

# CricBay Handbook

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[www.cricbay.com](http://www.cricbay.com)

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# Summary and Scope

The game of **cricket** has its own unique appeal and stands out among all the team sports that are played in the world. What makes cricket so much more interesting than other games are not only the laws and regulations within which it gets played but also the [spirit of the game](#). Even though over the years the game has become more intense and competitive at all levels, there continue to be moments where players exhibit the most outstanding decorum and spirit, something that we in CricBay desire and cherish.

## CricBay Handbook

The purpose of this document is to provide information for matters related to cricket being played under the CricBay umbrella. This includes guidance on rules and processes as well as removing ambiguities so as to ensure smooth conduct of matches.

This document has evolved over the course of the life of CricBay and every effort is made to make it complete and comprehensive. This document will continue to be enhanced and updated to address changes, facilitate clarification of rules and regulations and in response to feedback from the community

For more clarity on specific situations that are not discussed within this document, please refer to various ICC rules and laws documents. It is highly recommended that everyone in the CricBay community read and understand the ICC laws and rules of the sport -

- [ICC Cricket Laws](#)
- [Standard International T20 Rules and Regulations](#)

Please note that the CricBay community has modified certain ICC laws and regulations to make the game more suitable for the brand of tennis ball cricket we play. These changes and clarifications are defined in this document. It is mandatory for

- Team Managers and Captains to go through this document and inform/update other team members of the variances from standard rules and recent changes.
- For any team member taking up umpiring responsibilities to read this document and understand these rules.

Every team should have access to a physical or digital copy of this latest handbook (this is posted on the CricBay website) at the ground. All umpires are also strongly advised to ensure that they have access to this document as well.

## Tournament Communication Document

Tournament guidelines are defined in a document called the Tournament Communication Document that is released for each CricBay tournament. This includes information pertaining to the groupings, format, playing condition changes and often a broad strokes schedule. The document may also include information pertaining to rule changes and variations specific to this tournament only. Any guidelines defined in the Tournament Communication Document will automatically supersede the contents of this CricBay Handbook (this document) and the ICC rules documents.

## Volunteer Committees

### **CricBay CoRA - [Committee for Rules & Appeals](#)**

This volunteer committee is responsible for laying down CricBay operational procedures, game rules and community etiquette. CoRA will also respond to rules and procedures related feedbacks and queries. The same committee will also manage the appeals procedure to resolve disputes among two opponents or against an umpire. A group called CoRA Advisors was formed in 2015 to assist CoRA in the review and fine-tuning of rules and processes

### **CricBay CoLA - [Committee for Logistics and Administration](#)**

This committee will work on laying down tournament format and schedule build up. CoLA will provide assistance to member teams to set up matches and resolve match set up related disputes. Further this committee will aid in providing various facilities such as ball procurement and ground reservation. It will also take responsibility for internal communication.

### **CricBay CoPA - [Committee for Public Relationship and Assistance](#)**

This committee will field queries from external public such as future CricBay member teams and future CricBay member players. Future member's first point of contact will be CoPA, so that CoPA can channel any open questions to the relevant internal committee. Potential advertisers and sponsors will also be contacting CoPA to get advertisements slots and bid for event sponsorship.

### **CricBay - [Committee for Finance & Accounting](#)**

This committee will be responsible for receiving membership fees or penalties. CoFA is required to allocate budget for any expenditure to be incurred by CoLA. At the end of the year CoFA will furnish the group a detailed breakdown of all funds received and expenses incurred.

## Change in Procedures and Rules

CricBay is a community of cricket teams which is founded with the objective of being run through a democratic process. The volunteers who are also members from a broad cross-section of teams in CricBay will review process and rule changes and provide the initial feedback. This in turn will result in internal opinion polls to determine whether a change is beneficial to the community. However for topics that will have a significant impact to the overall community, CoRA will seek opinions from a broader set of teams to reach a consensus. Please note that a ticket must be filed on the website for any issues or support requirements selecting the appropriate ticket type, match ID and other details as applicable.

## Waiver Requirement

Every CricBay community member is required to sign a mandatory waiver that indemnifies the CricBay organization and its officers from any legal proceedings. This is non-negotiable and is an absolute requirement to participate in any matches under the auspices of the league.

# Rules and Laws : Changes and Clarifications

This section enumerates recent changes to rules and regulations. Please make sure to go through the details for a complete description of the changes. This section also provides additional clarification to issues and question raised in the recent past by the community.

## Changes to Rules and Laws

### Introduced in 2018

1. The main umpire has sole jurisdiction over catches anywhere in the field. This is both with regards to (i) contact with the bat or hand/gloves when in contact with the bat and (ii) whether the catch was held properly. The main umpire can choose to request the leg umpire only for confirmation if it was a clean catch. By extension, the leg umpire cannot initiate that conversation. The leg umpire can however initiate a conversation if he believes that that the ball was (i) no-ball on account of height, illegal action, fielders talking etc. or (ii) a dead ball on account of illegal fielder movement.
2. Teams are actively asked to desist from pressurising umpires to consult. Any such attempt will immediately attract a warning for the captain and the said players attempting to force the consultation.
3. Teams not being able to provide a set of stumps at the scheduled start of the game will be deemed to have forfeited the game.
4. In line with ICC regulations that came into effect in Sept 2017 -
  - Any ball that bounces more than once before reaching the popping crease will be deemed a no-ball.
  - Any ball that does not land on the pitch will be deemed a no-ball. See the detail section on no-balls for more information.
  - Byes scored off a no-ball will be scored separately as byes as opposed to being scored as no-balls.
  - An appeal can be withdrawn or a recall made by the umpire before the ball comes into play for the next delivery.
  - A batsman can be deemed out caught after it strikes the helmet of a fielder or wicket-keeper.
  - A substitute fielder is now allowed to keep wickets.
  - The concept of Lost Ball has been eliminated. On losing the ball it will now be deemed as a dead ball, with some minor changes in disposition.
  - If a batsman grounds the bat within the crease and then it subsequently bounces he is still protected from being run-out.
5. Clearer guidelines on allowing or rejecting requests for a substitute fielder. The use of substitute fielders is only allowed if the player has to leave the field or ground on account of injury or a valid personal emergency.
6. The rules on unfair actions by fielders have been expanded :
  - We will not implement the new ICC rules associated with deliberate distraction or deception by the fielders. The reason being that it is too difficult to administer and has too much subjectivity.
  - The rules associated with fielder movement after the ball is in play have been clarified and modified. Only fielders behind the wicket in the inner-circle are allowed to move laterally (subject to some restrictions), all other lateral fielder movement will be ruled as a No-Ball by the umpires. Please see the section on Fielding for more details.

### Introduced/Modified between 2015 and 2017

1. During power-play overs only one fielder is allowed outside the inner circle
2. The DLS mode of deciding a game will be applicable on completion of five overs of the inning of the team batting second.
3. A ball that bounces above the head of a batsman will be called a no-ball and not a wide as opposed to the international cricket guidelines.

4. Fences bordering the playing and non-playing areas will be considered as part of declared run zones. If a ball makes contact with a fence, then declared runs will be awarded and the ball is deemed to be dead at that point. Details in the section on [Declared Runs](#).
5. Transfers (from one team to another) must be approved before a player can be included in a playing XI. This is irrespective of whether this is start of a tournament or the first time a player is playing in the tournament. Failure to do will be deemed to have fielded an ineligible player. Details in the [Player Transfer](#) section.
6. The cost of grounds will be shared between the teams.
7. The designated home team can unilaterally change the venue and date until the Tuesday noon deadline (irrespective of whether the IEmail was already issued). Additional clarifications on IEmail deadlines have been included. Details in the section on the [Information Exchange Email](#)
8. The rules relating to running out of a non-striker by the bowler (aka Mankading) have been revised. Please refer to the section on [Run Outs](#) for more details. This includes the introduction of a team specific warning.
9. New guidelines introduced with regards to handling hostile behavior during a game. The biggest change is that going forward the names of teams and players suspended for hostile actions will no longer be redacted will be included in community facing communication.
10. Umpiring teams must provide the names and contact information of the umpires for the match by Friday 12 noon.
11. Players cannot wear cleats of any kind on the grounds.
12. New guidelines associated with participation in a game for players joining the game late. The salient changes here are that
  - Before the game starts, the captain will have to provide the umpires the names of specific players who will be joining the game after its commencement, by definition making them part of the playing XI.
  - The players **cannot** be changed post-facto
  - Players joining the game late can only bat and/or bowl in the game if they are part of the official playing XI.
13. Game interruption, the salient changes are:
  - Doing away with the option to resume a game at another venue
  - Introduction of DLS method to identify a winner
  - Reduction in the minimum number of overs required for a match to be valid.
  - Allowing changes in the playing XI for games being re-started.
14. The winning team is required to respond to the IEmail with the image of the paper scorecards at the end of the game. For more details go to the section on [Scorecard Handover](#)
15. Detailed scorecard entry, the salient changes are:
  - The winning teams must not unilaterally decide to commit the scorecard without a review from the opposition
  - Changes in penalty for delayed scorecards (c) deterrents on committing incomplete scorecards.
  - For more details go to the section on [Detailed Scorecards](#)
16. Unless there is a valid reason, substituting umpires is NOT allowed in order to maintain consistency of decisions.
17. Close-in fielders who are both behind the wicket and inside the inner circle will be allowed to move after the ball is in play and before it reaches the batsman.

## Clarifications

1. If there are two neutral umpires, they umpires **MUST** exchange their positions every **TWO** overs. For more details and exceptions see the section on Umpiring.
2. It will be deemed a run out when the batsman has not reached the crease and ball hits the stumps and bails are off even if the stumps had moved away for their original position for whatever reason (and bails were not off). Second chance of run out or stumping - If the stumps and bails are already out the stumps **MUST** be lifted up or knocked down with the ball in hand.
3. Ball deflected into declared zone during play
  - If this is deemed inadvertent only the declared runs will be counted.
  - If however this is a throw that was deflected off the batsman or the umpire(s) feel(s) that the fielder has intentionally pushed the ball over the boundary line to restrict the scoring, this will be deemed an overthrow and the declared runs will be added to the completed runs. And one more if the batsman have crossed each other.
4. A boundary is only counted as a final winning stroke if the two batsmen have not crossed each other while running the winning run before the ball crosses the boundary. This is irrespective of them completing the run.
5. The umpires are empowered to call a bowler for throwing/chucking without any prior warning. Arguments that the bowler has bowled the same way in the past are not valid.
6. Umpires are empowered to ask inactive players to move outside the 185 foot boundary lines should they appear to be disturbing the progress of the game.
7. A batsman will have to accept **all** of the declared runs for a particular ball. In order words the batsman cannot decide to decline any of the declared runs.
8. Please note that free-hits are only awarded in the case of no-balls called because of foot faults. CricBay has **not** adopted the changes related to free-hits that ICC has implemented from July 5 2015
9. Umpires must consider movement of batsmen towards or away from the ball before calling an off-side wide. If a batsman moves **before** the ball is released the umpire will make an assessment if the ball is wide with regards to the new position of the batsman.
10. It is a legal delivery if the heel of the back foot of the bowler is in the air above the return crease without touching it.
11. It is a legal delivery if a bowler decides to bowl from behind the stumps as long as their back foot does not cut the return crease (or its extrapolation).
12. Penalty runs will be awarded if fielders (including the wicket-keeper) deliberately throw their equipment at the ball to stop its movement. This could also lead to additional sanctions by CoRA.

# Tournaments and Teams

## Tournaments

CricBay normally conducts the following tournaments every year –

1. The Regular Season
2. The Fall Open
3. The Champions Trophy

Teams are expected to register for each of the tournament as and when requested. This enables CoLA to appropriately prepare and schedule the entire tournament. Teams can change their composition and names between tournaments.

A tournament communication document will be released prior to the tournament which defines the high level schedule and any tournament specific playing conditions.

## Teams and Players

### Player Eligibility

For a player to be eligible to play in matches conducted by CricBay, the player must be registered in the CricBay player registry and **must be 18 years or older** on the date of registration. It is considered a serious violation to field players who do not meet the age requirement and the team violating the requirement could be subject to penalties.

### Player-Team Association

Players are to be associated with one and only one team at a particular point of time. The association is reflected in the registration of the player in the CricBay player registry. No player should maintain multiple profiles in the CricBay player registry.

### Player Transfer

Player transfers **must** be approved before a player can represent a different team from the one he is currently registered with. The player cannot play for the second team before the approval process is completed. If not the penalties of fielding an ineligible player will be applied.

For players transferring within a tournament the player has to open a [ticket at the website](#). The transfer request must be made before noon on the Friday before the game, so as to give CoRA enough time to approve the request. More details are present in this [document](#).

Please note that players are allowed to transfer from one team to another only in the following scenarios -

1. Between tournaments, the player in question should request a transfer from their profile page. Please review this [document](#) for more details. This all includes players who have not played in the current tournament.
2. During the course of a tournament even if they have played previously in the tournament as long as they meet all requirements listed below. The spirit of this is to help players not remain inactive for long stretches of time:
  - a. The player has played only one game for the first team in the first round-robin round.
  - b. The first team is willing to release him for the rest of the tournament.
  - c. The second team is willing to include him in their roster for the rest of the tournament.
  - d. The player must make a request through a ticket of type and provide adequate reasons – *“Request to switch team after playing a game in the current tournament”*
  - e. CoRA will review and approve or reject such requests.. While the intent is to facilitate player participation, such requests could be rejected if they appear to violate the basic spirit of this transfer exclusion.
  - f. This automatically implies that
    - o There are no transfers within a tournament once the tournament moves into the knockout stage.
    - o Limited to one transfer per tournament.

Please note that not adhering to the above rules will result in significant penalties to the players and/or the teams in

violation of this rule.

## Penalties for using Ineligible Players

Teams are required to keep their players reminded that they cannot play for two teams during the same tournament and ensure that their players are not playing for multiple teams with multiple player profiles on cricbay.com.

The onus is on the captain or others in the team management to ensure that all players who are playing for the team have not played for any other team in the same tournament and have had their transfers approved prior to the game.

If there is any doubt on the field on the game day about player(s) having played for more than one team during the same tournament then the opposing team has a right to ask for an ID check through the neutral umpire(s). The umpire(s) are expected to relay the matter to CoRA and take appropriate action.

### Penalties

This section defines the penalties that will be levied on the player(s) and team(s) that contravene the rules associated with players representing multiple teams in a tournament. The penalties below are defined so as to also ensure that team managements perform due diligence before adding a new player to the team. Including a player whose transfer is not approved will be deemed as fielding an ineligible player with full knowledge and will be penalized as such (see case 3 below)

#### Case 1

If a player plays for a second team without disclosing that he has played for another team in the same tournament.

##### Penalties

1. The player is banned for the rest of the tournament.
2. The team fielding an ineligible player will forfeit the next one or two games and the captain may be suspended for additional games.

This is irrespective of whether this was an inadvertent error or a deliberate attempt by the said player to mislead the teams and umpires.

#### Case 2

If the player plays for a second team in the same tournament and this information is only disclosed to the team during the course of the game.

##### Actions and Penalties

1. The captain of the team is to immediately inform the umpire.
2. The player is immediately excused from the game and banned for the rest of the tournament.

If the information about the violation is not made immediately known to the umpires, this will be treated as a case 3 situation and penalized accordingly (see below).

#### Case 3

If a player plays for a second team in the same tournament and this is known to **anyone else** in the team. This includes the cases of transfer that are in progress, but not approved.

##### Penalties

1. The player is banned for the rest of the tournament
2. The team is banned for the rest of the tournament

This includes situations wherein a complaint made by the opposing team during the course of the game from the opposing team has been validated.

#### Case 4

In the very rare situation wherein a player plays for one team, plays for another and then subsequently returns to play for the first team or for that matter any other (third) team all in the same tournament.

##### Penalties

1. The player is banned for the rest of the tournament

2. The teams for which the player has played his second and subsequent games are banned for the rest of the tournament

Please note that a team can withdraw a player from the playing XI before play has started if it comes to their attention that the player concerned has played for another team during the course of the tournament. In such a case the team can also request the umpire for a change in the playing XI since play has not started.

## Registering a Player

Teams are expected to register a player in their team before he is included in the playing XI for a game. The player must sign the mandatory waiver to be considered eligible. Failing which, the player is deemed to be ineligible for the game.

Given that sometimes people scramble to make a playing XI, there is leeway (only) when it comes to **new** players to the league. The captain of the team is to describe the conditions of the waiver and get explicit acceptance from the new player before inclusion into the playing XI. Both the registration and the signing of the mandatory waiver must be done immediately after the game. Please note that the player must be 18 years or older to play a game.

Transfers of existing players in the league **must be completed and approved** before the player is included in the playing XI for a game.

## Mandatory Equipment List

Here is a minimal list of equipment that each team must have in their possession to play a match.

1. At least one set of spring stumps and usable bails.
  - Please note that if a team is unable to make arrangements to provide one set of spring stumps at the scheduled start of the game, then it is considered to have automatically forfeited the game.
2. At least one new match ball that is to be handed to the umpire at the start of the game or batting inning.
  - The balls are provided either at the start of the tournament or at designated ball distribution events by the community.
3. At least fifteen (15) boundary marking cones and at least 12 flat/disc cones to mark out the inner circle. Any other related equipment required for playing including bats, gloves etc.
4. Blank score-sheets and umpiring score-sheets for the match along with some writing instrument(s).
5. Access to digital copies of this handbook, the tournament communication document and the ICC rules through mobile devices.

# Scheduling of Matches

*Note: Any usage of the phrase “preceding weekend” should be considered as “preceding the weekend of scheduled match”. All times reflect PST or PDT as appropriate.*

## The Venue and Time

One team will be designated to be the HOME team for all scheduled matches. The venue (ground), the date and the time of play as well as team umpiring assignments are assigned by CoLA as part of scheduling exercises. Teams can request swaps through approved mechanisms.

The umpires are required to be present at least fifteen (15) minutes before the official start of play to oversee the toss and discuss ground rules. The umpires are to take all steps necessary to ensure that the match starts on time. Please note that late arrivals by the umpires and players can result in penalties.

The section on the IEmail describes the process to initiation of the game and the notification to all concerned parties.

## Match Notification and Confirmation

The Information Exchange Email (more commonly known as the IEmail) is the prescribed mechanism for notifying the various parties about an upcoming match as well as confirmations from all. An IEmail link on the schedule page is to be used to initiate the notification.

## Notification and Confirmation Deadlines and Expectations

1. The designated HOME team alone can initiate the IEmail until **noon on Tuesday** preceding the weekend of the match (this is termed as the first IEmail initiation deadline).
  - However COLA may issue a specific override for any week which will include specific deadline dates for IEmail initiation, confirmation and other related information.
2. If the designated HOME team does not initiate the IEmail by the above deadline, the AWAY team will also have the option to initiate the IEmail one minute after the (first IEmail initiation) deadline is reached. Note that both teams can initiate the IEmail at this point.
  - AWAY team initiating the IEmail implies the following :
    - The AWAY must indicate intent to change venue and/or date/time of the game right away.
    - If the date and venue remain unchanged the originally designated HOME will however continue to be responsible for ground readiness.
    - If the AWAY team indicates intent to change in the venue and/or date/time they will automatically subsume the roles of the HOME team (at the point of request) and are responsible for the ground setup.
3. The team that did not initiate the iEmail must confirm their availability for the game by **noon on Thursday**, failing which the team that generated the iEmail can choose to exercise the forfeit clause on the other team.
4. If neither team initiates the IEmail by **noon on Thursday** the originally designated AWAY team can exercise the forfeited clause on the originally designated HOME team.
5. Umpiring teams have to acknowledge the receipt of the match notification (IEmail) as soon as possible and provide contact details to the playing teams
  - The acknowledge of receipt should be done by **noon on Thursday**.
  - The names and contact details of the umpires must be provided by **noon on Friday**.
  - Failure to acknowledge the IEmail or provide the contact information of the umpire by the above deadlines can lead to penalties/warnings from CoRA.

## Changes in Venue and Date/Time (Including swaps)

1. **Umpiring Swap**

This can be done through bilateral discussions between two umpiring teams and these are to be completed and approved by **Thursday 12 noon** Note that this will not be approved if this results in either team umpiring in the same division that they play in.

2. **Change of Venue while retaining the same Date/Time**
  - This change can be done unilaterally until the the first IEmail initiation deadline (**normally Tuesday noon**) by the designated HOME team without requiring approvals or consent by the opponents or umpiring team.
  - Once the first IEmail initiation deadline elapses such a change is only allowed until **noon on Thursday** and will require the consent of the opponents, umpiring team and CoLA.
  - If this is swap with another game then the playing and umpiring teams from the other game will also have to consent.
3. **Change of Venue and Date/Time for weekends that teams are only playing or umpiring**
  - This change can be done unilaterally until the the first IEmail initiation deadline (**normally Tuesday noon**) by the designated HOME team without requiring approvals or consent by the opponents or umpiring team.
  - Once the first IEmail initiation deadline elapses such a change is only allowed until **noon on Thursday**
    - i. This will require the consent of the opponents, umpiring team and CoLA.
    - ii. If this is swap with another game then the playing and umpiring teams from the other game will also have to explicitly consent.
    - iii. Umpiring teams are however not obligated to send umpires in this case (namely change after the first IEmail initiation deadline).
4. **Change of Venue and Date/Time for weekends that teams are both playing and umpiring**
  - This change can only be done until the first IEmail initiation deadline (**normally Tuesday noon**).
  - It will require the consent of the all parties - 4 playing teams, 2 to 4 umpiring teams as well as CoLA
  - A team cannot be forced to play and umpire on the same day.
  - Umpiring teams are not obligated to send umpires in this case.

## Grounds and Forfeits

All CricBay matches have to be played on reserved grounds in order to comply with requirements imposed by the owners of the grounds (local cities and schools). Teams must carry a copy of the ground permit which needs to be shown to any parties contesting usage of the ground.

Playing without permits will result in censure from the authorities which in turn can lead to jeopardizing the availability of grounds for the league. This is applicable to scheduled matches as well as practice matches. Quite simply put, no CricBay matches of any kind can be played without permits.

The cost for usage of the ground is to be shared equally by the playing two teams. If however one of the teams forfeits the game, that team will be responsible for the entire usage cost associated with the match in concern.

Please refer to [Section: Interrupted Games](#) for details on non-weather related interruptions.

## Assembling for the Match

1. All matches are scheduled to start at the defined times on Saturday or Sunday of the match week. Both the teams must arrive at the ground 30 minutes prior to the scheduled start of the match. The umpires must arrive at the ground 15 minutes prior to the start of the match to initiate the toss, confirm ground rules, collect the playing XIs and thereby ensure a timely start of the match.
2. The two captains must provide the names of the players in the playing XI sheet that is now part of the umpiring score-sheet.
3. Both the teams must have 8 players on the ground for the match to start. Unless this is explicitly overridden by the tournament communication document.
4. If one of the teams does not have 8 players on the ground at the scheduled start time, then the umpires are to deduct 2 overs from the number of overs the defaulting team's inning.
5. If 30 minutes after the scheduled start if one team has 8 players and the other does not then team in advantage will have the one-time option to ask for a forfeit from the "team in default". This will result in 0 points and -1 DRR during RR and \$50 penalty during the knock-out phase. For rainy days, [Section: Rain Forecast](#) below overrides this rule.  
The umpire is expected to confirm the situation, contact a volunteer and then apply the forfeit.

6. If one team is reduced to less than 8 active players during the game due to suspensions, then the umpire can apply the forfeit rules as per above guidelines.
7. If both teams do not have 8 players at the scheduled start time, the umpire can move the start of the match back upto 30 minutes after the scheduled start. If neither team has 8 players 30 minutes after the scheduled start, this is considered a forfeit by both teams.
  - In the round-robin/league phase, the standard forfeit penalties will apply.
  - In the knock-out/ranking phase, the next opponent will be granted a bye.
8. All players are expected to be present at the ground at the start of the match and to be present at the ground until their participation in the match is completed. There are however situations wherein players either arrive late or leave the match (or field) for periods of time. This section defines the restrictions to the participation of players who arrive at the ground after the start of the match. Essentially no player can join the match after the game has started, unless -
  - Captain had informed the Umpires BEFORE the start of the match that the said player(s) is/are going to be late. Umpires will NOT allow any player to join unless they were informed before the first ball was bowled.
  - The team captain must inform the umpire of the name(s) of the player(s) joining the match after its commencement. Once this communication is complete, the player cannot be changed. This is equivalent to announcing the playing XI.
  - The player in question must register (check-in) with the umpires at the completion of the over that is in progress when he arrives or at the fall of a wicket.
  - The restrictions on the participation for late arrivals are listed below (this assumes that the umpire was informed before the match and the player has checked-in)
    - A player who comes late can only bat after the fall of 5<sup>th</sup> wicket if his team was batting first.
    - A player who comes late can bowl anytime in the second innings if his team was batting first.
    - A player who comes after N overs of his team's bowling inning will not be allowed to bowl for another N overs of the bowling inning.
  - If the umpires are not informed that a specific individual is joining the match late, then he is treated as a substitute. In other words the player is neither allowed to bat nor bowl. The player is only allowed to field for the match as a substitute.
  - Examples that can be used as guidelines:
    - Team A is batting first and the player(s) arrive late. The player(s) can bat after the fall of the 5<sup>th</sup> wicket AND can bowl anytime.
    - Team A is bowling first and the player(s) arrive(s) after 5 overs were completed. The player(s) can bowl from the 11<sup>th</sup> over onwards and can bat after the fall of 5<sup>th</sup> wicket in their team's batting inning.
    - Team A is bowling first and the player(s) came after 10 overs. The player(s) will not be allowed to bowl and can only bat after the fall of 5<sup>th</sup> wicket in the team's batting inning.
    - Team A batted first completing their batting inning, and the player(s) came after 2 overs into their fielding inning. The players can only bowl from the 5<sup>th</sup> over onwards.
    - Team A bowled first completing their fielding inning and the player(s) arrives sometime during their batting inning, the players(s) can only bat after the fall of 5<sup>th</sup> wicket.
9. The rules and penalties associated with the late arrival of an umpire are explained in the [Section: Umpiring](#)
10. Rain forecast

If rain is predicted over the weekend including Friday night OR if it is drizzling during the early morning of match day OR it has rained heavily during the days before the match day thereby making the ground conditions unplayable then, **the following steps must be taken.**

Step 1: The HOME Team captain should call his counterpart in the visiting team and the designated umpires latest by 7 PM the day before the match day and agree to (a) either re-schedule the match OR (b) to reconnect by telephone on the morning of the match day, by 7:45 AM. The umpires and the visiting team must make themselves available for this call.

**Step 2:** If the decision to review the ground and playing conditions on the game day morning is made in the “Previous Night” call, the HOME team captain must inspect the ground for playability on or before 7:30 AM on the day of the match.

**Step 3:** The Home team is expected to then contact (by phone no later than 7:45 AM) the visiting team captain and the umpires and provide information about the ground condition to the best of his knowledge to the other 2/3 parties. The umpires and the visiting team must make themselves available for this call.

In this call a decision must be made to either

- **Reschedule the match for a later date:** Home team Captain must update the score sheet as an abandoned match and file a ticket to reschedule the match. The away team should update the ticket to confirm the request.
- **Play the match:** In which case all the parties must mutually agree on a new start time to give everyone time to reach the ground. This new time must be no later than 1 hour after the original start time.
- **Come to the ground for a mutual review:** If this is decided, the involved parties must agree on a time to meet at the ground for a review that is no more than 1 hour after the call. This mutual ground review must include both team captains and at least 1 umpire. If after the physical review, a decision is made to play the game, a new start time must be mutually agreed upon that gives all parties a maximum of 1 hour to get to the ground and start the game. If, however, a decision to reschedule is made at this time, then appropriate action should be initiated by the HOME team. If there is no mutual agreement between the two teams to either re-schedule/abandon or play the game, the umpire(s) will assess the ground and weather conditions, and make a decision which will be binding and final on both teams.
- The decision to play the game must be made with **“Safety of the Players” as the first criteria** and then based on the ability to complete the game and finally the quality of the game.

**Step 4:** Before the final decision is made to play the game please make sure to adhere all to all the conditions defined in the <https://www.cricbay.com/grounds.asp#rain> section of the Grounds document.

**Step 5:** If approval has been received to play the match at the said ground then the two teams and the designated umpires shall mutually agree to delay the start of the game (if deemed necessary) by a maximum of 1 hour thereby giving enough time for all parties concerned to reach the ground on time.

All discussion must be done over phone so that there are no avenues for situations such as missing an e-mail etc. If the 3 concerned parties are not accessible by telephone then the match shall be assumed to start at the designated time and on the designated day. The Team captains are further expected to inform their team members on the decision.

In order to make the process more effective, CricBay strongly recommends that at least one member of the team management maintains his phone number in his player profile in CricBay. This ensures that the IEmails have the phone numbers necessary to facilitate this action.

11. The match can only be cancelled in the **above scenario** if both the captains and umpires have touched based with each other and have agreed for the cancellation. The rescheduling is the prerogative of COLA. Otherwise, the rules regarding match start time, ground preparation and team formation continue to apply.
12. Home team will carry the responsibility of preparing the pitch, placing the boundary cones and explaining any ground rules such as declared runs to the visiting team and umpires. The final decision pertaining to ground rules lies with the neutral umpire, if the home and visiting team is not able to come to a consensus on the ground rules.
13. If the ground is not prepared by the home team by the scheduled start time 2 overs will be deducted from the home team’s batting innings at the discretion of “team in advantage” and the umpire(s) shall ensure that the match will start immediately once a minimum of 8 players are available from the defaulted team without waiting for the next deadline when the forfeit penalty will come into force (explained next). If the ground is not prepared within 15 min from the scheduled start time on the originally scheduled venue then it is considered as forfeit by the home team at the discretion of “team in advantage”. All 3 parties, which are the 2 playing teams and the Umpires, can however agree to delay start time prior to the game and the start time rules will then be applied to the new start time.

*Note: Enter the number of overs played in the brief score entry based on the following,*

*If an overs penalty is assessed then for DRR purposes the overs faced by a team will be computed as follows -*

*(a) Overs faced by the team if they overtake the opponent’s score thereby ending the game.*

*(b) Scheduled duration of inning (without taking into consideration the penalties) if the team bats through or gets*

*all-out.*

14. If the scheduled ground is found to be not available or the condition not suitable for playing on the game day then before moving to the new ground minimum 8 players from both the teams should be present on the originally scheduled ground and rules mentioned above regarding timing, over deduction and forfeit still applies.
15. If, before start of the match, both the captains are aware that the ground will be available only for a certain amount of time and that they cannot finish the 20 overs match by the prescribed time due to external factors, then both the team captains and umpires can agree on a reduced overs match of not less than 10 overs per innings.
  - The two teams must make a conscious effort to play the game.
  - The umpire will use a basis of 4 minutes per over plus a 10 minute inter-inning break to calculate the maximum number of overs per inning.
16. If the match is reduced due to the reasons mentioned in the earlier rules then both teams must use the greater of (a) 5 bowlers or (b) number of mandatory power-play bowlers. The maximum overs per bowler is reduced to ( $\frac{\text{overs match}}{5}$ ) rounded off to the next highest integer. Some examples are provided hereunder:
  - If the match is reduced to 17 overs then only two bowlers will be allowed to bowl the maximum quota of 4 overs.
  - If the match is reduced to 13 overs, then only three bowlers are allowed to bowl the maximum quota of 3 overs.
  - If the match is reduced to 10 overs, then all bowlers are allowed the maximum of quota of 2 overs.
17. The captains of both the teams will need to provide the playing 11 at the time of the toss to the neutral umpire(s).
  - This is a must-have requirement.
  - The list must use the names of the players as registered in their CricBay profiles and not aliases or nicknames
  - The captain must also need to inform the umpire of members in the playing XI who are joining the game late.

## Interrupted Matches

There are occasions when the matches get interrupted. The causes could be a loss of a ground, bad weather or for that matter any external event over which the teams have not control. In all such situations the expectation is that both teams make a very conscious effort to play out the match on the same day.

### 1. Handling Interrupted Matches

The following guidelines are to be followed in order to handle games that get interrupted on account of factors outside the control of the teams -

- If it is possible to start a new game at another venue by 11 am., the teams should try to play out a 10 over game.
  - The teams and umpires must be available until at least 1PM to ensure the game can be completed.
  - Teams are allowed to make changes in the playing XI for the new game
  - This is a new game, so there will be a new toss
- An interrupted game can only be resumed at the same ground where the game was started. In other words an interrupted game cannot be continued at an alternate venue.
- If 5 overs or more of the second inning has been played when the game is interrupted the game is deemed as complete and cannot be replayed. The winner will be decided using the Duckworth-Lewis (D/L) method. For details on how to interpret and implement this, please refer to the section on D/L.
- In order to complete games by the desired time, the numbers of overs per side will be reduced for any case wherein the match started after 9.30 am or 2.30 pm as the case may be. While this is more likely to be an issue when games are interrupted, the same table is to be used if a game commences very late.

Start Time		Total Break Duration	Max Overs per inning
Morning	Afternoon		
After 10.30 am	After 3.30 pm	Not Applicable	Abandoned or Forfeited
At 10.30 am	At 3.30 pm	10 mts	10 overs
Between 10.00 and	Between 3:00 and	10 mts	12 overs

10.30 am	3:30 pm		
Between 09:30 and 10.00 am	Between 02:30 and 3:00 pm	20 mts	15 overs
At 09:30 am	At 2:30 pm	20 mts	18 overs
Before 09.30 am	Before 2:30 pm	20 mts	20 overs

Here are some guidelines for the umpires to estimate a realistic game start time:

- Time to set up the field: 15 minutes
- Time to travel from original ground to new ground: approximately 15 minutes
- In effect from the time a team calls the umpire and communicates that a ground is available, the umpire should add 30 minutes to estimate the game start time and use that to determine the maximum number of overs per inning.
- If a game is interrupted, any of the playing teams that can find a ground sooner and communicate to the umpire, has the right to pick the ground. The rationale is that the HOME team had the first right of choice but since they could not “deliver” a ground that was available for the entire game, both teams have equal opportunity to find a ground.
- In case the 10 overs a side game cannot be completed due to weather related interruption on the game day, it is considered “abandoned”. If this was not caused by weather conditions then this will be deemed abandoned or forfeited by the HOME as defined in the section below.
- Note that any penalties in the form of reduction of overs assessed at the official start will be also assessed on the revised number of overs.

The HOME team at the start of the game is responsible to record the brief score in cases where the game is abandoned

## 2. Disposition Rules for Interrupted Games

CricBay matches are only played on reserved grounds -

- If the game is interrupted it will be considered as an abandoned game
  - In the case of an interruption due to ground usage conflict the HOME team must show the permit to the umpire at the point of interruption.
3. If the match cannot be completed and is deemed abandoned on the same day then the captains will request CoLA to reschedule the game at an appropriate point (where possible). Please refer to the section on [Rescheduling Matches](#) for more details.
  4. With immediate effect the DLS method will be used for games that are interrupted after 5 overs of the second inning has been completed.

## Teams Withdrawing and Forfeiting

1. If a team withdraws from a tournament mid-way, then the results of all the games involving this team shall remain valid. All future games scheduled involving this team will be considered as forfeits and the opposing team will be awarded 4 points and 0 DRR (during RR).
2. A team which withdraws from playing in CricBay before the completion of a tournament and has an outstanding penalty payment due, CricBay will discourage other regular teams to take players from this withdrawn team. CricBay will enforce a \$20 penalty per player for the team that takes players from these teams.
3. Forfeit Penalties: This specifically enumerates the penalties related to forfeits of matches by teams. This covers forfeits from (a) teams declining to play a game due to internal reasons (b) teams unable to have nine players 30 minutes after the scheduled start (c) walking away during a game.

### During Group/Round-Robin phase

- Forfeit prior to game: 0 points and -1 DRR
- Forfeit because of not meeting the minimum players rule : 0 points and -1 DRR

- Forfeit due to expulsion from ground: 0 points and -1 DRR
- Forfeit due to walking away from the game: 0 points, -1 DRR and a penalty of \$250

#### During Knock-Out/Playoffs/Ranking phase

- Forfeit prior to game: 0 points
  - Forfeit because of not meeting the minimum players rule: 0 points
  - Forfeit due to expulsion from ground: 0 points
  - Forfeit due to walking away from the game: 0 points, and a penalty of \$250
4. All forfeits are subject to the following additional penalties -
- The team that forfeit the match is liable for the ground fees for the match
  - The team will also automatically incur an additional -0.5 DRR penalty per match forfeited for the next tournament.
  - CricBay reserves the right to assess additional penalties of teams that forfeit multiple games in a tournament which could include not being invited for future tournaments.

## Penalties

In a community like ours it is imperative that each member does their due diligence to ensure that others in the community are not inconvenienced or CricBay put at risk. Unfortunately this does not happen all the time. As a result a number of deterrents in the form of penalties have had to be put in place in order to ensure the common good. Some of these are reflected in the form of monetary penalties, some others in the form of exclusion from participation and in some cases warnings to teams or players.

To reiterate, all penalties have **only** been defined in order to **support the common good** and ensure that the league runs smoothly. The desired goal of CricBay is to achieve a point of zero penalties.

Various sections in this handbook have references to penalties for actions that are detrimental to the league. This section reflects expectations on how teams need to handle the assessed penalties.

### 1. Monetary Penalties

- A payment link will be sent by CoRA to the team for submitting the payment. Please note any additional transaction fee is also to be paid by the team which is being penalized.
- All monetary penalties have to be paid by NO LATER THAN 12 pm, of the first Friday from the occurrence of the first day of infringement. For example.
  - If the umpire no-show happens on Sunday, Oct 25 the penalty is due by no later than noon PST on Friday, Oct 30
  - If the brief score is not entered by the end of day on which the match played on Sunday, Oct 25, the penalty has to be paid by 12 noon on Friday, Oct 30.
- If the penalty is not paid by then, the team will continue to “forfeit” its games till penalty is paid in full through electronic transfer via PayPal.
  - This would also attract the standard forfeit penalties.

### 2. Suspensions

- Teams are expected to honor suspensions of players by not including them for the prescribed set of games.
- CoRA will be communicating suspension related information to opponents and umpires of future games.

### 3. Warnings

- There are some occasions where teams and players are formally warned for contravening rules or expected behavioral patterns.
- Although there is no material or participation penalty, teams are expected to treat these seriously and convey these to the players who have caused this warning to be issued.
- CoRA may let opponents and umpires of future games of warnings issued to certain teams and players.

## Ground Preparations

This section defines the dimensions of the pitch and ground to be used for all CricBay matches. While it is understood that not all grounds will be able to honor the distance to the boundary, the expectation is that teams do their utmost to

ensure that grounds are as close to the prescribed guidelines below.

### 1. The boundary

- The boundary length will be measured from the center of the batting crease (popping crease on the batting end) in line with the middle stump and it will be 185 feet or 61.6 yards, preferably in all the directions.
- Please refer to declared runs section on guidelines for declared runs when ball goes out of play. The final decision will be made by the neutral umpire(s).
- If there is sufficient distance the boundary MUST be set at 185 feet
  - Teams should NOT deliberately set the boundary line beyond 185 feet.
  - Teams also should NOT deliberately set the boundary line to be less than 185 feet if there is enough distance to accommodate the prescribed distance.
  - The rationale that this is the same for both teams will not be accepted.
  - Any team that indulges in this action deliberately will be penalized to the tune of 2 points and a 0.5 DRR reduction.
  - If the deviation was discovered before the game, the boundaries are to be reset to the expected distances. The umpire is to issue a warning to the home team.
  - If the deviation from the law is discovered during the game, the away team and umpires can choose to reset the boundaries should they desire.
- The umpires can choose to ask for a measure of the boundary lines at the start of the game or at any point in the game. They should report violations wherein the boundary was not set to 185 feet where it was possible (irrespective of whether it was intentional or not)
- Place sufficient number of cones to ensure that the boundary is clearly visible. Please note that the cones should be placed as close to each other as possible at most 15 feet apart. At least 15 cones should be used and ideally up to 20 for 360 grounds.
- The boundary is defined by the straight line between the cones to be measure from the base of the cone closest to the pitch.

### 2. The Pitch

- The pitch length should be exactly 64 feet between the wickets.
- The bowling crease is drawn in line with the stumps on both sides (although we only bowl at one end). The crease line will be 8ft 8in with the middle stump at the center
- The batting crease (popping crease) will be drawn four feet in front of and parallel to the bowling crease at both the batting and bowling ends.
- The return crease is drawn perpendicular to the bowling crease and should extend 4 ft in front and 4 feet behind the bowling crease. Please note that this stretches indefinitely.
- Wide markers are set 3 feet from the middle stump on the bowling crease at the batting end. These are to be used by the umpires to call wide balls on the off-side.
- The umpires can ask for a re-measure of the pitch and crease dimensions at the start of the game.
- Please note that the pitch can be swept to clear debris at the start of the game and before the start of the second inning. Make sure the ground is back in its normal condition at the end of the game.
- Some suggestions –
  - Measure a rectangle with dimensions of 64 ft by 8ft 8in and then draw the popping, return and bowling creases as well as the wide lines and location of middle stump. Place the stumps after that based on the measurements. This will ensure the correct orientation of the pitch
  - If you have a 200 ft. tape, you can mark the tape at the following points - 8ft 8in, 68 ft 8in, 72 ft 8in, 81 ft 4in, 85 ft 4in and 145 ft 4in. This will allow you to identify the corners of the pitch, the points at which the bowling crease and popping crease without any effort.
  - Ideally teams are requested to use some kind of visible marker (or powder) to mark out the popping crease, the return crease and the wide markers.

### 3. Inner Circle

The concept of an inner circle has been introduced in order to prevent teams from placing all their fielders on the boundary at the end of the inning. This inner circle has a radius of 70 feet from the middle of the pitch.

- The fielding team can have at most **four** fielders outside the inner circle at all points of the innings.
  - Please note that (a) a maximum five fielders are allowed on the leg side at any point (b) only two fielders behind the wicket on the leg side and (c) additional restrictions are imposed during the power play overs.
  - Guidelines and penalties for not setting the inner circle to the prescribed distance are identical to the penalties for a similar offense with the boundary lines. Only one of the penalties will be assessed if both the boundary lines and inner circle have not been set correctly.
4. Teams are encouraged to use bails for the stumps on both sides. If only one set of bails is available then the batting side stumps should have bails. No batting side bails will result in a warning to the designated home team and follow on offences may lead to penalties for the team. The umpire will report games played without bails to CoRA.
  5. Declared Runs:
    - Going forward the fences bordering the playing area will be treated as a declared run zone. Please look at the section on [Declared Runs](#) for more details.
    - The HOME team is required to explain any declared runs due to obstructions in the field and areas where fielders cannot be placed.
    - The umpire and captains from both the teams should agree on the declared runs before start of the match and these cannot be changed the rules once the match has commenced. The umpires will have the final authority for any scenarios that are not discussed for declared runs.

## Umpiring

Honoring umpiring commitments is a mandatory obligation that each team must fulfil to effectively run this league. Teams are requested to ensure that no umpiring commitments are missed; the designated umpires do the necessary preparation so as to ensure that they can officiate a game properly.

1. The umpiring team should communicate the names and contact numbers of the umpires as per the guidance in the IEmail section of the document.
2. The designated umpires must :
  - Familiarize themselves with the rules, in particular rules that are different in CricBay and for specific tournaments.
  - Make sure that they have access to the handbook, the ICC rules and communication document and have a writing instrument.
  - Try to reach the ground fifteen minutes before the game.
3. Late Arrival of Umpire:

If an umpire is late, either of the team captains is to report this to the CoRA (log a ticket on the website choosing the appropriate ticket type and providing the match ID).

- If an umpire shows up after the stipulated start time but within 30 minutes of scheduled start,
  - The umpiring team will be penalized \$50 for each such offence
- If an umpire shows up 30 minutes or more after the scheduled start but before 10 overs are completed
  - The umpiring team will be penalized \$75 for each such offence
- If an umpire shows up after 10 overs or does not show up at all
  - The umpiring team will be penalized \$100 for each such offence

The penalties will be communicated to the umpiring team and will need to be paid as per the defined mechanism and schedule

4. Playing teams should start the match at the scheduled start time if the neutral umpire is late and proceed with the match with batting team's umpires. If the neutral umpire shows up late then he is allowed to administer the game going forward. In the second innings umpire should resume duty at the same point as he did in the first innings. No inputs/comments will be entertained from the umpire for the portion of the match when he is off duty.
5. Umpires should make sure that both the teams have new balls distributed by CricBay. If one of the teams does not have a new ball then the other team should extend the courtesy to lend one ball to the first team. The umpire and the two captains should report this incidence to CoRA by logging a ticket on the website. If both the teams do not have new Cricbay supplied balls then the umpire can allow the match to be played with any other new ball that the teams have, provided that two identical new balls are available.
6. Substituting umpires – Substituting umpires is NOT allowed in order to maintain consistency of decisions. However, if an emergency situation arises (such as an injury, sickness or a family emergency) due to which an umpire has to leave, the game can continue with a substitute umpire or with just one main neutral umpire and the leg-umpire from batting team
7. If there are two neutral umpires, they umpires **MUST** exchange their positions every two overs. The only exceptions to this situation is when both captains approve a request from the umpires that one of them has impairments due to which he is not able to physically discharge the duties of the main (straight) umpire. This is an exception case and must explicitly get CoRA approval. In this case the umpires will not change their positions throughout the game.
8. Rule Misinterpretation by the umpire

If the umpire makes a clear misinterpretation of a CricBay rule or ignores a CricBay rule, and despite the same being brought to his attention by the playing team(s) on the field soon after such a call was made by the umpire, the umpire does not correct his call, then the umpire's team will be assessed the following penalty:

- 1<sup>st</sup> time - warning;
- 2<sup>nd</sup> time - 0.5 point penalty;
- 3<sup>rd</sup> time and beyond - 1 point penalty

In situations where there is some doubt, we strongly urge the umpires to refer to the CricBay handbook and/or call the CoRA (Committee for Rules & Appeals) members.

Example of a misinterpretation of a CricBay rule:

*Umpire not allowing a batsman to "Retired Hurt" even though the rules allow such a thing. Batting team pointed out the rule to him but he did not correct his decision either by referring to the Rules document or by calling CoRA when asked for.*

This does NOT apply to situational umpiring decisions such as calling wide balls, no balls, run outs, caught behind, illegal bowling actions which will be left to the on-field umpires' judgment.

9. Use of camera replays

Umpires cannot use camera replays of any kind to confirm or complete any decision. Teams are requested not to present umpires with slow motion replays to content or influence any decision. The umpires should ignore the presented evidence and stay with their current decision.

If teams capture video evidence that reflect illegal bowling actions, they should send it to CoRA, the bowler's team and the umpires after the game. CoRA may decide to take appropriate action based on the evidence presented.

## Post-Match Activities

### Score sheet validation

Umpires must make sure that the scorecards are completely filled out before the teams leave the field. If not he should seek to ensure that the playing team captains complete the scorecards before leaving the venue.

The scorecards must be amended to only use names that are registered in CricBay and not use nicknames or shortened names so as to avoid confusion when the detailed scorecard is entered into the system.

## Player of the Match

Umpires should consult the captains of both teams to identify the players who played key role in the match. Using this information and further observation of the score sheet the umpires should nominate a single player as the man of the match. The final call rests with the umpires and is to be done before the teams leave the field. Teams are requested to avoid lobbying for any specific player(s).

The umpires will file their Player of the Match report providing the name of the player and the rationale as a post-match activity

Please note that it is not binding that the player of the match has to be from the winning team. There are some cases wherein players from the losing team merit the Man of the Match award on the strength of their individual performances although it may not have resulted in a win.

## Match Result Update on [cricbay.com](http://cricbay.com)

Match result entry in schedule page should be used to enter brief score and detailed score for that match.

## Scorecard Handover

On completion of the game both the scorecards must be handed over to the winning team's captain so that the results can be entered in the website.

Additionally it is requested that the teams take a photograph of their respective scorecard and send it by email as a response to the IEmail thread. This will facilitate any corrections, clarifications or amendments to be applied during the scorecard entry process.

## Brief Scorecard Entry

The winning team will have to enter the brief scorecard by 6 pm. Pacific Time on the day of the game. This is applicable for all games at any stage in any tournament. Please note that this may be different for some tournaments. If the game is tied or abandoned then HOME team at the start of the game is responsible for entering the brief score.

## Penalties

Failure to enter the brief scorecard will result in the following penalties –

1. A Penalty of \$50 for the first day
2. A Penalty of \$10 for each subsequent day

## Detailed Scorecard Entry

The winning team is responsible for entering and committing the detailed scorecard as per the schedules indicated below. In the case of a tied game, the HOME team at the start of the game takes over the responsibility for entering the detailed scorecard.

A complete and correct detailed scorecard must be entered and committed by 9 pm Wednesday of the week in which the match took place. Delays in committing the detailed scorecard will result in penalties being levied. The penalties will be assessed on the team(s) responsible for the delay (which is not necessarily always the winning team)

There are often situations wherein teams are hamstrung due to situations such as listed below –

1. **Poorly filled in scorecards.**
2. **Players who are not registered or activated.**
3. **Use of nicknames in the scorecards.**
4. **Unintelligible handwriting in the scorecards.**
5. **Not making sure the scorecards are handed over to the winning team.**

All of these cause quite significant additional work for both teams and often the volunteers. And of course more often than not are the cause for delays in getting the scorecards committed and ensuing penalization. It is therefore expected that all teams make sure that due diligence is exercised to eradicate this problem.

Here are a series of guidelines that will facilitate the detailed scorecard entry and eliminate possibilities of delays and the ensuing penalties -

1. The expectation here is that (a) the winning team will obtain the paper copies of the scorecards and (b) both teams photograph and email of their respective cards in response to the IEmail thread before leaving the ground after the match
2. The winning team must not unilaterally commit a detailed scorecard without the opposing team having had an opportunity to review and approve the scorecard.
3. The winning team must
  - Enter an initial draft of the detailed scorecard by Monday 11 pm Pacific Time for review by the opposing team.
  - Also if required, send requests for information to the opposing team along with that communication
4. The opposing team must
  - Respond and provide any requested details by Tuesday 11 pm Pacific Time. This includes registering and/or activating players or corrections to the scorecard
  - Or approve the scorecard if no additional edits are required from their side
5. The winning team then has time until Wednesday 9 pm Pacific Time to complete the changes and commit the scorecard.
6. If there are delays with the interim deadlines, either of the teams can reach out to CoRA to help fast track the process. This refers to the deadlines associated with the initial scorecard from the winning team and the responses to requests for information.

Note that in the case of a tied game, the HOME team takes over the responsibilities of the winning team and the visiting team is deemed to be the opposing team (for the above guidelines)

## Penalties

The team responsible delays in committing the detailed scorecard will be penalized as follows:

1. A Penalty of \$50 for the first day
2. A Penalty of \$10 for each subsequent day.

## Incomplete Scorecards

Scorecards that are incomplete will be deemed invalid and the teams will be subject to penalties associated with delayed scorecards.

All scorecards must only have the names of the players who played in the said match. Use of substitute names is prohibited and the scorecard is automatically deemed incomplete.

The information that must in the scorecard also includes but is not limited to information that is present in scorecards (such as boundary hits, fall of wickets, power play runs). If the required information is missing, the scorecard will be uncommitted and the winning team will need to make the corrections.

If there are problems in the scorecards or scores please log a ticket on the website choosing the appropriate ticket type and proving the match ID before the deadlines.

The only instance when the deadline will be extended to teams is if the score is in dispute and the matter is under investigation.

It is mandatory to rate umpires and opposition team. The scorecard entry will not be complete until both teams rate the umpires and the opposing team.

## Rescheduling Matches

Rescheduling of matches follow two patterns -

The first is when all the matches scheduled for the weekend are cancelled and rescheduled. This is automatically handled by CoLA and the revised schedule published. This normally happens when inclement weather conditions in the entire area prevent the use of grounds. In such cases the entire tournament schedule is modified and this is binding on all the playing and umpiring teams.

The second situation is when specific incomplete matches are to be rescheduled which are to be handled as individual requests to CoLA. This more often than not is either due to weather interruptions or confusion regarding permits.

In these situations teams can request CoLA to reschedule abandoned matches at an appropriate point (where possible).

1. CoLA will make every effort to reschedule the matches normally during the buffer weekend(s) based on availability of time and by definition rescheduling of abandoned round-robin matches is not guaranteed.
2. During the round-robin phase, both teams will be awarded two points with 0 DRR until the match is rescheduled and played. If the game is not ultimately played, the teams will end the round-robin with the two points and 0 DRR.
3. Abandoned matches leading to a championship will however be rescheduled by CoLA. If that is not possible for a quarter-final, then the higher ranked team will be promoted to the semi-final. If the same happens to a semi-final, the tournament will be deemed as completed without winners. CoLA reserves the right to have teams play on both days of the weekend in order to complete a tournament.
4. Abandoned matches during the knock-outs that do not lead to championships will be awarded to the higher ranked team at the end of the last round-robin round or the pre-tournament ranking (for the summer tournament).

Matches rescheduled by CoLA on buffer weekends are scheduled on FIFO basis as has been the norm for last few tournaments EXCEPT in cases where all the matches for a particular weekend have to be re-scheduled and thus those matches may not adhere to FIFO re-scheduling.

### Playing Teams Mutually Rescheduling Matches

Teams may mutually choose to play their "abandoned" matches on any off weekend, but the date and venue has to be agreed upon by both playing teams. CoLA needs to be notified by email of such a reschedule and the match result immediately following the match.

1. While CoLA will request the umpiring teams to provide umpires for such matches, it is not mandatory for the umpiring teams to umpire on an off weekend for a rescheduled match.
2. If neutral umpires cannot be arranged, both teams have to explicitly agree that they are willing to play the match in such a condition. In other words either of the teams can decline to play the match in the absence of neutral umpires.

### Umpires for Rescheduled Matches

#### Matches rescheduled by CoLA

The original Umpires assigned for the earlier match shall be required to stand in for the rescheduled match. The only exception is if the original umpiring teams have a CricBay scheduled match on the same weekend as well. CoLA will try its utmost to help assign alternate umpires. Regardless, the teams will need to play the rescheduled match without neutral umpires, if CoLA is unable to assign alternate umpires. If both the teams are unwilling to play the rescheduled match as a result of non-availability of neutral umpires, then they both are deemed to have forfeited the match.

If bad weather is expected on the day the home team is trying to schedule a match, they should try to accommodate to play the match on the other day of the week end at the opponents home ground, if that ground is available on the other day of the week end weather permitting.

#### Matches rescheduled by the playing teams

As indicated above there is no guarantee that neutral umpires will be available. The team will need to come to an

agreement that they will play with or without neutral umpires before informing CoLA of their intent.

## **Ground and Umpiring Assignment Allocations**

CoLA reserves the right to change the dates, the grounds, the umpiring assignments and the overall timeline of the tournament. COLAs decisions are binding on the playing and the umpiring teams. CoLA committee will be very fair and reasonable to all its member teams while making any adjustments

## **Team Groupings and Rankings**

As of 2017, the teams are separated in the form of divisions and the ranking, promotion and relegation pattern that is defined by the Tournament Communication Document.

## **Dispute Resolution**

### **Disputes**

Both playing teams and umpire(s) are required to have access to this document (the CricBay Handbook). They are also suggested to carry ICC rules document. Please refer to the above documents in order to resolve disputes that may arise between the various parties. If however the disagreement cannot be addressed, please call one of the CoRA members for assistance. In the absence of a resolution through the document or a phone call with CoRA, the umpire's decision should be upheld and match should be continued

### **Appeals Procedure**

Teams are requested to file tickets in the system and direct them appropriately in case they want to appeal a certain ruling during the match or bring to attention something that they consider an anomaly. The teams are strongly discouraged from using any other forum for airing such grievances. Teams are expected to file appropriate tickets on the CricBay website to support the appeal.

# Rules and Laws

## 1. No-Balls & Dead-Balls

### 1. Front foot No-Ball

If at the point of landing no part of the bowler's front foot (grounded or raised) is behind the popping crease the umpire will call and signal a No-Ball.

This is a foot-fault no-ball and results in a Free Hit.

### 2. Back foot No-Ball

If bowler's back foot touches the return crease during the delivery stride then the umpire will signal a No-Ball.

The return crease (side crease perpendicular to popping crease) shall be marked from the popping crease to a minimum of 8ft behind it and shall be considered to be **unlimited** in length. Note that if the heel is raised above (but not touching) the line, then it is not a no-ball.

This is also a foot fault no-ball and result in a Free Hit.

### 3. Bowling of high full pitched balls

Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed unfair. The umpire shall call and signal No-Ball for each such delivery.

Action is to be taken by the umpire feels that the ball was fast enough to be deemed dangerous. The first occurrence will result in a warning and a subsequent instance will result in the suspension of bowling privileges for the bowler.

If the striker has moved from his normal guard position then the umpire will only call no-ball if he feels that the ball would have passed on the full above waist height of the striker if he were standing upright at the crease.

### 4. Full Pitched Delivery Hitting the Stumps

If the delivery hits the stumps without making any contact with the bat or the batsman, the ball will be deemed valid and the batsman will be declared out bowled

If the delivery makes contacts with the bat or the body of the batsman before hitting the stumps, it will be subject to the conditions associated with height related no-balls

### 5. Bowling of short pitched balls

If a delivery which, after pitching, passes or would have passed over the shoulder height of the striker standing upright at the crease will be called a no-ball by the umpire irrespective of whether the batsman makes contacts with the ball in any way..

This includes balls that bounce over the head of the batsman – which is a deliberate departure from ICC/MCC rules.

If the striker has moved from his normal guard position then the Umpire will only call no-ball if he feels that the ball would have passed over the shoulder of the striker if he were standing upright at the crease.

Note: There is **no** allowance of one or more bouncer(s) per over as per ICC rules.

6. If there is only 1 neutral umpire then the straight umpire can overrule the leg umpire's decision should he feel the No-Ball call was not accurate. If there are two neutral umpires, they can consult each other and overturn any decision as a result of the consultation.

7. The umpire will call a No-Ball if there are more than 4 fielders outside the inner circle, more than 5 fielders on the leg side or more than 2 fielders on the leg side behind the batting (popping) crease. No such restrictions are present for fielders positioned on the off-side.

8. [NEW/CHANGED:2018] Any ball that bounces **more than once** or rolls on the ground **before** it reaches the popping crease at the batsman's end will be called as a No-Ball.

9. [NEW/CHANGED:2018] Any ball that does not land on the pitch will be called as a No-Ball. The pitch here is defined by the rectangle measuring 64ft by 8ft 8in. In the absence of clear cut lines, the umpire will make the

above determination. A ball pitching behind the wicket within the wide-lines will only be subject to height related no-balls

10. The umpire will call a No-Ball if any fielders (including the wicket-keeper) talk after the bowler has started his run-up. The batsman can walk away from his stance if fielders are talking after the ball is in play.
11. The umpire will call a no-ball if the wicket-keeper gathers the ball before the ball has crossed the stumps without making any contact with the bat or body of the batsman
12. As per regular cricket laws. When a No-Ball is bowled, a batsman can be declared out for any of the following – run-out, handled the ball, hit the ball twice, obstructing the field.
13. **Free Hits**  
Free Hits will only be awarded for foot-fault no-balls and no other form of no-ball.  
The delivery following a no ball called for a foot fault 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.  
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. (Run-out, handled the ball, hit the ball twice, obstructing the field)  
Field changes are not permitted for free hit if the same batsman will be facing the free hit delivery. The fielders can be moved if and only if the batsmen have crossed over.
14. If a bowler makes contact with the stumps with any part of his body during his delivery stride, the ball delivered will be deemed to be a No-Ball. This however does not result in a free-hit.
15. It is a legal delivery if a bowler decides to bowl from behind the stumps as long as their back foot does not cut the return crease (or its extrapolation)
16. [NEW/CHANGED:2018] Any byes scored off a No-Ball will be scored separately and not included in the bowler's analysis..

## 2. Illegal Actions

1. If the umpire feels a bowler is throwing/chucking then he should call a no-ball right away.
2. Each and every such delivery should be called a no-ball.
3. There is no requirement to warn the bowler prior to calling the infringement.
4. The fielding team cannot use justification along the lines that this bowler has been bowling like this before and was not called. Any prolonged arguments will be deemed to be hostile behavior and is liable for sanction.
5. This is an on-field decision and the umpire's interpretation and decision is final.

## 3. Dead Ball

1. Dead Ball - ICC Law 20.
  - A ball is deemed to become dead when
    - It is finally settled in the hands of the wicket-keeper or of the bowler
    - A boundary is scored. See ICC [Law 19.3 \(Scoring a boundary\)](#).
    - A batsman is dismissed or adjudged to be out.  
The ball will be deemed to be dead from the instant of the incident causing the dismissal where obvious or of the umpire declaring the batsman to be out. Conversely the ball remains in play unless a batsman has been declared to be out.
    - Whether played or not it becomes trapped between the bat and person of a batsman or between items of his clothing or equipment.
    - Whether played or not it lodges in the clothing or equipment of a batsman or the clothing of an umpire.
    - It lodges in a protective helmet worn by a fielder.
    - There is an award of penalty runs under either of ICC [Laws 2.6 \(Player returning without permission\)](#) or [41.2 \(Fielding the ball\)](#).

- There is contravention of ICC Law 41.3 (Protective helmets belonging to the fielding side).
- The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batsmen at the wicket have ceased to regard it as in play.

- **Ball finally settled**

Whether the ball is finally settled or not is a matter for the umpire alone to decide.

- **Call of Over or Time**

Neither the call of Over (see ICC [Law 22.4](#)), nor the call of Time (see ICC [Law 16.2](#)) is to be made until the ball is dead.

- **Umpire calling and signaling Dead ball**

When the ball has become dead under the base law 23 (see above), the bowler's end umpire may call and signal Dead ball if it is necessary to inform the players. Either umpire shall call and signal Dead ball when

- He intervenes in a case of unfair play.
- A serious injury to a player or umpire occurs.
- He leaves his normal position for consultation.
- One or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.
- The striker is not ready for the delivery of the ball and, if the ball is delivered, makes no attempt to play it. Provided the umpire is satisfied that the striker had adequate reason for not being ready, the ball shall not count as one of the over.
- The striker is distracted by any noise or movement or in any other way while he is preparing to receive, or receiving a delivery. This shall apply whether the source of the distraction is within the game or outside it. The ball shall not count as one of the over.
- There is an instance of a deliberate attempt to distract under either of ICC [Laws 41.4 \(Deliberate attempt to distract striker\)](#) or 41.5 (Deliberate distraction or obstruction of batsman). The ball shall not count as one of the over.
- The bowler drops the ball accidentally before delivery.
- The ball does not leave the bowler's hand for any reason other than an attempt to run out the non-striker before entering his delivery stride. See ICC Law 41.16 (Bowler attempting to run out non-striker before delivery).
- If the fielder calls lost ball and the umpire is satisfied that the ball in play cannot be recovered. The ball will be replayed. However if the ball was recovered with ease by the umpire then 5 penalty runs will be awarded to the batting team.
- He is required to do so under any of the Laws not included above.

- **Ball ceases to be dead**

The ball ceases to be dead - that is, it comes into play - when the bowler starts his run up or, if he has no run up, his bowling action.

- **Dead ball; ball counting as one of over**

When a ball which has been delivered is called dead then -

- It will not count in the over if the striker has not had an opportunity to play it.
- It will be a valid ball if the striker has had an opportunity to play it, except in circumstances when a No-Ball or Wide has been called, Fielder returning without permission, Deliberate attempt to distract striker and (Deliberate distraction or obstruction of either batsman).

## 4. Wide Ball

1. The umpire will mark a line 3 ft from the middle stump on both sides of the wicket to provide guidance for the off-side wide. The umpire will declare a wide if he feels that the ball was outside the 3ft line at the batting crease. If the ball is on the line or within the line then it will NOT be called a wide ball.

2. In cases where the batsman moves before the ball is delivered - the umpire will NOT signal a wide ball in either of the following conditions -
  - The batsman has moved laterally towards the off side before the ball is delivered, In this case the off-side marker will be deemed to have also moved. So the umpire will have to extrapolate the likely distance to make the wide calls. Please note that this is for substantial movement, not just taking an off-stump guard.
  - The batsman moves away towards the leg side, but cannot reach the ball but the ball is still within the wide marker on the off-side.
3. The leg side wide is defined by the ball passing the batsman outside the leg stump without making any contact with bat or body of the batsman.  
However a wide will NOT be called in either of the following conditions –
  - If the ball passes between the batsman and the stumps.
  - If the ball passes through the legs of the batsman.
4. A batsman can be declared out for any of the following – run-out, stumped, hit wicket or obstructing the field.
5. Any byes that result from a wide ball are to be scored as wides.
6. The orientation of batting namely the leg (on) and off side of the batsman is determined by the stance of the batsman **before** the delivery stride of the bowler begins and wides are determined accordingly.
7. Switch Hits  
A switch hit is defined as the case wherein the batsman changes his grip and orientation after the ball comes into play.
  - The moment the batsman attempts a switch hit, both sides of the wicket will be treated as the off-side for the purposes of calling a wide.
  - This is not applicable to a reverse hit/sweep wherein the batsman has not changed his grip to match the opposite orientation.

## 5. Leg Byes and LBW

1. The umpire will NOT signal a leg bye nor will he give LBW decisions, at any time when the ball hit only the body of the batsman, in any tennis ball cricket matches played within CricBay community.
2. To avoid controversies, if the ball hit the bat of the batsman **after** hitting any of the body parts of the batsman (during its normal course of travel – batsmen cannot stop the ball deliberately and then hit it) then any run scored of that ball are considered as valid runs and batsman can be judged out by the umpire for any of the following: run-out, handled the ball, hit wicket, obstructing the field, caught as well as bowled.
3. If the batsmen attempt to take the run after hitting the ball on any of the body parts only then umpire will signal NO runs scored and count it as a dot ball.
4. The umpire will not entertain any run out appeals if the batsman at the striker or non-striker's end falls short of the crease on a ball only hit the batsman's body.
5. A batsman is declared out bowled if the ball strikes his body and rolls onto the stumps and the bails fall as long as the no-ball rule is not violated.

## 6. Run Outs and Stumpings

1. [Mankading] The non-striker can be judged run out by the umpire if the bowler intentionally hits the non-striker's wickets before releasing the ball in order to attempt to run out the non-striker as long as he has not completed his delivery swing. Note the following restrictions and implications of the action -
  - One team warning before mankading results in a run-out
    - The umpire will only issue a warning to the team on the first occurrence of either (a) explicitly noticing a batsman stepping out of the crease before the ball is delivered or (b) a successful mankading incident executed by the fielding team.
    - The warning is only to be issued by the umpire and it is applicable to the entire team. The run-out law comes into effect from that point onwards for that inning.

- Please note that the fielding team **must not** pressurize the umpire to issue a warning in the absence of a successful mankading effort.
  - The umpire will only issue a warning if he believes that the non-striker has stepped out of the crease before the delivery swing.
  - Bowlers attempting run-outs after running through without delivering the ball
    - If both feet of the bowler have crossed the popping crease without delivering the ball, the delivery is deemed dead immediately. The non-striker cannot be run-out in such situations
  - Bowlers stopping in mid-delivery action without delivering the ball:
    - A bowler who fails to deliver the ball for a third time **after** entering into his bowling stride is subject to a warning. From that point onwards the said bowler can no longer run-out [**mankad**] a non-striker who has stepped out of the crease at the time of delivery.
  - Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball.
2. If the batsman grounds the bat (held by the hand) or another part of his/her person within his/her ground (the elbow when diving, for example), and provided that the batsman has continued forward momentum through running or diving, and subsequently inadvertently loses this contact with the ground, or contact between the bat and the person when the wicket is put down, the batsman will be protected from being Run out. In addition, the same protection will apply to a striker diving back into his/her ground to avoid being Stumped.
  3. A batsman can be adjudged run-out on a No Ball or a Wide ball in addition to legal deliveries.
  4. If the ball hits a batsman's body, but not the bat, he can only be adjudged out stumped by the wicket-keeper. The batsman cannot be adjudged out via run out in such a case.
  5. Definition of a Run Out and Stumped

A Run Out happens when a batsman is out of the crease in an attempt to take a run and any fielder or the wicket-keeper removes the bails or breaks the stumps if the ball has been missed by the batsman or has made contact with the batsman's bat (bat-pad or pad and then bat).

A Stumping happens when a batsman is out of the crease in the process of playing a delivery and the wicket-keeper removes the bails or breaks the stumps.

Note: Only the designated wicket-keeper can stump the batsman out and the ball should not have been relayed to the wicket-keeper by any fielder for it to be considered stumping. The Main Umpire makes the final call on whether the batsman was out Stumped or Run out.

6. It will be deemed a run out when the batsman has not reached the crease and ball hits the stumps and bails fall off even if the stumps had moved from their original position (but bails were still on the stumps).
7. The wicketkeeper or the fielder is required to lift the spring stumps while trying to run out the batsman if the wickets were disturbed earlier and the ball is in play
8. Special Case: The wicket is broken when a batsman wanders outside the crease when the ball is in play even though there is no attempt to take a run. If the action is effected by the wicket-keeper this will be deemed a stumping, if the action is effected by anyone other than the wicket-keeper this will be deemed a run-out

## 7. Wicket Keeping

1. Only the wicket keeper is allowed to wear gloves of any kind.
2. The wicket keeper is allowed to collect the ball which did not touch either the bat or body parts of the batsman only after passing the wickets. After the ball has touched the bat or the body of the batsman the wicket keeper can collect the ball without waiting for it to cross the stumps.
3. The fielding team can change the wicket keeper at any time during the innings. The fielding team captain is expected to let the umpire know of the change out of courtesy.

4. The wicket keeper is NOT obligated to forewarn the batsman or umpire if moving in closer to the stumps if he moves before the bowler takes the run-up. Any movement by the wicketkeeper towards the wicket after the bowler starts his run-up is considered significant and shall be called dead ball by either umpire.
5. If the wicket-keeper throws any part of his clothing (such as a cap or gloves) at the ball in order to stop/divert, it would be deemed as unfair play and five penalty runs would be awarded in addition to runs earned by the batsman. This is to be reported to CoRA as an act of unfair play, which in turn could lead to additional sanctions from CoRA on the player and the team.

## 8. Fielding

1. No fielder is allowed to wear any kind of gloves while fielding. Individual fingers however may be taped or protected by splints or tubes. Such taping/splints/tubes cannot be present on the bowling hand of the bowler.
2. If the batsman intentionally obstructs fielder while fielding the ball, taking a catch or trying to run out the batsman then the umpire will signal the batsman “out”. The neutral umpires will decide whether the obstructing the field was intentional or unintentional.
3. Movement of Fielder after Ball is in Play :
  - Any significant lateral movement by any fielder after the ball comes into play, and before the ball reaches the striker, is unfair and either umpire shall call and signal No-Ball
  - The No-Ball is to be called by the umpires before the ball touches the bat or body of the batsman or crosses the wicket. If the umpires do not call the No-Ball in time, then the game moves on – the No-Ball call cannot be done retroactively.
  - If this happens more than once in an inning this will be deemed unfair play and the batting team will be awarded 5 penalty runs.
  - The exceptions are:
    - Fielders in the outfield (anywhere in the field) can only move in a straight line towards the wicket. Please note that any lateral movement is deemed unfair and would result in a No-Ball
    - A close-in (**inside the inner circle**) fielder **behind the wicket** is allowed to move in response to a striker’s actions with regards to the shot he is about to or shaping to play.
4. If a fielder intentionally pushes the ball into a declared zone, the umpire will also award any run(s) accrued from running between the wickets including a run if the batsmen have crossed over before the overthrown ball strikes the fence.
5. If a fielder throws any part of his clothing (such as a cap) at the ball in order to stop/divert, it would be deemed as unfair play and five penalty runs would be awarded in addition to runs earned by the batsman. This is to be reported to CoRA as an act of unfair play, which in turn could lead to additional sanctions from CoRA on the player and the team.
6. Deliberately pushing the ball into a declared zone in order to force a change of strike will be deemed as unfair play and could result in subsequent sanctions.
7. Catches taken in areas bordering the playing area and declared run zones -
  - A batsman is ruled not out if while catching and completing the catch, the fielder does any of these when in contact with the ball –
    - is in contact with a fence bordering the playing area
    - is in contact with any marker for a declared run zone
    - is in contact with the ground in a declared run zone
    - comes back into the play from a declared run zone and catches without stepping onto the playing area
  - The catch is deemed valid if the fielder had prior but not current contact with a fence when catching and completing the catch.
8. If an errant throw hits the batsman and goes into a declared zone, then the runs related to the declared zone will be awarded to the batsman. It is however normal convention that batsman do not explicit run for additional runs on account of deflections.

9. Consultation on catches - The main umpire has sole jurisdiction over catches anywhere in the field. This is both with regards to (i) contact with the bat or hand/gloves when in contact with the bat and (ii) whether the catch was held properly.
  - The main umpire can choose to request the leg umpire only for confirmation if it was a clean catch. By extension, the leg umpire cannot initiate that conversation.
  - The leg umpire can however initiate a conversation if he believes that that the ball was (i) no-ball on account of height, illegal action, fielders talking etc. or (ii) a dead ball on account of illegal fielder movement
10. Umpires missing calling out no-balls on Field Position violations and restrictions
 

This is with reference to restrictions in place with regards to positioning of fielders during the game either during or outside power-plays. These include restriction on the maximum number of fielders allowed outside the inner circle, on the leg side or behind the wicket behind the stumps on the leg-side.

The fielders have to meet these requirements before the ball is in play. In other words a fielder cannot walk into position to meet these requirements after the bowler has started his run-up.

The responsibility for identifying and calling a no-ball on such violations is with the leg umpire. The following will apply in cases where this has been overlooked by the umpires

  - The leg umpire is expected to call a no-ball when a bowler starts his run-up if the above field restrictions are not met. If the leg umpire failed to make the call, the straight umpire can also make this call.
  - If the fielding formation violation was missed and the ball was completed then -
    - Then that ball can be declared a no-ball post-facto until the bowler gets into his delivery stride for the next ball.
    - The rules regarding no-ball dismissals automatically apply for the ball that was deemed a no-ball post-facto. In addition run-outs that involved any of the fielders who contributed to the illegal formation will also be reversed. This also means run-outs effected by other fielders, batsman obstructing the fielder and hitting the ball twice will still be deemed out.
  - The playing teams can report umpires who miss the call a second time in the same game. This could lead to warnings to the umpiring teams

## 9. Law 28: The Wicket is Down

For all CricBay matches, the following Law will supersede Law 28 of the ICC.

The changes made by CricBay to LAW 28 take into account special conditions that may exist in CricBay matches.

1. A wicket is put down if both bails are completely removed from the top of the stumps, or a stump is struck out of the ground by
  - the ball,
  - the striker's bat, whether he is holding it or has let go of it, the striker's person or by any part of his clothing or equipment becoming detached from his person.
  - a fielder, with his hand or arm, providing that the ball is held in the hand or hands so used, or in the hand of the arm so used.
  - The disturbance of a bail, whether temporary or not, shall not constitute its complete removal from the top of the stumps, but if a bail in falling lodges between two of the stumps this shall be regarded as complete removal.
2. One bail off
 

If one bail is off, it shall be sufficient for the purpose of putting the wicket down to remove the remaining bail, or to strike or lift the spring stumps out of the ground, in any of the ways stated in 1 above.
3. Breaking the wicket with both bails off
 

The spring stumps will need to be physically lifted off the ground with the ball in hand.
4. Remaking the wicket

If the wicket is broken or put down while the ball is in play, the umpire shall not remake the wicket until the ball is dead.

Any fielder, however may:

- replace one bail on top of the stumps
- put the spring stumps back upright in its original position or in a position not significantly distant from its original position.

***The umpire is the sole judge of what constitutes upright standing of the stumps and the umpire is the sole judge of what constitutes significant distance between the new position of the stumps and its original position.***

#### 5. Deliberate Movement of the wicket

**Deliberate** movement of a wicket by the fielding team when the ball is in play will constitute unfair play, the umpire shall award 5 penalty runs to the batting side as outlined in ICC Law 41 - section 12 (Fielder damaging the pitch).

**Deliberate** movement of a wicket by the batting team when the ball is in play will constitute unfair play, the umpire shall award 5 penalty runs to the fielding side as outlined in ICC Law 41 - section 14 (Batsman damaging the pitch).

***The umpire is the sole judge of what constitutes deliberate and/or significant movement of the wicket. The penalty will be awarded from the first instance without requiring the umpire to issue a warning.***

#### 6. Dispensing with bails

If the umpires have agreed to dispense with bails, the decision as to whether the wicket has been put down is one for the umpire(s) concerned to decide.

- After a decision to play without bails, the wicket has been put down if the umpire concerned is satisfied that the wicket has been struck by the ball, by the striker's bat, person, or items of his clothing or equipment separated from his person, or by a fielder with the hand holding the ball or with the arm of the hand holding the ball.
- If the wicket has already been broken or put down, any fielder may replace the spring stumps in accordance with 4 above, in order to have an opportunity of putting the wicket down again.

## 10. Scoring

1. The batting team is responsible for the recording of the scores (scoring) and the scorer should be stationed at a location that is visible to the on-field umpires.
2. The umpires should tally the score with the batting team's scorer after every over. In the case of disputes the scores and ball counts from the umpires final.

## 11. Declared Runs

Declared runs will be awarded when a ball crosses a 185 foot boundary, ball gets into a dugout, ball goes over a fence into a non-playing area, ball makes contact with a fence that borders a non-playing area, ball crosses rolls into areas where it cannot be fielded. Please see the section of ground preparation for guidance on zones for declared runs.

Please note:

1. The umpires will make sure that the batsmen are change strike **ONLY** for the odd number declared runs.
2. The batsman **has to accept all** declared runs for a ball as long as the ball has not crossed the boundary. The batsman cannot choose to decline any of the declared runs.

### Fences Bordering Playing Area

Going forward all fences and walls (anything of that kind) bordering the playing area will be deemed to be part of the non-playing area.

1. Runs are to be awarded the moment the ball touches a fence bordering a declared zone. The ball ceases to be in play at that point of time.
2. The number of runs awarded will be subject to the following guidelines.
  - If the fence is  $\geq$  150 ft from batting crease, 3 runs for the ball touching the fence and 4 runs directly going above the fence
  - If the fence is  $\geq$  120 ft from batting crease, 2 runs the ball touching the fence and 3 runs directly going above the fence
  - If the fence is  $\geq$  80 ft from batting crease, 1 run the ball touching the fence and 2 runs directly going above the fence
  - If there is no fence or the fence is at less than 80 ft distance, then declared runs should not be more than 1 irrespective of ball touching the fence or going directly above the fence.
3. The number of declared runs when the ball hits the fence will have to be the same as the ball going into a dugout.
4. If a fielder is in contact with the fence and the ball at the same time, the ball is deemed to have reached the declared run zone. The umpire will award the number of declared runs commensurate to where the fielder made contact with the fence. The treatment is similar to the boundary boards and lines in professional cricket.
5. All the rules associated with catches taken in areas bordering the playing area and the declared run zone will remain applicable (see section on Wicket Keeping and Fielding)
6. If a ball is overthrown (or thrown) and strikes the fence, it will result in declared runs being added. The umpire will also award any run(s) accrued from running between the wickets including a run if the batsmen have crossed over before the overthrown ball strikes the fence. This is specific to and only applicable for overthrows.
7. Incidental contact with the fence in the following scenarios will be deemed ok (for example) -
  - Fielder being in contact with the fence before the ball has been delivered
  - Fielder being in contact with the fence after the ball has been fielded and has been released.
  - Fielder making contact with the fence after stopping the ball and then coming back into the playing area to complete the fielding.
8. Please note that while legal, it is not deemed to be in the spirit of the game if fielding teams deliberately allow the ball to get into declared zones so as to force certain batsmen off the strike

## 12. Retiring and Replacement of Players

1. The batsman will be judged "Retired Hurt" if the batsman retires due to injury, illness or other unavoidable causes during the match such as requiring a restroom break and there not being a restroom at the ground.
2. The batsman will be judged "Retired Out" if a batsman is replaced without any signs of injury. This is treated as a fall of a wicket. There is **no** concept of allowing a batsman retiring "Retired Not Out". This however might be treated as an exception on a tournament by tournament basis.
3. A runner can be provided to a batsman in cases where the batsman is incapacitated by an injury sustained during the match. This is an intentional variance from ICC regulations
  - The umpire will be the sole and final arbiter of granting a runner.
  - The captain of the fielding team can raise **one** objection to the umpire if it is felt that the by-runner is taking undue advantage by running before the ball is played by the batsman and can request removal of the by-runner. The decision to remove the by-runner is however at the sole discretion of the umpire.
  - Teams cannot request for a runner for players with pre-existing conditions.
  - A player who availed of a runner is not allowed to bowl after that point.
4. A fielder can leave the field anytime and be substituted by another fielder temporarily. The original fielder can only return to the field at the end of the over.

5. A substitute fielder can only be used if the player has to leave the field or ground on account of injury or a valid personal emergency. Pre-existing conditions of any kind – either injury or having to leave the ground for personal reasons do NOT qualify for a substitute fielder.  
Certain teams have consistently abused this privilege by asking substitutes to come in to field for certain players after they finish their batting.
6. The umpires have the discretion to reject the request for a substitute
  - If this privilege is being abused
  - If the umpire believes that the team and player are not being honest (such as faking an injury) about the reason for substitution they should immediately issue a warning to the captain and deny the substitution.
  - The umpires will report the names of players who leave the ground after being substituted to COLA.
  - If the substitution is for someone who is unable to field due to pre-existing conditions
7. A substitute is not allowed to bat or bowl. In other words can only be a fielder or wicket-keeper. Any dismissals done by the substitute will be recorded in the detail scorecard as “Sub”.
8. Only CricBay members who have (a) registered in CricBay (b) in the fielding team roster and (c) have signed the waiver are allowed to act as substitutes. Umpires can override the team affiliation requirements in case of exigencies.
9. A player from another team is allowed to act as a substitute and that does not get recorded as a match played unless he is in the playing XI for the opponents.
10. Players absent from the playing field during the match

Please refer to the section on [Assembling for the game](#) to deal with situations wherein players come in late for a match.

The following guidelines apply for players who are not present during the game -

- A fielder who has been absent from the field for more than 10 overs (in an inning where his team is fielding) can only come into to bat at the fall of the 5th or any subsequent wicket (during his team's batting inning).
- Conversely a player who is absent (late entry or due to a break) from the field for 10 overs or less (in an inning where his team is fielding) can bat at any position (during his team's batting inning).
- A fielder who has been absent from the field for part of fielding inning shall not be permitted to bowl until he has been on the field for at least the same number of overs for which he was absent.

## 13. End of the Inning or Game

### 1. Scores Tied at the end of the match

The game is deemed a tie regardless of the number of wickets that have fallen.

The teams will play one-over (super-over) matches to get a decision.

2. The umpire will select the **Man-of-Match** in consultation with the two captains.
3. Teams must clean up the ground and remove all trash generated during game.

## 14. Other Operations

### 1. Ball Replacement

Teams can request umpires for a change of ball should it be discolored or damaged. The replacement ball should be similar in terms of wear/usage to the one being replaced while solving the visibility issues. The decision to allow a change rests solely with the neutral umpire(s). Teams are requested to avoid repeated requests for ball changes.

## Disputes and Hostile Behavior

Unfortunately over the years we have seen instances of hostile behavior as a result of disputes between players and umpires. As a result CricBay has instituted a number of steps to curb this undesirable behavior.

1. In cases where there is excessive appealing by the fielding team, the umpire will first request the fielding captain to get this under control, failing which a formal warning will be issued. This should be reported to CoRA by logging a ticket on the website.
2. In cases where there is excessive chatter bordering on sledging, the umpires will immediately summon the captains and ask them to control all members of their team. The umpire will also indicate that future transgressions can lead to warnings or expulsions.
3. The following procedure is to be followed to address disputes/disagreements about rules during the course of the match. The umpires and only the captains of the playing teams will discuss the issue being disputed. Other players should not be involved in the discussion. Only the umpires have the discretion to request any additional member of the fielding or batting side for additional information.

Here is the sequence of steps to be followed -

- The latest CricBay handbook is to be consulted by the neutral umpires and captains of the teams (everyone is expected to have access to the handbook)
- If a resolution is not achieved even after referring to the CricBay rules document the captain of the affected team can ask the umpire to suspend the game and attempt to contact a CoRA member.
- The captain of the affected team is given 15 minutes to reach CoRA from the point of declaring intent. If there is no contact within 15 minutes, then the on-field ruling will be upheld and the game will proceed.
- In the absence of a resolution through the document or a phone call, umpire's decision is final and game will continue. If a playing team disagrees to umpire's decision thereafter and does not continue with the match then it is considered as an in-game forfeit. Subsequent appeals to CoRA to overturn the result of the game as a result of above situation will not be entertained.

4. Positioning of non-active players

Players who are currently not active in the immediate activities and supporters of teams are expected to operate in a manner so as to avoid causing any disturbance to the players.

- The umpire(s) have the discretion to ask inactive players to move out of immediate proximity if these inactive team members are deemed to be causing a disturbance to the game.
- This could be a location outside a full 185 ft boundary line or to non-playing areas that are well out of immediate proximity at the discretion of the umpires.
- The captains are expected to comply with the decision, failing which this will be treated as a forfeit. The list of inactive players is not restricted to members of the playing XI but also includes players and supporters of the team.

5. Warnings:

The umpire has the discretion to issue formal warnings to players who exhibit behavior not consistent with expectations of someone playing a game in a public setting. This includes abuse foul language directed at other players or umpires, excessive appealing, repeated argumentative conversation questioning umpiring decisions, taunting of umpires and players in opposite team, continued argumentative remonstrations directed at the umpire from outside the field of play, and non-captains getting involved in dispute discussions.

The umpires will notify CoRA of warnings issued during a game.

- First incident will result in a warning to the player.
- The subsequent incidents for the team result in a warning to the player and one to the captain
- Anyone who receives a third warning will be expelled from the game immediately and the captain of the team will be expelled as well.
- The umpires MUST however contact a CoRA volunteer before the expelling the players.

6. Expulsions:

Players can be expelled without warning from the game for serious infringements with regards to their on-field conduct. This includes but is not limited to the following -

- Assaulting or attempting to assault or use of foul language directed at an umpire, another player is grounds for immediate expulsion from the game. CoRA will apply further sanctions in this case based on the gravity of the incident.
- Any verbal assault to any external entity – spectator, official or member of the public is also grounds for immediate expulsion. CoRA will apply further sanctions in this case based on the gravity of the incident.
- Any comments that are racial or religious in nature also merit an immediate ejection from the game. CoRA will apply further sanctions in this case based on the gravity of the incident.
- The umpire and both captains will need to submit a written report to CoRA on the incident that led to the expulsion

Penalties for expulsions: Automatic minimum of one game suspension plus a \$100 fine will be assessed on the offending player's team(s).

#### 7. Repeat Offences

Repeat offenders are subject to suspensions based on the nature of the offence and how often has the player transgressed.

- A player who receives a second warning or expulsion in tournaments played for the year will be suspended for the team's next game,
- A player who receives more than two warnings or expulsions in tournaments played for the year will be suspended for the team's next two games.

8. The captain of the team will need to ensure that the expelled player leaves the premises. If the captain does not abide by the decisions of the umpire then the game will be treated as a forfeit by his team. Please note that if the expelled player is the captain of the team, then this duty falls on the vice-captain of the team.
9. No substitute will be allowed to field in lieu of the expelled player(s).
10. Threats of walkover: If the captain of a team threatens to concede the game due to a dispute, the umpire will accept the offer right away and award the match to the opponents. The in-game forfeit penalty will also automatically apply.
11. Reporting umpiring problems: If not satisfied with the umpiring, the respective captain(s) can file a complaint to CoRA in the form or a ticket on the website with specific details on why the umpire was deemed to have done an unsatisfactory job.
12. If both playing teams exhibit hostile behavior and the umpire is not able to control the situation then the umpire can declare the match as abandoned with 0 points to both the teams. Umpires are required to report any such incidences to CoRA by filing a ticket on the website.
13. CoRA has the option of imposing additional punishment on the player, captain and the teams based on feedback from the captains and umpires. The scope of the punishment is commensurate to the nature and egregiousness of the offence. The team level penalties including forfeits and points being docked.
14. Players suspended by CoRA will not be allowed to be present at the premises of the venue even if they are inactive. If this is flouted, the player will need to leave the premises immediately and the suspension increased by one game. If the on-field captain of the team does not enforce this, this will be deemed to be an automatic forfeit by the team.
15. A suspended player is not allowed to umpire any CricBay game until the suspension period is completed.

All disputes and disciplinary matters shall be referred to CoRA, whose decision will be final.

# Super Over

A super-over system is used as a tie-breaker to obtain a winner in a tied game. Please note that all CricBay games that end in a tie at the end of regulation will require a super-over to be played.

Please note that some of the rules differ from T20 super over formats in vogue in international and professional domestic competitions.

The following are the guidelines to be used for super-overs in CricBay:

1. The super-over matches are one over matches that the two teams will play until one team's score is higher than the other team's score.
2. Every super over match is to start with a fresh toss. This is mandatory and failure to have a toss could result in the umpires and either or both captains receiving an official warning.
3. The teams are allowed to choose any batsmen to play during the super over. The number of wickets lost is of **no consequence** in the super-over game, teams are expected to bat the complete over. A batsman who is out cannot come back to bat in that specific super over contest.
  - To be precise there is **no limit** of 2 wickets lost or upto three batsmen
4. A team must have at least nine players available to play a super over match. Failing which the match will be awarded to the opponent team assuming they have nine players available. If neither team has nine players, the game will be declared a tie. No forfeit penalties are applicable here though if either of the teams are short on players.
5. The team can choose any bowler to bowl the over. There are no fielding restrictions associated with a super-over.
6. If the game remains tied at the end of the first super-over, the teams will play a second super-over match. This will continue until one team has a higher score at the end of a super-over match.
7. Each super-over is treated as a separate match and the teams are allowed to change the playing XI and there is a new toss. However the teams need to adhere to the following restrictions.
  - Cannot use the same batsmen who played in previous super-overs for this match until the entire team has batted through.
  - Cannot use the same bowler for subsequent super-overs until every in the team playing the super-over has bowled in a previous super-over associated with this match.
8. The runs scored and the wickets taken in the super-over are not considered for statistics.
9. Please note that the scores from the super-over game(s) must be entered in the super-over field in the brief scorecard entry page.

# Power Plays

Power-plays introduce restrictions imposed on the placement of fielders for part of the inning.

## 1. Duration

The number of power play overs for a normal 20 over game is 6 per inning.

The number of power play overs will reduce if the match is started as a reduced over game. This is not applicable if this is the result of penalties on either or both teams. The reductions are only applicable if the game was shortened from the start due to delays.

Inning Duration	# of PP overs	# of Batting PP overs	# of Bowling PP overs
20 to 18 overs	6	3	3
17 to 15 overs	4	2	2
14 to 10 overs	2	1	1

Note that if both teams take the power-play in the same over then it will be considered as a batting power-play.

## 2. Each power-play over has to be bowled by different bowlers.

- If the umpires or the bowling captain makes a mistake and a bowler starts to bowl his 2nd power play over then all those balls will be termed dead and the runs/wickets from this over will be deemed void as well. The game will resume from the state at the start of the over.
- If the mistake is caught after the over is completed then that will be considered a legitimate over and the game will move on.

## 3. Fielding Restrictions

The following fielding restrictions will be in force during all power play overs:

- Only one fielder (including the wicket-keeper) is allowed outside the inner circle.
- The wicket keeper must be behind the wicket and not completely on the leg side.

**The fielders have to adhere to the restrictions \*before\* the ball is in play** – which is when the bowler starts running in. A fielder cannot walk into a legal position.

The field will need to adhere to the restrictions specified above based on the batting orientation of the batsman.

If a fielder is found moving from the off to the leg side once the ball is in play, the umpires will call a no-ball. Please note the no-ball ruling is specific to power-plays and lateral movement from off to leg.

## 4. Penalties

The field should adhere to the aforementioned restrictions when the ball comes into play, which is when the bowler starts his run-up. Failing which the umpire will call a no-ball. This is not a foot-fault no-ball and hence there is no free-hit.

## 5. Additional rules governing power plays:

- Bowling team will decide the bowlers for all power plays
- A team must invoke its power play prior to the start of an over and the bowling team has the choice of changing the bowler once a power play is announced
- If both the bowling and batting teams want to use the same overs as power-play overs, the power-play will be deemed to be the batting power-play.
- It is mandatory that batting and bowling power-plays be taken; teams cannot opt out of the power-play.
- If the innings reaches a point where the number of overs left matches the number of power-play overs left,

the rest of the inning will follow power-play rules.

6. Multiple bowlers bowling one power play over
  - If a bowler is injured during the course of a power play over, then another bowler can complete the over.
  - However the partial over would count towards the quota of the bowler, in other words both the bowlers will not be allowed to bowl in another power-play over during the inning
7. Power play restrictions may change for certain tournaments, please review the tournament communication document for overrides.

# CricBay DLS System

If more than 5 overs of the second inning have been completed when a match is interrupted and cannot be resumed to be finished in time the game is deemed as complete. The winner will be decided using the Duckworth-Lewis-Stern (DLS) method.

## Criteria and Process for applying the DLS

The following criteria are to be applied for deciding a match on DLS:

1. DLS method will be applied for any game that is interrupted either through weather conditions or the loss of the ground for any reason.
2. DLS becomes applicable when 5 or more overs of the inning of the team batting second are completed.
3. This does not change irrespective of whether the match spans the standard 20 overs per inning or has been reduced.
4. Termination of play will be determined by neutral umpire(s) only. The playing teams cannot and should not try to influence the umpire(s) into playing on for a bit longer or stopping the game.
5. It is MANDATORY for the umpire(s) (neutral or non-neutral) to contact CoRA before terminating a game and applying DLS.

## Calculating the DLS Target

Please go to our CricBay [DLS help page](#) to access the calculator to be used for our matches. No other mechanism is to be used for CricBay matches.

If the result from the application of the DLS method is a tie, the teams will use the Super Over system to decide a winner.

## DRR Calculation

If a result is achieved under DLS, for DRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2.

## Weather Related Interruptions

There is possibility that matches that were interrupted by transient weather conditions can be resumed once the weather abates and if the ground conditions are good enough.

The following define the guidelines to be used for such resumptions -

1. This is only applicable if the match does not fall into the DLS guidelines defined above.
2. Play can be resumed if and only if there is enough time to **complete the entire scheduled match** before the ground is to be released. There is pre-defining a reduced number of overs for the team batting second.
3. There will not be any change in the number of overs available to both teams due to the interruption.
4. Decision to resume the game will be made by the neutral umpire(s) only. This will be done after taking into consideration the weather, ground conditions and the available time to **complete the entire scheduled game**. It is recommended that the Umpire(s) contact a CoRA member for confirmation before resumption.
5. The basis to be used for determining if there is sufficient time to resume a game will use the criteria of (a) 4 minutes per over plus (b) 5 minutes for preparation and/or (c) 5 additional minutes if an innings break is required. If the game cannot start by the above defined cut-off time, the game is deemed complete and standard abandoned rules will apply. See table below for guidance.
6. Umpires can terminate the game if it is clear that play cannot be resumed before the cut-off time due to extreme weather and/or ground conditions.
7. The umpires must inform CoRA when deciding to call off further play in a match in effecting resulting in the match being subject to the abandoned rules.

## Match Scenarios

### Using DLS

The following scenarios assumed a complete 20 over allocation for both sides.

- A game is interrupted 5 overs into the 2nd inning and **cannot** be resumed to complete the entire scheduled game, the DLS method will be used to determine the winner.
- A game is interrupted 4 overs into the 2nd inning and cannot be resumed to complete the entire scheduled game (full completion), the standard abandoned rules will be applied to determine the winner.
- A game is interrupted 4 overs into the 2nd inning but can be resumed to complete the entire scheduled game. In this case the game will resume and be completed as a regular game.
- A game is interrupted 4 overs into the 2nd inning and is resumed before the cut-off time but is re-interrupted after 1 over has been bowled. The DLS method will be used if no further resumption is possible to **complete all the remaining** overs before the cut-off time.

### Match Resumption

The following scenarios provide guidance on the latest point in time that a match has to be resumed.

- A game is interrupted 4 overs into the 2nd innings. After a brief delay, the umpires determine that play can be resumed. The play must resume 9 minutes before the ground availability deadline that is applicable.
- A game is interrupted 16 overs into the 2nd innings. After a brief delay the umpires determine that play can be resumed. The play must resume 21 minutes before the ground availability deadline.
- A game is interrupted 10 overs into the first innings and can be resumed. In such cases the game must resume  $30 \times 4 + 5 + 10$  (innings break) = 135 minutes before the ground availability deadline.

Reference table to determine cut-off based resumption of games (only resumption not a start-time) -

Overs Left	Cut-Off Time		Overs Left	Cut-Off Time	
	Morning	Afternoon		Morning	Afternoon
1	11.51 am	4:51 pm	15	10.55 am	3:55 pm
2	11.47 am	4:47 pm	20	10.35 am	3:35 pm
5	11.35 am	4:35 pm	30	09.55 am	2:55 pm
10	11.15 am	4:15 pm	40	09:15 am	2:15 pm

## Umpire Jurisdiction

The following rules defines the jurisdictions of the umpires on some of the most common situations

1. Each umpire shall answer appeals on matters within his own jurisdiction. An umpire whose jurisdiction it is can request for any additional information from the other umpire and then give his decision. Except for a catch or caught behind either of the umpires (assuming there are 2 neutral umpires) can initiate a consultation with the other umpire when there is a doubt in a decision. If, there is still doubt after the consultation, then the benefit of doubt shall be given to the batsman and the decision shall be Not Out. Under all circumstances **ONLY** the umpire under whose jurisdiction the appeals come under shall make the final call (Refer Table below).
2. Under **NO** circumstances Teams shall pressurize the umpires for consultation; umpires should authoritatively discourage such pressure tactics. Any attempts will be treated as a breach the umpires will issue a warning forthwith.
3. Umpire Jurisdiction Table: the following table enumerates the jurisdiction

Straight Umpire	Leg Umpire
Bowled	Stumped
Caught and Caught Behind	Hit Wicket
Handled the Ball	Runout at batting end
Hit the ball twice	
No-Balls – all manners	
Wides	
Obstructing the Field	
Run-out at bowling end	

4. Runs allowed or not based on whether the ball hit the pad or bat.  
Main umpire makes the call but umpires can consult with each other as outlined above.
5. Main umpire blinded or unsighted and an appeal for catch is made.  
Main umpire makes the call but umpires can consult with each other as outlined above.
6. Main umpire blinded or unsighted and an appeal for run-out at bowlers end.  
Main umpire makes the call but umpires can consult with each other as outlined above.
7. Height No-Ball: Includes full tosses and bouncers.  
The Straight/Main umpire makes the call. The umpires can however consult each other as outlined in #1 above. In this case the Leg Umpire is advised to indicate to the Main Umpire if this ball passed the batsman at heights that reflected a No-Ball.
8. Bowling Guard  
Bowling Guard needs to be ascertained by umpire at the beginning of a new spell. A bowler is not required to give guard to the umpire at the start of a spell though it is customary to do so but not a rule. It is the umpire's responsibility to check with the bowler. A No-Ball is to be called **only** if the bowler changes his guard without informing the umpire during his spell.

# Urinating and Smoking on Grounds



Please note that urinating and smoking (including e-cigarettes) in public setting is **not permitted**. Given the extremely serious ramifications CricBay will take very strong action against anyone violating these policies. Only smoke in areas where it is generally or explicitly allowed, and only urinate in a restroom. It is the responsibility of the team management to educate all their players accordingly. Penalties are enforced without any warnings.

## Players: 1st Offence

- The player who commits the offence will be immediately ejected from the game. This is done by the neutral umpire(s) and the team at fault will play the game without "the player at fault" for the rest of the game.
- If there are multiple players involved, all of them will incur the same penalty. (Please remember that a team needs a minimum of 8 players to continue the game. if not, team will forfeit the game at that time)
- The offence need to be proven beyond doubt to the neutral umpire(s) to make the final decision. For example: If the opposition registers a complaint, but the neutral umpire cannot prove the occurrence beyond doubt or feels that he is not sure about the player(s), then he will report the matter to CoRA and this will be considered as a first offence without the suspension.

## Players: Repeat Offender

- The player who commits the offence will be suspended immediately from the game (by mutual agreement with the two neutral umpires, if only 1 neutral umpire available, he will make the call) and the team at fault will play the game without "the player at fault" for the rest of the game. In addition this player will be suspended for the rest of the tournament or 7 games (whichever is larger). If there are less than 7 games left in a tournament, the suspension will continue to the next tournament The suspension will begin from the next scheduled game for the team and the current game is NOT counted as one of the games.
- The team at fault will be penalized \$100 for the repeat offence. The team captain will be suspended for 2 games for repeat offence.
- The offence needs to be proven beyond doubt to the neutral umpire(s) for them to make the final decision. If the first offence was an instance where the player was not identified (but the team was).and a player from the same team does it, this will be considered second offence for the team.

## Umpires Smoking/Urinating

- First Offence: 100 dollars fine and 1 game suspension (he will continue umpiring the current game).
- Second Offence: Suspended for 10 games or entire tournament (whichever is larger).

Umpires who do not act on smoking/urinating violations of the above will also be subject to similar severe penalties at the discretion of CoRA

## Note

1. All the ground/school property including parking lots are included. The only place where smoking is allowed is where city/school explicitly considers as ok-to-smoke areas.
2. Urinating in a bottle or other receptacle is also deemed to be an equivalent offence.

## Guidelines for Umpires

1. Be on the ground on time and please introduce yourself to the other umpire.
2. Meet the captains and make sure the teams introduce each other and obtain the umpiring score sheet from the captains that includes the playing XIs as well.
3. Discuss the ground rules with the home team captain and make sure that the captains of both teams understand the rules.
4. Make sure you access to a digital copy of this Handbook and the ICC rule book. Please bring a working writing instrument, the playing teams will provide you with the umpiring score-sheets.
5. Review the rules before the game. Note down the phone number/s of CoRA volunteers from the CricBay website and have them handy with you in case you need to call them up to resolve any disputes.
6. Try to be the best judge and make decisions based on CricBay and ICC rules (if CricBay rules do not address certain rules). Keep your cool even in the face of pressure from the players. Remember that you can give formal warnings to the players and teams for bad behavior.
7. If you have already given 2 warnings to specific players, the 3rd instance is an automatic Expulsion from the game. You can enforce it.
8. Be consistent in all your decisions, in particular calling wides and no-balls.
9. If there is a conflict between CricBay and ICC rules, use the CricBay rule but bring it to the notice of CoRA after the match.
10. Verify the score after every over with the batting team scorer and tally the score at the end of 10 overs and at the end of the innings
  - Reconcile any mismatch in scores during the tallying (total score is already agreed upon during the over-by-over check, so it will not change during tally).
  - Since scorers are not professionals errors may happen so ensure that total score is always understood and agreed upon by all.
11. If not sure about a rule, consult the other umpire and/or refer to rules document
12. Call CoRA in case you have doubts or if either of the teams wants you to (CoRA Contact info listed on <https://cricbay.com/cora.asp>)
13. If the umpires feel a bowler is throwing/chucking then he should call a no-ball right away. There is no requirement to warn the bowler prior to calling the infringement.
14. Monitor on-field conflicts and resolve it by talking to the 2 captains in a setting away from other players. Only the captains can/should get into a discussion with the umpire(s) during conflicts. Ask all other players to move away during such discussions
15. When in doubt verify the boundary length (against one of the cones), pitch length, crease length(s) etc. are according to rules
16. Leg Umpire and Straight umpire have to switch positions after every 2 overs when there are two neutral umpires.
17. Leg umpire should handle the scoring on the umpiring score sheet.