



Tennis T16 Cricket Tournament 2017 Playing Conditions

1. Players

- The list of 12 players should be presented to the umpires and exchanged by teams before the toss. Any additional player (13th) will be called a substitute and can only field.
- **SUPER SUB RULES:**
 - Each team can use 12 players for a match. Only 11 players can bat, bowl or field at a given point of time on the field. (Super sub can either bowl or bat).
 - 12th man (Super Sub) must be declared at the time of toss and must be present on the field before the game starts. In case of delay, a 15 minutes concession can be provided by the umpire depending on the reason for delay. Any delay after that, the Super Sub will have to wait for the no. of overs bowled before he can bat/bowl.
 - A Super Sub showing up after 30 mins cannot bat/bowl and can only be used as a substitute fielder.
- No player will be allowed to participate in the playoff games unless they have participated in at least one game in the tournament before playoffs.
- A team cannot submit any requests to transfer a player from one team to another once 50% of the league games have been played. The final decision of transfer is however reserved with EC at any stage of the tournament.

2. Umpires

- Neutral umpires will umpire all the games. Teams will be assigned umpiring duties. Their most knowledgeable players should be sent to umpire the games.
- Captains will be responsible for any incidents or complains reported against the umpire.
- Each team must pay a fee of \$20 to one of the two umpires before the start of the game.
- Failure to send umpire will result in points and monetary penalty as described in the penalty clause. If a team cannot send umpires for a game for which they are assigned umpiring duties, it is their responsibility to find another team to do the umpiring duties and subsequently mail TennisCricket-LMC@yahoo.com and the other team captain before the Thursday pre-ceding the match weekend no later than 10:00PM MST. If umpires are delayed for the game, both teams will start the game at the scheduled time with mutual umpires till the neutral umpires arrive.

UMPIRING DUTIES:

- Umpires must inspect the ground and playing conditions prior to the scheduled start of the game, should determine that the conditions are satisfactory for having an injury free game for the players. The umpire should be at the ground preferably 15 minutes before scheduled game start time.

- Make sure host team has the ground ready for play i.e. stumps in place and boundaries marked. Boundaries should be 60 yards from the center of the pitch
- Talk to both captains about rules you are going to follow, specially about wides on leg side, bowlers actions, discipline, break time etc. (remember you are responsible for controlling the game) and be consistent during the entire match.
- Making note of the time the game has started and ended.
- If there are three games at designated ground then umpires must make sure that the games end at correct time, failing which, appropriate penalty will be levied as described in penalty clause.
- Toss should be done 10 minutes before start of play
- Umpires DO NOT need to keep a check of the score and overs. The batting team will take care of the scoring and number of overs. Umpires will verify with the score with scoring team (batting team) during the mid-innings break and break between two innings. The batting team's score sheet will be final.
- In case of match delay due to weather conditions, and if the match starts after 30 minutes of grace time, the umpires will reduce the overs using the guideline of 4 minutes per over and both the teams will play the same number of overs. If the game is delayed during the second inning the revised target will be based on the average of the team batting first and the overs allocated to the team batting second. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The umpires can decide not to reduce any overs if they conclude that the subsequent matches being played on that venue will not be delayed. The Umpires will notify the Captains, Scorers and all others concerned of such decisions.
- Abusing and physical violence by players - Umpires will provide no warning and will result in expulsion of the individual from the game. Upon receiving the umpires report the committee may levy added penalties (Read 5: Code of Conduct).
- The main umpire must think on all the aspects of the play before giving any decision. In case of doubt, consult the leg umpire before concluding on a decision.
- Only captains must approach the umpire in case they want the decision to be reviewed with appropriate facts and upon further analysis by both the umpires a decision may be reverted.
- Deciding the Man of Match at the end of the game and inform both the captains of the same.
- Submitting the umpire report to CTCL-EC@yahoogroups.com no later than the following week Wednesday by 10:00 pm MST.
- Judging caught behind – Role of leg umpire.
 - When there is an appeal for caught behind, the decision will be given by the main umpire.
 - If the main umpire feels he needs to verify something with the leg umpire (like sounds, whether the catch was taken cleanly), he can ask the leg umpire.
 - At no stage during the decision process is the leg umpire allowed to be a part of the decision unless called upon by the main umpire as needed.
 - Fielders should not appeal caught behind to the leg umpire.

3. Ground

- The home team will be responsible for preparing the ground. The organizers will designate which is the home team.
- The boundary will be 60 yards from the center of the pitch.

- Preparing the ground involves putting the stumps, marking the boundary and checking the outfield.
- The ground must be prepared at least 10 minutes before the start.
- Boundary dimensions need to same for all matches so that it does not affect overall Net Run Rate.

4. Duration of Games

In all matches Standard Scheduled Start and Cessation Times are as follows:

First Innings70 minutes
 Interval10 minutes
 Second Innings 70 minutes

4.1 Interval between Innings

- If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the Innings of the team batting second will commence correspondingly earlier.
- In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran.
- The minimum time for the interval will be 5 minutes. On all occasions where play is delayed or interrupted the Umpires will reduce the length of the Interval to 5 minutes.

4.2 Intervals for Drinks

- A 5 minute drink interval will be taken at the completion of the 8th over in both innings. This 5 minute drink interval is included in the 70 minutes assigned for the First and Second Session. In case the match is running late, umpires may decide to reduce or eliminate the drink breaks.

5. Code of Conduct

The code of conduct applies to players as well as umpires involved in the game. The below mentioned actions are strictly prohibited and will result in disciplinary actions once reported to the EC. 0.5-1.0 points may be deducted from the team found guilty. The below list is not a complete or comprehensive list and EC has the discretion to add to this. Added penalties such as restricting the use of 12th man, banning/suspending the player(s), banning the captain, banning the team and other such penalties can also be added as per EC's discretion.

1. Sledging is strictly prohibited
2. Argument with umpire
3. Showing visible and explicit dissent on umpires decision
4. Engaging opponents in an argument.
5. Shouting or hooting from sidelines
6. Abusing and use of foul language
7. Physical altercation.
8. **Throwing cricketing or non-cricketing equipment towards anybody present on or off the field.**

6. Penalties/Fines

- **Late Arrival of teams/Late Start of games:**
 - a. Captains and Umpires ensure the game starts and finishes on time.

- b. A minimum of 7 players are needed at the ground at the match start time to be considered a team i.e. A team who has 7 players available will have to start the game without fail.
- c. If both teams have at least 7 players, games needs to start.
- d. If both the teams have less than 7 players at the start time, the game will not be started.
- e. 0 to 15 minutes late: No action taken/ grace time.
- f. 15 to 30 minutes late: 2 overs will be reduced for the team arriving late during their batting innings.
- g. If both teams arrive between 15 and 30 minutes after the start time, 2 overs are cut for both teams. In this case, the umpires can decide not to reduce any overs if they conclude that the subsequent matches being played on that venue will not be delayed.
- h. 30 minutes and over:
 - Walkover given to the team with at least 7 players.
 - If both teams arrive 30 minutes after the start time, match stands cancelled with no rescheduling and 0 points for both teams.

- **Umpiring:**

- a) At all times, teams can wait for 15 minutes after the start time for umpires to arrive. After that teams start playing with mutual umpires.
- b) 0 to 15 minutes: No action taken/grace time.
- c) 15 minutes or more:
 - If one of the umpires turns up, then a penalty of 0.25 point may be applied.
 - If both the umpires don't turn up, then a penalty of 0.5 points and \$40 may be applied.

- **Scorecards:**

- A fine of 20\$ would be levied for not uploading the scorecard completely with all details.
- What is a complete scorecard?
 - Home Team and Away Team Name
 - Umpiring Team Name
 - Who won the toss?
 - Ground Name
 - All the batsmen name should be filled out
 - Catchers/fielders and bowlers name should be filled out
 - Runs Scored, Balls Faced, Number of 4s and 6s should be entered.
 - All extras should be filled out.
 - Number of runs scored by batsmen and extras should properly add up to the final total
 - Fall of wickets should be filled out.
 - Every bowler's name and figures should be complete alongwith the wides and no balls.
 - Man of the Match should be entered at the bottom.

- **Read (5) – Code of Conduct** for more fines/penalties scenarios

7. Length of Innings

The matches will consist of one innings per side, each innings being limited to a maximum of 16 overs.

7.1 In uninterrupted matches (ie. matches which are neither delayed nor interrupted):

- Each team shall bat for 16 overs unless all out earlier.

- If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled.
- If the team batting first is dismissed in less than 16 overs, the team batting second shall be entitled to bat for 16 overs.
- If the team fielding second fails to bowl 16 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved.

7.2 Delayed or interrupted matches:

If the match is delayed or interrupted, the umpires will reduce the number of overs. A minimum of 5 overs must be bowled to each team to constitute a match. The umpires can decide not to reduce any overs if they conclude that the subsequent matches being played on that venue will not be delayed.

- In case of match delay due to weather conditions, and if the match starts after **30 minutes of grace time**, the umpires will reduce the overs using the guideline of 4 minutes per over and both the teams will play the same number of overs.
- If the game is delayed during the second inning the revised target will be based on the average of the team batting first and the overs allocated to the team batting second. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Umpires will notify the Captains, Scorers and all others concerned of such decisions.

8. The Ball

The organizers will provide the ball to be used in the tournament. One new ball shall be used for each innings.

9. The Result

9.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

9.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by using the average per over of the team batting first. An integral target will be set for the team batting second with one run less than this target resulting in a Tie (see 9.4 below).

9.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 5 overs), the result shall be decided by the average method (runs scored/overs bowled).

9.4 In the event of a Tie at the knockout stage, the match will be decided as outlined in 9.5.

9.5

9.5.1 In the event of a tie or no result being obtained in a Group Stage match, each team will be awarded one point.

9.5.2 If the match ends with the scores tied and there must be a winner (knockout game), the tie is broken with a one over per side "Eliminator or "Super Over".

- Each team nominates three batsmen and one bowler (before the start of the 1st innings of the Super Over) to play a one-over per side.
- The team batting second in the main match will bat first in the Super Over.

- Each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.
- Field restrictions will be same as the regular “non-powerplay” overs.
- The side with the higher score from their Super Over wins.
- In the event of the teams having the same score after super over has been completed, the team that hit the most number of sixes combined from its two innings in both the main match and the super over shall be the winner.
- If the number sixes hit by both teams is equal, the team whose batsmen score the most number fours in its two innings (main innings + super over) will be the match winner.

9.6 Net Run Rate

- A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.
- In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- Only those matches where results are achieved will count for the purpose of net run rate calculations.
- Where a match is abandoned, but a result is achieved, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.
- Where a match is concluded but with Average method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

10. Points System

Points System in Round 1

- Each team will play every other team in its Group once. Two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss.
- The four Groups are as detailed in the schedule.
- The tie-breakers for teams finishing on equal points in a group will be:
 - Most wins in Group Matches.
 - When teams have both equal points and equal wins, and are in the same Group, the teams will be ordered according to which team achieved the most points in the matches played between them(head2head).
 - If still equal, the team with the higher net run rate in the Group Matches will be placed in the higher position (see below).
 - In the event that teams cannot be separated by (a) to (c) above, this will be done by drawing lots.

Points System in Round 2

The games played in Round 2 will be Quarter finals, Semi Finals and 3rd place and Finals in both Super League and Plate League Formats

11. Restrictions on the Placement of Fieldsmen

- At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- For the first 4 overs, only 2 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- In the event of an infringement of any of the above fielding restriction, the striker's end Umpire shall call and signal 'No Ball'.
- In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restriction in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

12. Powerplay

12.1 In circumstances where the number of overs for the team batting first is reduced, the number of overs in the powerplay will be in accordance with the table below.

Total Number of Overs in Innings(for reduced innings)	No. of overs for which powerplay applies
5 to 8 overs	2
8 to 11 overs	3
12 to 15 overs	4

12.2 Where the number of overs for the team batting second is reduced the powerplay restrictions above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).

13. Number of Overs Per Bowler

- A minimum of 4 bowlers need to be used by the fielding team irrespective of the number of overs per innings.
- No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fourth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by four, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

- In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

13.1 Overs per bowler for interrupted matches or matches with reduced overs

Over/Innings	Bowler 1	Bowler 2	Bowler 3	Bowler 4
16	4	4	4	4
15	4	4	4	3
14	4	4	3	3
13	4	3	3	3
12	3	3	3	3
11	3	3	3	2
10	3	3	2	2
9	3	2	2	2
8	2	2	2	2
7	2	2	2	1
6	2	2	1	1
5	2	1	1	1

13.2 A
an over in
is
he is
he is
over of

bowler shall finish
progress unless he
incapacitated, or
suspended unless
bowling the last
an innings and the

other team is dismissed or all out.

14. Declarations

Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

15. Free Hit after a Foot Fault No Ball

The free hit option will not apply.

16. Runner Rule:

- Batsman can be provided a runner in case the injury has been sustained on the field, during the play, which hinders his running ability, by the umpire, with the consent of the opposite team's captain.
- If he was injured while fielding he cannot bat for the same number of overs he did not field.
- If the batsman carries the injury to the game then a runner cannot be provided.

17. Law 25 - Wide Ball

- Umpires will determine the wide ball by looking at the wide ball markers on the pitch. A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.
- **If ball pitches outside the pitch:**
 - o If the ball is pitched outside/ on edge of the pitch and comes back in within the lines marked for wide, declare that ball a dead ball.
 - o If the ball is pitched outside / on edge the pitch and remains outside the lines marked for wide, declare that ball a wide ball.
 - o If the ball pitched outside / on edge of the pitch and did not cross the wickets, declare that dead ball

18. Law 31 - Timed Out

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous

wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

19. Law 36 – Leg Before Wicket

Law 36 will not apply to tennis cricket under any circumstance. Bowlers, fielders and captains are suggested that they need not appeal for the same and pressurize the umpire. The umpire may give a warning to the batsman and explain the unethical nature of blocking the ball deliberately. However, umpire cannot rule the batsman out by LBW even after repeated attempts.

Leg bye rule prevails under the above circumstance and the batsman cannot take a run if the shot was not offered.

20. No Balls:

- Any ball that bounces, or would have bounced, over the shoulder of the batsman.
- Above waist full toss.
- In both cases above, if the batsman has walked out of his crease, then the umpire will judge the no-ball based on the normal standing position of the batsman at the popping crease.
- **CTCL DOES NOT follow the 1 bouncer per over rule. A bouncer will be immediately called a no ball.**
- Bowler overstepping the front line.
- Read (22) for bowler chucking for more no ball scenarios
- Read (11) for Restrictions on the Placement of Fieldsmen for more no ball scenarios.
- BEAMERS: type of delivery in which the ball (bowled at a fast pace), without bouncing, passes above the batsman's waist height, which is dangerously close to the batsman's head, due to the lack of control a bowler has over high full tosses.
 - First beamer will be called a no-ball immediately and 1st warning will be given to the bowler and the captain of the bowling team.
 - Second beamer will be called a no-ball immediately and 1st warning will be given to the bowler and the captain of the bowling team.
 - Third beamer will be called a no-ball immediately and the bowler will be taken off the attack with immediate effect and cannot bowl in the rest of the innings.
 - A disciplinary action may be taken by the committee as required.
 - Rules are same for fast bowlers and spinners both

21. Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 16 overs within 1hr 5mnts playing time. While at the present time there are no penalties, the organizers may decide on penalties in future tournaments.

22. Bowler Chucking

LAW 24.2 FAIR DELIVERY -THE ARM

For a delivery to be fair in respect of the arm, the ball must not be thrown. Although this is the primary responsibility of the leg umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball, if he considers that the ball has been thrown.

- If the batsman feels the bowler is chucking, he will let the umpires know.

- Leg Umpire will then monitor the bowler and if he feels the bowler is chucking, he can call a no-ball.
- The bowler will not be banned from bowling but whenever the umpire feels he is chucking he can call it a no-ball.
- The umpire will later report the bowler to the EC.
- When the EC receives a complaint twice by different umpires against the bowler in the same season from two different matches, he will be banned from bowling
- Bowler will have to get this action cleared by the EC appointed committee. He can bowl again once the EC clears him.

23. Byes and Leg Byes

Byes and Leg Byes will be allowed during all the games, if shot is offered.

24. GAME REPORTS

- The winning captain will need to submit the match report in a format specified by organizer no later than the following week Wednesday by 10:00 pm MST .
- The winning captain will be responsible for updating the scorecard on the website no later than the following week Wednesday by 10:00 pm MST
- Failure to do either of the above will result in monetary fine of \$20 for the winning team. The second instance will attract a penalty of 0.5 points along with monetary fine of \$20.
- **All umpire’s reports need to sent to ctcl-ec@yahoogroups.com**

25. Batting and bowling ends:

- Littleton: Batting will be from the Basketball court end unless the bowling run up is unusable. The final call on that will be the umpire’s.
- Memorial Park: Bowling will be from tennis court end.

26. Team Uniform: Mandatory

- At least 8 players need to be wearing the team jersey shirts.
- If less than 8 players are wearing the team jersey, the team will be monetarily fined 20\$ based on the umpire report.

27. Penalties

Following penalties will be applicable to teams and individuals participating in CTCL matches. All decision will be taken by the committee after thorough fact finding and due diligence. Committee may impose further penalties not mentioned in the list below depending on the gravity of the situation and all decisions will be final and irrevocable.

Offense	Penalty
1. Sledging/Physical altercation, misconduct	Individual and/or the captain is banned for one game. 0.5 – 1.0 points may be deducted after due diligence.
2. Arguing or showing dissent to umpire	Individual and/or the captain is banned for one game. 0.5 – 1.0 points may be deducted after due diligence.

3. Over rate	Captain banned for one game. Super sub not allowed for the next game.
4. Umpires not sent (league games)	\$40 fine. 0.5-1.0 point may be deducted. Super sub not allowed for the next game. Captain may be banned for one game
5. Inexperienced/biased umpires	0.5-1.0 point may be deducted. Super sub not allowed for the next game. Captain may be banned for one game.
6. Documents and scorecard not uploaded	\$20 penalty for incomplete scorecard \$20 and 0.5 point penalty for documents not sent in time
7. Umpires not sent(playoffs)	\$50 per umpire
8. Player code of conduct breach (playoffs)	\$50 per player