

Lombard premium league

USA Cup – 2020 Rule Book



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Lombard Premium League

Lombard, IL

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# **Disclaimer**

There is a risk of personal injury, including death and damage to personal property sustained during the Super Max 7 cricket Tournament 2020 (Tournament). This disclaimer releases the Lombard Premier League, including any agent or officer acting on behalf of the Lombard Premier League, from any and all liability for any injury, death or damages whatsoever, suffered by the Player during the duration of the Tournament, whether due to the negligence of the Lombard Premier League, its agents, officers and/or assigns.

Each player must understand this Disclaimer and agree to indemnify the Lombard Premier League, any of its officers, agents and/or assignees from and against any and all actions, suits, claims, demands, causes of action, proceedings, losses, costs and expenses in any way arising out of, or relating to or connected with, either directly or indirectly, the participation of the Player in the Tournament.

It is not the responsibility of the tournament organization/team captains for any injury to any player participating in the tournament or otherwise that occurred while playing cricket on any cricket ground whether while playing a tournament match or during practice at any time during, before or after this tournament.

It is also the responsibility of all the playing captains to make sure that all the players in their respective teams read and understand the rules before participating in Lombard Premier League.

By virtue of participating in the tournament all the players, captains will be deemed to have read and agreed to all the rules mentioned in this document. Anyone who has not read and accepted the agreement is not allowed to participate in the tournament.

**COVID-19:**

By participating in the tournament, you and any guests voluntarily assume all risks related to exposure to COVID-19 and agree not to hold Lombard Premier League or any of their affiliates, directors, officers, employees, agents, contractors, or volunteers liable for any illness or injury.

# **Ball, Bat, Pitch and Wicket Laws**

1. **Approval and control of balls:** All balls to be used in the match, having been given by organizer and approved by the umpires and captains, shall be in the possession of the umpires before the toss and shall remain under their control throughout the match. The umpire shall take possession of the ball in use at the fall of each wicket, at the start of any interval and at any interruption of play.
2. **New ball:** A new ball shall be use at the start of each new innings.
3. **Ball lost or becoming unfit for play:** If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced the umpires shall inform the batsmen and the fielding captain.
4. **Width and length of the bat:** The bat overall shall not be more than 38 inches/96.5cm in length. The blade of the bat shall be made solely of wood and shall not exceed 41/4 in/10.8cm at the widest part.
5. **Hand or glove to count as part of bat:** In these Laws, (a) reference to the bat shall imply that the bat is held by the batsman. (b) contact between the ball and either (i) the striker's bat itself or (ii) the striker's hand holding the bat or (iii) any part of a glove worn on the striker's hand holding the bat shall be regarded as the ball striking or touching the bat, or being struck by the bat.
6. **Area of pitch**: The pitch is a rectangular area of the ground 22 yards/20.12m in length and 10ft/3.05m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5ft/1.52m from it.
7. **Width and pitching:** Two sets of wickets shall be pitched opposite and parallel to each other at a distance of 22 yards/20.12m between the centres of the two middle stumps. Each set shall be 9 in/22.86cm wide and shall consist of three stumps with two bails (optional) on top.
8. While playing on a Tar Pitch, if the ball pitches outside the Tar area (Ex: in the grass outside), that ball will be declared as a dead-ball.

# **Players Laws**

1. **Number of players:** A match is played between two sides, each of 11 players, one of whom shall be captain. By agreement a match may be played between sides minimum of 8 players, but not more than 11 players may field at any time.
2. **Nomination of players:** Each captain shall nominate his players in the app before the toss. No player may be changed after the nomination without the consent of the opposing captain.
3. **Captain:** If at any time the captain is not available, a Vice Captain shall act for him.
	1. If a captain is not available during the period in which the toss is to take place, then the Vice Captain must be responsible for the nomination of the players, if this has not already been done, and for the toss.
	2. At any time after the toss, the Vice Captain must be one of the nominated players.
4. **Responsibility of captains:** The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Law.

# **Substitutes and Runners Laws**

1. **Substitutes:** ALLOWED to field in the middle of the game for an injured player.
	1. If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, they shall allow that player to have a substitute acting instead of him in the field. Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.
2. The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time.
3. A player wishing to change his shirt, boots, etc. must leave the field to do so. No substitute shall be allowed for him.
4. **Substitute Runner or By-Runner** – NOT ALLOWED at any point as per new ICC rule.
5. **Fielder absent or leaving the field:** If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play,
	1. The umpire shall be informed of the reason for his absence.
	2. He shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.
	3. If he is absent for 15 minutes or longer, he shall not be permitted to bowl thereafter, until he has been on the field for at least that length of playing time for which he was absent.
6. **Player returning without permission:** If a player comes on to the field of play in contravention of leaving the field and comes into contact with the ball while it is in play:
	1. The ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. The ball shall not count as one of the over.
	2. 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.
	3. The umpires together shall 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 player concerned.
7. **Mankading:** (Running out batsman when he is leaving or attempting to make a run at bowlers crease) – is not allowed. Umpires should warn the non-striker for repeated offense (non-striker leaving the crease for a run before the bowler bowls the ball).
8. **Batsman leaving the field or retiring:** A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
	1. If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as Retired – not out'.
	2. If a batsman retires for any reason other than as in (a) above, he may only resume his innings with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as 'Retired – out'.
	3. If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman
9. **Commencement of a batsman's innings:** Except at the start of a side's innings, a batsman shall be considered to have commenced his innings when he first steps on to the field of play, provided Time has not been called.
	1. The innings of the opening batsmen, and that of any new batsman at the resumption of play after a call of Time, shall commence at the call of Play.

# **The Umpires Laws**

1. **Umpiring Assignment:** During the league phase each team will get 5 umpiring assignments. For each of the umpiring assignment 2 umpires need to be sent by the assigned team.
2. **Penalty for not sending umpires for Assigned Umpiring:** The committee has decided to deduct **1 point per umpire** for umpiring team; for not showing up. If 2 umpires are assigned and both do not show-up, 2 points will be deducted. There will be 1 point deducted per umpire if the corresponding umpire shows up late on the field. Definition of late – In cases when the umpire shows up after 15 mins from the start of the game time.
3. **Appointment and attendance:** Before the match, two umpires shall be appointed, one for each end, to control the game as required by the Laws, with absolute impartiality. The umpires shall be present on the ground at least 15 minutes before the scheduled start of each day's play.
4. **Change of umpire:** An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that he should take full responsibility as an umpire.
5. **Agreement with captains:** Before the toss the umpires shall ascertain the hours of play and agree with the captains:
	1. The balls to be used during the match.
	2. Times and durations of intervals for in between two inning and times for drinks intervals.
	3. The boundary of the field of play and allowances for boundaries.
	4. Any special conditions of play affecting the conduct of the match.
6. **The wickets, creases and boundaries:** Before the toss and during the match, the umpires shall satisfy themselves that
	1. The wickets are properly pitched.
	2. The creases are correctly marked
7. Umpire shouldn’t be on the phone while umpiring a game. They shouldn’t waste time of both teams.
8. On field umpires need to communicate with each other before taking any complicated decisions (e.g. caught behind, waist high no ball) during the game.

# **USA Cup Rules**

1. **Pre-Tournament Requirements**:
	1. Pay the tournament fee
	2. Each team’s captain is responsible to update player’s profile (name, batting and bowling style and playing role) with their recent visible recognizable picture on the website. No cartoons or childhood or group photos are allowed. <https://cricclubs.com/>
2. **Tournament Format:**
	1. Tournaments start date is June 27, 2020
	2. There are 12 teams in the tournament.
	3. Each team will play with all other teams once in the league stage.
	4. Each team will have a total of 5.5 umpiring assignments in the league stage. For each of the 5 full umpiring assignment, the team needs to send 2 umpires. For the one 0.5 umpiring, the team has to send 1 umpire.
	5. **Playoff Format:**
		1. Top 6 teams quality for playoffs
		2. Top 2 teams play Qualifier match and the winner goes to final. The loser of this match plays with winner of bottom 4 teams.
		3. Bottom 4 teams play 2 pre-quarterfinals and the 2 winners play quarterfinal. The winner of the quarterfinal plays with the loser of the match of top 2 teams. The winner of this match plays with the winner of the top 2 teams in final.
3. Each team is allowed to have 30 players in their squad. A team must have minimum 11 players on the roster to play the first game. The remaining players need to be added before the 4th game. No more additions are permitted after that. Example: If you have only 18 players on the roster before 4th game (which will be Friday night of that weekend), then it's the same number of players you will have for rest of the tournament. Teams can make unlimited changes to their squad before 4th game (which will be Friday night of that weekend).
4. No guest players are allowed to play. If the player is not on the roster, the team will lose the game by default even if the game has completed in their favor.
5. Each player is allowed to play in one and only one team. Players cannot be transferred and/or exchanged across teams.
6. Each team must have their home ground which will help to organize maximum possible number of games per weekend. If you don’t have home ground league will assign all away games for your team. One ground (or a pitch) should be shared by only one team if possible but not more than 2 teams.

1. Each team will be given match tennis balls before the tournament starts.

1. Each team must do live scorning using the app. The match results (scores) need to be fully updated on the website before following Wednesday. There will be a penalty of 1 point for not updating full match results. You cannot modify scores after Wednesday, it will be disabled and any attempts to change are tracked. Please reach out to League Organizer if any help is needed.
2. **PLAYOFFS:**
	1. For a team member to be eligible for being in playing 11 for playoff matches, he should have played at least 3 league matches.
	2. For a rained-out game, the captain should publish what his playing 11 would have been to the USA Cup Committee just for the purpose of counting a player for his availability towards the Playoffs. If the captains do not publish the playing 11 by end of Sunday, then no players will be credited with playing that match.
3. **Late show-up**:
	1. The game much start at 8 AM. Each team should have at least 8 team members to be available in the ground to start the game.
	2. If the match doesn’t start by 8:15 AM, the team with less than 8 players will automatically lose the toss.
	3. If the match doesn’t start after 8:15 AM, whichever team (batting/ bowling) is delaying - depending on the duration of delay 1 over would be deducted for every 5 min of delay of the game. The delay will be counted starting from 8:15 AM. For example, if the game starts at 8:27 AM and delay is caused by the batting team, then the batting team gets only 18 overs (*2 overs are deducted*) to bat while the bowling team gets complete 20 overs to bat.
	4. If the match doesn’t start by 8:30 AM (*i.e., one team doesn’t have 8 members till 8:30 AM*), that team will have to forfeit the match and the opponent team gets 2 points.
	5. Since the maximum amount of time for over deduction is 15 minutes, a maximum of 3 overs can be deducted. These 3 overs will be deducted from the mandatory power play.
	6. A player in playing 11 can come late for the game until 10th over of the first innings. After that the player will not be allowed to play that game. A player coming in late between the 1st and 10th over of the first innings, will need to wait that many overs before he can bowl or bat. For example, if a player in the fielding team comes after 4 overs have been bowled, then that bowler cannot bowl until 8 overs of the innings are completed. He will be allowed to field right away if he is part of the fielding team.
4. **Misbehavior by the player during the game:**
	1. Umpire will give 1st warning to the player
	2. Umpire will give 2nd warning to the team captain
	3. Player will be ejected from the game after receiving 2nd warning from the umpire or the opposite team will be awarded with 5 runs
5. There are no fielding restrictions for off or leg side of the field. For example – A team can have all fielders on off-side and none on leg-side.
6. **Overs:** Each inning shall be entitled to bat/bowl for 20 overs. All league game must start at 8 am on Saturday and Sunday.
7. **Bowling:** Each bowler bowls maximum 4 overs per inning. Keeper can bowl anytime during the game.
8. **If you are playing with less than 11 players following rules apply:**
	1. If you have 10 players, then you will have one less player outside 30 yards circle during mandatory and batting power play overs.
	2. If you have 9 players, then you will have two less players outside 30 yards circle during mandatory and batting power play overs.
	3. If you have 8 or less players, then you will not have any player outside 30 yards circle during any power play overs.
9. **POWERPLAY:**
	1. Total 6 overs of powerplay (Bowling Power Play: 4 overs and Batting Power Play: 2 overs).
	2. **Bowling powerplay:** First 4 overs are mandatory for bowling power play. During the bowling powerplay only 2 players allow to field outside 30 yards.
	3. **Batting Powerplay:** Batting power play for 2 overs which can be taken by batting side any time during game. During the batting powerplay only 3 players can field outside 30 yards line. The 2 batting powerplay overs should be next to each other. If batting team does not take their 2 overs of power play before 19th over then last 2 overs of the inning are considered as forced batting power play. In this case umpire must let both teams know that it’s batting power play.
	4. **Non powerplay Overs:** Maximum of 5 fielders can stand outside 30 yards circle.
	5. Batting side team is recommended to keep an eye on the fielding side players that each player stays within the restrictions area during the powerplay overs.
	6. During Powerplay overs, Umpires needs to make sure that there are only allowed players fielding outside the restrictions area and remaining are in the circle of 30 yards.
10. **Winning Game Points:** 2 points will be awarded to the winning teams. Teams will share points for all rain-out games.
11. **Rain Conditions:**
	1. Umpires have to make final call in case of rain/light drizzle games on the field.
	2. Each team needs to wait on or off the field for 1 hour before umpire calls off the game during the rainy weather.
	3. If there is rain interruption after a match has started, D/L method will be applied if first innings is completed and a minimum of 10 overs are bowled in second innings. D/L method will be applied to league matches.
	4. During league phase if there is rain interruption before the match starts OR if second innings 10 overs are not completed, then points will be split.
	5. During knockout phase if there is rain interruption before the match starts OR if second innings 3 overs are not completed, then the match will be rescheduled only once.
	6. For Quarter Finals and Semi Finals, if the first rescheduled knock-out match also gets rained out, then the winner will be decided based on whoever has best of the below:
		1. Higher points
		2. If same points, then higher run rate
		3. If same points and same run rate, then whoever hit maximum 4s in all league matches
	7. If the rain continues to pour hard for 12 hours before the schedule game, then host team needs to check if game cannot be played. In this case, they should contact the guest team and umpiring team to let them know the ground condition. The match can be called-off only-and-only if both host and guest teams agree to cancelling the game and split points. In this case, both the host and guest team need to send an email to organize with the decision.
12. **Game Scoring:** Each team must do live scorning using the app.
13. **Super Over:**
	1. In case of tie situation Super Over rule will apply. Each team decides a bowler to bowl and 3 batsmen to bat during the super over. The same ball used in the match will be used in super over.
	2. The team batting second in the match will bat first in the super over. Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins. In case scores are level, the team hitting maximum sixes in the match will win. If it’s also same, the teams with maximum fours win the match. If it’s also same, there will be second super over played and same rule applies. During the second super over if scores are level then each team will share the point equally.
14. **No Ball:**
	1. No-fielder is allowed to sit on the field during the fielding. If a fielder is found sitting, it will be considered as a NO BALL and batsmen will not be given out in any type of wicket fall which includes run out, handling the ball.
	2. Wicket keeper and Slip Fielder cannot walk in when the bowler is in action. For example - Keeper and slip fielder have to collect ball from their original position. If any of those two players collect ball by walking in, it will result in a NO Ball and batsmen will not be given out in any type of wicket fall which includes stumping, handling the ball. Batsmen can be given run out in this situation.
	3. NO BALL will be called when a bowler breaks the non-striker's end stumps in the delivery stride. the following delivery will be considered as a FREE HIT. In this situation only run out and handling the ball consider as fall of wicket.
	4. If bowers bowl outside bowling crease (AKA popping crease) which includes front line and also sideline, It will consider as NO Ball + next delivery will be FREE HIT.
	5. A full toss - a ball which does not bounce - from a bowler reaches the batsman at and above waist height will be considered a NO Ball.
	6. NO BALL will be called if the bowler does not notify the umpire of a change in their mode of delivery. For example - if a player says they are a right-arm bowler to the umpire and then bowls left-arm.
	7. NO BALL will be called if the umpire believes the bowler is throwing the ball.
	8. NO BALL will be called if the bowler throws the ball to the striker's end before entering their delivery stride.
	9. NO BALL will be called if the ball bounces more than twice before it reaches the batsman, or rolls along the ground towards him.
	10. NO BALL will be called if the ball stops in front of the batsman without having touched the bat.
	11. NO BALL will be called if the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.
	12. NO BALL will be called if the umpire deems the bowler to be bowling dangerously and unfairly.
	13. FREE HIT: If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion
15. The host team is responsible to make sure the ground is ready and available to start the game on time. If the host team doesn’t have the ground ready by 8:10 a.m. and both umpires and guest team are on the field waiting for the toss then host team will automatically lose the toss. This rule will not apply in case of the rain situation and ground’s unavailability at the last minute due to baseball game on the same field and the home team gets kicked out by the park district.
16. Assigned umpires and both teams’ captains are responsible for reviewing completeness of score sheets at the end of game. Ensure that following elements are recorded:
	1. Batsman First and Last Name (List all players from the match including the ones who didn't bat)
	2. Out Mode, if a fielder is involved in the dismissal, Fielder First Name and Last Name (Caught by, stumped by etc)
	3. Record Extras (Wides (wd), Noballs (n), Byes (b))
	4. Record Fall Of Wicket information (Wicket Number, Runs at Fall, Over and ball at Fall, ex: 1st wicket at 18 runs 4.2 overs)
17. Once started, a game has to be completed on the same ground. Due to any reason if the game is delayed or could not be finished on same ground then the entire game needs to restart from the beginning. The restart is allowed up to 9 AM CST. There should be a genuine attempt to restart the game at a different location if the interruption happens until 9 AM CST and this should be enforced by the umpires. After 9 AM CST, the game can be restarted only and only if both the teams agree and if one of the team disagrees, points will be split. The game and result MUST be concluded on the same day. No rescheduling to another day is allowed. Teams split points if the game cannot be concluded on the same day as a result of interruption or rain. Umpires need to be involved to make a call about abandoning the game. Players and teams have to make effort in the right spirit to complete or conclude games amicably.
18. If there is a tree or anything else inside the field and ball touches it, which will consider as bump ball. While catching in this case it will count as bump ball and won’t be given out by umpire.
19. The minimum distance to boundary line has to be 60 yards and the maximum to be about 65 yards from the middle of the pitch.
20. If you are playing on the concrete pitch it’s your responsibility to provide wickets.
21. Team captain’s responsibility is to make sure that their players are aware of the tournament rules when they send umpires to umpire other games.
22. Host team need to use bright paint spray or cones to make a line/marking spots for 30 yards area.

1. There will be 15 minutes break between each inning and there will be 10 minutes break after 10 overs. The interval/break time can be shortened during the bad weather condition. The umpire can decide the break time for each team.
2. COVID-19 Update: The fielders are allowed for optional use of thin gloves and/or facemasks while fielding. This is to minimize the possibility of spread of the virus due to touching the ball. This is completely option and not mandatory.
3. Any bowler bowling a beamer will be warned the first time and if there is a second beamer **anytime during the innings** by the same bowler, he will be stopped from bowling any further in the game.