

CENTRAL TEXAS CRICKET LEAGUE (CTCL)
RULES AND REGULATIONS

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Rule1: Spirit of the Game

1. All games will be played according to latest MCC Laws of Cricket (2000), ICC Standard ODI & Twenty20 Playing Conditions, where applicable, and ICC Code of Conduct (2013). 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 League Play Director (LPD). CTCL LPD shall NOT respond to CLUB BOD or CLUB itself regarding the league. However the CLUB BOD can communicate with CTCL President or CTCL BOD for any escalations.

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, inclusive of upto 3 portable players, can take the field to play a game.
2. Fielder absent or leaving the field: (Player absent more than 8 mins)
 - a. Player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
 - b. Player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.
3. Start Time: Game start time shall be according to the Addendum VIII. There shall be a 20 minutes break time after the first innings.
4. Captains shall have a hardcopy of CTCL rules, ICC rules, and CoC during game day
5. Red balls and White clothing (including substitute fielders) for all CTCL tournaments
6. At the end of the match, neutral umpire along with captains of both teams would adjudge the MoM

Rule 3: Neutral Umpires and Umpire Dress Code

1. One neutral umpire shall be appointed by CTCL for each game (who shall be the main umpire) and Two neutral umpires for Playoffs.
2. Umpire shall collect the roster from captains before toss
3. Umpires shall conduct the toss with the Captains of the two teams 20 minutes before the actual start time of the game
4. Umpires need to attend/go through umpiring clinic materials
5. Captain of the team responsible to send an umpire for a weekend game should announce the person assigned to LPD/Statistician and get approval by Thursday of that week.
6. Captains of each team have the responsibility to send their players for umpiring during the allotted game. Teams will be penalized 2 points if the Umpire from their team does not show up for the allocated game. Teams will be penalized 1 point if the league player chosen to umpire has appeared in less than 10 CTCL games. An exception to this applies for student teams who would have to have 5 minimum appearances.
7. If the designated umpire does not show up for the game, captains shall report to the CTCL officer for such incident. The League Play Director and both captains shall agree to self-umpire the game if no neutral person is available on such short notice.
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 – umpire for Finals can also be from teams eliminated in semi-finals.
8. Third (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 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.

10. Umpiring Dress Code:

White shirt and black pants allowed for all games. There is zero tolerance for an umpire not being

in dress code. Captains shall not pay the umpire if above is not followed.

11. Umpire Tools:

Ensure that the umpire has the proper tools to do the job – paper & pen to take notes, ball counter to count balls/overs, clicker to keep up with the total score, a watch for monitoring the over rate and breaks, and a nail-clip or other such implement to be able to trim the ball when necessary.

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. Definition of in-town/out-of-town: Cities have been categorized into following zones:
 - a. Zone 1: Cedar Park, Round Rock, Georgetown, Austin, Elgin
 - b. Zone 2: San Antonio, San Marcos, Seguin, Killeen
4. 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.
5. 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. Minimum overs required for a meaningful result is 14 overs for T35, 12 overs for T30 and 5 overs for T20.
3. In case of a tied game in T20 format, the teams will play Super Over to decide on a winner.
4. There shall be semi-finals and finals for each tournament.
5. Each team in the league shall be ranked based on the following order. Top 4 teams of each tournament 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 Number of Wins
 - b. Head-2-Head matchup
 - c. NRR
 - d. Toss of a coin
6. T35/30 Semi-Finals: If the game ends up in a tie or gets a “No Result” for any reason, the tie breaker between the two competing teams shall be decided according to the following order:
 - a. Points in the league table
 - b. Total Number of Wins
 - c. Head-2-Head matchup
 - d. NRR
 - e. Toss of a coin.
7. T20 Semi-Finals: In case of “No Result”, above (6) will be used.
8. Winners from each tournament will be the CTCL League Champions for their

respective participating teams for the tournament defined in Addendum I

Rule 6: Point System

1. Win: 3 points
2. Tie or No Result: 1 point
3. Umpire No-Show Penalty: (-2 points): If the umpire does not show up, the umpiring team will lose 2 points. -1 point will apply when the umpire assigned does not meet minimum requirement of 10 (or 5) appearances.
4. Team No-Show Penalty: (-2 points): If a team does not show & did not call to cancel the previous day, the team will lose 2 points
5. Forfeit: (-1 point to the team forfeiting the game plus, other team gets 3 points): 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 3 points. If a team fails to communicate the forfeiture within the stipulated time then Rule 6.4 shall apply.
6. Under (4) and (5) above, an additional monetary penalty may apply amounting to upto \$100 for the first offense and \$200 per forfeiture thereafter.
7. 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 CTCL LPD for every game played along with the scorecard sheet before COB Wednesday following the game.

Rule 7: Fees

1. League Fees
 - a. The following items will be part of the league fees
 - i. League Base Fee
 - ii. Ground Usage Fees
 - iii. 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
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 and Penalty

1. The duration of 35 over game per side is 3 hrs (including breaks).
2. The duration of 30 over game per side is 2 hrs and 40 mins (including breaks).

3. The duration of 20 over game per side is 2 hrs (including breaks).
4. Following penalties will be applied if the above is not followed:
 - a. Batting team will be awarded 6 runs per over after the above respective times. Ex. If a team is bowling 31st over at 3 hrs, batting team will get additional 24 runs (6 runs * 4 overs)

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 teams didn't have 7 players, the game is considered as No Result.

Rule 10: Weather Rule

1. The Neutral Umpires shall be the sole judges of the fitness of the grounds, weather and light for play. Umpire decision is Final.
2. 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.
3. 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.
4. 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 LPD. If the ground is not available in the last minute, the game will be recorded as "No Result".
5. Cancelled or Rained-out games shall NOT be rescheduled.
6. If a game is cancelled due to weather, 1 point will be awarded to each team in the league phase.
7. In the play-offs, there is one reserve weekend designated to move one of the games. Tie breaker similar to play-off qualification will apply to decide progression from semi-finals. In case finals cannot be conducted, then both the teams involved will be declared winners.

Rule 11: Player Portability Rule

1. This option should be used in the right spirit of the game.
2. Maximum of 3 players are allowed to be ported per game per team.
3. Teams can pick portable players only from teams that are in their same pool as defined in addendum III
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 2 games 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 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 all tournaments. Players eligibility is determined based on the play-offs roster announced by the CTCL at the end of qualifying phase. Substitute fielder is permitted from any roster as long as the player is dressed in proper whites.

Rule 12: Field Restrictions and Power Plays

1. 35 Overs Tournament:

Maximum of 2 players allowed outside the 30 yard circle for the first 8 overs (assuming 11 on the field). There is an additional batting power play of 3 overs which should be taken before 25th over. Maximum of 3 fielders outside the 30 yd circle are allowed during batting power play.

For the remaining overs, a minimum of 5 players are required to be inside the 30 yard circle. Maximum of 7 overs per bowler.

2. 30 Overs Tournament:

Maximum of 2 players allowed outside the 30 yard circle for the first 7 overs (assuming 11 on the field). There is an additional batting power play of 3 overs which should be taken before 22nd over. Maximum of 3 fielders outside the 30 yd circle are allowed during batting power play.

For the remaining overs, a minimum of 5 players are required to be inside the 30 yard circle. Maximum of 6 overs per bowler.

3. 20 Overs Tournament:

Only 2 players allowed outside the 30 yard circle for first 6 overs. For the remaining overs, a minimum of 4 players are required to be inside the 30 yard circle. Maximum of 4 overs per bowler.

4. In case of T30 or T35 game, the following powerplay windows will apply

Innings Duration	Fixed Powerplay	Latest Batting Powerplay	Total Powerplay Overs
32-35	8	25-27	11

28-31	7	22-24	10
24-27	6	19-20	8
18-23	5	14-15	7
15-17	4	11	5
14-12	3	-	3

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For reduction of overs in T20 game, powerplay will reduce as below:

Number of Overs	PowerPlay Overs
19-20	6
15-18	5
12-14	4
9-11	3
5-8	2

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 Wednesday 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. This rule has been suspended since 2015 season. In the past, during play-off games, teams seeded higher used to 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. 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 ground not available, City/County officials scheduling other events on our grounds.

2. CTCL scheduled or rescheduled league games should be played by the teams.

Rule 16: Disciplinary Process

League Issues or Communication to CTCL:

Captains send a detailed email to CTCL Secretary. Who will then communicate to CTCL officers and they will decide on the issue based upon the information provided. Email address or contact information will be provided during captains meeting.

Disciplinary Committee:

This committee will comprise of 3 senior members who are not part of any active CTCL team and have extensive knowledge of cricketing rules and regulations.

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 LPD using CTCL Report form. It is imperative that all captains/representative and umpires should read the Code of Conduct for players, captains & umpires, General rules and Amendments for this league.

Rule 18: Amendment of CTCL Rules

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

Rule 19: Appealing Process

1. CTCL officer would try to resolve any complain or issue brought forward to them by any member or active team. If the resolution of the issue or complain is not to the satisfaction of the person or team bringing the issue to the CTCL office, they can Appeal this issue or complain to the CTCL disciplinary committee within 5 days of the incident. This committee will then review the appeal in detail and provide the results with their recommendation to the Team Captains and CTCL officers involved within 7 days after the appeal has been submitted. Once this committee has made their decision it will be carried as a final verdict to this matter. No members or teams can further Appeal or escalate this matter.

Rule 20: Umpiring Certification

1. CTCL LPD 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 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 would be final.

Rule 23: Promotion and Relegation

THIS RULE HAS BEEN SUSPENDED IN 2015, IGNORE THIS SECTION

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 league office shall determine the best course of action.

Rule 24: Player Switching Teams

1. Players can switch teams before the start of the each tournament and will remain in the same rosters through the season. In the rare scenario of a change request, CTCL BOD will conduct a hearing and make the executive decision whether to approve it or not. In the latter part of T30 and T35 that resumes after T20, rosters will revert to same state as before T20 started if there were any changes in the duration.
2. New players (who haven't played any CTCL league games in previous calendar years) may switch team ONLY ONCE during the season. The deadline to switch team for such new members is April 31 for T30/T35 and June 30 for T20. 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 of deadline for each tournament and the player must receive a confirmation in writing.
3. No new player can be added to the rosters at all after July 31 for T20 and October 15 for T30/T35.

Rule 25: Overs (End) Changes

It has been decided at the Captains' meet with majority votes that teams will switch ends after every over in all tournaments, pitch condition permitting.

Rule 26: Foot Fault No Ball – Free Hit

1. Foot-fault no-balls will be followed by a free hit - front foot overstepping the popping crease, or back foot not coming down entirely inside the return crease.
2. Note that the field cannot be changed on a free hit if the same batsman is on strike; if the other batsman is on strike, the field can be changed, assuming you remain in

compliance with all other field-setting requirements (i.e., number inside the circle, etc).

ADDENDUM II

FIELD/GROUNDS CTCL 2015 SEASON

Ground Selection
ACAG
HCCG
RRCG
TCCG

ADDENDUM III

PORTABILITY RESTRICTION

Pool 1	Gladiators, Chargers, Royals
Pool 2	Falcons, Hawks, Ravens
Pool 3	Lions, Tigers
Pool 4	Lagaan, Panthers, UCC, Longhorns

ADDENDUM IV**CTCL TOURNAMENT UMPIRE FEE BREAKDOWN**

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

In an 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

CTCL TOURNAMENT OVER RATE – All Games

1. The target over rate is 13 overs per hour; there will be disciplinary action taken against teams who consistently fall short of the minimum acceptable rate of 10 OPH.

ADDENDUM VI

CTCL TOURNAMENT 2015 – Bonus Points

Tournament	BonusPoints
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 2015 GAME START TIME

	During DST**	Outside DST
In Town – Spring 30/30 or 35/35	10:00 CST	10:00 CST
Out of town – Spring 30/30 or 35/35	10:00 CST	10:00 CST
In Town – Summer 20/20	9:00 CST	
Out of town – Summer 20/20	9:00 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.