

NY Tennis Ball Cricket League Rules: 2020

The captains of both teams are responsible for ensuring:

1. League rules are understood by their players, and applied fairly
2. Use CricClubs App for live scoring this will avoid all the extra work.
** Captains must notify NYTBCL management and designate at least 2 scorers prior to the tournament.
3. CricClubs: All scores (full scorecards, including bowling figures) must be entered in CricClubs by Monday following the game. For example, if your game is on Saturday September 12th, your scores must be entered by Monday, September 14th on CricClubs. Failure to do so will mean a forfeiture of points. If one team enters scores and the other doesn't, the team that enters scores is automatically awarded the victory, regardless of the result of the game played between the two sides.

Schedule:

4. Based on a randomized round robin system.
5. Teams will play the same number of games.
6. Rained out games count as a valid game
7. Team not showing up on game day or canceling on schedule will forfeit the game.

Ranking:

8. Based on Points basis.
9. NRR will break a ranking tie. NRR will be calculated based on ICC standards automatically in CricClubs.

Playoffs & Promotion/Relegation System:

10. 6 team Group/Division will have 2 teams in Playoffs
11. A player will need to play a minimum of 2 games to qualify for Playoffs. Rained out games will count as a game played for a player – only if game is cancelled on the day of and umpire signs off on the player list by the captains.
12. Playoff formats will be announced one week in advance. It will be a knockout system.

13. Tied game will have a super over in the playoff stage.
14. No Super Over in group stages and both teams will share points.

Clothing:

15. Team uniform is a must (No sweatpants allowed, no shorts, etc....)
***Teams must notify management prior to tournament if they are unable to meet the uniform requirements because of the COVID-19.
16. The umpire will disallow anyone from entering the field of play who does not comply with clothing rules.

Registering Players & Playing XI

17. Players need to be registered on CricClubs with full name and photo which is clearly recognizable.
18. Each captain shall nominate 11 players ("Playing 11") in writing to the match official before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.
19. Umpires will carry a blank sheet with them to every game, which each captain will fill in with their respective Playing 11 prior to the start of the game.
*** Super sub must be declared and notified to umpire prior to the game.
20. Playing members should be entered in CricClubs before start of the season. New players can be added to the team's roster until September 11th. After September 11th all teams will be locked in CricClubs.
21. No new player or guest player can be added for playoffs.
22. If a player is not on CricClubs – then they are not allowed to play the game. Game will be considered to be forfeit if a player who is not registered on CricClubs plays the game. Please issue a protest and play the game. Report the incident to the league and we will look into it. Speak to other team captain and inform League if you want to play non registered players.
23. Player in a team cannot be playing in any other team at the same time. Speak to other team captain and inform League if you want to play non registered players.

Start time:

24. Late arrival by one or both teams causing a delay of game will result in the loss of batting overs for the delaying team(s): one over for every 5-minutes of delay. However, matches may commence with fewer than eleven players (minimum 7 players) present without any reduction in batting overs.

25. Additionally, if a team does not have 7 players on the field at 10 mins before the start time, the opposition will be awarded the toss (and the late team will be docked overs, as applicable above).

Pitch setup & toss:

26. Responsibility for setting up the pitch: Teams listed first on the schedule are the home team. The ground shall be set up by the home side in entirety 15 minutes before game time, for example if the game starts at 1:30PM, pitch should be ready to play no later than 1:15pm. The home team shall carry hosting equipment with them, which includes stumps, 30 yard cones, and boundary cones. The toss will be completed (in the presence of the officiating umpire) by 15 mins before the game.

27. If the umpire is late, the two captains can mutually agree on completing the toss, and starting the game without the presence of the umpire.

Game length:

28. Games must be 10 overs in length with first 4 overs of PowerPlay, not longer, not shorter (unless of course a team is bowled out in a shorter period, or a side chases down a total in fewer than 10 overs or in the event of rain during the second inning) and it has to complete by 1:45hrs.

29. The umpire has discretion for docking overs for any offending parties.

30. Enforced over rates:

a. If the allotted overs are not completed within the specified time, the umpire has the option of reporting the captain of the offending team to the league coordinator. Repeated offences will lead to a ban of the offending captain for a number of games.

b. Umpires need to be vocal during the game if they foresee any time wasting on either the batting or bowling side

Bowler over-limit:

31. You need to have minimum 5 bowlers, any bowler can bowl maximum of 2 overs

Batting Time Out:

32. After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless in the case of a drinks break, be in position to take guard or for his partner to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

33. In the event of protracted delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of MCC Law 21.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 3 minutes referred to above.

No-balls for height:

34. For spinners and fast bowlers alike, a ball received on the full by a batsman in his normal stance, above waist height, shall be deemed a no-ball by the bowler's end umpire – especially if there is only one umpire – if there are two umpires then the square leg umpire may assist in the decision.

35. There will be a free hit for front foot no-balls only.

Runners:

36. No runners shall be allowed for batsmen injured or hurt during or prior to a game

Rain delays:

37. In the event of rain delays, the number of overs to be played by each team will be determined by the captains. For shortened games, the team with the highest run rate total runs/overs completed) wins the match. Each team must bat for a minimum of 10 overs for a game to be considered official (i.e., for win/loss points to be awarded).

Mankads (or running a non-striker out before delivering a ball):

38. The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker.

Subs:

39. The substitute fielder shall only be permitted in cases of injury or illness...

40. The substitute fielder shall only be permitted if the player becomes injured after the playing XI is nominated at the start of the game.

41. The substitute may not bat, bowl, keep wickets or act as captain.

42. An injured player may return to the game if they have recovered. But they cannot immediately resume bowling (or batting if their team's innings commences while they are off the field). They will have to spend an equal amount of time on the field – as they spent off the field. For example – If they are off the

field for 3 overs – then they will have to return to the field for 3 overs before they can start bowling. If a batsman goes off the field for the last 3 overs of the first innings – he cannot start his innings in the first 3 overs.

43. If a batsman is retired out – but recovers later – can return to resume his innings.

44. Captain has to get umpire's permission to use the substitute.

45. The substitute would need to be registered member of the team on CricClubs.

46. Exceptions to the above rules are allowed under special circumstances if both the captains and umpires agree on it.

Discipline:

51. League is not liable for any physical altercations.

52. Teams are liable to be suspended for any acts of physical violence on or close to the field of play. Teams are liable to serious penalties – if the rules are purposely violated. Penalties are at the discretion of the Division Coordinator and the League President

53. Please remember Umpires decision is final decision and no more argument with the umpire regarding the same.

54. In case of any dispute, managements\league president's decision is going to be final decision

Safety:

55. Every player on the roster must sign waiver before they can play in the league, all captains must make sure every player has signed the waiver.

56. Every team must follow ICC Back to Cricket guidelines.

57. On-field behavior that includes celebrations with body contact, and shared use of drink bottles, towels and equipment can pose a risk in cricket and should be strongly discouraged.

58. Players should be encouraged to take responsibility for their own items (sunglasses, cap, jumpers, towels etc.) and instructed against handing over any items to umpires or teammates.

59. Every player must carry a small bottle of Sanitizer and a personal towel if possible.

Super Sub:

60. Super Sub is allowed only during league stages, no super sub allowed in playoffs.

61. Every team can select 12 members before the start of the game also announce who is going to be the super sub player before the game starts.

62. Super sub player needs to be on the ground before the start of the game, no super sub allowed after the game starts.

Most Important:

63. Players travelling outside NY state needs to self-quarantine for 2 Weeks and cannot play any games during those 2 weeks.

64. Any players with Covid-19 case at home will not be allowed to play in the league.

65. Failure to follow above two rules may result in team's termination from the league.