

CENTRAL TEXAS CRICKET LEAGUE (CTCL)

RULES AND REGULATIONS

Rule 1: Spirit of the Game

1. All games will be played according to latest ICC Laws of Cricket, 2000 code 2nd edition-2003 as well as amendments for the One dayers and T20's where applicable. Apart from the ICC rules, below CTCL rules will be followed in this league. If the issue is explained in CTCL rules then it shall be followed or else ICC rules will be referred.
2. **Responsibility of captains:** The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
3. **Player's conduct:** In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the player's captain, and instruct the latter to take action. Umpire/captains shall report to CTCL depending on the issue.
4. **Fair and unfair play:** According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.
5. **Violence:** There is no place for any act of violence on the field of play
6. Team Captains are encouraged to resolve the league issues, questions etc. directly with LPC. CTCL LPC shall NOT respond to CLUB BOD or CLUB itself regarding the league. However the CLUB BOD can communicate with CTCL president or CTCL Executive committee.

Rule 2: Team Composition, Overs, Time, Clothing, Balls

1. A match is played between two teams, each team shall bat for a maximum number of overs as defined in Addendum V. A team consists of 11 players and captain shall nominate his players in writing to the umpire before the toss. Team with 7 players can take the field. **Players joining the game late – follow the standard ICC rule.**
2. **Start Time:** Game start time shall be according to the Addendum VIII. There shall be a 20 minutes break time after the first innings.
3. Captains shall have a hardcopy of CTCL rules, ICC rules, and CoC (provided by CTCL) during game day
4. All players must wear white clothing unless otherwise specified by CTCL.
5. All games must be played with CTCL official red balls.

6. At the end of the match, neutral umpire along with captains of both teams would adjudge the MoM

Rule 3: Neutral Umpires

1. One neutral umpire shall be appointed by CTCL for each game (who shall be the main umpire)
2. Umpire shall collect the roster from captains before toss
3. Umpires shall conduct the toss with the Captains of the two teams 15 minutes before the actual start time of the game
4. Umpires need to attend/go through umpire clinic materials
5. Captains of each team have the responsibility to send his players for umpiring during the allotted game. Teams will be penalized 2 pts if the Umpire from their team does not show up for the allocated game
6. If the umpire doesn't show up for the game, captains shall report to CTCL League Play Director and both captains shall agree to self-umpire the game
7. Teams that do not qualify for play-offs and/or have done less umpiring during qualifying phase shall umpire the Semi-finals and Finals.
8. 3rd Party Umpire:
 - a. Definition: A 3rd party umpire is the one whose team is not originally designated to umpire a given game
 - b. The use of 3rd party umpire needs to be pre-approved by CTCL in writing to ensure consistency. This will in general will be applicable when a team is not capable of sending an umpire.
 - c. The team requesting a 3rd party umpire shall be responsible for all payments in excess of what is being paid by the other team(s) participating in the game. This payment needs to be made prior to or during the game being played. CTCL shall not be responsible for any payment, partial, or full, to a 3rd party umpire unless CTCL has requested as such.
 - d. The team requesting a 3rd party umpire shall be responsible for coordinating and sending the umpire in a given game once CTCL approves the request. The team shall also be responsible for notifying the captains of both teams involved in the game for which the umpiring assignment has been changed. This notification needs to happen at least 24 hours before the commencement of the game.
9. CTCL, at any time, may designate an umpire for any given game or change the umpiring responsibilities for any given game. At such times, impacted teams (newly assigned and originally assigned teams) shall be given adequate notice in writing by CTCL.

Rule 4: Schedule, Teams, Grounds

1. CTCL shall publish the complete schedule at least 7 business days before the commencement of the tournament
2. CTCL shall publish the umpiring duties for the entire tournament at least 7 business days before the commencement of the tournament
3. The league shall played in two Tiers:
 - a. Group A
 - b. Group B
4. Teams are divided among above groups based on previous league performance and experience
5. Definition of in-town/out-of-town: Cities have been categorized into following zones:
 - a. Zone 1: Cedar Park, Round Rock, Georgetown, Austin (including Loyola), Elgin
 - b. Zone 2: San Antonio, San Marcos, Seguin, Killeen
6. Please see **Addendum I** for various teams in current tournament. Please note that **Addendum I** will change for each Tournament as various teams make themselves available.
7. Please see **Addendum II** for designated grounds for the current tournament. Please note that Addendum II will change for each Tournament.

Rule 5: Games and Playoffs

1. Game schedule shall be defined in the league schedule.
2. There shall be semi-finals and finals for each group.
3. Each team in the league shall be ranked based on the following order. Top 4 teams from "Group A" and top 4 teams from "Group B" shall qualify for the play-offs. The tie breaker between two teams with equal points shall be decided according to the following order:
 - a. Total Points
 - b. Head-2-Head matchup
 - c. NRR
 - d. Toss of a coin
4. Winners from each group will be the CTCL League Champions for their respective groups for the tournament defined in Addendum I.

Rule 6: Point System

1. Win: 4pts
2. Tie or No Result: 2pts
3. Umpire No-Show Penalty: (-2pts): If the umpire does not show up, the umpiring team will lose 2 points.
4. Team No-Show Penalty: (-2 pts): If a team does not show & did not call to cancel the previous day, the team will lose 2 points
5. Forfeit: (-1pt to the team forfeiting the game plus, other team gets 4 pts): If a team forfeits a game and communicate the forfeiture beforehand in writing at least 24 hours before the game time the then team forfeiting the game will be penalized 1 point. The other team gets the full 4 points. If a team fails to communicate the forfeiture within the stipulated time then Rule 6.4 shall apply.
6. Bonus point is defined in Addendum VI for current tournament. Addendum VI is subject to change for each tournament. Winning Team is responsible to inform the bonus points to LPC and CTCL LPC Director for every game played along with the scorecard sheet before COB Wednesday following the game.

Rule 7: Fees

1. League Fees
 - a. The following three items will be part of the league fees
 - i. League Base Fee
 - ii. Ground Usage Fees
 - iii. Insurance
 - iv. Anything else that is deemed necessary by CTCL BOD
 - b. League fee must be paid at least 30 business days before the commencement of the league
 - c. The fee amount shall be as per the **Addendum III** and is subject to change for each tournament
2. Umpire Fees:
 - a. Umpires shall be paid by the respective teams before the start of the game and by no later than the innings break time.
 - b. Intra-zone (Zone 1 to Zone 2 or vice-versa) travel for umpiring is considered out-of-town and inter-zone travel is considered in-town.
 - c. The umpire payment structure shall be according to the guideline in **Addendum IV**.

Rule 8: Game Duration

1. The duration of all games are defined in the **Addendum V**

Rule 9: Late Start Penalty

1. Teams responsible for late starts shall be penalized 1 over for every 5 minutes, until the commencement of the game. The 1st delivery bowled shall mark the commencement of the game. The umpire shall decide on the number of overs to be batted by each side.
2. If a team doesn't show up or didn't have 7 players even after 30 mins of the scheduled time then Umpire shall award the points to the opponent team with 7 players. If both team didn't have 7 players, the game is considered as No Result.

Rule 10: Weather Rule

1. Delays due to weather need the agreement from both the captains to start the game.
2. Cancellations due to weather have to be agreed upon by both captains prior to the start of the game. In case of disagreement between the captains, the umpire's decision is final. If no cancellation agreement has been reached, both teams are expected to come to the field. Due to county regulations the ground cannot be used it is the responsibility of the respective club president to inform (phone & e-mail) all the team captains involved and CTCL LPC.
3. No team can be forced to stay an hour past the expected end time for the match. End time shall be calculated by adding the game duration in Addendum V with the start time in Rule 1.1
4. If a game is abandoned without the second team completing the same number of overs that the first team completed then the result shall be a "draw". Both teams shall be awarded half of the total points of the game (e.g. 2 points each when the total point is 4)
5. Cancelled or Rained-out games shall NOT be rescheduled.
6. If a game is cancelled due to weather, points will be divided in the Qualifying phase. In the play-offs, if a game is cancelled due to weather the winners shall be decided based on the following order:
 - a. Most wins during qualifying phase
 - b. Head-to-Head matchup during qualifying phase
 - c. Higher net run rate during qualifying phase
 - d. Toss of a coin
7. The Neutral Umpires shall be the sole judges of the fitness of the grounds, weather and light for play.

8. In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions, otherwise there would be no play.
9. CTCL appointed neutral umpires are advised to consider these guidelines when deciding on the fitness of a ground for play:
 - a. Continued heavy to moderate rain for 45 minutes or a game stoppage of 1 hour or more should serve as a general guideline to automatically call off any further play unless both Captains are willing to continue.
 - b. Standing water on the bowlers' run-up and/or in large portions of the infield should serve as a general guideline to automatically call off any further play unless both Captains are willing to continue.

Rule 11: Player Portability Rule

1. This option should be used in the right spirit of the game.
2. Maximum of 4 players are allowed to be ported per game per team. In group A, Maximum of 2 restricted players can play within the same group. In group B, Maximum of 2 restricted players can play across group (Group A, B). Otherwise maximum of 4 non-restricted players can play across Group. Restricted players will be decided by the CTCL (based on performance from current/previous leagues).
3. 4 players shall be chosen as explained: [0-4]NR/0R:- a team can have 0-4 non-restricted and 0 restricted players or [1-3]NR/1R – 1-3 non-restricted & 1 restricted, 2NR/2R – 2 restricted & 2 non-restricted players. Restricted players from Group A cannot play in Group B. Always no. of non restricted players shall be equal or greater than restricted players. CTCL discourages portability unless used to prevent matches from being cancelled.
4. In case a team violates the portability rule, the game will be awarded to the opponent team by default. If both the teams violate the rule, both teams will be awarded 0 points, irrespective of the result of the game.
5. A player should have at least played minimum of 1 game for the team during the qualifying phase to be eligible for that team during the play-offs. Just having a player's name in the Team roster would not make a player eligible for that team during play-offs. A player should have played the game (should have done one of the following: batting/bowling/fielding) in order to be accounted as one game under his name. Washed out game due to rain will not be considered as played game for the player, even if they are in the roster for that game. Play-offs roster shall be posted to the CTCL web-site 3-4 days prior to play-offs start and would need to be reviewed by respective captains to make any changes before the play-offs start.
6. Player portability of any form is NOT allowed during play-offs in both Group A and Group B. Players eligibility is determined based on the play-offs roster announced by the CTCL at the end of qualifying phase.

Rule 12: Field Restrictions

1. 35 OVERS: 2 players outside the 30 yard circle for first 10 overs. For remaining overs, 4 players inside the 30 yard circle. a) Maximum of 7 over's per bowler.
2. 30 OVERS: 2 players outside the 30 yard circle for first 8 overs. For remaining overs, 4 players inside the 30 yard circle. a) Maximum of 6 over's per bowler.
3. 20 OVERS: 2 players outside the 30 yard circle for first 5 overs. For remaining overs, 4 players inside the 30 yard circle. a) Maximum of 4 over's per bowler..

Rule 13: Updating Scorecard

1. Winning team will update the scoreboard on the website along with bonus points. CTCL Quality of Cricket committee may contact captains and umpires to get more information to keep track of performance, which will be used in future, for playing QOC games and selecting teams for CW cup and other Inter-League tournaments.
2. Teams not updating the scorecard by Thursday 5 p.m. following the game can be assessed a 1 point penalty by the CTCL.
3. The Neutral Umpire is responsible to collect and report the playing rosters of both teams for a match, emailed or faxed to the Statistician within 3 days after the match. In the absence of the Neutral Umpire, it shall be the responsibility of the winning team captain to submit the playing rosters of both teams to the Statistician within the stipulated 3 days.

Rule 14: Ground Preference

1. During play-off games, teams seeded higher will get preference on the ground for their games in knock out phase, subject to the permission of the clubs owning the ground

Rule 15: Rescheduling Games

1. No reschedule of games in this league. Only the CTCL reserves the right to reschedule games – location or date or time. We do not intend to do so, but there may be unavoidable circumstances beyond our control like the City/County officials scheduling other events on our grounds

Rule 16: Disciplinary Process

1. A CTCL-DC shall be appointed to handle any reports. CTCL-DC for this league shall comprise of a 3 member panel constituted by President of CTCL. For each disciplinary issue that is reported during the league, CTCL President shall assign 3 members from this team to that issue

Rule 17: Violation of Rules

1. Failure to follow any rules and regulations will result in penalty and offences. Umpires & captains can report any relevant incident to CTCL-DC using CTCL Report form. It

is imperative that all captains/representative and umpires should read the CoC for players, captains & umpires, General rules and Amendments for this league

Rule 18: Amendment of CTCL Rules

1. CTCL EC has the right to make changes to the rules & schedules during the season. It is not anticipated, but if this happened, we shall communicate to all captains

Rule 19: Appealing Process

1. CTCL would form Appeal committee by having a representative from all the CLUBS. Any appeal to be submitted by the team should be sent in an e-mail to the CTCL Appeal Committee within 5 days after the game. CTCL appeal committee in association with CTCL LPC would then review the appeal and provide the results to the Team Captains involved within 7 days after the appeal has been submitted. Only one re-appeal shall be allowed that shall be forwarded to CTCL EC. No teams can appeal (first) after 5 days the game has been played/scheduled

Rule 20: Umpiring Certification

1. CTCL LPC shall conduct umpiring certification courses for all the teams involved. It is mandatory to have representation from each team as stipulated by CTCL.

Rule 21: Obstruction

1. If a ball hits an object that is otherwise not supposed to be in the ground, such as a tree or an electric pole, then the result shall be declared a 6. Example: if a ball hits the tree that has come within the field in the TCCG then it is a 6. The tree is located in the off-side for a right hand batsman.

Rule 22: Ball lost or becoming unfit for play

1. In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
2. In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discolored and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.
3. If the ball is to be replaced, the umpire shall inform the batsman. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

Rule 23: Promotion and Relegation

1. Relegation: One team shall be relegated to the lower group every year. The rules for relegation are below:

- a. The team with the lowest points from higher group will be relegated to lower group (applicable games are those where there is a Group A and Group B – such as in 30/30 or 35/35)
 - b. The rules for relegation shall apply even if the team does not play or complete all the tournament games for the entire year.
 - c. The rules for relegation shall apply even if the team does not play or complete all the tournament games for the entire year:
 - i. Total Points
 - ii. Head-2-Head matchup
 - iii. NRR
 - iv. Toss of a coin
2. Promotion: One team shall be promoted to the higher group every year. The rules for promotion are below:
- a. Team with the highest points for the entire year from lower group gets promoted to the higher group (applicable games are those where there is a Group A and Group B – such as in 30/30 or 35/35)
 - b. Points from Semifinal and Final shall count and shall have equal weights as the rest of the games.
 - c. If there are two teams with equal points, the tie breaker between two teams with equal points shall be decided according to the following order and the team with higher ranking shall be promoted:
 - i. Total Points
 - ii. Head-2-Head matchup
 - iii. NRR
 - iv. Toss of a coin
3. No team shall be allowed to play in higher group directly and must go through the promotion process.
4. Opt out: A team may chose not to be promoted. In that case, the team with the 2nd highest points shall be promoted. In case of an **opt out** from 2nd team, the CTCL BOD shall determine the best course of action.

Rule 25: Player Switching Team

1. 30/35 Overs Tournament: A player may switch team ONLY ONCE during the season. The deadline to switch team is May 31. A player who switches team within the above deadline will be eligible to play for the new team during the playoff. Such changes by a specific player shall be notified to CTCL League Play Director in writing

before Midnight May 31 each year and the player must receive a confirmation in writing.

2. T20: No player is allowed to switch team once played a game for a given team.

ADDENDUM I

CTCL TOURNAMENT 2011

SPRING LEAGUE (30 AND 35 OVERS TOURNAMENT)

Group A	Group B
Falcons	Longhorns
Eagles	Hawks
Lagaan	UCC
ACA Gladiators	ADG
RRCC	Spartans
Knights	Ravens
	Bats
	Panthers
	ACC

SUMMER T20

Pool A	Pool B

ADDENDUM II
CTCL TOURNAMENT 2011

Grounds
HCCA**
RRCC**
TCCG
ACAG

****ONLY these grounds will be used during play-offs****

ADDENDUM III

CTCL 30/35 TOURNAMENT 2011

Team	League Fee
Lagaan	CTCL
Spartans	CTCL
Ravens	CTCL
Falcons	CTCL
Eagles	CTCL
Hawks	CTCL
RRCC	CTCL
Gladiators	CTCL
Bats	CTCL
ACC	CTCL
Knights	CTCL
Longhorns	CTCL
ADG	CTCL
UCC	CTCL
Panthers	CTCL

ADDENDUM IV

Tournament	Umpire Fees		
	In Town	Out of Town	Playoff
30 Overs	\$50	\$70	\$70
20 Overs	\$40	\$50	\$60
35 Overs	\$60	\$80	\$80

In a Intra-zone scenario, if a game get washed out due to rain after the umpire has reached the ground without a single ball being bowled, the umpire will be paid half of the stipulated amount for the entire game as defined above

ADDENDUM V

Tournament	Game Duration (Hours)	Maximum Overs per team
35 Overs	6.5 Hours	35
30 Overs	5.5 Hours	30
20 Overs	4.5 Hours	20

ADDENDUM VI

CTCL TOURNAMENT 2011

Tournament	Bonus Points
30 Overs	0
20 Overs	0
35 Overs or more	0

ADDENDUM VII

CTCL TOURNAMENT AWARDS

Trophies & Medals:

1. Champions and Runners-up trophies/medals from all groups for each of the tournament
2. Other awards as deemed necessary by the CTCL BOD

ADDENDUM VIII

CTCL TOURNAMENT GAME START TIME

	During DST**	Outside DST
In Town – Spring 30/30 or 35/35	8:30 CST	9:15 CST
Out of town – Spring 30/30 or 35/35	8:45 CST	9:15 CST
In Town – Summer 20/20	8:30 CST	
Out of town – Summer 20/20	8:45 CST	

**Daylight Savings Time in the United States of America starts on the second Sunday in March of each year and ends the first Sunday in November of each year.