

Captain/Umpires Checklist

- Umpire must be at the ground **30 mins** prior to the Starting time. In Black pant & White shirt for T30 game. For T20 game in color uniform.
- Both teams' needs **7 players** in LEAGUE SHIRTS for TOSS in addition **Host team** must set up the ground before the toss.
- If a team has insufficient number of players at **30 minutes** past the scheduled match time, there will be no match, and a forced walkover is given to the team having more than 7 players at that time.
- League 2021 shirt is mandatory to wear for the game. Team has to pay \$50.00 penalty before the game start thru quick pay. team.caso@gmail.com if any player is missing the league shirt.
- Umpire's briefing points to both CAPTAINS at the point of toss.

- a. Total 3 Power Play for 30/30 and one for 20/20.

PP1	1 - 6	2 OUTSIDE
PP2	7 - 24	4 OUTSIDE
PP3	25 - 30	5 OUTSIDE

- b. Regardless of Player shortage OUTER Circle Counted First.
- c. *No Catching Fielder is required.*during power play
- d. Fielder must stay at the boundary line when he takes the catch until umpire decide.
- e. Either team are not allowed to start the innings with substitute player. Substitute Fielder can field after 6th overs.(1st mandatory power play)
- f. A fielder who leaves the field cannot come in to BAT, UNLESS spends as much time as he took for the break OR at the fall of the 5th wicket
- g. A player can join the team before half of the game. But he has to wait the same number of overs before he can bowls or bats. Player can bat if his team has lost 5th wicket
- h. Team Captain must provide their playing 11players name before the Toss. Captain should tell the umpire their substitute /12th man before the Toss. Inform the Umpire about player coming in or going out.
- i. **Game Time:**
 - ▶ Docking starts immediately - 1 over for every 5 minutes lost if a team is late upto **Max 6 Overs**
 - ▶ Fielding team must complete **30 overs in 2:15 hrs (135mins) which is 4 min/over.** (+15 min buffer time) umpire must push the team to complete their over on time
- j. Time Wasting: 5 runs Penalty for each offense for both sides after first warning
- k. No penalty on Fake Fielding

- **Water Break:** Drinks break will be inside the field only. No one is allowed to leave the field for water breaks. ***WATER BREAK IS ALWAYS FIELDING TEAM CALL***
- Umpires must take pics of the field before the match Start & after the game finish and send it to the management WhatsApp group. If the teams left garbage they will be fined **\$50**

- Front Umpire has the final authority and he can overrule the leg umpire's decision
- **Impersonation:** Umpire has the complete rights to check the identity of any player in doubt. Any dispute regarding a particular player must be filed after the game to the league committee.
- Carry a copy of the league rules all the time. (or you can access in from www.casocricketleague.com)
- **Discipline/Offenses:**
 - * **Level 1:** Excessive/repeated appealing - 1st Warning to the captain followed by 5 run penalty runs.
 - * **Level 2:** Excessive appealing/Sledging/Arguments - 1st warning to the players involved/captain followed by 5 runs penalty.
 - * **Level 3:** Threats/ Foul words: 5 runs penalty + Report to the league management.
 - * **Level 4:** Intent to injure/player injury - 5 runs penalty + Report to the management + take the player out of the game.
- **Solely Umpire decision:**
 - * Helmets are mandatory for wicket-keepers when they are standing up
 - * Helmets are mandatory with Visor for batsmen at all times/for all bowlers.
 - * No. of overs for a match (If rains or any delays)
 - * Playing conditions for starting/continuing the game
 - * Discipline/Disciplinary action against playing team members
 - * Beamer - Full toss above the waist FOR ANY bowler directed towards the batsmen — 1st & Final warning, after 2nd occurrence in one over bowler will be removed from attack and he cannot bowl for the rest of the game
 - * Games not completed due to BAD Light WILL be decided using the D/L method
 - * Minimum of 15 over (or 50% of total allotted overs) must be complete for D/L to apply
 - * <https://www.easycalculation.com/sports/duckworth-lewis-calculator.php>
- Captain is responsible for his own & team behaviour on/off the field. It's captain's responsibility to know all the rules
- 10 mins innings break + 5 minutes to get game started. Players wanting a longer break can do so without substitutes
- For any reason if team leaves the ground they will automatically lose the game.

