**Nashville Tennessee Cricket League**

**Premier League – ODI [40over] Tournament Playing Conditions**



**The Spirit of Cricket**

* Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.
* The major responsibility for ensuring fair play rests with the captains but extends to all players and umpires.
* Respect is central to the Spirit of Cricket.
* Respect your captain, teammates, opponents and the authority of the umpires.
* Play hard and play fair.
* Accept the umpire’s decision.
* Create a positive atmosphere by your own conduct and encourage others to do likewise.
* Show self-discipline, even when things go against you.
* Congratulate the opposition on their successes and enjoy those of your own team.
* Always thank the officials and your opposition for their effort at the end of the match, whatever is the result.
* Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

**NTCL Important Rules and Regulations**

**Format:**

Round Robin. Every team gets to play against every other team participating in the tournament. Based on teams participating, payoff divisional will be divided. Top 8 teams at the end of league stages would qualify for play-offs. Top 4 teams would be categorized under Division 1 (Diamond) and next 4 seeded teams would be categorized under Division 2 (platinum). Semi’s and finals would be organized for each division.

**Player Identification:**

All teams need to upload their team player rosters, Player email and player images (Mandatory) to the NTCL website prior to the provided deadline.

Tournament Roster Size: Each team will be allowed to carry an active roster of 20 players, each additional player would cost $10 each with a max limit of 25 per roster.

Players can be added/dropped as per the tournament deadlines set by the Organizers.

**Player Enrollment / Roster enrollment:**

Roster needs to be updated no later than 8 PM on Friday evening before the scheduled game. If a player has played a single league game, he cannot be removed from the roster until the end of the tournament.

**Ground Allocation:**

Considering the time of the year Premier league is being played, Ground allocation is at the discretion of the Org committee and it could be subject to change. No individual requests from teams are entertained in this scenario for smooth functioning of the tournament.

**Minimum Eligibility Requirement:**

A player needs to play a minimum of 2 league games for him to qualify for play-off games.

**Rain / Reschedule:**

A game would be considered played if the toss happens and a ball is bowled. Incase of a scenario where the D/L cannot be applied, points would be split equally between two teams.

Games where the ground is not playable and not even a single ball is bowled, it would be rescheduled. We would have strict rescheduled dates and the games would be organized during the days where ground is available. Reschedule dates and game duration(Overs) are totally at the discretion of the Organizing committee.

**No-show policy:**

For any reason, if a team doesn’t play a game on the scheduled date and plans to give a by to the opponent team, a fine of $100 would be incurred and needs to be paid to the opponent team.

All Teams shall complete the match once the match has commenced. If a team walks out of a match under protest, that club will automatically lose the fixture. All Teams should inform the umpires and the opposing captain of their intention to protest but must complete the match once the match has commenced. All protested games should be filed in writing with the NTCL Org Committee.

**Trash policy:**

All trash needs to be picked up and there should be absolutely nothing left behind on the ground and outside the field as well. Teams who fails to do so would need to pay a fine of $100 per incident. There are absolutely no warnings given in such scenarios and the fine needs to be paid in a week’s time.

**Umpiring:**

Umpires have the sole responsibility in ensuring every teams’ completion of the scheduled number of overs in the allotted time. If after two [2] warnings, in the sole opinion of the umpire, if the bowling team still indulges in delays and time-wasting tactics, the umpire is authorized to deduct one over for every five [5] minutes of estimated delay or add time to the allotted time for the batting team as he deems fit.

Org would work hard to find a neutral umpire for the game. In case of non-availability of a neutral umpire, parallel umpiring would come into play. LG1, LG2, LG4 would have this option. Team needs to send an umpire to the adjacent ground as a main umpire. The umpire can only be changed once throughout the duration of the innings. [Max 2 persons can umpire for one innings]. Teams playing in LG1 can send to LG4, teams playing in LG4 can send to LG2, teams playing in LG2 can send to LG1. If there are only two games happening in parallel, the same rule applies. Failure to send in an umpire would result in $100 fine along with ONE match point.

**Toss/Game Start and end time**

At least 8 players of a team must be present 15 minutes before the start of their game. Failing to do so will result in the automatic loss of toss for the team in question.

In case of late starts owing to inclement weather, two overs shall be deducted from the total number of overs comprising of both innings for every ten [10] minute loss of time. All time losses will be deducted from the total playing time of 7 hours and 20 minutes, and the time remaining shall be divided equally between the two clubs

Teams responsible for late starts shall have one over deducted from their maximum allotted overs for every five [5] minute delay. This includes teams arriving late to the field of play.

**Super Sub**

The super-sub must be indicated in the list of players provided by both the captains to the umpire before the toss.

A super-sub cannot take the place of a wicket-keeper.

A super-sub can be always used as a regular fielding substitute by the fielding team.

A super-sub cannot super-sub and bowl in place of a bowler in the fielding side who has already bowled an over in the game.

A super-sub cannot super-sub a Batsman who already did batting in that inning. he can be replaced by a player who did not bat, such player cannot bat in same innings.

A super-sub is not mandatory.

**Number of Overs per Bowler:**

Each bowler may bowl a maximum of one-fifth [1/5] the maximum allotted overs for a complete inning (eg: for full 40 over game, a bowler can bowl a max of 8 overs)

In truncated games, where the number of allotted overs is not exactly divisible by five [5], one additional over may be bowled by the minimum number of bowlers necessary to make up the remainder of the division.

In the event of a bowler being unable to complete an over, another bowler may bowl the deliveries remaining for the completion of that over. Such part of an over shall count as a full over only insofar as each bowler’s limit

**NTCL Rules and Regulations**

**Match Timings and Punctuality**

**Players**

* **At least 8 players of a team must be present 15 minutes before the start of their game. Failing to do so will result in the automatic loss of toss for the team in question.**
* In case both teams are missing players then the one with more players present on the ground at the start of the game are declared as toss winners (as long as one team has 8 or more players present).
* If neither team has at least 8 players available to start the match on time, then the team who gets 8 players first wins the toss and other team will be penalized with reduced overs while their batting.
* If any team(s) unable to get at least 8 players in 30 minutes after the scheduled start time, then the team with higher number of players will awarded with winning points. If both teams have equal but less than 8 players after 30 minutes, then points will be shared.
* In case of late starts owing to inclement weather, two overs shall be deducted from the total number of overs comprising of both innings for every ten [10] minute loss of time. All time losses will be deducted from the total playing time of 7 hours and 20 minutes, and the time remaining shall be divided equally between the two clubs
* Teams responsible for late starts shall have one over deducted from their maximum allotted overs for every five [5] minute delay. This includes teams arriving late to the field of play.

**Match Forfeiture Policy**

The committee wants to discourage teams from forfeiting their games as its repercussion affects in so many ways. Hence, teams that forfeit will be penalized. A fine of $100 would be incurred and needs to be paid to the opponent team, team responsible will lose 1 point.

**A match will be considered forfeited under one of the following conditions:**

* A Team is a No-Show for a match or refuses to play the match
* A Team violates the Minimum Player Rule
* A Team violates NTCL conduct policy - resulting in the umpires calling the game off and awarding it to the opposition.

**What Happens after a Game is forfeited?**

* The offending team may/will be penalized with $100 to opponent team. NTCL Organizers will take into consideration the events leading to the forfeiture and inform teams accordingly of the outcome.
* The opposition will be declared as the ‘match winners’ and awarded the full points to opponent team, team responsible will lose 1 point.
* In case of a game being forfeited when there is a scenario of parallel umpiring in LG1 and LG4, it would be the responsibility of the team to send in an umpire or pay $85 as a penalty.

**Match Rules for NTCL 40 Overs**

* All games will be 2 innings of 40 overs, 1 innings batting for the two teams and all will be played using the ICC One day standard rules, scaled down to 40 overs.
* International Cricket Council rules will be followed. The umpires will be given standard rules regarding wide balls, boundaries, no balls and other rules.
* Each team will get minimum of 60% of total league games.
* After leagues are over, Seed 1 to 5 will go to Platinum division and seed 6 to 10 will go to Gold division.

A maximum of two fielders can be outside the inner circle (30 Yards circle) in the first 8 overs. After 8 overs maximum of 5 fielders are allowed outside the 30-yard circle

Below chart shows the restrictions in circumstances when the number of overs of the batting team is reduced.

|  |  |
| --- | --- |
| **Innings Duration** | **Power Play Overs** |
| 15 to 19 | 4 |
| 20 to 26 | 5 |
| 27 to 31 | 6 |
| 31 to 35 | 7 |
| 40 | 8 |

**Helmet Policy:**

It is mandatory for all batsmen to wear a helmet irrespective of the game situation in NTCL leather ball tournaments. A waiver form with all the list of players needs to be submitted to Org team before first game.

Waver form will be available on NTCL Cricclubs Website.

**Other General Rules and Cricket Rules**

**If not already mentioned in the NTCL 40 over rulebook, all the games will be played under the ICC One Day International game rules.**

Once the team rosters are finalized and locked on the NTCL website, player transfers between teams is not allowed unless approved by the Organizers.

**Fielder or a player temporary absence from the playing field**

* Umpire shall be informed of the reason for any absence of a player from the playing field.
* He shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
* If a player is absent from the field for longer than 8 minutes or a full over, the following restrictions shall apply to their future participation in the match:
* The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the half the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player’s unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
* The player shall not be permitted to bat in the match until his team’s batting innings has been in progress for half the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
* If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
* On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 40 minutes, and that player shall not bowl until all his Penalty time has been served.
* Playing time shall comprise the time play is in progress excluding intervals between innings. For clarity, a player’s Penalty time will continue to expire after he is dismissed, for the remainder of his team’s batting innings.
* If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that, the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting. the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
* Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable. Penalty time not incurred A nominated player’s absence will not incur Penalty time if, he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field. in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
* **Player returning without permission** - If a player comes on to the field of play and comes into contact with the ball while it is in play, the ball shall immediately become dead. - The umpire shall award 5 Penalty runs to the batting side. - Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence. - The ball shall not count as one of the over. - The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action

More details of this rule is available in below Link:

<https://www.lords.org/mcc/the-laws-of-cricket/fielders-absence;-substitutes#:~:text=3.-,24.2.,a%20maximum%20of%2090%20minutes.&text=A%20nominated%20player's%20absence%20will,24.3>.

**Bowler announcing Guard:**

It is not mandatory for the bowler to announce the guard even if it is the very first ball of his innings. The guard is just informational and is meant for the batsman and the runner. Hence a no-ball cannot be called by the umpire for a bowler not announcing the guard. However, it is highly encouraged that the umpire asks the guard, so he can inform the batsman and the runner.

**The match ball - changing its condition**

* Any fielder may
	+ Polish the ball provided that no artificial substance is used and that such polishing wastes no time.
	+ Remove mud from the ball under the supervision of the umpire.
	+ Dry a wet ball on a towel.
* It is unfair for anyone to rub the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.
* The umpire shall make frequent and irregular inspections of the ball.
* In the event of any fielder changing the condition of the ball unfairly, the umpire after consultation shall change the ball forthwith. It shall be for the umpire to decide on the replacement ball, which shall, in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.
* Inform the batsmen that the ball has been changed.
* Award 5 penalty runs to the batting side. See below.
* Inform the captain of the fielding side that the reason for the action was the unfair interference with the ball.
* Inform the captain of the batting side as soon as practicable of what has occurred.
* Report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.
* If there is any further instance of unfairly changing the condition of the ball in that innings the umpire after consultation
* Shall repeat the above procedure. Inform the captain of the fielding side of the reason for the action taken and direct him to take off forthwith the bowler who delivered the immediately preceding ball. The bowler thus taken off shall not be allowed to bowl again in that innings.
* Inform the captain of the batting side as soon as practicable of what has occurred.
* Report this further occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned

**Wide Ball**

* A wide ball will be called when the batsman, playing a normal stroke, is unable to reach the ball. However, a ball cannot be called wide if: - It is out of the batsman's reach because of him moving away from it.

**No Ball**

* During an Over, any ball pitching and going over the batsman’s shoulders will be declared as a No Ball.
* One bouncer per over is allowed.
* Full toss balls above the waist will be declared No Ball. If a bowler bowl two balls full toss above waist then the bowler will be discarded to bowl any over in that innings.

**Protests and Complaints**

* All protests and complaints that members may wish to bring before NTCL Org (tenncric@gmail.com) in writing within seven [7] days of the incident.
* Full details of the incident(s) shall be set forth showing the nature of the protest or complaint, including the names and addresses of witnesses or other persons who have a personal knowledge of the matter and are willing and able to give evidence, either personally or in writing to the NTCL Org team. The Org team shall resolve the matter.
* Should Teams walk off the playing field in protest, they will be deemed to have lost the fixture, irrespective of the results following the investigation of the protest or complaint.
* All appeals that members may wish to bring before the NTCL Org in writing within three [3] days since the first verdict was announced. The processing fee for appeals are $50 and will be refunded for winning the appeal.
* No more than one appeal is allowed per violation.

**Fielding Restrictions:**

Fielding restrictions must be ratified annually by the NTCL Org prior to the commencement of the competition.

**30 – yard boundary measures:**

* + - With the middle stump as center, a semi-circle of 30 yards radius on either end shall be marked. The two ends of the semi-circle shall be joined by straight lines on either side and parallel to the length of the pitch to form the 30 – yard boundary
		- The 30 – yard boundary may be marked with chalk, foam-core, rubber or paper plates at 5-yard intervals and must be clearly visible from the umpires’ stations.

**Fielding Restrictions for Complete Games:**

* At no stage in the game can the number of fielders on the leg-side be greater than 5 [five] at the instant of delivery of the ball.
* In the first 8 [eight] overs of a 40 [forty] over game, only 2 [two] players may be positioned outside the 30- yard limit. The remaining 9 [nine] players must be within the 30-yard limit at the instant of delivery of the ball during the first 12 overs
* In the first 8 [eight] overs, at least two fielders must be stationary, in catching positions
* From over 9 [Ninth] till the completion of the innings, only 5 [five] players may be positioned outside the 30-yard limit

**Weather-related Match Truncation and Abandonment:**

* The NTCL scheduled/Assigned umpires for any game are the sole judges for deciding the playing conditions, including the quality and condition of the pitch, the quality and conditions of the outfield, weather conditions and lighting. In the absence of the scheduled umpires, the two opposing captains may mutually agree on playing conditions, but the prerogative for calling off play owing to lighting conditions lies with the batting club. If play is called off, wins and losses will be determined based on D/L method
* In the event that owing to rain, the field is not fit for play, the umpires will call off the match, which is then recorded as a “Re scheduled.” In any case, Teams consisting of seven [8] or more players are required to show up for play – rain-outs can be determined only at the field of play, since play might be possible on some fields. However, the NTCL may call off play on any fixture in case of continuous inclement weather. Such matches will be re scheduled based on the no of washed out games. Overs may be reduced for the re scheduled games and Teams must play re scheduled games on given date by the NTCL Org team.
* Once play has commenced, and there is a possibility that the match may be legally completed, the players and umpires must remain at the playing field for the scheduled time.
* For a decision to be reached in any particular match, each side must have battled for a minimum of 50% of the total number of allocated overs to one team, and winners will be decided. In the event that rain or poor lighting conditions prevent further play after the commencement of play and the team batting last has not completed 50% of their allocated overs, the match will be awarded winner by using D/L rule.
* Play-off matches beyond the regular season that are abandoned owing to inclement weather conditions shall be rescheduled.

**The Toss:**

* The toss shall be done on the field of play fifteen [15] minutes before the scheduled commencement of play. The captain of the club winning the toss shall inform the umpire and the opposing captain of his decision within five [5] minutes of the completion of the toss
* Any club that is not available to spin the toss fifteen [15] minutes before the scheduled commencement of play shall automatically lose the toss
* If one Team has seven [8] or more players ready to play [15] minutes before the scheduled commencement of play and the other team does not, the club with seven [8] or more players ready to play automatically wins the toss, and the captain of that team must inform the umpires and the opposing captain of his decision at that time

**Intervals:**

* In typical 40-over games, each team is allowed two [2] drinks breaks at the completion of fifteen [15] and thirty [30] overs, with each break not to exceed five [5] minutes. For longer versions of the game, two [2] scheduled drinks breaks may be allowed at appropriate intervals.
* Drinks may be brought on to the field at any time, provided that this is done between overs or at a stoppage of play, and does not interfere with the progress of play. Any unscheduled drinks breaks may be had only with the umpires’ permission.
* There shall be an interval of not more than fifteen [15] minutes between innings. Captains may mutually agree to shorten said interval by notifying the umpires.

**Attire:**

* All players shall be properly dressed in the appropriate attire for play at all times
* Proper attire shall include long white/cream pants, white/cream shirt, and sports shoes or consistent, colored clothing based on the format
* Footwear with pegs or spikes that may cause damage shall not be allowed on matting surfaces

**Substitutions:**

* Any active member of a team may act as a substitute for any other active member of the same club without permission from the opposing captain. All other ICC/MCC rules for substitutions apply.
* Only active members in proper attire may act as substitutes for other active members of the same team.

**Number of Overs per Bowler:**

* Each bowler may bowl a maximum of one-fifth [1/5] the maximum (8 overs ) allotted overs for a complete inning
* In truncated games, where the number of allotted overs is not exactly divisible by five [5], one additional over may be bowled by the minimum number of bowlers necessary to make up the remainder of the division.
* In the event of a bowler being unable to complete an over, another bowler may bowl the deliveries remaining for the completion of that over. Such part of an over shall count as a full over only insofar as each bowler’s limit

**General Cricketing Equipment:**

* The same type of new ball [make and manufacture] approved by the NTCL Governing Body shall be utilized for each inning in the match.
* Each team shall provide or make available to the umpires at least two good used balls for each match to be used as replacements in the event of a lost ball.
* All NTCL matches shall be played on a matting wicket, which in the opinion of both captains and umpires, is suitable for the proper conduct of the game. In the event of a disagreement, the umpires’ decision on the adequacy of the matting or playing surface shall be final and binding.

**NTCL League Standings**

Ties between clubs of equal points at the end of the regular season shall be broken by:

* Higher average of cumulative net run-rate (NRR).
* Number of Wins versus the same opponents in descending order of the opponents’ standings in the League at the end of the season, 2nd, if ties cannot be broken by the 1st method
* Top 8 teams at the end of league stages would qualify for play-offs.
* Top 4 teams would be categorized under Division 1 (Diamond) and next 4 seeded teams would be categorized under Division 2 (Platinum). Semi’s and finals would be organized for each division.

**Umpiring Responsibilities**

* They are the final authority during the game and their decisions will be considered final.
* They will always remain impartial on the field.
* They will keep track of the number of overs during which a fielder has left the field.
* The coin-toss will be conducted in the presence of the neutral umpire before the stipulated match start time. The team winning the toss will declare its decision immediately. Captains or their representatives for the toss should be ready for this ahead of the match start time. If the neutral umpires are not present by the match time then the captains should proceed with the coin-toss in the interest of starting the match on time by utilizing an umpire from the batting side.
* Umpires will keep time of all breaks, and notify the captains as to when to resume.
* They should file a complaint about any misconduct by a player or a team on the field with the NTCL Organizers/Advisory Panel.
* Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards, including the suitability of the outfield for play when it rains. They should periodically check the condition of the ball and decide on a replacement if applicable.
* Umpires decision will be final. However, umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire for clarification or can decide himself to reverse his decision promptly if he thinks he was wrong. His priority is to give the right decision.
* Any team that is scheduled for umpiring duties and is either unwilling to send umpires or does not send any umpires on the day of the scheduled match will be penalized.
* If for any reason the umpires do not show up for the match, the captains are responsible to contact Organizers. The main aim is to play the match and play it supportively. The Organizers will enforce any deemed penalties on teams not honoring their umpiring duties.
* The Organizers will make decisions in cases of disputes that could not be resolved during the game by the neutral umpire. Evidence provided by the neutral umpire and the two captains will be used to make a final and binding decision that will need to be abided by.
* The neutral umpire’s decision will be final for events close to the boundary line (catching, 4’s, 6’s). The umpire can consult with the nearest fielder to make such decisions. Fielding teams should instruct perimeter fielders to remain at the spot of the fielding so that umpires can make the best possible judgment in such instances.
* The main umpire will have authority to over-ride leg-umpires decision except on stumping and run-out decisions.
* Caught-behind decisions need to be made by the main umpire. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire Ex: deflection, deviation, angle, etc of the ball)
* The leg umpire’s jurisdiction covers decisions on run-out/stumping/no-balls due to height decisions at the striker’s end. Additionally, from his vantage point, a leg umpire can opine on whether a wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/off side fielder counts.

**Time wasting**

**FIELDING SIDE**

* It is unfair for any member of the fielding side to waste time.
* If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall call and signal Dead ball if necessary and warn the captain, and indicate that this is a first and final warning.
* Inform the other umpire and the batsmen of what has occurred.
* If there is any further waste of time in that innings, by any member of the fielding side, the umpire shall either
	+ If the waste of time is not during the course of an over, award 5 penalty runs to the batting side.
	+ If the waste of time is during the course of an over, when the ball is dead, direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
	+ Inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.
	+ Report the occurrence, with the other umpire, as soon as possible to the executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.

**BATSMAN WASTING TIME**

* It is unfair for a batsman to waste time. In normal circumstances the striker should always be ready to take strike when the bowler is ready to start his run up.
	+ Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run up or when the ball is dead, as appropriate, the umpire shall
	+ Warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
	+ Inform the other umpire, the other batsman and the captain of the fielding side of what has occurred.
	+ Inform the captain of the batting side as soon as practicable. If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead
	+ Award 5 penalty runs to the fielding side.
	+ Inform the other umpires, the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
	+ Report the occurrence, with the other umpire, as soon as possible to the executive of the batting side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and player or players and, if appropriate, the team concerned

**Captain’s Responsibilities**

* One player from each team will act as team Captain for the duration of the match.
* They should control the behavior of all his team players. (Conduct of his team.)
* Ensure the team players respect the umpire's opinions and decisions.
* Ensure that the ground is ready for play.
* Captain will ensure that the first team reaching the ground will remove the pitch cover and the other team will put it back at the end of the game.
* Captain will ensure that the dugout is placed at only designated area. Designated area will be marked by the NTCL org.
* Captains are responsible for ensuring that the boundary cones/flags are measured and setup before the match start time.
* Both captains should ensure that their respective teams share the responsibility of placing/removing the outside/inside flags and cones as before and after each match.
* They will be responsible for going over the NTCL Rules and Regulations with their players.
* It’s the captain’s responsibility to make sure that the players tasked for umpiring duties are aware of and understand the NTCL Rules and Regulations.
* Captains are responsible for ensuring that all match venues are cleared of any debris/trash at the end of the match. Since NTCL co-shares its venues with other groups it is imperative that teams do not leave behind any debris at the ground. Both teams run the risk of being penalized at the discretion of the Organizers if an official complaint is lodged with NTCL with regards to leftover debris
* The umpire should not be pressurized in any circumstances. It will be captain’s responsibility to make sure nobody crowds or threatens the umpire. Neutral umpires in conjunction with the Organizers will have authority to abandon a game and award points to whoever they think are the deserving winner in case of a fight/controversy.

**Tie Game**

* If a league match ends in a tie, the points are split 1 per team.
* If a play-off games (Semis and Finals) ends in a tie, the highest seeded ranking in the tournament is declared a winner.

**Points System**

* Winning: 2 points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.
* **NO BONUS POINTS concept in big margin wins or losses.**
* If the game is not completed due to weather, then the game will not be rescheduled and both the team will be awarded with 1 point. (Group Level)

**Penalties:**

* Teams may be penalized points based on the issue e.g. misconduct, forfeiture, missed umpiring etc. These point reductions would be applied to cumulative team points.
* Check the Teams/Standings page on cricclubs website, for the rules that govern the ranking of teams in a group.

**Rain Rules:**

* NTCL follows Duckworth Lewis method to calculate target for games which might be affected by rain / low visibility / wet ground conditions games. This is the link we will use to calculate the target - <http://www.boltoncricket.co.uk/DLcalc.html>
* In case of late starts owing to inclement weather, two overs shall be deducted from the total number of overs comprising of both innings for every ten [10] minute loss of time. All time losses will be deducted from the total playing time of 7 hours and 20 minutes, and the time remaining shall be divided equally between the two clubs
* A minimum of 15 overs played by both teams would constitute a completed match and the result would be considered with the winning team getting 2 points.
* Power play rules stay the same. 2 fielders outside the 30-yard circle.
* If rain intervenes after a match has started, then the time lost due to rain delay will be considered for the deduction in overs. For every 5 minutes lost 1 over will be deducted from each side.
* In case of rain/wet conditions affecting the start of the 1st innings or if the umpire deems that the start has to be delayed due to wet conditions, for every 5 min lost, an over will be deducted from both the innings.
* Since for the match to be deemed complete, 5 overs in each of the innings need to be completed, if the game cannot be started within (1hr 40 min) of the original designated start time for NTCL 20 overs games, the game will be declared a washout and each team will be awarded 1 points.
* Since for the match to be deemed complete, 15 overs in each of the innings need to be completed, if the game cannot be started within (3 hours) of the original designated start time for NTCL 40 overs games, the game will be declared a washout and each team will be awarded 1 points.
* If rain however, hits the second innings only and 15 overs cannot be completed for the second innings, the game will be declared a washout and no run rate will be calculated.

**Umpiring for NTCL 40 Overs:**

* Neutral main umpire would be from the team who would have game on the same day and same time. Team needs to send one person at any given point of time during the game to umpire for a game in of the nearby grounds. Details of the umpiring schedule will be published in Cricclubs. The whole objective of this format is to avoid teams travelling to the ground just to umpire or even remain the ground after or before the game just to umpire.
* Umpire need to be at the ground at least 15 minutes before the stipulated start time to ensure that the coin toss and boundary setup is performed before the match start time. Failure to do so will result in a penalty for their team.
* In the event that umpire is unable to get to the field on time, they should proactively call ahead to the playing Captains to inform them of their delay and estimated time of arrival.
* Captains need to ensure that they only send umpire that are knowledgeable on general cricketing rules, have read and understood the NTCL rule book, and can confidently officiate NTCL matches.
* Team’s captain hold responsibility for dedicating umpiring to next ground

**Any missing umpiring will result in 2 points loss first the first time and going forward it would be both 2 points loss and financial penalty ($50 per game). Enforcement of these penalties lies in the hand of the organizing committee.**

**Scoring:**

* CricClubs scoring app must be used for scoring.
* Winning teams should enter scorecard on CricClubs by Wednesday after the weekend games have been played. Also, it is the winning team’s responsibility to update the scorecard with any corrections needed.
* Each team should provide a scorer on the game day. If a team fails to provide a scorer, the scores scored from the opponent team will be considered as the official scores of the game.
* The team captains and Umpire will decide on the Man of the match. The Man of the match will be selected from the winning team. Organizers. The organizers hold the right to cancel the game and award equal points.
* CricClubs will be responsible for calculating run rates based on the information provided by teams.
* The final decision about rescheduling would be taken by the Organizers.
* The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires and also made available on the NTCL website to avoid any inconveniences.
* If at the end of the League games, teams who are with the same points the qualifiers will be decided as follows:
* Net Run rate in the League matches (Run rate rounded to two decimal points) of two teams are equal on run rate then
	+ The team which had more wins of the head to head match played between them in the league phase will be placed in the higher position.
* Playoff games (Quarter finals / Semi- finals / finals) will have reserved days.

**Penalties**

* The Organizers is focused on providing all teams with a fair, safe environment to play cricket through its tournaments while ensuring that all teams comply with the stipulated Rules and Regulations.
* Any team(s) found to be guilty of any rule violations or misconduct will be liable for getting penalized as deemed appropriate by the Organizers. Penalties can range from warnings, point deductions, forfeiture of deposit, match cancellations, disqualification, to getting banned from future tournaments, etc.

**Player / Team Conduct**

* Captains are responsible for the actions of their players at all times and for maintaining on-field harmony. In addition to players, captains/teams can also be penalized for any team offenses.
* Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the Umpires/Organizers shall first be warned for misconduct. Repeated offenses may result in disqualification from the match and/or tournament along with team penalties.
* Any player involved in the oral and/or physical abuse of umpire and/or opposing team player(s) will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. The Organizers will take any appropriate action/penalty of his actions. Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts his bowling run-up to the instant the ball is either played or crosses the normal batting position of the batsmen.
* Under no circumstances should players from the pavilion enter the ground to dispute any on-field decisions. The batting team captain will be responsible for ensuring that players stay off the field. If there are any questions/concerns, then only the captain should inquire off the umpires for clarification. Teams/players can be penalized for entering the playing field to dispute decisions and causing a match delay.
* All questions/concerns related during the match need to be addressed and directed towards the umpires. Communicating with opposing team players is not advised, as it generally does not resolve the issue. Sledging on the field – Umpires will warn the offending player once. If the behavior continues then umpires have the authority to penalize the player by asking them to be removed from the play and the ground.

**IMPORTANT NOTE:**

NTCL takes player safety very seriously! If any player(s) engages in physical or verbal abuse of another player, umpires, or spectator, then NTCL reserves the right to take disciplinary actions against any of the involved player(s). If a player engages in behavior that instigates others, or conversely reacts to others in a derogatory manner, then they will likely be subject to penalties ranging from suspensions to getting disbarred from participating in the league.

**Adhering to NTCL Rules and Regulations:**

All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g. no consumption of alcoholic drinks, public misconduct, trash removal, etc. The NTCL Organizers reserves the right to amend these Rules and Regulations at any time if it considers such action to be in the best interests of the competition. The Organizers holds the right to remove any participating team for their misconduct and reserves the right to withhold the security deposit.

By participating in the NTCL tournaments, teams hereby agree to abide by the NTCL Rules and Regulations.

**RULES AND REGULATIONS**

**Basic ICC ODI cricket rules apply to all matches played by the NTCL**

ICC Laws of Cricket can be found at: <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>

COVID Rules:

All necessary social distancing precautions needs to be considered by the teams playing on the field. NTCL Org Committee is not responsible for any outcome resulting in not following social distancing guidelines.

**NTCL Org Committee**