



# NATOMAS CRICKET LEAGUE



## RULES AND INFORMATION

### 1. Ethics and Expectations

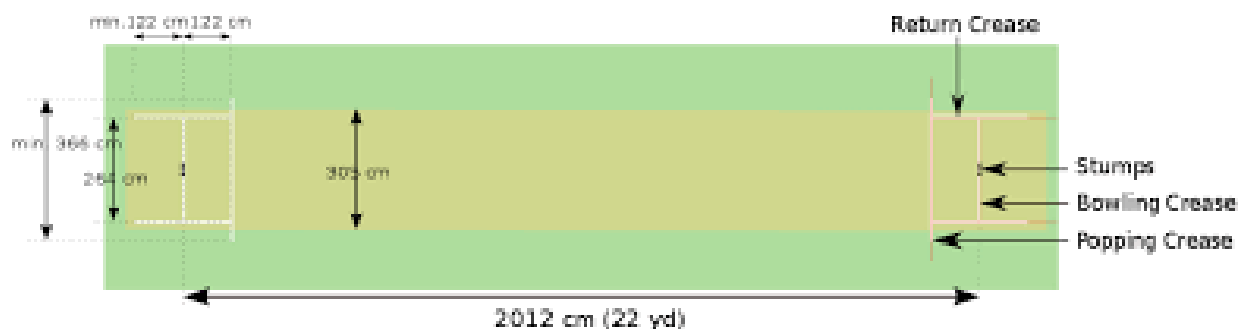
- 1) It is the duty of every player to allow only their captain to talk to umpire for anything. Umpires can discuss between themselves or can discuss with either captains in the process of any decision making. The decision made by the Umpires is final and cannot be changed or protested against.

### 2. Ground Usage and Maintenance

- 2) No vehicle is allowed into the ground absolutely. Not even for unloading the kit or dropping anything. No vehicles inside please.
- 3) No Alcohol beverages and smoke allowed into the school. Please take this very seriously as we have very high chances of getting penalized by the School Management due to this. Last year we had lot of issues with School management due to cigarette butts left over in the dugout area.
- 4) Need to clear/clean the trash after every usage of the facility.
- 5) Need to report to the committee in case of any emergencies during the game.

### 3. Field

- 6) The boundary must be 55mts or 180ft from the center of the pitch and the crease measurements should be marked according to the ICC rules.
- 7) All the crease markings should be standard ICC cricket measurements. Below picture for reference.



- 8) A minimum of 4 fielders (excluding bowler and wicket keeper) should be fielding inside the inner circle at any point of the game. It's the duty of the umpires to have an imaginary inner circle and communicate with the captains.
- 9) If any team violates the inner circle rule, they are penalized with a NO ball.
- 10) It's the responsibility of the Home team to setup the boundary, wickets, and crease markings etc for the game to start on time.
- 11) Every team must bring 1 set of stumps for the game. Please do not bring the ones that need to be rooted to the ground.

### 4. Pre-Match Regulations



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## 4.1 Game Timings

It's absolutely mandatory for every team to start the game on time. If any of the involved parties are responsible for the delay in game start, there will a penalty imposed upon the complaint received from one of them. If the game is delayed later than the start time, the responsible playing team will be imposed with a penalty of 1 over for every 5 mins. The umpire must track this time and impose the penalty. All the written notes must be submitted in the scoring sheets after the match

## 4.2 Nomination of Players

Each Captain shall hand to the umpires their list of 11 nominated players on the official match sheet prior to the toss taking place. Opposing captain should verify and update the playing XI in the online live scoring app.

## 5. Players

- 1) A team squad should consist of 25 members strictly for the tournament. No changes are permitted in the squad after the 5<sup>th</sup> match of any participating team. All the changes to the squad must be done by the Organizing committee.
- 2) A player should not be part of 2 teams.
- 3) A team should have at least 9 members to the start the game at the scheduled start time.
- 4) Any player who has not played at least 4 games in the leagues stage, then he is not qualified to play from knockout level.

## 6. Substitutes

- 1) All the substitution rules are according to ICC.

## 7. Scoring

- 1) Online Scoring is mandatory in NCL this year.
- 2) The captain of each team will be provided privilege for online scoring in their matches.
- 3) Scoresheets will also be provided to each team prior to the start of the tournament.
- 4) It is also advised to score in scoresheets simultaneously so that teams can validate online scores at the end of the innings/match.
- 5) If the teams have any issue with online scoring/website, they have to inform the NCL committee immediately and use scoresheets for scoring.
- 6) Teams/Captain can modify online scores only till Tuesday midnight of the corresponding week as all the scorecards will be locked by Tuesday midnight(in case online scoring worked for the game).
- 7) If scoresheets were used during the match (**online scoring did not work**) then teams will be provided till Wednesday night to enter/modify scorecards on the website.
- 8) The Playing XI of each participating team would be entered in the website/scoresheet at/ before the toss of the match.



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- 9) First and Last names of all players shall be recorded in the website/scoresheet as per the registered names with the Captain (\*) and wicket-keeper (+) of each side identified.
- 10) The names of players effecting a dismissal shall be recorded. This includes players taking a catch or affecting a run out dismissal. This is important as any kind of assist will have points counted towards the player.
- 11) The score sheet for each game must be submitted (email/message) to organizers after signed by the designated umpires and both the captains after the match (if online scoring did not work). Else the score sheets are not considered.

## 8. Balls

Wilson Level 5 A1228 balls will be used for all the matches in the tournament.

A new ball will be used at the start of each innings. It's the responsibility of the bowling team to bring their own ball.

Playing ball shall only be replaced only by a new ball upon umpire's approval if and only when the ball is lost or torn.

## 9. Length of Innings

### 8.1 Duration

- 1) It's a 20 over per innings game. And a bowler can bowl 4 overs maximum.

## 10. Intervals

### 10.1 Innings Break

There shall be an interval of 10 minutes between each innings.

### 10.2 Drinks Break

Drinks break: One break of 5 minutes shall be taken at the completion mid-point of each innings (10th over in a 20 over game). This is not mandatory and if any one of the team requests for a break, umpires should make it happen.

## 11. Results

Win	4 points
Tie, no result, incomplete or abandoned	2 points
Bonus point	2 points

If teams have same number of points during qualification for the next round, then the qualifier will be decided based on the following factors.

### 1. Net Run Rate.

2. Head - to- Head results will be considered.
3. If the teams have not played or no results or same number of wins against each other, then the team with maximum number of wins will be qualified for the next round.



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No rescheduling of the games at any condition.

## 11.1 Points carried from previous rounds

All the points against the qualified teams from the league games will be carried forward to the next round including the bonus and penalty points.

## 12. Penalties

### 12.1 Umpiring

Penalty points for No show or partial show from the umpires will be as below:

- If 2 Umpires show up later than scheduled start time => Penalty = -2 points
- If 2 umpires don't show up for the match totally => penalty = -4 points
- If only 1 umpire shows up for the match before start time => penalty = -2 points
- If only 1 umpire show up for the match after schedule time => penalty = -3 points

## 13. Game Tie

In case of a game tie, A super over (or Eliminator) will be used.

All the super over rules are according to ICC.

## 14. Incomplete Games

If a match cannot be continued any later after 10 overs of the 2<sup>nd</sup> innings, then the remaining overs are given a score based on the Run Index formula.

Run Index = (Runs made / No of overs played) \* ((Wkts remaining)/10)

Runs for the remaining overs = Run Index \* overs remaining.

## 15. No-Balls, Wides and Dead Balls

### 15.1 No balls

- All the ICC rules for no ball apply for the categories of foot-fault, bowling underarm, breaking field restrictions, waist high full tosses, 2<sup>nd</sup> or more bouncers above shoulder height.
- All the no balls have a penalty of a free hit.
- Only 1 bouncer over the shoulder and below the head is allowed.
- If the 1<sup>st</sup> bouncer is above the head, it will be called as a wide and also warned to be the 1st legal bouncer of the over by the umpire.

### 15.2 Wides

- 1 If the Bowler bowls the ball so high over head or so wide of the wicket that, in the opinion of the Umpire it passes out of reach of the Striker, standing in a normal guard position, the Umpire shall call and signal "wide ball" as soon as it has passed the line of the Striker's wicket.
- 2 The Umpire shall not adjudge a ball as being a wide if:-



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- (a) The Striker, by moving from his guard position, causes the ball to pass out of his reach.
- (b) The Striker moves and thus brings the ball within his reach.

### 16. Weather Conditions

- 3 In case of bad weather where the playing conditions are nonexistent, the match will be rescheduled for the next available day.
- 4 If any part of the ground other than the pitch is wet or looks damaged, it will not be considered as a reason for stopping the play.
- 5 If the pitch is wet or looks damaged for some reason and if both playing teams consider it as an unplayable situation, then the match can be rescheduled.
- 6 Due to weather conditions, if the match is delayed by the umpire for a period of time, the new rescheduled time is the Match start time.

### 17. Miscellaneous

In any case, the management is not responsible to refund the tournament fee. This applies to any discontinuance or disqualification of any team at any stage of the tournament or if the tournament is discontinued due to any technical or unforeseen reasons.

In case of any conflict/unresolved situation arises, committee will have the right to decide.

### 18. Rules

All rules by ICC T20 are followed unless they are specified in the document specifically.

For more details on ICC rules:

[http://icc-live.s3.amazonaws.com/cms/media/about\\_docs/5311e35597180-WT20%202014%20Playing%20Conditions.pdf](http://icc-live.s3.amazonaws.com/cms/media/about_docs/5311e35597180-WT20%202014%20Playing%20Conditions.pdf)

**\*\*\*Best of Luck for your Tournament\*\*\***