

# Houston Premier T20 League (HPT20L) – Rule book

- **Teams:**

<b>Group-A</b>	<b>Group-B</b>
Avengers	Cross Creek Cricket Club (C4)
Black Panthers (BP)	Chargers Cricket Club (CCC)
Ground Breakers (GB)	Ground Breakers Challengers (GBC)
King's XI (KiXI)	Global Challengers (GC)
Krazy XI (KXI)	Spartans
Master Blasters XI (MBXI)	Spring Vireos (SV)
Powerstars	Woodlands Cricket Club (WCC)
Riverstone Cricket Club (RCC)	Westridge Warriors (WW)
The Woodlands Cricket team (TWCT)	

## **Grounds:**

### **1. Sugar Land:**

Sunday Morning Matches

**Clements high School (baseball ground)**

4200 Elkins Rd, Sugar Land, TX 77479

Saturday & Sunday Morning Matches

**Four Corners Recreation Center**

15700 Old Richmond Rd, Sugarland, TX 77498

### **2. Woodlands:**

Saturday & Sunday Morning Matches

**Knox ground**

12104 Sawmill Rd, Spring, TX 77380

Saturday & Sunday Morning Matches

**Woodlands High 9th Grade Campus ground**

10010 Branch Crossing Dr, The Woodlands, TX 77382

### **3. Katy:**

Saturday & Sunday Morning Matches

**Seven lakes High School ground**

9251 S Fry Rd, Katy, TX 77494

Sunday Morning Matches

Cinco High School ground

23440 Cinco Ranch Blvd, Katy, TX 77494

**4. Prairie View:**

Saturday Matches

Prairie View Cricket Complex, 304100-062-001-100, Prairie View, TX 77445

**5. Wallis:**

Saturday & Sunday Morning Matches

9311 Johnson Rd Wallis, TX 77485 United States

**Organization Team:**

Sunil Tallapaneni – Krazy11

Sree Gummadi – WCC

Shyam Sundar – CCC

Srinivas Kakumanu – RCC

Gopi Nidjelli – C4

Kalyan Chivukula – Powerstars

Ramu Bharadwaj - GB

**Tournament Group Members:**

- Each team should provide 2 members for representing the Team and they will be part of the Team that participates in the weekly meetings

**Chair Committee Members:**

- Sree Gummadi from WCC
- Srinivas Kakumanu from RCC
- Ramu Bharadwaj from GB

**On-Call Members:**

- Primarily – Sunil Tallapaneni. If he is not reachable then above mentioned Chair Committee members.
- If all the 4 members are not available then neutral umpire/team captains can check with resting teams for that particular weekend to verify the rule book.

## Rules:

- In the match, all common international rules are applicable. Any rules that are not defined in this rule book are considered standard rules from ICC rule book.
- <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook> ☒ No Leg before wicket and leg byes are allowed
- Above the waist full toss is a NO ball
- Between shoulder and head one ball per over is allowed. Over the head is a wide ball.
- Byes and over throws are included
- No ball, nicks to the keeper, height no ball, run outs, Neutral umpire's decision is final. Neutral Umpire can consult with leg-umpire to come to a decision ☒ Winners will get 2 points for each match
- Each team must play minimum 4 matches out of 6 in the league phase. For league matches, if any two matches are cancelled due to weather for a given team, a reserve day and slot that is open for both the teams should be identified and played among them to secure points(refer **Any affected games**). The mandatory matches rule does not get applied unless a team has already lost 2 matches due to rain
- If a player from bowling team comes late, he can't bowl for the same number of overs he was outside the match. Example if a player comes 5 overs late, he can't bowl for 5 overs. A player cannot bowl for entire match if he comes after 10 overs are completed. However, he can bat for that match. Another scenario where a player from batting team didn't come and bat until the entire innings is done, He can still bowl in the second innings. Another scenario where player comes after batting is done and after bowling 10 overs is done, he can only field.
- A substitute fielder can only field a max of 10 overs.
- All teams are scored on Fair Play . Umpires will score each team out of 10 for each match. At the end of league phase, all the points accrued will be validated and Fair play award will be given to the teams.

## Umpiring:

- 1 Neutral umpire from each team will have to be sent from each team for the round games, each team will have to umpire for 3 games in the round stage.
- At any cost umpire decision is the final. Everyone must respect umpires and their decision.
- Captain can report on the umpire's quality of standards after the match to the Organizing team. However, during the match, all should behave professional towards umpires and their decisions. **Period.**
- A captain can request a change of the umpire if there are any scenario of unfair decision being made on more than 1 occasion (only if batting team is umpiring the game due to unavailability of neutral umpires).
- If the batsman moves away from the ball when its going leg side, it is generally not considered a wide. Umpires should make a note of it and make a fair judgment in this regard.
- If neutral Main Umpire's view is blocked by bowler and the ball get nicks to the keeper it is considered as NOT-OUT. Main umpire shall inform bowler not to block his view.
- Benefit of doubt always goes to the batsman.

- If a team fails to send an umpire they will need to pay \$100 and inform the Organizing team by Wednesday of the week so they can arrange an alternate umpire. Neutral umpires for the knockout games will be organized.
- **Duration:** The bowling side needs to complete their 20 overs in 90 minutes.
- **Number of overs per bowler:** A bowler can bowl a maximum of four overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed, unless such a number has been exceeded before the interruption.
- **Scheduled hours of play:** Games will be organized on Saturday and Sunday, Morning matches start at 07:00 a.m.
- **Tie:** If a Twenty 20 match ends in a tie (equal scores in 20 overs), the number of wickets do not matter, the outcome is decided by Tie deciders called Eliminator.
- **Eliminator:** Each team nominates three batsmen and one bowler to play a one-over per side “mini- match”, referred to as a Super over. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed. The side with the higher score from their over wins. Here are some additional rules for the super over
  - Team that batted second in the T20 game will bat first in the Super over
  - Regular field with maximum of 5 fielders outside the 30 yards circle allowed
  - 3 Batsman and 1 bowler from each team will take part and they cannot be the same players
  - In case a superover results in a tie, maximum boundaries by the teams in the 20 overs + Superover will be considered to break the tie and decide the winner. Team with maximum boundaries wins the game
- **Any affected games:**
  - The 2 teams are allowed to replay a game affected (due to any reason example rain, non availability of ground etc..). If the 2 teams are unable to schedule their game during the same weekend the points are split equally among the teams and the game is marked as abandoned
  - If the match is called off after the start of the game due to rain or abandoned due to non-availability of ground after there are at least 10 overs bowled in the second innings of the game refer section **Weather affected games**. If 10 overs are not bowled in the 2<sup>nd</sup> innings the same rule above for the any affected games will be applied and points will be split equally between the teams unless the 2 teams agree and play the game from the start in the same weekend

- **Disputes:**
  - Umpires are the final authority as regards to the play including timings. The team Captain(s) may complain to the tournament organizing team regarding any genuine complaint regarding the functioning of the game
  - Captains from both teams are supposed to enquire about the ground availability ahead of the game and make sure the neutral umpire is aware of it so any changes to the number of overs to be played is decided before/during game
  - In case of any dispute during the game due to weather or any other conditions the 2 captains of the playing team along with neutral umpire are supposed to involve the On-Call members (**refer Page #2**) by calling them to make sure we have a decision made, the teams should not leave the ground unless a decision is made to call off the game or share points is confirmed.
  
- **Team Squad:**
  - Each team can have maximum of **25 players squad** and players must be registered with First Name and Last Name as of Driver's License.
  - All teams will be locked in CricClubs as of 08/24 Friday for adding the players to their squad.
  - 3 Wild card entries that can be announced before the start of the games starting week3. Deadline is 09/14 Friday.
  - Wild card players shall be added by the Cricclubs Admin based on the request of the teams.
  - No players can be exchanged at any point during the tournament between the teams.
  
- **Playing 11:**
  - All the playing level 11 and 2 substitutes names (Full and last name) should be given to the umpire before the toss.
  - At the toss, a minimum of 8 players should show up at the ground to start the match.
  - If there are any delay to players reaching to the ground and the team starts the match with less than 11 players (minimum 8 players) then team captain should inform the neutral umpire and opponent team captain about the delay. In CricClubs, captain can place hold for those delay players.
    - ✦ If they are batting then the remaining players shall join any time before their batting gets over.
    - ✦ If they are bowling then the remaining players should join before first 10 overs. Failure to do so, they will be considered as substitute player.
  
- For e.g. if player(s) joins the team from 8<sup>th</sup> over then he cannot bowl for next 7 overs.
  - For each match, players should be selected from the given squad ONLY. Team captain and players should co-operate verifying their identity when requested, which is done at the start of the game. Failure to do so, it is up to the opponent team captain whether to allow or disallow such player to be played in the match. It is the responsible of each team captain to

ensure their players carry the photo ID (Driver's License). Soft copy is also acceptable. ○ **If any team is found to be at fault with a player not in the squad taking part in the tournament, the Captain of the team will be suspended for a game immediately and the team will need to play with 11 minus the number of players that were not in the squad.** (Example if 2 players are found to be non-squad members in the game then the team will have to play with 9 players)

- No other players outside the announced squad are allowed even for fielding during the game.
  - Players are allowed to use hand gloves if the temperature is below 50 Degrees Fahrenheit. The Umpire needs to take the decision on the temperature and give a go ahead to the teams
- **Powerplay:** There will be two powerplay blocks. A mandatory powerplay of 4 overs at the start of the innings. In this powerplay, only two fieldsmen are permitted outside the field restriction area. If the maximum overs of a match is 18 overs for the tournament and not in a reduced over game, the next powerplay block of 2 overs will be taken by the batting team anytime between 5th and 16/18th over as applicable. If it is not taken by the 16/18th over as applicable, it will be mandatory from the 17th/19th over as applicable. If the maximum overs of a match is 20 overs or the tournament, the next powerplay block of 2 overs will be taken by the batting team anytime between 5th and 17/18th over as applicable. If it is not taken by the 17/18th over as applicable, it will be mandatory from the 19th/20th over as applicable. In this powerplay, only three fieldsmen are permitted outside the field restriction area. If the fielding team has less than 11 players, then the number of players allowed outside the field restriction area will come down proportionately. For example, if a team has only 10 fielders on the field, only one player will be allowed outside the field restriction area. The number of powerplay overs will not change in a reduced over game.
- **Fielding:**
    - **Field Restrictions:** At the instant of delivery, there may not be more than 5 fieldsmen on the leg side [Law 41.2.1] (Note: this rule is not enforced for offside field setting). In addition, no more than 5 fieldsmen shall be permitted outside the fielding restriction area (30 yards circle/single saving positions) [Law 41.2.4]. The spirit of this rule is that there should be at least 4 fielders on the offside and at least 4 fielders inside the 30 yard circle. If a team is fielding with less than 11 players, then it should still satisfy the condition of minimum 4 fielders within the circle and a minimum of 4 fielders on the off side which means that the number of maximum fielders allowed on the leg side/ outside the circle will come down proportionately depending on the number of players which are less than 11. The maximum number of fielders allowed behind the square leg is 2. If more than 2 fielders are present behind square leg, a no ball will be signaled by the umpire. The number of allowed fielders behind the square leg will not come down if a team is fielding with less than 11 players.
    - **Substitutes:** 2 substitutes are allowed. If a substitute player is used for more than 10 overs in a 20 over match, that player will become the regular player and cannot be treated as a substitute for another player. Other player will not be allowed to enter the field in his place. A substitute player is allowed in the second innings only if a player is injured or the team

batting first had less than 11 players. Even if the team batting first had less than 11 players, substitute players will not be allowed for players who batted in the first innings if they are not injured. There is no requirement for a batsman of a team to be present at any time on the game during the game to be eligible for batting. This is applicable irrespective of whether the team bats first or second.

- No two fielders close to leg umpire (To avoid confusion to the batsmen and the umpire).
- No abusive language. Team's captain and umpire can take decision to call off the game if players conduct is out of control.
- **Code of Conduct:** Disciplinary actions are categorized based on the below 3 levels of incidents:
  - **L1:** Player(s) involved in arguments/verbal abuse/physical gestures with any one on the ground or any other actions of indiscipline.  
**Umpire issues a warning to a player(s) and updates the match report.**
  - **L2:** Second occurrence of L1 on same or different match is considered L2.  
**Suspension of 1 game (i.e. next immediate match) is awarded to the player involved.**
  - **L3:** Player(s) involved in arguments/verbal abuse/physical gestures/physical abuse that causes a disruption of the game. This decision is taken based on the inputs from the Umpires and if needed others present at the time of the incident.  
**The Chair Committee will be involved if there are any conflicts with arriving at the decision.**  
**Any incidents will be first reported to the Teams responsible for the Fairplay Award. This team would then involve any other teams.**
- If the bowling team cannot complete the quota in stipulated time, they will get warning. If they receive two warnings, the Captain of the team will get 2<sup>nd</sup> warning. If the same repeats in the 3<sup>rd</sup> game of the same season the Team will be assigned a fine of \$100
- New ball can be taken at 10<sup>th</sup> over. Only two balls allowed. If ball goes too bad even before, they can request to be replaced anytime during the game. Bowling team captain/umpire and Batting team captain shall be involved in decision to change the ball
- Forecast light drizzle that morning, someone from local team will examine the field and will send out communication to both teams early that morning in HPT20L WhatsApp group.
- Retired player can come back only after all the remaining players are either out or retired. Retired batsman can come back in any order (i.e. the third retired batsman can return to bat before first retired batsman).

- **Weather affected games:**

If a team batting first completes its innings and the overs has to be shortened for the second innings, the target shall be adjusted based on the run rate of the first team. Rolling up decimal points: any decimal value equals 0.5 or greater than 0.5 shall be rounded to the next higher whole number and decimal values less than 0.5 shall be rounded to the lower whole number. In addition, only the first 2 decimal places shall be considered, the rest shall be truncated.

i. For example, say Team A batting first scores 100 runs in 20 overs. Because of weather the overs are reduced to 15 for team B. Then based on team A's run rate 5.00/over (100 runs/20 overs) the target shall be reduced by 25 runs (5 runs \* 5 overs +1) to 76 runs.

ii. Say Team A scores 99 runs in 20 overs. Then Team A's run rate is 4.95/over. Team B's target shall be approximated to 74 as 4.95 runs \* 15 overs = 74.25 runs.

iii. Say Team A scores 101 runs in 20 overs. Then Team A's run rate is 5.01/over. Team B's target shall be approximated to 76 as 5.01 runs \* 15 overs = 75.75.

iv. Say if the match is played only for a max of 17 overs. Team A scores 99 runs in 17 overs. Then Team B's max overs are reduced to 15 overs. Then Team A's run rate is 5.82/over (note: actual value is 5.823... and is truncated to 5.82). Team B's target shall be approximated to 87 as 5.82 runs \* 15 overs = 87.3

- **Timings & Schedule**

- Match schedules will be updated in CricClubs with all team's consensus.
- All game must start by 07:00 AM CST.
- If playing two teams agree to start the match late, that needs to be informed to the Neutral Umpire in advance and post the details in HPT20L WhatsApp group.
- Responsibility of ground setup is on with the playing teams.
- Please remove the trash after the match gets over.

## **Type of Ball**

- Tape balls will be used for all games, we shall buy the tape balls or re-tape the balls.

## **Score card**

- CricClubs App will be used for scoring and this will be used as the reference for deciding Man of the Match, Man of the Series, Best Batsman and Bowler trophies.
- For any technical issues/updates, follow-up with respective CricClub support assigned teams.

## **Tournament Expenses**

- Each team will be required to deposit **\$150** before the start of the tournament.

## **Fairplay**

- All teams are evaluated for the Fairplay award based on the discipline of the teams on the field and while umpiring.
- Each team is awarded 2 points - 1 for on field discipline and 1 for umpiring in each game.
- The team with the maximum fairplay points is awarded the fairplay award at the end of round tournament.
- Teams should share their feedback with the Fairplay assessment teams and they will make a note of the points and update the CricClubs MATCH SUMMARY section with the comments from each team. Points will be awarded/deducted for each team based on the feedback received from Captains

## **Zero Liability**

- The Organizing Team of “Houston Premier T20 League” are NOT LIABLE for any injuries sustained, any things broken and/or lost during the course of the tournament.

## **Trophies:**

Man of the Match

Man of the Series

Best Batsman

Best Bowler

Winners trophy

Runners Trophy

Fairplay Award

Individual trophies for each Winning team member

Individual trophies for each Runners up team member

## **Weekly Conference calls and WhatsApp group:**

- All conference calls will be scheduled for 08:00 PM CST unless we have a specific need to organize one.
- Weekly calls will be conducted on Wednesdays 08:00 PM CST.
- Atleast one representative from each team should be part of this call.
- Meetings cannot be used for reviews and feedback of matches and need to be short.
- WhatsApp should be used only for healthy communication and any abuse will get warning.

- **Teams Responsibilities:**

**CCC/RCC** – Liability forms to be shared and collected signed forms from all teams.

**CCC / WCC** – CricClubs updates and any follow up on technical issues.

**Powerstars** – Sponsorship/Advertising for this season/Match balls

**Krazy 11** – Coordination of tournament

**Ground Breakers/GBC** – Tournament fund collection and distribution of expenses.

**Organizing Team:** Rule Book updates and any clarifications on the tournament rules during this season.

**C4/WCC** – Fairplay data points collection and work with the tournament group in case of any escalations raised by the teams.

**C4-** Trophies