

Summary of Important Rules for the Umpires

Actions before Start of Game

1. Umpires should arrive at-least 10 minutes 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. They should check the suitability of outfield for play when it rains.
4. 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.
3. Umpires decisions are final. Arguing or intimidating the umpire could lead to suspension of player(s).
4. Umpires will remain impartial at all times on the field.
5. Umpires are required to ensure teams are not wasting time during overs; They will keep time of all breaks, and notify the captains as to when to resume.
6. Umpires will keep track of the number of overs during which a fielder has left the field (for whatever reason) - applies mostly to bowlers.
7. Excessive appealing by teams should be curtailed by the umpire.
8. 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.
9. Umpires will collect a pool of balls from the fielding team (good condition) from which the balls will be provided to the bowler
10. 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.
11. Team captains will be responsible for their players doing umpiring duty. If the umpire / umpires fail to show up then his team would be penalized as per the rules.

Ground Standards to be followed for conducting a match

1. The pitch should be 22 yards.
2. Wide markings should be placed one bat from the off stump on the off side and 6 inches from the leg stump on the leg side. Make sure the markings are made for Left Hand Batsman as well.
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 NOT used as wide markers.
7. Inner circle should be around 66 feet (based on ground size) from each wicket.

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 wide markings will be declared as a wide ball. Make sure that the ball is passing outside the marking and not over the marking 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 without a bounce is a No-Ball

4. One bouncer, above shoulder height and below head height in the normal stance of the batsman is allowed. One bouncer warning should be given to the bowler. Any subsequent bouncers of this nature shall be called a NO BALL by either umpire.
5. Umpire should ask the bowler for style and side. It is not a no ball if the bowler does not say the side.

Field restrictions and Power Play:

1. There should be at-least 4 fielders(Excluding Bowler and WK) inside the circle during non Power Play overs.
2. Only **5** fielders can field on the leg side at any point of time.
3. There will be 2 power plays of 4 overs each
4. First power play is mandatory at start; Second power play can be chosen by the **Batting team** captain anytime during the remaining 16 overs
5. A maximum of 2 fielders are allowed outside the inner circle during the power plays;

Innings Break

1. There will be a 10 minute turnaround time between innings
2. There will be a 5 minutes break after 10 overs in each inning.

Rain/Washouts/Bad Weather/Bad Light

1. If the game is not completed due to bad light or bad weather the game may be rescheduled if there is a reserve week-end in the schedule. Otherwise, teams may have to split points
2. In case, a game has to be stopped before completion and before the second innings completed 10 overs, the game may be rescheduled per above or the teams may need to split points if it's not possible to continue within the next 2 hours.
3. In case, a game has to be stopped before completion but after the second innings completed 10 overs, the game will be decided on run rate at the time of stoppage.
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. The final decision, after consultation with the playing captains, will be made by the organizers. Interference, of other teams will not be entertained.
6. If it has rained the previous night or is raining, the 2 hour maximum wait should be followed by a pitch inspection by the umpire(s). If play is deemed possible by the umpire(s) and the captains, then a reduced 10 over match will be played that day.

Code of Conduct/ Discipline

1. Everyone should follow the rules and regulations of appropriate conduct on the field; just FYI....everything that happens falls under the jurisdiction of the city/town police department
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.
3. We encourage the participating teams to play in line with the laws and spirit of the game. 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 umpire(s) 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.
4. Umpires decisions are final during the game. Arguing or intimidating the umpire is NOT ACCEPTABLE and could lead to suspension of player(s) and team(s)
5. 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. Guilty players will be ejected by the umpires and may get suspended for 1 or more games. 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. Umpires and Captains are required to file a complaint and submit an incident report about any indecent behavior by a player or a team on the field.
7. It's the duty of the team captains to maintain discipline and decorum on the field.