



Telangana Development Forum (TDF) Detroit Chapter

Prof. Jayashankar Cricket Tournament

Cricket Rule Book-2025 & Code of Conduct



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TDF Cricket Spirit – Above All

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the TDF Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains and players.

TDF Cricket main objective is to inculcate Culture of Inclusiveness and Networking, this Spirit involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

It is against the TDF Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To appeal knowing that the batsman is not out
- To advance towards an umpire in an aggressive manner when appealing
- To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

If situation/dispute arises please set your emotions aside and think in terms of TDF Spirit of the Game and Values. If still not convinced, the committee along with captains will make the final call to safeguard the interest of TDF Detroit Chapter.

Player Registration & Waiver Forms

- Every player participating in TDF Cricket Tournament has to be registered with TDF Cricket and is required to sign the online waiver form.
- Note: The captain of each team must ensure, in accordance with the rule set forth by the committee, that every member of their team has completed and signed the online waiver form before participating in the tournament. Compliance with this requirement is mandatory for all team members, and no player shall be allowed to take part in the tournament unless the waiver form has been duly submitted and acknowledged by the committee. Any player found participating without a signed Waiver form would be disqualified & suspended from the tournament.
- All players are required to commit to full availability (100% availability) for all games during the entire tournament. No exceptions will be granted to any players, unless such exceptions are deemed necessary by the committee. If a player becomes unavailable after the team has been formed, any consideration for including the player in future tournaments will be subject to the approval of the committee.



Tournament Specific Rules and Guidelines

1. Unless rules are defined in this document, all other issues/rules to be followed according to ICC T20 Rules. Subject to the regulations outlined in this document, all other matters and rules governing the tournament shall be adhered to in accordance with the ICC T20 Rules. The ICC T20 Rules shall prevail in all respects, and any provisions not specifically addressed in this document shall be governed by the relevant rules and guidelines established by the International Cricket Council (ICC) for T20 tournaments.
2. There is no D/L system in our competitions for any game. The application of the Duckworth-Lewis (D/L) system is excluded from our tournament for all games. Under no circumstances shall the D/L method be utilized to determine revised targets or outcomes in the event of weather interruptions or any other circumstances. Instead, the committee will decide to address any such eventualities that may occur during a game
3. There are no leg byes and LBW in the tournament.
 - a) The umpire's decision will be the final decision on leg byes.
 - b) Any runs scored from the leg bye will not be counted
 - c) Batsman can be declared out if he intends to take a run though ball hits the batsman's body instead of his bat or glove.
4. Toss will be conducted exactly 15 minutes before the announced game start time.
 - a) Any team without a minimum of 7 players at the time of the toss will forfeit the toss and continue with the game as planned.
 - b) If both teams don't have a minimum of 7 players, the game starts with overs reduced at 2 overs per side for every 10 minutes delay.
 - c) A team failing to field a minimum of 7 players within 30 minutes of the scheduled start time forfeits the match.
 - d) The game start time will be announced to captains by the committee.
5. Powerplay is divided into two phases.
 - a) Bowling Powerplay — mandatory at the start of the innings.
 - b) Batting Powerplay — can be taken at any time during the innings.
6. Team must use six bowlers in an innings.
7. Umpires and captains must ensure all players are in proper sporting attire before the game starts. All playing members (12) must wear the committee-provided team jersey. Shorts are strictly prohibited.
8. Each player allocated to teams must be given at least one opportunity as full-term player. Team can designate 11/12th player as either a Bowler or as a batsman, and 13th player can be used as substitute fielder (IF APPLICABLE).
9. By Runner is allowed in case of injury to the batsman during the play with the following rules. The Batting Team Captain will pick one of the batsmen who has gotten out to be the By Runner after 5 or more wickets are fallen during the innings. If there are less than 5 wickets fallen, Batsman must retire and continue his play after five wickets down. The committee will take the final call if there is any dispute/conflict.
10. By Runner is allowed in case of injury to the batsman during the play with the following rules.
 - a) If the committee and captains have agreed to provide a by runner for a particular player before the start of the tournament because of any pre-existing condition.



- b) If a player sustains an injury during the game, and both captains mutually agree, a "by runner" provision may be allowed. The committee will not intervene in the decision unless requested by both captains
- c) In the "by runner" provision, the opposition captain selects the runner. A change may be requested, but the final decision rests with the opposition captain.

Tournament Format

The tournament consists of four rounds:

- Round 1: League Stage
- Round 2: Quarterfinals and Contender Semifinals
- Round 3: Semifinal
- Round 4: Finals

Match Overs and Powerplay:

- Round 1 and 2 will be played as 16 overs per innings, with 4 overs designated as Powerplay.
- Round 3 and 4 will be played as 20 overs per innings, with 6 overs designated as Powerplay.

Overs Allocations and Batting Restrictions:

- Use of minimum six bowler's mandatory.
- In 16 overs game: 1 bowler can bowl 3 overs maximum
- In 16 overs game: One ball shall be used per innings.
- In 20 overs game: 4 bowlers can bowl 4 overs maximum
- In 20 overs game: Per innings two new balls to be used. During the beginning of the innings and at 11th over.
- In a reduced overs game, then each bowler can bowl a maximum of 1/5th of total overs.

For 16-Over Games:

Each batsman is limited to a maximum of **25 balls or 25 runs**, whichever comes first. After reaching this limit, the batsman must retire. A retired batsman can return to play after a total of 7 wickets have fallen or 4 wickets have fallen after the batsman's retirement, whichever occurs earlier.

- **Example1:** If a batsman scored 23 runs and hits a six which brings his personal score to 29 runs, he is then made to retire per the above rule.
- **Example2:** If a batsman faced 24 balls, if the 25th ball is a no-ball and is counted as 25th for the batsman on CricClubs, then the batsman must retire adhering to the rule above.

For 20-Over Games:

Each batsman is limited to a maximum of **30 balls or 30 runs**, whichever comes first. After reaching this limit, the batsman must retire. A retired batsman can return to play after a total of 7 wickets have fallen or 4 wickets have fallen after the batsman's retirement, whichever occurs earlier.



- In a reduced overs game, the committee will provide allotted overs based on total overs.
- Umpires, Scorer, and captains will ensure these rules are enforced. If somehow a batsman faced more than the restrictive limit, he is immediately asked to retire when discovered of such instance. If a bowler bowls more than the allocation limit, he is immediately asked to discontinue when discovered of such an instance. Balls bowled by the bowler will be counted as legal.
- Repetitive instances of avoiding restrictive limits could result in a penalty as deemed appropriate by the umpire. Example: declaring the batsman out or penalty of 5 runs, etc.

Note: One bowler cannot bowl more than an allotted quota including few spare balls i.e. bowler cannot bowl 4.1/4.2 etc.

All stats are considered per CricClubs scorecard. Any malpractice to alter the stats will result in a 5 run penalty for the team. i.e., either 5 runs added to the opposition, or 5 runs deducted from their score. A decision of a malpractice will be made by the umpire and the opposition captain holds the right to appeal for a malpractice. All ambiguities will be clarified by the Cric Committee team as needed.

Core Rule:

- Each team must have 1 or 2 designated TDF core players as decided by the cricket committee. These players need to come for batting before the 5th Batsman. Once they come for batting, if they have played at least 6 balls and are not out, the captain has the authority to retire that player. The rule is that each player must play at least 6 balls in the game until the Finals.
- Both core players can play in the same match. If one retires during their innings before the 3rd Down or 5th Batsman, they can return, or the team can send in the other core player. The core player who comes in last must play until dismissed—no further retirements are allowed. If the first core player gets out, the second core player can come in as a regular player if the captain chooses.

Fielding Restrictions

- Maximum 5 fielders on any side (leg and off) for the entire innings including Power Play, not including Keeper & Bowler. Breaking this rule will result in no ball.

Power Play:

The Powerplay is divided into two phases:

- **Bowling Powerplay:** Occurs at the start of the innings.
- **Batting Powerplay:** Can be chosen at any time during the innings after bowling powerplay.
- In a 16-over game, the total 4 Powerplay overs are split as 2 overs Bowling Powerplay and 2 overs Batting Powerplay.
- In a 20-over game, the total 6 Powerplay overs are split as 3 overs Bowling Powerplay and 3 overs Batting Powerplay.



- Batting powerplay overs shall be chosen by the batting team after bowling powerplay completed during the innings.
- During the Power Play, there cannot be more than two fielders in the Grass Field.
- If a team is playing with less than 11 players on the field, fielders not at the ground are counted as if they were in the grass field.
- Example: if a team is fielding with 8 players; During power play there cannot be any players in the grass & outside the powerplay, a maximum of 1 player can be in the grass field.

Game Timings

- League games play time will be 2.5 hrs. (160 minutes). Maximum duration for each innings is 80 minutes including breaks.
- Semi Finals & Finals will be 3 hrs. (180 minutes). The maximum duration for each inning is 90 minutes including breaks.
- Games will be played at baseball Grounds.
- A Strategic timeout of 5-minute break at half of the innings. 10-minute break between the innings. Applicable for all leagues and Semifinals.
- The fielding team must complete their innings within the stipulated time.

Match Interruption

- If rain interruption match will continue after ground in playable condition. Playable condition will be determined by umpire, committee and two captains. collectively deciding the conditions for play to continue.
- If rain or bad weather interrupts play in between a grace period of 30 min will be given in total to see if the match can be completed with full quota of overs.
- If match goes to next day, it must be rematch. Based on how much time we have in hand and grounds; the committee and captains will decide the course of action.
- If both teams decide to not play a rematch due to rain, then points will be equally split between both teams.

Extras

- Extra run and extra ball for wide and no-balls.
- Runs for byes and overthrows.
- There are no leg Byes and LBW in the tournament.
- Run out is valid for attempting Leg Bye.

Team Roster

Team roster with playing 12 any 11 (batsman) and anyone can bowl, and 11th (useful in fielding) must be submitted to umpire before the toss. Players who are not on the roster are not allowed to play under any circumstances. Any exceptions must be provided by the committee after consultation with the captains.



Main & Leg Umpire

Request the main umpire to consult leg umpire in situations where the second bounce, keeper catches etc. Main umpire can discuss with leg umpire for full toss no-balls and make the final call. It is always advised for two umpires to consult and not rush to decision. If a leg umpire is from a playing team, a neutral main umpire can override leg umpire's call. A decision made by either of the umpires can be changed (except for decision given as OUT or NOTOUT) if deemed necessary. However, the decision authority shall always be the main umpire.

Catches

For boundary catches, fielders should hold ground until umpire comes. If the fielder moves, the umpire will take a decision based on circumstances. The umpire decision is final.

Minimum Team Size

There is no minimum team size. Teams can play with any number of players not exceeding 11 on the Field.

Bowler Mode of Delivery:

Chucking and Under Arm Bowling is not allowed.

Fair delivery - the arm: For a delivery to be fair in respect of the arm the ball must not be thrown. Although it is the primary responsibility of the main umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the main umpire from calling and signaling No ball if he considers that the ball has been thrown.

- If, in the opinion of either umpire, the ball has been thrown, he shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.
- The main umpire shall then,
 - Caution the bowler. This caution shall apply throughout the innings.
 - Inform the captain of the fielding side of the reason for this action.
 - Inform the batsmen at the wicket of what has occurred.
- If, after such caution, either umpire considers that, in that innings, a further delivery by the same bowler is thrown, the procedure set out above shall be repeated, indicating to the bowler that this is a final warning.
- This warning shall also apply throughout the innings.
- If either umpire considers that, in that innings, a further delivery by the same bowler is thrown, he shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.
- The bowler's end umpire shall then,
 - Direct the captain of the fielding side to suspend the bowler forthwith. The remaining over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl any part of the next over.
 - The bowler thus suspended shall not bowl again in that innings.
 - Inform the batsmen at the wicket and, inform the captain of the batting side after the over.



Keeper & Field Changes

- Umpire should be notified of all the fielder moments in and out of the field. If such notification is not provided, either umpire shall call or signal as a NO BALL”
- Anytime the Wicketkeeper makes a change in position during the Over towards the Wickets, it is the Keeper’s responsibility to inform the Leg Umpire of a change in his position. If Keeper does not inform the umpire of the change, either umpire shall call or signal as a NO BALL”,
- It is the Leg Umpire’s responsibility to then inform the batsman of the change.
- The applicable rule is “It is unfair if the wicket keeper makes a significant movement towards the wicket after the ball comes into play and before it reaches the batsman. In the event of such unfair movement by the wicket keeper, either umpire shall call or signal as a NO BALL”.

RUNNER NOT IN CREASE:

If runner is not in his crease during ball delivery, bowler should notify umpire. Umpire will warn batsman. Second time bowler should complete his action like he is bowling, take bails off to make non-striker out. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible. One warning per batsman in entire innings.

Obstructing Fielder/Ball:

If batsman deliberately obstructing fielder from catching the ball OR deliberately obstructing the ball while fielder throws it towards the stumps, batsman can be declared out.

If fielder deliberately obstructs the batsman during the run, batsman can be declared not out if umpire feels its deliberate attempt.

Spring Stumps

Spring stumps shall be used throughout the tournament in all the games. At least one Bail should be dislodged to be declared out and also it doesn’t matter where the ball hits the spring stumps.

Boundary Limit

The suggested boundary limit is 65 yards (195 feet) maximum unless restricted by the shape of the field. The committee will set up the grounds and decide the boundaries. Captains’ concerns will be considered while setting up the field. Will be discussed ahead of the game in the field by Captains, Umpire & one from Committee. Those rules will apply to all games on that day in that field. If an agreement can be reached, the committee with agreement from umpires shall make the final call.

Player Replacement

If a player is injured during a game, the captain shall not request replacement for the day’s games and the committee will not provide any replacement. The team must go with the rest of the players.



A replacement player can only be requested after the day's play has concluded and may be provided (depending on reserve list availability and circumstances) for the next day's games.

Late to Ground

Players arriving late should let the umpire know and wait for that over completion to be in the field. To bowl, he must wait one more over after coming to the field. As such no restriction for batsman.

Retired Hurt

Retired hurt players should come for batting at the end. Retired hurt means only physical injury during the game. If a player comes to the game with injury but it aggravates, we can allow them to retire and come back. Captains and Umpire discuss the field and decide. After the injury, if the injured batsman wants to continue to play using a by-runner, then by-runner rule applies.

Boundaries and Fence-Catching

In case of a potential or real dispute regarding a hit for 4/6 runs and/or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.

Fielder can touch the fence while catching the ball unless the fence itself is a boundary (2/4/6). If a fielder catches a ball which is previously touched the fence, it's not a catch. If a fielder catches the ball while touching the boundary fence (2 runs), it will be declared out if the fielder doesn't cross the fence. The umpires' decision will be final for any discrepancies.

Change of Ball

If a ball is damaged during the game, the umpire will decide on a new ball or a used one based on stage of the game.

Declared Dead Ball

- Ball bouncing more than once (two bounces or more) before the batting crease
- Ball coming to rest in front of Striker's wicket without touching the bat or striker's body
- Ball rolling along the ground
- Underarm Bowled ball
- For any play interruptions (such as obstruction by umpire or any player or the batsman is ready to face the ball)

Note: Once the ball declared dead any runs made, any wicket (out) will be void.



Ball becomes 'not in play', when

- A serious injury to a player or Umpire occurs.
- One or both bails fall from the Striker's wicket before he receives delivery.
- The Umpire leaves his normal position for consultation.

Ball is 'in play', when

- An unsuccessful appeal is made.
- The Umpire has called "no ball" or "wide".
- It strikes an Umpire-minor Injury (unless it lodges in his dress).
- The wicket is broken or struck down (unless a Batsman is out thereby).

Bowling Guard

Bowlers should notify umpire about bowling guard at the beginning of each over. The fielding captain should remind all bowlers to do so. If they forget umpire should remind them. If umpire forgets, batsman can pull out and ask. It is umpire's responsibility to find the guard and notify batsman. If everyone forgets and the ball is bowled, it is legal delivery, and not a Dead or No ball.

Free hit

- Free hit is awarded to a No ball under all the No Ball Rules circumstances.
- If the delivery for free hit is not a legitimate delivery (either wide or no ball), then the next delivery will become a free hit.
- No change in fielding positions is allowed if same batsmen who faced the no ball is on strike.
- Batsmen can be dismissed only by the way of a run out.
- The signals given by umpire for a free hit is extending one arm straight upwards and moving it in a circular motion.

FAIR AND UNFAIR PLAY

According to the laws, the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required. The umpires are authorized to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair.



NRR Calculation

- A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the tournament.
- **NRR Formula:** $(\text{Runs Scored}/\text{Balls Faced}) - (\text{Runs Scored Against}/\text{Balls Bowled})$.
- In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- In the event of washing out, the match will not be considered for net run rate calculations.

Scoring

- Scoring is done by designated team scorers from each team using the CricClubs app.
- Teams should also score manually and need to cross verify with the app. if its deemed necessary.
- The committee will grant access to CricClubs app with a Team Scorer role to at least one player(s) designated by the captain (preferably two).

Team Ranking:

Each team will play two games with the teams in the same pool using a pre-determined schedule.

The following point system will apply:

- Win = 2 points
- Loss = 0 points
- No Ties

Tie-Deciders:

In the event of a tie game, a Super Over will determine the winner. Each team will nominate three batsmen and one bowler. The team batting second in the main match bats first in the Super Over. The team with the most runs in the Super Over wins. If the Super Over is also tied, the winner will be determined by the most boundaries scored in both the main match and the Super Over. If still tied, additional Super Overs will be played until a winner is decided. Super Over Rules:

Tie-Breaking Rules for League Matches

- **Purpose:** Used to determine the winner if the main match ends in a tie.
- **Nomination:** Each team must nominate three batsmen and one bowler for the Super Over.
- **Batting Order:** The team batting second in the main match will bat first in Super Over.
- **Winning Criteria:** The team scoring the most runs in the Super Over wins the match.
- **Tie in Super Over:** If tied, the team with the most boundaries (combined total from the main match and the Super Over) wins
 - If still tied, additional Super Overs will be played until a winner is determined.



Semi-Final Qualifier

Top 2 teams based on the number of points from each pool will advance to Semi-finals.

If teams have the same number of points in league, the qualification of semifinals will be decided based on following

- Team with better net run-rate will go into semifinals.
- Head-Head results will be taken from league games for winner to go into semifinals.
- If there is still a tie, then the team with maximum wins will move to semifinals.

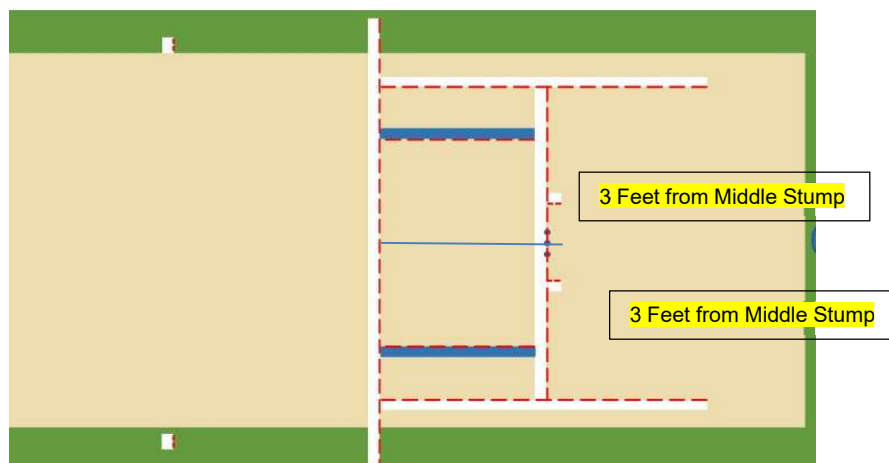
Wide Ball Rules

All wide calls result in a penalty of 1 run in addition to the runs scored of the ball

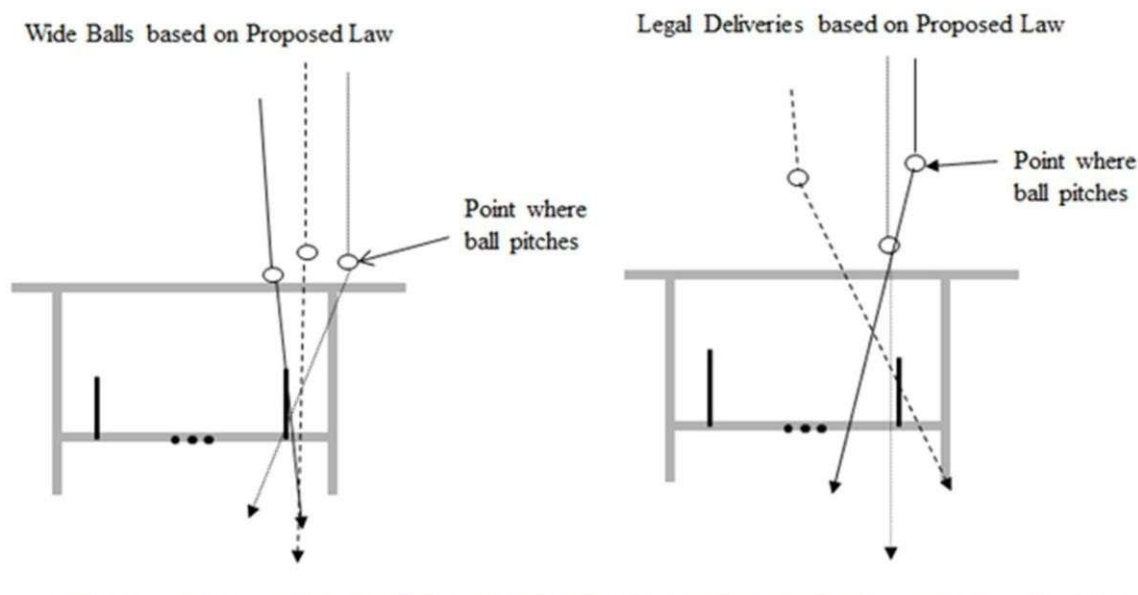
- Wide markers should be placed 3 feet (36 inches) from the middle stump
- Umpire will follow off-side guideline of 3ft from the middle stump
- Any ball outside the 3 feet marker flag should be considered as wide whereas the ball over the marker flag cannot be given as wide ball.
- If the ball crosses the plane of the batsman outside the marker flag, it can be signaled as wide ball, no matter where the batsman is at that time (umpire should judge a fair delivery based on the normal stance of the batsman), as the wide line does not move with the batsman
- Any delivery which, after pitching, passes or would have passed overhead height of the striker standing upright at the crease, although not threatening physical injury, shall be considered dangerous and unfair. The umpire shall call and signal WIDE BALL for each such delivery.
- Everything on leg side of the batsman is wide as long ball is not travelling above stumps. Even if batsman move towards offside and ball is on leg side and not above stumps, it is still a wide.

Wide ball Markings

Wide line marking should be done as below. The wide line is also can also be considered 3 feet from the center of middle stump. Popping crease figure shown below.



NOTE: All ICC rules for scoring, counting the number balls bowled in an over and getting out to a wide ball are valid.



No Ball Rules

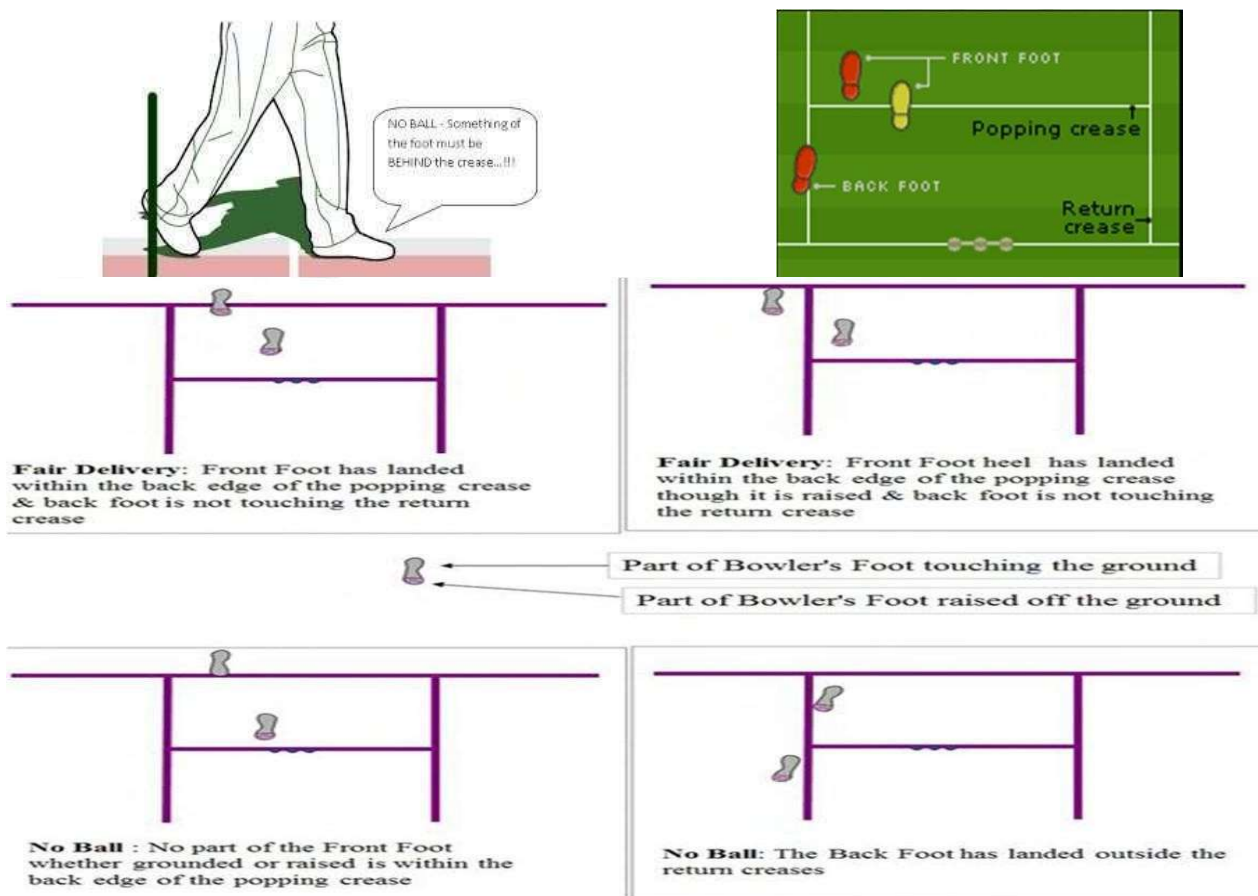
All No Ball calls result in a penalty of 1 run in addition to the runs scored of the ball and yield a free-hit. Please refer to free hit rules.

As per TDF Cricket, the following rules override the ICC no-ball rule

- 1 ball per over is allowed by the bowler to bowl between the shoulder and head height but not above head high. It is not a no-ball, it is the first warning, second such ball in the same over is no-ball
- Ball is way above head and not reachable, it is wide and first warning, second such ball in the same over is no-ball

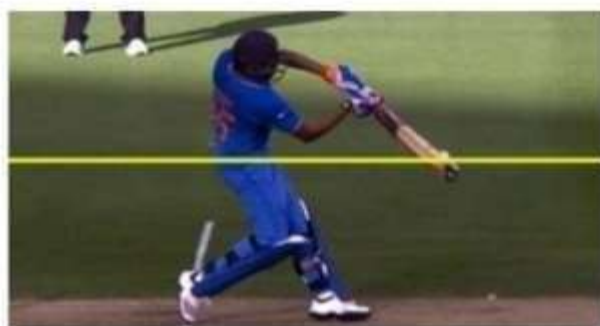
No Ball due to bowler's foot position, for a delivery to be fair in respect of the feet, in the delivery stride

- The bowler's back foot must land within and not touch the return crease.
- The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.
- If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.



The umpire shall call and signal No ball, if

- If the ball bowled reaches the batsman at waist height without bouncing (Full Toss) unless it hits wickets, see the below figure.



- Above shoulder (good bouncer) one per over allowed with warning. The second one in the same over is no-ball. If a leg-umpire is not neutral, the main umpire can discuss with leg-umpire and override leg-umpire decision.
- If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.
- In between the over, bowler does not notify the umpire of a change in their mode of delivery such as switching from right-arm to left-arm or over the wicket to round the wicket



- Umpire shall call and signal no-ball, if the bowler breaks the wicket at any time by any part of the body during the ball delivery including action and after delivery, except to run out the non-striker
- In addition to the instances above, no ball is to be called and signaled as required by the following
 - Position of wicketkeeper
 - Limitation fielders on each side.
 - Limitations of fielders in the grass Area.
 - Dangerous and unfair bowling (umpire judgement)
- Deliberate bowling of high full pitched balls (umpire judgement)

Note:

- An umpire shall revoke his call of No ball if the ball does not leave the bowler's hand for any reason
- If the ball strikes the stumps directly without pitching on the surface of the ground, is given out.
- The ball does not become dead on the call of No ball.
- When No ball has been called, neither batsman shall be out under any of the Laws except Run-Out, Handled the ball, obstructing the field.

Ground Setup



Boundary markings and the pitch setup (Length of pitch, stumps, popping crease and side markings) should be done by TDF Cricket Volunteer team as per the above guidelines

- Marking should be done before the schedule starts of game
- Umpires and both the captains need to confirm/agree to the pitch area before the match starts
- The length of the pitch should be 66 feet (22 yards) from one end of stumps to another end.



- Wilson A1228 Level 5 Soft T-Ball will be used for all matches. Match balls will be provided for each innings.
- Unless restricted by the shape of the ground, the boundary limit should be 195 feet (~63 yards) measured from the center of the pitch.
- **Declared runs and boundaries on the offside and fine leg positions are to be followed.**
 - **Runs Over the Fence Rule** Anytime the ball in play goes over/under the fence outside the field, the batting team will be awarded 2 runs.

TDF Cricket - General Rules

Attire

To ensure professional and appropriate standards of appearance of players and teams, the jersey provided by the TDF Committee need to be worn by all players. A player not in the appropriate attire is not allowed to play in that game unless deemed acceptable by the captain

Recalling Batsmen

- When the batsman is declared out, only the fielding captain can recall the batsman.
- NOTE: Umpire cannot recall the batsman as he is the one who declared out.

Conduct

- Fielders and bowlers are prohibited from shouting anything from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsmen. A warning is given for first offense and can be given a No-ball there after throughout the innings.
- If a player is involved in physical abuse of umpire / other team player, he will be disqualified from the game immediately, and the team will not be allowed to field a substitute in his place. The TDF committee will take appropriate action and penalty of his actions after the game is completed.
- Decisions by the umpires on the field of play are final. Any player showing unreasonable dissent in the opinion of the umpires/committee shall be disqualified from further play in the tournament following due and fair warning from the said officials.
- Foul Language/Abuse: If used first time, umpire will warn. If second time, 5 runs will be added to opponent or deleted from your team based on your bowling or batting.
- Standards that are used throughout the course of the tournament are not questionable after captains' acceptance. Any questions on the standards or rules can be raised to the captain concerned and thereby to the committee before the tournament. Any issues created for this matter during the tournament will be treated as the same way as foul language and a warning on first incident, 5 run penalty from second incident on is applied.

Other

- In case of a potential or real dispute regarding a hit for 2/4/6 runs and/or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.



- Also note that in the case of runouts and stumping, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is 'OUT'.

FINAL NOTE

All teams and their players must abide by the rules and regulations of the park (Parking Field) they are playing in, like no alcoholic drinks, no public indecent exposure etc.

TDF Cricket Committee reserves the right to amend the rules at any time if it considers such action to be in the best interests of the tournament. The committee holds the right to cancel any team for misconduct.

