team is culprit then Batting team will be awarded 2 runs per minutes of delay caused by bowling team. If Batting Team is culprit then 2 runs per minute will be reduced from their total score. Ex. If both teams are partially culprit then same rule applies to both teams. **For ex.** Team A is bowling and Team B is batting. Team A caused 4 minutes of delay and Team B caused 2 minutes of delay then: $4 \times 2 = 8$ runs will be added to batting teams score and $2 \times 2 = 4$ runs will be deducted from batting team's total score. This calculation must happen at the end of first innings.
- Umpire shall have full authority to reduce or cancel drinks or innings break in order to complete game on time.
- Second Inning: If second innings extend beyond the duration then neutral umpire will determine the offending team or teams. If bowling team is culprit then Batting (chasing) team will be awarded 2 runs per minutes of delay caused by bowling team. If Batting Team is culprit then 2 runs per minute will be reduced from their total score. This calculation must be done at the conclusion of second innings to determine the result.
- Umpire shall warn the teams every 5 overs if delay is caused so that both teams have opportunity to speed up the innings and make up for lost time.

5.10 Late Start Penalty

- Minimum 8 players for each team are required to begin the play.
- Teams responsible for late starts shall be penalized 1 over for every 5 minutes, until the commencement of the game. The 1st delivery bowled shall mark the commencement of the game.
- If a team doesn't show up or didn't have 8 players even after 30 mins of the scheduled time then the offending team will be considered a no show. Umpire shall award the points to the opponent team with 8 players as per the point system. If both teams didn't have 8 players, both teams will be considered No Show and will be penalized as per point system. The game shall be considered as No Result.

5.11 Umpire Empowerment for Delay

- If any traveling team from outstation arrives late, Umpire and EC need to be kept in loop all the time about the delay and the reasons of the delay. If in the opinion of umpire, the reasons are valid and exceptional, and then umpire can choose to waive the penalty and provide some buffer

time to complete the game or decide to play a shortened game. By taking such decision, Umpire should keep in mind that afternoon games (if scheduled) timings should not be impacted.

6 Point, Penalties and Ranking

- Winner : 2 points, Loser- 0 Points
- Tie: 1 point each
- No result or Cancelled or abandoned games due to any reason: 1 point each
- Forfeit with advance notice of 24 hours: Winner gets 2 points; forfeiting team will be penalized with -1 points
- Team no show (for example: forfeiting without notice or required number of players does not turn up): Winner gets 2 points; other teams will be penalized -2 points. If both teams are No show then both teams will be penalized -2 points.
- Umpire No show: First time defaulter team will be penalized with -1 points, any subsequent default will result in -2 points penalty per occurrence thereafter.

6.1 Additional Penalties

- Monetary penalty for forfeiture or no shows - Not applicable for 2019 APCL.

6.2 League Ranking

The tie breaker between two or more teams with equal points shall be decided according to the following order:

- a. Total Number of Wins
- b. Net Run Rate
- c. Head-2-Head matchup
- d. Toss of a coin

7 Tie Game

A game is considered TIE when both team score equal number of runs in their batting innings (after all the penalties applied if applicable).

7.1 TIE in a League game

- Point will be split

7.2 TIE in a playoff game

- Super over will decide the winner.
- In case of TIE in super over or if Super Over can't take place due to any reason such as weather , time etc. , following order of precedence will determine the winner:
 - f. Points in league stage
 - g. Total number of wins in league stage
 - h. NRR in league stage
 - i. Head to head match up in league stage
 - j. Coin Toss

7.3 Super Over Rules

- Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the umpire. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- Prior to the commencement of super over, each team elects three batsmen and one bowler and nominated players are given in writing to umpire.
- Each Over will have 6 minutes to complete
- 3 minutes innings break
- The Super Over will take place on the pitch allocated for the match (the designated pitch).
- In both innings of the Super Over, the fielding side shall choose from which end to bowl. The umpires shall stand at the same end as that in which they finished the match.
- Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- Fielding Restrictions: 4 fielders must be inside the 30 yard circle at all times.
- The team batting second in the main match will bat first in the Super Over.
- The fielding captain or his nominee shall select the ball with which he wishes to bowl his over in the Super Over from the box of spare balls provided by the umpires. Such box to include the balls used in the main match, but no new balls. The team fielding first in the Super Over shall have first

choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

- The loss of two wickets in the Super Over ends the team's Super Over innings.
- The team scoring the most runs in the Super Over shall be declared the winner.
- In the event of the both teams having scored the same number of runs in the Super Over, refer to rule "TIE in a Playoff Game" Section to determine winner.

8 Field Restrictions, Power Plays, over limits

- Only 2 players allowed outside the 30 yard circle for first 6 overs. For the remaining overs, a minimum of 4 players are required to be inside the 30 yard circle.
- For a 20 over game, Maximum of 4 over per bowler is allowed.
- For a reduced over game, follow ICC guidelines with exception that both innings must complete for a result.

9 Fielder Absent or Player leaving the field

- Player absent more than 8 mins is considered leaving the field.
- Player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- Player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

10 Mankading/Batsman backing up at non striker's end

- One warning will be given to Batman by bowler before attempting run out via Mankading.
- The warning will remain in effect throughout the game regardless of the bowler or bowling end.
Example: if one warning has been given to a Batsman by bowler A then Bowler B (or subsequent bowler) does not require to give any further warning to same batsman during the innings

11 Roster and Portability

11.1 Roster and Transfer window

- Maximum 25 players are allowed in one team's roster at a time.

11.2 Player Transfer/Trading

- Player can switch to any team any number times before March 15th 2019.
- All player transfers or switches are to be considered trades. If a player wants to leave team A to join team B, one player from team B must move to team A. Both captains of teams A and B and both the players involved need to send an email to APCL committee along with the transfer fee of \$50 each from both teams for a total of \$100.
- APCL committee will send an approval email after receiving the funds and email.
- Trades can only happen between two teams and not more than two teams.
- Trade deadline is March 15, 5:00 pm central time. Trade email and funds need to be sent to APCL committee before this deadline.

11.3 Playoff Eligibility

- Player must have played at least 2 game for the playoff team to be eligible to play in playoffs. Player must not have played those games for the team reaching playoff in the capacity of portable or Sub fielder.
- Eligibility will be decided based on scorecards available on cricclubs.
- If a game is forfeited or cancelled in advance due to any reason, that game will not be counted for eligibility.
- For a game which was abandoned after at least one team and umpire was present in the ground (such as forfeiture without advance notice, cancellation due to bad weather after few over were bowled etc.) umpire shall record the names of the players available on the ground for each team and submit the partial or blank scorecard with available players names on cricclubs to determine eligibility. Only those players who were physically available in the ground will be considered eligible.
- If a team forfeits the game after coming to ground (for example- due to less number of players), the game will not be counted for playoff eligibility for forfeiting team.

11.4 Portability

- No portability allowed during playoffs.
- Only youth players are allowed as portables during league games.
- **Definition of a youth player:** Any player whose 17th birthday is on or before September 1st 2019.
- All portable youth players must present a Government Issued Identification with date of birth (such as copy of birth certificate, passport, driving license etc.) to the umpire if requested. If a proper ID is not available at the time of request, umpire can still allow the youth to play provided an ID is presented before the conclusion of the game. If an ID is not presented before conclusion

of the game, the game will be considered forfeited by the team playing the portable. All forfeiture rules and penalties will apply.

- Portable Youth player must be in the roster of one of the teams as per roster guidelines.
- Portables will be treated as any other player in the team and can play any role in the field.
- Maximum 2 portables are allowed per game.
- Minimum 8 players from team's original roster must be part of playing 11.
- Minimum 8 players are required for team to play a game for official result.
- If a team is short of playing 11 and youth players are not available to play as portables, any player (can be part of any team in the APCL) not belonging to opposing team's playing 11 can play as fielder to make the playing 11. They can only field in the outfield or keep wickets. They can't bat or bowl. They can't lead the team at any stage of the game. Maximum 3 such fielders are allowed per team.
- Any statistics as portables will not count towards any award for the tournament except Man of the match.

11.5 Umpire's Responsibility regarding rosters

- Umpire will obtain the playing 11 of both teams before the toss.
- Umpire will clearly mark the portable players or fielders and ensure that no roster eligibility and portability rule mentioned in this section is violated.

11.6 Portability and Eligibility violations during league games

- Any team violating the portability and eligibility rules during a league game will automatically lose the game regardless of the actual result i.e. game will be awarded to opposition team.
- In addition, a point will be deducted from the overall point tally of violating team.
- Although umpire will verify that playing 11 of both teams meet the portability and eligibility criteria before Toss, it is ultimately captain's responsibility. In other words, if it comes to light even after the game has taken place that portability and eligibility rules were violated, above penalties will apply.

11.7 Portability and Eligibility violations during Playoff games

- Any team violating the portability and eligibility rules during a playoff game will be disqualified from the playoff and can't take any further part in the tournament. Game will be awarded to the opposition team.
- Although umpire will verify that playing 11 of both teams meet the portability and eligibility criteria before Toss, it is ultimately captain's responsibility. In other words, if it comes to light even after the game has taken that portability and eligibility rules were violated, above penalties will apply.

12 Player Dress Code and Equipment

12.1 Player Dress Code

- Tournament will be played in coloured (non- white) clothing (with white balls)
- Trousers: Full length trouser covering whole part of the leg. No shorts.
- Shirt: Shirt with full, half or 3/4th sleeves
- Shoes: Mandatory. No sleepers or shoes which exposes the part of feet. Only sport shoes allowed. No leather shoes or shoes with metal spikes allowed.
- Cap/Hat: Any coloured cap/hat is allowed. However if any player or umpire objects to white caps, it has to be removed.

12.2 Player Equipment

- Coloured pads are mandatory for batsman
- Helmet with Grille is mandatory for batsman
- Thigh Guard must be worn inside the trousers unless allowed by umpire due to any reason (such an injury).

13 Scoring and Scorecard Update

13.1 Live Scoring

- All games will be scored live online using cricclubs scoring app unless circumstances are not suitable for live scoring. Detailed instructions for live scoring will be provided separately.
- Captain of the batting team will be solely responsible for ensuring Live scoring of the Team's batting inning. Captain will ensure all infrastructure is available for live scoring (such a Mobile phone with Cricclubs app and internet connection, Enough battery charge, back up mobile/tablet, Login credentials etc.)
- At the end of the game, umpire will verify scores and declare the Man of the Match.
- All corrections to the scorecard after the game will be done by winning Captain within 3 days of the game i.e. before 10 PM CST Tuesday for Saturday Game and before 10 PM CST Wednesday for Sunday game. In case of cancelled/abandoned/No –Result game, both Captains will be responsible for corrections/update.
- Scorecard must be marked “Closed” within three days of the game. Once a Scorecard is closed, it can no longer be edited.

13.2 Manual Scoring

- Manual scoring will be done only when circumstances are not conducive for online scoring. Captains have to submit a report stating the reason for manual scoring within 3 days of the game i.e. before 10 PM CST Tuesday for Saturday Game and before 10 PM CST Wednesday for Sunday game.
- Captain of the batting team will be solely responsible for ensuring manual scoring of the Team's batting inning. Captain will ensure all infrastructure is available for manual scoring (Such as Scoring book and Pen)
- Umpire will review, approve and sign the score book at the end of the game and declare Man of the Match.
- Manual scorecard must be uploaded to cricclubs website within 3 days of game i.e. before 10 PM CST Tuesday for Saturday Game and before 10 PM CST Wednesday for Sunday game. Winning Captain is responsible for uploading the complete scorecard.
- In case of abandoned, cancelled, No-result game, both captains will be responsible for uploading the scorecard.

13.3 Scorecard Penalties

- If scorecard is not available on cricclubs website within 3 days of the game, 1 point will be deducted from offending team's total point tally. If both teams are offending, same penalty will apply to both teams.

14 Awards and Trophies

14.1 League Games

- **Player of the match:** to be decided by Umpire after consultation with both Captains. Umpire is ultimate decision maker. Man of the match can be given to any players from both team regardless of which team won the game. In most cases however it is expected that a player from winning team is more likely to be declared as Player of the match.

14.2 Playoff Games except Final

- **Player of the match:** to be decided by Umpire after consultation with both Captains. Umpire is ultimate decision maker. Man of the match can be given to any players from both team regardless of which team won the game. In most cases however it is expected that a player from winning team is more likely to be declared as Player of the match.

14.3 Final

- **MVP of the final:** to be decided by Umpire after consultation with both Captains. Umpire is ultimate decision maker. Man of the match can be given to any players from both team regardless of which team won the game. In most cases however it is expected that a player from winning team is more likely to be declared as MVP.
- **Most Economical Bowler:** Bowler with best economy rate with minimum 2 complete overs bowled.
- **Master Blaster:** Batsman with highest strike rate with minimum 10 balls faced.

14.4 Tournament Awards for Players

- **Player of the tournament:** Based on cricclubs ranking. If more than one player has same ranking points, award will be shared.
- **Best Batsman:** Most number of runs scored in the tournament. If 2 or more players have same number of runs, player with higher strike rate will receive the award. If still 2 or more players are tied then award will be shared.
- **Best Bowler:** Most number of wickets taken in the tournament. If 2 or more players have same number of wickets, player with lesser economy rate will receive the award. If 2 or more players are still tied then award will be shared.
- **Best Fielder:** Player with most number of catches +Direct Runouts +In Direct Runouts based on cricclubs stats as shown below. (Wicket keeper catches and stumpings are not included for best fielder award). Award will be shared in case of TIE.

#	Player	Catches	WK Catches	Direct RO	Indirect RO	Stumpings	Total
1	Hardik Patel	0	2	0	1	3	6
2	Harinder Singh	0	2	0	0	1	3
3	Bhanu Prakash	2	0	0	0	0	2
4	Rohan Munshi	2	0	0	0	0	2
5	Shafique Ali	2	0	0	0	0	2
6	Sumanth Gundapaneni	1	0	0	1	0	2

- **Master Blaster:** Batsman with best strike rate. Eligibility: 1. Must have played minimum 3 completed games and 2. Must have faced minimum 50 balls. If 2 or more players are tied, award will be given to player who faced more number of balls. If still tied, Award will be shared.
- **Most Economical Bowler:** Bowler with best economy rates in the tournament based on cricclubs stats. Eligibility: 1. Must have played minimum 3 completed games and 2. Must have bowled minimum 10 overs. If 2 or more players are tied then bowler with more number of wickets will receive award. If still tied then award will be shared.
- **Best Wicket Keeper:** Wicket Keeper with most number of wicket keeper catches + stumpings, based on cricclubs fielding stats as shown below. (catches and runouts as normal fielder are not included)

#	Player	Catches	WK Catches	Direct RO	Indirect RO	Stumpings	Total
1	Hardik Patel	0	2	0	1	3	6
2	Harinder Singh	0	2	0	0	1	3
3	Bhanu Prakash	2	0	0	0	0	2
4	Rohan Munshi	2	0	0	0	0	2
5	Shafique Ali	2	0	0	0	0	2

- **Youth Batsman of the Tournament:** Will be decided by APCL EC. Based on combination of number of runs scored, strike rate, Number of games played and Captain's feedback.
- **Youth Bowler of the Tournament:** Will be decided by APCL EC. Based on combination of number of wickets taken, economy rate, strike rate, Number of games played and Captain's feedback.

14.5 Running Awards (Orange and Purple Cap)

Orange and Purple caps are running awards which will continue to change hands throughout the tournament based on following:

- **Orange Cap:** Given to leading scorer of the tournament based on cricclubs website. In case of TIE, cricclubs algorithm will automatically decides the Orange cap holder based on other factors such as strike rate etc.
- **Purple Cap:** Given to leading wicket taker of the tournament based on cricclubs website. In case of TIE, cricclubs algorithm will automatically decides the Purple cap holder based on other factors such as economy rate etc.

Some logistical items/rules around these caps:

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- Captains/VCs will coordinate with APCL EC or other captains to get Caps when one of their Team's players becomes top ranked batsman or bowler.
 - Captain will held a small ceremony before the team's next game (around toss time) to hand over the cap to player. A picture will be taken and shared on Social media.
 - Cap holder should wear the cap during all games while he is Top ranked in respective categories. Playing a game wearing the Orange or Purple cap should be very proud achievement for the players.
 - Once cap moves to other player, Cap need to be returned to the Captain of the team.

14.6 Team Awards/Trophies

- **Platinum Cup Winner**
- **Platinum Cup Runner up**
- **Silver Cup Winner**
- **Team Fair play Award:** Will be based on feedback from Neutral Umpire(s) for every completed game. Feedback by umpire will be captured via “Fair Play award” form. This form need to be filled by the Neutral Umpire for both the teams for each completed game. (Separate forms needed for each team). It has 6 questions with point systems- The points will be added for each team at the end of the tournament and Average (Points/Game) will be calculated. The team with most points/game will receive the fair play award. (if during any game, there are two neutral umpires- both umpires have to fill the form for each team). In case of TIE, award will be shared.

14.7 Volunteer Recognition

- Volunteers who have contributed significantly towards the conduct of APCL will be recognized. To be decided by HCCA BODs.

15 Match Officials (Umpires)

15.1 General

- One neutral umpire shall be appointed by APCL for each game (who shall be the main umpire) and two neutral umpires for Playoffs.
- Captains of each team have the responsibility to send their players for umpiring during the allotted game.
- Captain of the team responsible to send an umpire for a weekend game should provide the name of assigned umpire to APCL Committee and get approval by Thursday of that week.
- The Captain of the team responsible to send an umpire shall also be responsible for notifying the captains of both teams involved in the game for which the umpiring assignment has been changed. This notification needs to happen at least 24 hours before the commencement of the game.
- Committee must approve umpire for each game irrespective of whether umpire meets the eligibility criteria defined in section below.
- APCL, at any time, may designate an umpire for any given game or change the umpiring responsibilities for any given game. At such times, impacted teams (newly assigned and originally assigned teams) shall be given adequate notice in writing.
- Umpire No Show: Teams will be penalized as per Point and Penalty rules described in this document if the Umpire from their team does not show up for the allocated game. The assigned umpire will also be banned from playing his team's next APCL game. A Second and subsequent violation thereafter will result in suspension of the assigned umpire for next 2 games and the team captain for next game. The suspension duration for umpire and Team Captain will accumulate for second and subsequent violations. If Captain responsible for sending umpire did not assign umpire then the all penalties for umpire described in this section will be applied to the Captain of the team.
- If the designated umpire does not show up for the game, captains shall inform APCL Committee either during or after the game. Committee and both Captains will try to find a neutral umpire at short notice but both captains shall agree to self-umpire the game if no neutral umpire is available on such short notice.

15.2 Umpire Certification

- In order to improve the standards of umpiring, APCL will organize certification program. Umpire will be certified if he/she passes all criteria for certification as provided in the program.

15.3 Eligibility to Umpire a APCL Game

Any person can umpire a APCL game subject to following eligibility criteria

- Person has passed the APCL Umpiring certification Or
- Played at least 2 CTCL/APCL games previously Or

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- Have umpired in at least 2 CTCL/APCL games previously Or
 - Person has obtains approval from APCL committee and two captains playing the game.

15.4 Umpiring a APCL Playoff game

- Two Neutral umpires will be assigned for each playoff game.
- Umpiring responsibilities will be assigned to teams before Tuesday of the playoff week. Captain of the assigned team will be responsible for providing umpires.
- Neutral umpires should be certified. Captain should reach out to club if certified umpires are not available from his own team. Note, if used from club, umpire cannot belong to a team with same group as the teams playing. However, teams eliminated during playoffs can officiate the remaining playoff games. For example, the teams eliminated during Semi-finals can officiate the Finals, if needed.
- Approval of APCL EC is required if using Non-Certified umpire and/or any exception to the conditions above.

15.5 Before Game day

- Umpires should attend/go through umpiring clinic materials.
- Umpire should go through the ICC Playing conditions, MCC rules book (Links provided in the Section 3) to understand general Cricket rules followed internationally.
- Umpire must go through this document to understand APCL specific rules.

15.6 Umpire Dress Code

- Full length Non-white trouser. Preferably black jeans or trouser but any dark coloured trouser or jeans is acceptable. No shorts allowed except when it is hot (i.e. Temp exceeding approx. 90 DegF).
- Shirt: Any non-white shirt with half, full or 3/4th sleeve. Shirt without sleeves not allowed.
- Cap/Hat: Any coloured cap/hat is allowed. However if any player (especially striker batsman or wicketkeeper) objects to white cap, it has to be removed.
- Shoes: Mandatory. No sleepers or shoes which exposes part of the feet are allowed. Shoes with metal spikes not allowed.
- Leg Umpire: Leg umpire must wear the yellow/orange vest provided in the shed to distinguish themselves from the fielders.

15.7 Umpire Dress Code Violation

- If umpire is violating the dress code due to injury or any other reason, he shall inform both captains before the game. If umpire fails to inform Captains then Captains should ask the umpire for the reason of dress violation. Regardless of whether the reasons given by umpire are valid or

not, both captains must agree to allow umpire to officiate the game. If both captains don't agree then Captains can decide to self-umpire the game.

- Captains will inform APCL Committee and Captain of Umpire's team (if applicable) after the game.
- Based on Captains report and reasons given by Umpire, APCL Committee may decide to officially warn the umpire and his Team's captain. Any subsequent violation may result in additional penalties which are to be decided by the Disciplinary Committee.

15.8 Umpire Tools

Umpire should have all tools necessary to conduct and control the game.

- Mandatory Tools:
 - Pen and Paper (or any electronic device such as mobile or tablet) to take notes.
 - Watch to monitor over rates and breaks
- Recommended (but optional)
 - Ball Counter to count balls/overs
 - Clicker to update score
 - Nail clips or other such implement to be able to trim the ball when necessary.
 - Retractable Key holder to hang bowlers cap etc.
 - Video Camera (Such as Go Pro) which can be attached to cap
 - Spare bails
 - Ball gauge
 - Bat Gauge
 - Stump/Bail Gauge

15.9 Umpire Roles and Responsibilities

- Umpire must be at the ground 30 minute before the start of the game.
- Before the toss, Umpire shall inspect the ground, weather, pitch, boundaries, inner-circle, pitch markings and ensure conditions are suitable for play.
- Umpire shall collect the roster from captains before toss.
- Umpires shall conduct the toss with the Captains of the two teams 15 minutes before the actual start time of the game.
- Stumps and Bails are available in the shed. Umpire shall ensure stumps and bails are returned to the shed after the game.
- Neutral umpire will also ensure that leg umpire wear a shirt/vest which can easily distinguish him from the fielders.

15.10 Leg Umpire

In APCL, generally only one neutral umpire will be assigned per league game (Playoff games will have two neutral umpires). In those games, duties of leg umpire will generally be performed by a player from batting team. In addition to performing standard roles and responsibilities of a leg umpire, following code of conduct rules apply:

- Leg Umpire will wear the yellow vest available in club Storage(or any colour vest/shirt which can clearly distinguish them from the fielders)
- Leg umpire will not indulge in any discussions with Batsmen except when he is helping them with drinks.
- Leg umpire will not shout, motivate, coach, praise, provide feedback, or give suggestions to batting or fielding side.
- Leg umpire should carry few drinks with them at all times especially during summer.

15.11 Umpires Fees

- APCL Certified Umpire's Fee : \$50 per game (few exceptions apply as described below)
- Uncertified Umpire's Fee: \$30 per game (few exceptions apply as described below)
- Umpires shall be paid by APCL directly before the end of each month. Please contact APCL treasurer.
- Captains will be responsible for keeping track of umpiring done by their team players. The list should be furnished to APCL before the month end for payment purposes.
- Umpire will not be paid if he does not need to come to ground. For example- if game is cancelled or forfeited in advance.
- If an umpire has reached ground and game is washed out due to bad weather or cancelled, forfeited or abandoned due to any reason without a single ball being bowled then umpires shall be paid \$20 regardless of umpire's certification level. In case of forfeit by a side, Captain of the forfeiting team will be responsible for complete payment of \$20 to the umpire. In case of forfeit by both teams, Captain of each team will be responsible for paying \$10 each to umpire. APCL will not pay the umpires for forfeited game.
- Once the game commences (i.e. first ball has been bowled), umpire will be paid in full irrespective of duration of the game.
- Only one Neutral umpire will be paid per game except Playoff games. If players playing the game are performing umpiring duties, they will not be paid.

15.12 Umpire Feedback by Captains

- Both Captains are required to submit Umpire Feedback form (online) to provide feedback about performance and conduct of the umpire before 10 PM CST Friday of the following week of the game.
- Instruction to Fill and submit the feedback form will be provided separately.
- Any Captain failing to submit the feedback form will be penalized as follows: Warning for first violation and forfeit of Toss for next APCL Game for each subsequent violation.

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- Umpiring feedback will be consolidated and shared with respective umpire anonymously from time to time to improve the umpiring standards.
 - Feedback may also be used to determine umpiring assignment for future games and playoffs.

15.13 Feedback by Umpires

- Neutral umpire is required to submit a Game feedback form (online) to provide feedback about the conduct of the game, conduct of players/captains etc. before 10 PM CST Friday of the following week of the game.
- Instruction to Fill and submit the feedback form will be provided separately.
- Any umpire failing to submit the feedback form will be penalized as follows: Warning to Umpire and his Team's Captain for first violation. His Team will forfeit the Toss for their next APCL Game for each subsequent violation.

15.14 Umpire Empowerment

Umpires will have full authority to control the game. If a player is found disrupting the decorum of the game, umpire can:

- Give a verbal warning to player and team captain.
- Penalties can be imposed for repeat offences by an APCL Certified umpire.
- Penalty 1: Post a 3 over penalty in T20 game to sit out of the game for repeat offense or severe offense.
- In new playing condition pertaining to players' conduct, a player can now be sent off the field for the rest of the match for any serious misconduct such as Level 3 and 4 offences as defined in "Code-of-Conduct-For-Players-and-Player-Support-Personnel-effective-20170928.pdf" document (link to document provided in Section 3)
- Any action by the umpire towards disciplining a player needs to be reported by the umpire to apclcdc@googlegroups.com within 3 days i.e. before 10 PM CST Tuesday for Saturday game and before 10 PM CST Wednesday for Sunday game.

16 Disciplinary Process

All disciplinary issues/complaints will be resolved by APCL disciplinary committee (APCL DC).

16.1 Disciplinary Committee members

Disciplinary Committee will be consist of

- Captains of each team (Total 10)
- All HCCA Board of Directors (Total 5)
- Committee Chairman: HCCA president Mr. Hemant Thakkar will be chairman of the DC

16.2 Process to file complaint or report an incident

Incident must be reported within 5 days of date of incident via sending email to apcldc@googlegroups.com with following details:

1. Date, Time and Place of incident
2. Name of person(s) involved
3. Names of all witnesses
4. Details of incidents
5. Optional: Any video/audio/text/image content supporting the complaint

Note: If all of above details are not provided in the first email, the official “date of filing” will be the first day when all of above information is available to DC.

16.3 Resolution Process

- If an incident/complaint involves players from multiple teams, the respective captains and all BOD members belonging to those teams will be excluded from the DC for that incident. Rest of the members will form DC and take decision on the incident. If Chairman’s team is involved in the incident then DC Chairman for that incident will be decided by HCCA BODs.
- Chair will request opinion of each DC member via email or a conference call or meeting within 10 days of date of filing of report.
- Meeting/conference call must be attended by minimum 5 members of the committee. If done via email, minimum 5 responses will be needed to move forward. The members who attend the meeting/call/respond via email can take the decision which will be binding to everyone.
- Decision will be arrived by consensus or majority of votes if consensus is not reached.
- In case of TIE in votes, Chair’s vote will be used to break the tie.
- Decision will be communicated to respective parties within 20 days of filing the report.
- Decision of DC will be binding to all parties.

16.4 Decision Appealing process

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- Appeal can be made by sending email to apcldc@googlegroups.com with all details and reasoning behind the appeal.
 - Appeal can be made within 3 days of the decision.
 - Appeal can be made only once. DC will address the appeal in same way and within same timeframe as a normal incident
 - Once a decision on an appeal is made, no further appeal can be made.
 - Decision will be binding to all parties.

17 Appendix 1- HCCA Code of Conduct Policy



HCCA_Code_of_Con
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