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| **RULES AND REGULATIONS** |
| **HEXAWARE CRICKET LEAGUE – 2018 (FHCL)** |
|  |
| **2019 - Spring/Summer Season**  |
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|  |
| **3/25/2019** |
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# **Introduction to FHCL**

Hexaware Cricket League (FHCL) is the premier hard-tennis cricket league in the Washington DC Metro area. The league has expected 8 participating teams and Final Participating Teams Will be decided once registration process completes. All tournament matches are played in a 15 over format. And please find the Schedule below.

## **Schedule:**

**League Schedule will be found at:**

[**http://www.fhcl.us**](http://www.fhcl.us)

ICC T20 cricket rules apply to all matches played by the Hexaware Cricket League (FHCL) unless the rules are modified by the committee to suit the local conditions.

**ICC T20 Laws of Cricket can be found at:**

**http://icc-live.s3.amazonaws.com/cms/media/about\_docs/542bbeee9ab7d-**

**3%20\_Standard\_T20I\_2014-15\_Final\_Oct\_14.pdf**

# **Basic Exceptions:**

* All Matches are played with a hard-tennis ball (Yellow Color).
* Protective gear is recommended. (Individual Players Responsibility)
* Leg-Before-Wicket (LBW) dismissals are not supported.
* Leg-Bye runs are supported (Leg Bye Runs are allowed to avoid discussions such bat has contact/not contact to the ball such)
* Boundary dimensions and “Inner Circle” are marked based on the available ground size.
* In case of loss of the ball while playing the game, irrespective of the Overs a NEW Ball will be given.

# **Part 1 - Player Identification & Team Declarations**

## **Section A - Player Identification:**

1. All teams need to submit their team player rosters and player images to the FHCL Organizers, prior to the provided deadline.
2. All players should have their ID cards available in the event that the umpire or opposing team captain needs to verify a player name against the roster lists submit to the FHCL Organizers. This is to ensure that no ineligible player is participating in the league/elimination rounds of the tournament.
3. If a player fails to provide adequate identification, to the umpire’s satisfaction, then they may be asked to sit-out the game unless the opposing team is satisfied with their identity.

## **Section B - Tournament Roster Size:**

1. Each team will be allowed to carry an active roster of **20** players.
2. Players can be added/dropped as per the tournament deadlines set by the Organizers.

## **Section C - Declaring Playing XI / Umpires Prior to the Start of the Match:**

1. All Teams should declare their Playing 11 at the toss and exchange it with opposite captains and identify if any of the players are coming late. The names can be written down on either the scorecards or a separate sheet. This will ensure that all identification related issues are dealt with prior to the start of the match.
2. All Umpiring Teams details will be announced at the beginning of the game.
3. Captains are responsible for ensuring that the proper names are entered on the FHCL scorecards (Printed) and there is no discrepancy. Opposite captains should verify the submitted scorecard to confirm its accuracy.
4. A player identified as part of the declared Playing XI before the match is considered as having played a match under the following conditions:
5. If his team is bowling first, then a player needs to field for at least 1 overs in order to qualify.
6. If team is batting first, then the player needs to have either batted in the innings, OR fielded at least 1 overs in the second innings if he never got an opportunity to bat in order to qualify.
7. If a player meets either of the above conditions and was part of the declared Playing XI (i.e. not a substitute fielder) then captains can enter them on the scorecard as a qualified player.

# **Part II - Match Timings and Punctuality**

## **Section A - Players**

1. **At least 5 players of a team have to be present 5 minutes before (5:25 PM)** the start of their scheduled match time. Failing to do so will result in the automatic loss of toss for the team in question.

It is strongly suggested that:

1. Captains should pro-actively identify the present players to the umpires.
2. Umpires should pro-actively ask each Captain to indicate if their players are visibly insight.
3. In case both teams are missing players then the one with more players present on the ground at the start of the game are declared as toss winners (as long as one team has 5 or more players present).
4. If neither team has at least 5 players available to start the match on time, then both teams will be asked to play a reduced overs match based on the time lost.
5. **To calculate the revised number of overs, umpires should reduce 1 over for every 5 minutes lost across both innings. e.g. If a match starts 10 minutes late (After 5:30 PM), then the match needs to be reduced by 2 overs i.e. from a total of 30 overs to 28 overs. Each innings will be reduced by 1 over to accommodate for the late start.**
6. If one of the teams does not have 5 players by the match start time then the match will not be started until the 5th player shows up. The offending team will be penalized 1 over for every 5 minutes lost as a result of the 5th players not being present by the scheduled match start time. e.g. If the 5th players arrives 10 minutes after the scheduled match start time, then the team will be penalized 2 overs from their innings. This means that the offending team will bat for 13 overs and their opposition will bat for the full 15 overs.
7. For games that start late, both umpires and captains need to ensure that the match ends by the stipulated end time by minimizing/cancelling drink breaks and or innings breaks to make up for any lost time.
8. Umpires will ensure that teams do not waste time by frequent huddling/discussing strategies especially during tight games.
9. The first ball needs to be bowled by the designated start time of the match to ensure that no matches get interrupted due to late starts.
10. Umpires and Captains need to ensure that any pre-match warm-ups on/off the pitch do not result in a delayed start to the match.
11. If for some reason the match cannot be started on the stipulated start time, both captains should agree to play a reduced-over match based on the (above-mentioned guidelines in #4,5) to ensure that the match can finish on time. This is very important for games at venues where the field has to be vacated for the other permit holders to occupy the ground.

## **Section B - Umpires**

1. Both umpires need to be at the ground at least 10 minutes before the stipulated match start time to ensure that the coin toss and boundary setup is performed before the match start time. In case of umpires not arriving on time, both the captains will do the toss and get on with the game using the batting team players from the playing 11 as the umpires until official umpires arrive. If in worst situation the umpires do not show up at all the teams will continue with the using the players from their playing 11 as umpires. Umpires can change as needed in this special condition.
2. Also, sometimes the umpires from earlier game are on field and can be requested to officiate until the next game umpires arrive.
3. In the event that umpires are unable to get to the field on time, they should pro-actively call ahead to the FHCL organizers to inform them of their delay and estimated time of arrival.
4. Captains need to ensure that they only send umpires that are knowledgeable on general cricketing rules, have read and understood the FHCL rule book, and can confidently officiate FHCL matches.

# **Part III - Match Forfeiture Policy & Minimum Player Rule (MPR)**

FHCL discourages teams for forfeiting their games as its repercussion affects in so many ways. Hence, teams that forfeit a match will be severely penalized.

## **When is a match forfeited?**

A match will be considered as a ‘Forfeit’ under one of the following conditions:

a) A Team is a No-Show for a match or refuses to play the match.

b) A Team violates the **Minimum Player Rule 5 Players.**

c) A Team violates FHCL conduct policy - resulting in the umpires calling the game off and awarding it to the opposition.

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

1. The offending team may/will be penalized with loss of deposit, player, and/or team Suspensions. FHCL Organizers will take into consideration the events leading to the forfeiture and inform teams accordingly of the outcome.
2. The opposition will be declared as the ‘match winners’ and awarded the points.
3. No Net Run Rate (NNR) allocation will be applied to forfeited games.
4. The game can be played as a practice game as it will not be counted as official. The result or outcome of the game will not be considered.

## **What is the Minimum Player Rule (MPR)?**

The MPR has been created to minimize controversy and confusion related to the current issue of teams playing with less than 11 players. It is designed to provide clear guidance to teams and umpires when faced with this situation on the playing field.

## **How Does MPR Work?**

The minimum of ‘5’ players that a team can field with is based on their opposition.

## **When can Minimum Player Rule (MPR) be enforced?**

MPR can be enforced either at the start of the match or at any time during the match.

## **Who can enforce the Minimum Player Rule (MPR)?**

Umpires will manage games per the MPR guidelines.

## **Details:**

* Both teams need to ensure that **they at least 5 players at the field 5 minutes prior (5:25 PM) to the match start time to avoid automatically losing the toss.**
* **Teams can start the match with at least 5 players on the field.**
* **A 45-minute (6:15 PM) grace period is allowed from the scheduled start time** (not actual start time of the match) of the match for late-arriving players.
* However, **if the MPR rule is not satisfied after 45-minutes (6:15 PM) then the umpires will make the determination to have the violating team forfeit the game.**
* If delayed players do not arrive before the grace period expires, then the Umpires/Captains should assess for an MPR violation.
* If the MPR has been violated, the game should be declared as a forfeit. The match can be continued as a practice game but not as an official game or it can be cancelled if teams agree.
* The umpires do not have to officiate the game from there on.
* The umpires will also have the authority to make the same determination anytime during the game if the MPR is not satisfied.

## **Late-Arriving Players:**

* A game can be started with as few as 5 players. However, if the opposing team is playing with 11 then the minimum number needed to continue playing (based on MPR guidelines) is 5 players.
* **Once MPR is satisfied, the remaining missing players need to arrive within 45 minutes (6:15 PM)** of the scheduled match start time (not the actual start time).
* For teams playing with 5 players (against a team that has 11 players) this means that player 6 and player 7,8,9,10,11 need to be at the field within the 45 minutes (6:15 PM) of the scheduled match start time.
* **Players arriving after the 45 minutes (6:16 PM) period will not be allowed to Bat or Bowl. However, they will still be allowed to get on the field but only for the purposes of fielding.**

## **Exceptions:**

* MPR does not apply to dismissed batsmen from a team that is batting second.
* MPR does not apply to batsmen that may have temporarily stepped away for refreshments, medical emergencies, and/or bathroom breaks.
* **The MPR rule only applies to League Level Matches ONLY and MPR rule will NOT Apply on Playoff matches.**
* It is strongly recommended that a team reaches out to extra players from its roster that can be asked to come and field if they are at risk of violating the MPR. These substitutes can only be allowed to field, but not bat or bowl.

# **Part IV - General FHCL Playing Rules**

1. In the case of stumping appeals, a batsman is considered to be out of his ground unless a part of his bat or body is grounded on or inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is “OUT”.
2. In the case of run-out appeals, a batsman is considered to be out of his ground unless a part of his bat or body is grounded on or inside the crease. Thus, if the body or the bat is not grounded on or inside the crease line, the batsman is “OUT”. Either batsman can be adjudged “RUNOUT” if they are out of their crease even if the ball only made contact with the body/clothes. Even though leg-bye don’t count towards a score, both the batsmen need to ensure that they are in their respective creases to avoid being run out. The only exception is if the umpire calls it a “Dead-play” while the batsman is still running/walking between the wickets.
3. Any abnormal bounce or lack of it due to the condition of the pitch will be signaled a “Deadball” by the umpire and the delivery will need to be re-played. Any scoring or wickets due to such an instance will not be considered. The umpire will have the final authority to decide what constitutes as a ‘dead-ball’ in such instances.
4. The Wicket-Keeper is allowed to bowl in the innings if desired.
5. After the bowler starts his run up fielders are not allowed to talk or move side-ways. Such actions will result in the umpire signaling a No-Ball.

## **Section A - Power-Play Field Restrictions:**

**‘4’ Overs of each innings, 2 Overs by default of first Two overs (1 and 2 Overs) and other Two Overs are selected by Batting Team any time during the match by informing the Umpires, else, last 2 Overs of the Match (14 and 15 overs are Power play Overs)**

The bowling team is subject to fielding restrictions stipulating that **Eight (8) fielders must be inside the fielding circle for the first 2 overs of each innings**

1. **A maximum of 3 fielders can be outside the Inner Circle in the power play overs.**
2. **For the remaining 11 overs a minimum of 4 players need to be inside the Inner Circle (not including the bowler and wicket-keeper), if team playing with only 5 minimum players minimum of 3 players need to be inside the Inner Circle (not including the bowler and wicket-keeper)**
3. **Only 5 fielders can field on the leg side at any point of time, Both in and out of the Power-Play period (not including the bowler and wicket-keeper).**
4. It is not necessary to have 2 fielders for sure within catching position during the Power-Play period.
5. Fielders can be placed anywhere within the Inner (30-yard) circle.
6. **If a team is playing with less than 11 players, then they need to ensure that 8 players are within the Inner (30-yard) circle during the Power Play period.** E.g. If a team starts the match with 10 players, then 8 players need to be inside the circle, and only 2 player will be allowed outside. If a team starts the match with 8 players, then all 8 players need to be inside the circle. If a team starts the match with Minimum of 5 players, then all 5 players need to be inside the circle. They will not be able to field anyone outside the circle during the Power Play.
7. Once the Power Play is over and the fielding team is still playing short, then they need to ensure that the inner circle is first and foremost protected i.e. at least 3 fielders (not including the bowler and wicket-keeper) will still need to be inside.

## **Section B - No-Ball due to Height:**

1. Any bouncer over the head or full toss above waist will be called a No-ball. One bouncer above shoulder and below head level is allowed per over. For bouncers and full toss, the batsman's movement in the crease right before the delivery is bowled will be taken into consideration (i.e. a bouncer above the head becomes a legal delivery for batsman charging down the wicket).
2. The leg umpire will be the primary authority for signaling a No-ball due to height. The main umpire should consult with the leg umpire before declaring a No-ball due to height.
3. One legal bouncer per over is permitted
4. A batsman will be ruled OUT, even if they get bowled on a full toss above waist and bouncer also.

## **Section C - Wide-Ball:**

1. Both Umpires need to be consistent about whether they will call a Wide-ball from a mark on the pitch or on the merit of the ball for both innings.
2. Both captains should be clear about how the umpires are going to call before the match to ensure no arguments take place during the game.

## **Section D - Free-Hit:**

1. Per ICC Law 24.2 Free Hit after a foot-fault no ball - the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. 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.
2. 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.
3. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).
4. 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 and/or verbally communicating it to the batsman/bowler.

## **Section E - Out on Free-Hit/ Runs on Free Hit:**

1. Batsman can be out as follows only on a free hit
2. Out via Run out
3. Out via Obstructing the fielder while running
4. Runs taken while out on a Free hit
5. If the batsman is bowled on free hit. The batsman can take a run if possible and the run will be counted as a bye.
6. In all other circumstances the batsman can take a run, even if he was out caught on free hit and the runs will be awarded to batsman.

## **Section F - “Mankading” (Bowler attempting to run out non-striker before delivery):**

1. The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over.
2. The umpire shall call and signal “Dead ball” as soon as possible if the bowler fails in the attempt to run out the non-striker.
3. **Before attempting to dismiss, one warning needs to be given to the non-striker and which applies to the Entire Team.**

## **Section G - Substitutions:**

Substitute fielder can allowed at any time during the game.

1. If a player has been off the field for a certain number of overs, they will not be allowed to bowl for the number of overs spent off the field. (e.g. if a player is off the field for 3 overs, then upon their return they cannot bowl for the next 3 overs)
2. A player will not be allowed to open the innings for his team if he has spent time off the field. He can bat at any other position.
3. By-runners for a batsman are not allowed under any circumstances including injuries, cramps, fatigue, etc. during a match as per new ICC rule.
4. Players cannot be provided substitutes for getting tired on the field.
5. Teams may only use players from their 13-person roster as substitutes. However, prior to doing so they need to get the approval of the umpire.
6. Umpires need to be approached for all fielding substitute requests. Umpire's get to make the decisions on all the above scenarios based on their best judgment of the on-field circumstances.

## **Section H - Catches on Boundary Lines:**

1. Umpires will make the decision on this subject based on his/their best judgment.
2. Umpires can take the catcher or the next close in fielder input if they need to but it is not mandatory.
3. Batting team / Fielding team players should not interfere in this situation nor should they charge towards the boundary line or into the field.
4. Captains should instruct their players to hold their position for any controversial catches/fielding attempts near the boundary prior to the match.
5. If a player should move from their position after the play, and the umpire is unable to pinpoint the exact spot, then the benefit of doubt should be given to the batsman.

## **Section I - Retired Hurt Policy:**

1. A batsman will only be allowed to retire due to a physical condition. And if player got injured while playing the game only and batsman cannot be retired by teams based on their batting performance.
2. A batsman can only be retired if they have sustained an injury that prevents them from continuing. The umpires will make the judgment to assess on whether a batsman's request for retirement should be granted based on their own observations.
3. However, they are permitted to return to batting after the fall of the next wicket or after the retirement of another batsman.

## **Section J - Caught Behind Decisions:**

1. Caught-behind decisions need to be made by the main umpire. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (e.g. deflection, deviation, angle, etc. of the ball).

## **Section K - Umpires Reversing their Decision:**

1. All umpires need to be thorough with the league rules.
2. To avoid controversies, umpires are advised to take well thought decisions; once the decisions are made they should not be over turned. The exception being if the FHCL Organizers over rule the decision based on its incorrect interpretation or validity.
3. Main umpires should initiate discussion with leg umpire (and vice-versa) based on which umpire has the primary jurisdiction prior to making the decision and NOT after making the decision. (Refer to more details under section Part 6: Umpiring and Umpiring Duties below).
4. Leg umpires should not at any time advice, suggest, or give decisions related to main umpires jurisdiction (and vice-versa) unless the main umpire reaches out to leg umpire himself.

## **Section L - Breaking Stumps during Run-Outs / Stumping Appeals:**

If the stumps have been broken once i.e. bail(s) have been dislodged, or stumps been hit during the course of an on-going play, then to successfully appeal for an ensuing run-out / stumping, the fielding side will have to manually uproot at least one of the standing stump(s) with the ball in possession.

If none of the stumps are standing up due to an earlier displacement, then the fielding side needs to re-insert one stump and then uproot it again with the ball in possession in order to successfully appeal for a dismissal.

If bails are not being used in the event of high winds, then the fielding side will not be required to uproot the stumps for a run-out/stumping appeal.

## **Section M – Drinks Brake:**

**After 8 Overs each innings has the 5 minutes Drink Break.**

All Players must be in Ground only and not allowed to leave the Ground except informing Umpires and organizers with valid reason.

Only 2 extra players from each team in their rosters only allowed to enter the ground to provide Drinks to their players and they need to collect the trash back and leave the field in given time frame.

# **Part V: General FHCL Non-Playing Rules:**

1. Since FHCL venues require at least 20 Minutes commute times from the office, neutral umpires and playing team captains should communicate with each other ahead of arrival to the ground to ensure that there everyone is aware of any arrival delays that could effect the match start time.
2. In the event that both teams arrive at the ground and discover that the playing conditions are not suitable for a match, both captains and umpires should contact a non-involved member of the FHCL Organizers immediately to determine the next course of action.

# **Part VI: Umpires and Umpiring Duties:**

1. Neutral umpires will be assigned to adjudicate each game.
2. They are the final authority during the game and their decisions will be considered final.
3. The exception being if the FHCL Organizers over rule the decision based on its incorrect interpretation or validity.
4. They will remain impartial at all times on the field.
5. Umpires will be the authority to grant a fielding substitute to the fielding side if the situation merits it. They will keep track of the number of overs during which a fielder has left the field.
6. Umpires need to be present at least 10 minutes prior to the scheduled match start time.
7. The coin-toss will be conducted in the presence of the neutral umpire before the stipulated match start time. The team winning the toss will declare its decision immediately. Captains or their representatives for the toss should be ready for this ahead of the match start time.
8. If the neutral umpires are not present by the match time then the captains should proceed with the coin-toss in the interest of starting the match on time.
9. In the event that one or both neutral umpires do not show up by the match start time, both Captains need to agree to start the match by utilizing an umpire(s) from the batting side.
10. Umpires will keep time of all breaks, and notify the captains as to when to resume.
11. They should file a complaint about any misconduct by a player or a team on the field with the FHCL Organizers.
12. Umpires should check the pitch and the ground to see if it meets the basic requirements as in the ground standards, including the suitability of the outfield for play when it rains. They should periodically check the condition of the ball and decide on a replacement if applicable.
13. Any team that is scheduled for umpiring duties and is either unwilling to send umpires or does not send any umpires on the day of the scheduled match will forfeit their tournament deposit money and risk facing potential penalties as determined by FHCL based on the circumstances.
14. The Organizers will make decisions in cases of disputes and misconduct that could not be resolved during the game by the neutral umpire. Evidence provided by the neutral umpire and the two captains will be used to make a final and binding decision that will need to be abided by.
15. In case of the boundaries not being visibly painted/marked when deciding on a mark between two cones or flags, the umpire should consider the boundary line to be a straight line between those points, as opposed to an imaginary arc. The straight line between 2 points will serve as the boundary to mark against.
16. Umpires are urged to take their time when making a decision, and if there are any doubts then the umpire with the primary jurisdiction should consult the other umpire.
17. Caught-behind decisions (and run-outs at the bowlers end) are the primary jurisdiction of the main umpire. When in doubt, he should consult the leg umpire FIRST and PRIOR to giving out hastily. He can take into consideration any evidence from the leg umpire (e.g. sounds) but the final decision needs to be made by the main umpire to ensure a fair decision. Caught-behind decisions CANNOT be solely made on sounds heard by the leg umpire but rather need to be based on other factors not visible to the leg-umpire (e.g. deflection, deviation, angle, etc of the ball)
18. The leg umpire will have primary jurisdiction over decisions on run-out/stumping/hitwicket/no-balls due to height decisions at the strikers end. Additionally from his vantage point, a leg umpire can opine on whether a wicket-keeper/fielder has cleanly collected a catch, ball crossed the boundary, fielder placements inside/outside the circle, and on leg/off side fielder counts.
19. The leg umpire should never initiate a discussion with the main umpire or approach him on items out of his jurisdiction. The main umpire needs to INITIATE a consult if he is in doubt about a verdict or needs clarification on a rule.
20. The umpire should give the benefit of doubt to the batsman if they are intentionally prevented by the bowler or any other fielder to safely make their ground while running between the wickets. The umpire(s) will make the final determination for such ‘in-game’ incidents.
21. In the event that a player is dismissed but it is discovered or brought to the umpire’s attention immediately afterwards that the field placements were in violation of the rules, then the decision should be over-turned. (This can happen only until the new batsman has not taken guard)
22. Umpires should direct all in-games issues, concerns to captains / stand-in captain and FHCL Organizers only.

# **Part VII: Captain’s Responsibilities:**

1. One player from each team will act as team Captain for the duration of the match.
2. Only the captain or player appointed by captain should be coming forward for the coin toss unless he is either not playing or has not arrived on to the ground. Under these circumstances, another player can fill in for the toss duties and will act as the captain until the captain shows up.
3. They should control the behavior of all his team players. (Conduct of his team.)
4. Ensure the team players respect the umpire's opinions and decisions.
5. Captains are responsible for ensuring that the boundary cones/flags are setup before the match start time.
6. They will be responsible for going over the FHCL Rules and Regulations with their players.
7. Captains are responsible for cooperate with umpires to their respective games. Umpires should be at the ground at least 10 minutes prior to the start time of the match and are responsible for coordinating with the playing captains with regards to any delays in arrival. Not arriving before the start time of the match or being a no-show will result in the umpiring team being penalized by the Organizers.
8. If umpiring done by team members, it’s the captain’s responsibility to make sure that the players tasked for umpiring duties are aware of and understand the FHCL Rules and Regulations.
9. Captains are responsible for ensuring that all match venues are cleared of any debris/trash at the end of the match. Since FHCL co-shares its venues with other groups it is imperative that teams do not leave behind any debris at the ground.
10. Both teams run the risk of being penalized at the discretion of the Organizers if an official complaint is lodged with FHCL with regards to leftover debris.
11. The umpire should not be pressurized in any circumstances. It will be captain’s responsibility to make sure nobody crowds or threatens the umpire. Neutral umpires in conjunction with the Organizers will have authority to abandon a game and award points to whichever team they think is the deserving winner in case of a fight/controversy.
12. Captains need to ensure that they have at least the minimum # of 5 players available at the coin toss in order to toss and start the match. Failure to meet the MPR rules will result in the match being declared as a forfeit.

# **Part VIII: Points System**

## **Section A - Points System (Only at League Level)**

* **Winning:** 4 points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.
* **Points are Equal:** If any teams Points are equal NRR will appi4 points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.
* **Penalties:** Teams may be penalized points based on the issue e.g. misconduct, forfeiture, missed umpiring etc. These point reductions would be applied to cumulative team points.

## **Section B – Bonus Points System**

**No Bonus Points in FHCL-2019 Season.**

## **Section C – If Points are Tie at League Level Matches**

* If any teams group level points are tied at the League level, then who ever got the better NRR will qualify for the Semi Finals.
* If any teams group level points and NRR both are tied at the League level, then who ever won the match against each other at league level will qualify for the Semi Finals.

### **NRR for Playoff Considerations and League Standings:**

In the rare event that competing teams have the same NRR at the end of the league phase (to the 4th decimal space), then the team that won the head-to-head matchup between the teams during the group/pool phase will be considered as the higher ranking team.

## **Section B - Tie Games:**

In the event that both teams have the same score at the end of their stipulated over’s, the tie-breaking decision will be resolved by a Super-Over.

### **Super Over Format:**

1. Team batting second in the regular match will bat first in the Super Over.
2. Each team will select 3 batsmen and 1 bowler to play the Super-Over.
3. The team scoring most runs at the end of the Super-Over will be deemed winners of the match.
4. If the batting team loses 2 wickets in the Super-Over they will be considered ‘all-out’.
5. If scores are still tied after the Super-Over overall tally of boundaries from the regular game and the super over will be considered and the team with the higher number of combined boundaries will be declared the winner.
6. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
7. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wide’s, no ball or penalty runs.

## **Section C - Match Scoring:**

1. Online Scoring is Mandatory for all the Teams.
2. Batting team should announce the score at the end of every over to avoid any discrepancies with the fielding team.
3. Teams need to ensure that scorecards are legible, and tally 3-ways at the end of the match as details will need to be entered online by one of the captains.
4. Umpires have to sign off on the final score sheet after the match. Umpires should ensure that scorecards are complete, legible, and tally prior to signing them. Scorers should be asked to complete all these details if there is missing data.
5. At the end of the match, one captain should take both the scorecard (usually the winning captain) so that they can upload the scorecards online, and enter the match details on the website so the points, NRR can be calculated for each match result.

## **Section D - Man-of-the-Match (MOM) Awards for Semi Final/Final**

1. The FHCL Organizing Committee will decide on the MOM and all other Awards. And FHCL Organizing Committee has all rights to declare any kind of awards and should not be pressurized by a team in any circumstances. It will be captain’s responsibility to make sure nobody crowds or threatens the Organizing Committee at any point of time. Organizers will have authority to abandon a game and award points to whichever team they think is the deserving winner in case of a fight/controversy.

## **Section E - Rain/Washouts/Bad Weather/Bad Light/Unavailability of Ground:**

1. If **the game is not completed due to weather/light and at least one Team played their full innings, then the match will be resumed on the same state to another available date. The game will be rescheduled and Teams should be prepared to play next available date with same playing XI’s without changing current scheduled matches.**
2. If **the game is not completed due to weather/light and at least one Team NOT played their full innings, then the match will be called off and the game will be rescheduled and Teams should be prepared to play next available date with new playing XI’s (Considered as a NEW Game) without changing current scheduled matches.**
3. If the game is not completed due to weather/light/ground availability, then the game will be rescheduled. Teams should be prepared to play next available date without changing current scheduled matches.
4. **The final decision with regards to rescheduled games will rest with the FHCL-Organizers.**
5. If it has rained the previous night or is raining and the game has not already been called off, then a pitch inspection should be performed by the umpires and captains. If the umpires deem play possible, then the match should be played that day. Umpires should take into consideration the ground conditions to ensure a safe match.
6. If there is no chance of play that day the match will be rescheduled to a later date. The Organizers, after consulting with the captains and umpires would decide about whether the match should be re-scheduled.
7. Washed out games will be rescheduled just once. Any subsequent washouts of the same league round game will result in the teams sharing points.
8. The final decision about rescheduling would be taken by the FHCL Organizers.
9. The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires and also made available on the FHCL website to avoid any inconveniences.
10. Games will **NOT be Rescheduled or Called off based on Weather Forecast** Playing Teams need to be on Ground for to make a call.

## **Section F - Rain Washout Policy:**

### **Wash out Policy for League and Playoff Matches:**

**Scenario 1:**

**If the toss has been conducted but the match has not started and gets interrupted by rain**:

**Teams and umpires will have to wait for 30 minutes from the scheduled match start time for the conditions to improve:**

* If the conditions are deemed playable by the umpires then the match should commence.
* The number of overs for the match will be revised based on the reduced over- calculation method (5 minutes per over)
* A minimum of 5-overs-a-side match needs to be played in order to be considered an official game.
* If the conditions have not improved after 30 minutes of waiting then the game will be called off (Postponed to another date).
* Prior to calling off the game (Postponed to another date) the umpires/teams will need to have a confirmation discussion with the Organizers.

**Scenario 2:**

**If the match is already underway and gets interrupted by rain:**

**Teams and umpires will have to wait for 30 minutes from the time the play was suspended for the conditions to improve:**

* If the conditions are deemed playable by the umpires then the match should resume from where it was at the time of suspension.
* If the conditions have not improved after 30 minutes of waiting then the game will be called off (Postponed to another date) and match resume from where it was.
* If the game is repeatedly getting suspended/resumed due to rain, then the umpires can call off the game if the combined suspension durations across multiple rain interruptions exceeds 60 minutes prior to calling off the game the (Postponed to another date) match resume from where it was in case it was Postponed to another date and umpires/teams will need to have a confirmation discussion with the Organizers.

### **Rescheduled Playoff Matches:**

* All matches will be rescheduled to End of the League Schedule and not to disturb the current schedules of matches as per guidance from the FHCL Organizers and Ground availability conditions.
* The rain-interruption policy explained in “I. Washout Policy for Playoff Matches” will apply for any rescheduled game.
* If the rescheduled playoff game is also interrupted by inclement conditions, and regular play cannot be started and/or resumed then the umpires will have the teams play a Super-Over.
* Super Over rules will the same as outlined in the ‘Super Over’ section of the FHCL rules.

**Except:**

* A new coin-toss will be conducted for the Super-Over since it is being played due to inclement weather.
* A new ball will be used by each side for their Super-Over innings (or 2 used balls of similar condition as determined by the umpires if new balls are not available).
* In the event that playing a Super-Over is not feasible due to inclement conditions then the overall ranking for the tournament at the end of the league phase will be considered for determining the winning/advancing team.

## **Section G - Other Playoff Considerations:**

1. **MPR Rule is not in effect for the playoffs. Teams can play with as few as 5 qualified players.**
2. A player is determined as 'qualified' based on having played in at least 1 league match with the same team which he was about to represent in Playoffs.
3. **A player needs to have played at least 1 league match with the same team which he was about to represent in Playoffs in order to qualify for the playoffs.**
4. Any player that has not played the minimum of 1 league match with the same team which he was about to represent in Playoffs can still be used as a substitute in the playoffs. However, such players are not permitted to bat or bowl. They are just allowed to field. Teams will just need to inform the umpires/opposing captain if this is occurring.
5. Teams should pay special attention to their qualified roster for playoff games (i.e. player has played in 1 league match with the same team which he was about to represent in Playoffs).
6. If a team is determined to have allowed an unqualified player to bat and/or bowl without having met the minimum criteria of 1 league match with the Same team which he was about to represent in Playoffs then the team will be penalized. A winning result will be over-turned based on such discoveries so please be mindful of this. Other penalties may also be applied to such infractions.

## **Section H - Non‐Playing Field Condition:**

1. If the game is not completed due to weather/light/ground availability, then the game will be rescheduled. Teams should be prepared to play on the same weekend if possible.
2. If it has rained the previous night or is raining and the game has not already been called off, then a pitch inspection should be performed by the umpires and captains. If the umpires deem play possible, then the match should be played that day. Umpires should take into consideration the ground conditions to ensure a safe match.
3. If there is no chance of play that day the match will be rescheduled to a later date. The Organizers, after consulting with the captains and umpires would decide about whether the match should be re‐scheduled.
4. Washed out games will be rescheduled just once. Any subsequent washouts of the same league round game will result in the teams sharing points.
5. The Organizers can call off games ahead of time based on the weather. Such decisions will be communicated to the playing teams and umpires.
6. The final decision with regards to rescheduled games will rest with the Organizers.

## **Section I - Match Scoring:**

1. **ONLINE SCORING Need to be done as Mandatory.**
2. Batting team should announce the score at the end of every over to avoid any discrepancies with the fielding team.
3. Teams need to ensure that scorecards are legible, and tally 3‐ways at the end of the match as details will need to be entered by one of the captains.
4. Umpires have to sign off on the final score sheet after the match. Umpires should ensure that scorecards are complete, legible, and tally prior to signing them. Scorers should be asked to complete all these details if there is missing data.
5. At the end of the match, organizers should take both the scorecard (usually the winning captain) so that they can keep track of the league statistics and points.
6. And NRR can be calculated for each match after the result.

## **Section J – Setting up Ground:**

1. Teams are asked to step-up the Stumps and Boundary cones by helping the organizers.
2. First Fielding Team is requested to step-up the Pitch and Boundary coned by helping the organizers.
3. Second Fielding Team is requested to pack up the Stumps and Boundary cones by helping the organizers.
4. Other than Active 11 Fielders and 2 Batsman and Umpires rest all are not allowed to enter the field.

## **Section K - Parking:**

1. Players and Umpires are asked to park only in the permitted Visitor parking spaces.
2. Parking in any non-permitted spaces will lead to TOWING, will be at owners risk FHCL organizers are not responsible for any vehicle parking violations and damages.

## **Section L - Trash:**

1. Teams are asked to carry out their team’s Trash/Debris after end of their match. DO NOT THROW any trash outside the field.
2. Teams are advised to ask the fielders to collect/remove the water/juice canes/bottles left on the field once the team leaves the field after their bowling is done.
3. If any trash/debris left over by a team, then the team will be penalized for $100. Three subsequent penalties in the same League will lead the team disqualification from the league.
4. Teams are advised to report the organizers (possibly with picture) if any team didn’t remove their trash/debris.

# **Part IX: Conduct and Penalties:**

* The Organizers is focused on providing all teams with a fair, safe environment to play cricket through its tournaments while ensuring that all teams comply with the stipulated Rules and Regulations.
* Any team(s) found to be guilty of any rule violations or misconduct will be liable for getting penalized as deemed appropriate by the Organizers. Penalties can range from warnings, point deductions, forfeiture of deposit, match cancellations, disqualification, to getting banned from future tournaments, etc.
* All teams requested to respect the umpiring decisions and umpiring decisions are final. And Umpires has a right the review and recall their decisions.
* Allowing only Captain and 1 player to discuss with umpires if they have any concerns only maximum of 3 Minutes, after that they have to be quite and continuing the game.

## **Section A – Player Penalties:**

Any Player violating the rules will be penalized as follows:

1. If three players are involved with umpires decision (Including Captain), one of them (Any one form 3 players, umpires choice) will be suspended for Next Two Matches. (Applicable for both League and knockout matches).
2. If two players are involved with umpires decision (Including Captain) as allowed, taking more than 3 minutes or interrupting the game will be suspended for Next Two Matches. (Applicable for both League and knockout matches).

## **Section B – Team Penalties:**

**Any Team violating the rules will be penalized as follows:**

1. If any team got 2 violations, in one match or multiple matches all together, A Player/Players who suspended and a Team Captain also will be eliminated in their next match but team is allowed to playing next match.(Applicable for both League and knockout matches).
2. If any team got 3 violations, in one match or multiple matches all together, Total team will be eliminated in their next match and team playing against in their next match will be granted 4 winning Points by default.(Applicable only in League matches and NOT applicable in knockout matches )
3. If a Captain (Team A) fails to send umpires on their respective umpiring duty games, 2 overs will be reduced during batting innings in their immediate next match. Team can get to bat only for 13 overs but need to bowl full quota of 15 overs to their opponents (Team B).
4. During this revised batting conditions, only 1 over of batting power play can be taken by Team A.
5. Only three bowlers (Team B) can bowl maximum of 3 overs.

## **Section C - Player / Team Conduct:**

1. Captains are responsible for the actions of their players at all times and for maintaining on-field harmony. In addition to players, captains/teams can also be penalized for any team offenses.
2. Decisions by the umpires on the field of play are final. The exception being if the FHCL Organizers over rule the decision based on its incorrect interpretation or validity.
3. Any player showing unreasonable dissent in the opinion of the Umpires/Organizers shall first be warned for misconduct. Repeated offenses may result in player and/or team disqualification from the match and/or tournament along with team penalties.
4. Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts his bowling run-up to the instant the ball is either played or crosses the normal batting position of the batsmen.
5. Under no circumstances should players from the pavilion enter the ground to dispute any on-field decisions. The batting team captain will be responsible for ensuring that players stay off the field.
6. If there are any questions/concerns then only the captain should inquire off the umpires for clarification.
7. Teams/players will be suspended from that game or future games based on the reports of the incident can be penalized for entering the playing field to dispute decisions and causing a match delay.
8. All questions/concerns related during the match need to be addressed and directed towards the umpires. Communicating with opposing team players is not advised as it generally does not resolve the issue.
9. Sledging on the field – Umpires will warn the offending player once. If the behavior continues then umpires have the authority to penalize the player by suspending them from the game. This will apply to fielders, bowlers, and batsmen.
10. Any player involved in verbal and/or physical abuse of umpire and/or opposing team player(s) can/will be disqualified from the Tournament immediately, and the team will not be allowed to field a substitute in his place. In addition the player(s) who instigates the offending player could also be suspended from that game or future games or even disqualified from the tournament based on the neutral reports.
11. Other than Active 11 Fielders and 2 Batsman and Umpires rest all are not allowed to enter the field.

## **Dress Code:**

1. All players must wear the FHCL T- Shirts for sure to qualify playing 11 in a game (exemptions are made in case if FHCL not provided the T-Shirts to the given Player).
2. No player or umpire should be wearing slippers, sandals, or open footwear.
3. Any infractions on the dress code items listed above will result a termination from Game and forfeits or based on organizers decision.

# **Part X: IMPORTANT NOTE:**

**FHCL takes player safety very seriously! If any player(s) engages in physical or verbal abuse of another player, umpires, or spectator, or any person in Field or outfield then FHCL reserves the right to take disciplinary actions against any of the involved player(s).**

**If a player engages in behavior that instigates others, or conversely reacts to others in a derogatory manner, then they will likely be subject to penalties ranging from suspensions to getting disbarred from participating in the league.**

**Organizers decisions are final and no further deliberation or negotiations will be entertained.**

## **Adhering to FHCL Rules and Regulations:**

* All teams and their players must abide by the rules and regulations of the venues being used for cricket e.g. no consumption of alcoholic drinks, public misconduct, trash, etc.
* **The FHCL Organizers reserves the right to amend these Rules and Regulations at any time if it considers such action to be in the best interests of the competition.** The Organizers holds the right to remove any participating team for their mis-conduct and reserves the right to withhold the security deposit.
* Teams leaving the league mid-season FHCL advises all teams to be proactive in informing the league if they are planning to not participate in the FHCL next year Tournament as it helps with planning logistics. Please note that any Entry fees/deposits paid will not be refunded in such instances.

**Organizers takes input from the Captains and Umpires and Players and Spectators involved and will make a final decision on all controversies, rule infractions and disciplinary issues.**

**Organizers decision is final and no further deliberation or negotiations will be entertained.**

**By participating in the FHCL tournaments, teams hereby agree to abide by the FHCL Rules and Regulations. And decision of the FHCL Organizing committee, any player or team not abiding the league decisions will be suspended form the league.**