

Summary of Important Rules for the Umpires

Actions before Start of Game

1. Umpires should arrive before the start of the game.
2. Umpires should check the pitch and the ground to see if it meets the basic requirements (Boundaries being too short or too long) to make sure it meets ground standards as below.
3. Check the balls to see if they are the ones used in the tournament .

Actions during the Game

1. Neutral umpires will adjudicate each game and are the final authority during the game.
2. Umpires are encouraged to consult the leg umpire for any doubtful decisions. He can consult with the leg umpire or can decide himself to reverse his decision if he thinks he was wrong. His priority is to give the right decision.
1. Their decisions are final. Arguing or Intimidating the umpire could lead to suspension of player(s).
2. They will remain impartial at all times on the field.
3. Umpires are required to ensure teams are not wasting time during overs
4. Leg umpire will also do the scoring in detail with all information including number of balls faced by a batsman .They will also keep track of the number of overs during which a fielder has left the field (for whatever reason) - applies mostly to bowlers.
5. They will keep time of all breaks, and notify the captains as to when to resume.
6. Excessive appealing by teams should be curtailed by the umpire.
7. They should file a complaint about any indecent behavior by a player or a team on the field to the Captain or if it's a serious issue then to DCL committee.
8. The umpires will have a pool of balls (good condition) from which the balls will be provided to the bowling team. Bowlers will be given another ball (by the umpire only) if retrieval of the previous ball would waste time (e.g., a long boundary shot) or the ball's tape is coming out.
9. They should check the suitability of outfield for play when it rains. Checks the condition of the ball and decides on replacement. Umpires decision will be final. Team captains will be responsible for their players doing umpiring duty. If the umpire / umpires fail to show up then his team would be severely penalized. Penalizing a team would include 1 or more of the following: Deducting 2 points for each umpire being absent/Will have to pay a fine. This penalty would affect the team ranking and might be carried over to the next tournament too.

Ground Standards to be followed for conducting a match

1. The pitch should be 22 yards.
2. For a RHB the cans should be placed one bat from the off stump on the off side and only the handle part from the leg stump. Do the reverse for a LHB.
3. Boundaries should be marked clearly either with flags or cones.
4. Batting/ Bowling crease should be a full bat plus the handle of the bat.
5. There should be a box for the bowler's side.
6. Spray cans should be used as wide markers.

Scoring

1. WIDE = 1 EXTRA RUN + 1 EXTRA BALL + ANY RUN TAKEN BY BYES
2. NO-BALL = 0 EXTRA RUN + 1 EXTRA BALL + ANY RUN TAKEN BY BAT/BYES (Due to Height)
3. NO-BALL = 1 EXTRA RUN + 1 EXTRA BALL + ANY RUN TAKEN BY BAT/BYES (Due to Overstepping)
4. LEG BYES = NOT ALLOWED. Batsman can rotate strike but no runs will be accrued. Batsman can get RUN OUT on a leg bye.
5. BYES = ALLOWED
6. LBW = Allowed after 2 warnings for Deliberate Padding.

Wide Ball

1. Balls passing outside the 2 cans will be declared as a wide ball. Make sure that the ball is passing outside the can and not over the can to declare it a wide.

No Ball

1. If the front foot is outside the bowling front crease, it's a No-Ball
2. If any foot is crossing the side crease, it's a No-Ball. An umpire can give a warning instead of a No-Ball to the bowler if the foot is ON the side crease and not crossing it.
3. Any ball which is above waist level with out a bounce is a No-Ball
4. Any ball which is above shoulder height is a No-Ball.
5. Umpire should ask the bowler for style and side. It is not a no ball if the bowler does not say the side.

Innings Break

1. There will be a 10 minute turnaround time between innings
2. There will be a 5 minutes break after 12 overs in each inning.
3. All the players should be available and ready to take the field as soon as possible.

Rain/Washouts/Bad Weather/Bad Light

1. If the game is not completed due to bad light or bad weather then the game will be rescheduled possibly on the same weekend. Any game can be rescheduled only once.
2. In case, a game has to be cancelled before completion and before the second innings completed 13 overs, the game will be rescheduled only if it's not possible to continue within the next 2 hours.
3. In case, a game has to be cancelled before completion but after the second innings completed 13 overs, the game will be decided on run rate. If the run rate is same then it will be rescheduled.
4. If it's not possible to reschedule the game then the game will be considered a tie and each team would get 2 points.
5. However, note that several other situations and complications may arise. Sometimes, the captains of both teams can reach a unanimous decision after discussion with each other that is different from what is dictated above.
6. Whatever happens, the final decision, after consultation with the playing captains, will be made by the organizers. Interference, of other teams will not be entertained.
7. If it has rained the previous night or is raining, the 2 hour maximum wait should be followed by a pitch inspection by the umpires. If play is deemed possible by the umpires and the captains, then a reduced 15 -20 over match will be played that day. Minimum overs to be played are 15 to be counted as a league match.
8. If there is no chance of play that day the match can be rescheduled later. The scheduling committee, after consulting with the captains and umpires would decide about whether the match should be re-scheduled depending upon a number of factors. The final decision about rescheduling would be taken by the Scheduling Committee.

Code of Conduct/ Discipline

1. Everyone involved should follow the rules and regulations of appropriate conduct on the field. Moreover everything that happens falls under the jurisdiction of the Dallas/Plano/Irving/Coppell police departments.
2. As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. But the difference between encouraging one's own team-mate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers.
3. We encourage the participating teams to play in line with the laws and spirit of the game.
4. We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other cricket gear D) Spectators
5. Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
6. Determination of what constitutes unruly > or unsportsmanlike behavior will be based on the umpire and adjudicators combined opinion.
7. Players abusing or threatening either umpires or opponent team members will be suspended for 1 or more matches.
8. It's the duty of the captain to maintain discipline and decorum on the field.