



HCC RULES & GUIDELINES BOOK

2018



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Revisions:

Version	Created By	Reviewed by	Date
Draft 1.0	Ehrar Jameel	HMO	01/26/2018
Draft 2.0	Ehrar Jameel	HMO	03/26/2018
Draft 3.0	Ehrar Jameel	Team Reps & HMO	03/31/2018
Version 1.0	Ehrar Jameel	FINAL version after making all agreed changes	04/07/2018

Revisions After draft 3.0, changes requested and agreed upon by team reps (03/31/2018)

Section Modified	Change
2.4	Added clarity that the section is only for multiple player violation.
2.4 (Note)	Added a note in that section for violation regarding signing the waiver
3.1	Explained 3.1 pictorially as promised to the team reps and provided clarity.
3.2.1	Modified the second game time to 12:45 from 12:30
3.3.2	Added this section: After 2nd violation the penalty will be 100 \$ per violation and until the penalty is paid within 2 weeks the captain will be banned for the next game.
3.3.7	added text to make captains also accountable "Umpires and captains are responsible".
3.3.8	Added section "Only Captains are to talk to the umpires when there is any issue. And are not required to talk to each other."
3.5.9	Removed section "however if both captains agree we can have a runner".
3.6.3.1.4	Corrected a typo for minimum over requirement, modified from 8 overs to 10 overs.
18	Added section 18 for Chucking.
11 – 19	Cleaning the numbering.

HCC Rules 2018

1. Rules and Regulations

1.1. HMO members are responsible to formulate all rules, pursuant to required approvals by HMO members and current HCC Captains in accordance to the bylaws of HCC.

1.2. Most of the rules are covered by this document. The HMO can only add, modify or delete any rule or guideline during the season if deemed necessary to maintain the integrity of the league based on the strict guidelines defined in the bylaws document, no exceptions.

1.3. All must agree to abide by the HCC Rules and regulations to qualify for playing in the HCC.

1.4. There must not be any attempt to change the rules in the ground.

1.5. Any rule change request must be forwarded to HCC Committee.

2. Season and Registration

2.1. Season Schedule

2.1.1. The start and end dates for the various rounds and playoffs are made known via the schedule distributed prior to the season.

2.1.2. The schedule specifies mandatory umpiring requirements where applicable and the teams must strictly follow the umpiring requirements.

2.1.3. The schedule also specifies the 'minimum games' rule (the number of games a player must participate to be eligible for playoffs). See section 2.3.2 for Minimum games rule.

2.1.4. Requests for rescheduling games will not be entertained by HCC.

2.1.5. An alternate play day – “Rain Day/Reserve Day” will be used as a reserve game day for playoff stages at the discretion of the HCC committee.

2.2. Team Registration

2.2.1. The registration fee for the season will be announced to the captains of the interested teams (typically via email or website updates).

2.2.2. Payment should be paid to Hamzah Islamic center.

2.2.3. Payment must be received by the date specified in the registration fee announcement communication. Team contact information (email, phone number, etc.) must be provided along with the fees.

2.2.4. Each team Captain must obtain signature from each member of the team on the Waiver form and submit to HCC before the start of the players' first game. No team or player will be allowed to participate in the league without submitting the waiver form. The team captain will be held responsible for any violation of this rule. Waiver must be completed before the start of the season, however waiver for new players must be uploaded before start of first match played by the player.

2.3. Team Roster

2.3.1. A team can have any number of players on its roster. However, only 18 players per winning team (winner and runner-up) will be eligible to receive any player awards. Additional players from winning & runner-up teams can receive an award for a fee of \$25 per player, provided the player has not played for any other team during that league.

2.3.2. 'Minimum Games' Rule: A player must play at least 30% of the played games in the preliminary rounds to take part in play offs. In case of fraction the number of matches will be rounded off to the next lower whole number. This minimum rule does not apply to knockout tournament.

For example,

1. If a team must play 8 Round Robin matches, where the 30% is $8 * 30/100 = 2.4$, rounding off to lowest number makes it 4.
- 2.

2.3.3. A player representing a team either in the playing 11 or as a substitute shall not represent (playing 11 or substitute) another team during the same tournament.

2.3.4. If above rule is violated, the opposition team will be awarded the game and corresponding points, irrespective of the actual result of the game. The team which the player first represented is not in violation of the multiple representation rules. The player cannot represent any other team, including the first one. If he does, then that team is deemed as violating the multiple representation rules.

2.3.5. A team violating the multiple representation rules more than once will not be allowed to take any further part in the remainder of the season (including the playoffs).

2.3.6. Teams yet to play the violating team will be deemed to have 'won' the match and will be awarded the full game points.

2.4 Multiple player Violation discovery

2.4.1 Before start of a game, captains need to hand over the playing (6 to 11, if any reserve(s) list to the umpire(s) (to opponent captain if umpire(s) is/are absent), there can be no exceptions to this. Umpire(s) will have to check with captains if the players & reserves have submitted the waiver and must exclude the player who has not signed the Waiver form. Reserves can only be from the team's own squad.

2.4.2 If discovered before the start of the match, the player shall not be allowed to play under any circumstances. If that player's captain insists on playing him, the umpire will call the game off and award the game and corresponding points to the opposing team.

2.4.3 If such an incident takes place and is discovered during a match in progress, the umpire will have no choice but to stop play, call the game off, and award the game and corresponding points to the opposing team.

2.4.4 If discovered after the game has been completed, the opposing team may file a written complaint to the league. If such a case is found to be true, the offending team will lose the game, and corresponding points will be awarded to the opposing team.

Note: Umpire should send the player out for not having signed the waiver and not allowed to enter the field until the waiver is signed.

3. Format & Match related rules:

3.1 Tournament Format

Spring League: Top 6 teams based on the ranking after round robin round qualify for the knockout. R1 & R2 automatically qualify for the Semifinal. Teams R3 through R6 play the QF. R3 plays R6 (QF1) and R4 plays R5 (QF2) in QFs. In round of semifinals R1 plays QF2 and R2 plays QF1.

Teams	Rankings after Round Robin	Round 2 / QF	Semi Finals	Finals
T1	R1	R1 R2 Directly qualify for Semifinals	R1	SF1
T2	R2		QF2	
T3	R3	R3 R6 QF1	R2	SF2
T4	R4		QF1	
T5	R5	R4 R5 QF2	QF1	
T6	R6		QF2	
T7	R7			
T8	R8			
T9	R9			

3.2 Start Time and Duration

3.2.1. HCC Match Play Times are all EST/EDT. The start time is **9:30 AM** until unless notified of changes. Start time for the second match in the same field is **12:45 PM**.

Game must start 9:30 am and 12:30 pm with a grace period of 15 mins otherwise play is reduced over per table below.

Mandatory break for Prayers before 15 minutes of Iqama.

Prayer break is considered innings break to save time and enabling on start time of next game or any other HCC/Masjid event planned.

3.2.2. The home team is responsible for setting up the field, boundary markers and clean-up as per HCC guidelines before the start time of the match. Team 1 is always considered to be the Home Team.

The toss shall be conducted no later than 5 minutes before the match start time if both teams are present on the ground (Min 6 needed). Immediately following the toss, the toss-winning captain MUST let the opposing captain and umpire know of his team's decision right then and there.

3.2.4 Umpire need to specify this in the score sheet and it will help to track.

3.2.5. At the time of the toss, if one of the teams is not ready to play, which means at least 6 players are not present and accounted for at the ground, then the toss will be awarded to the team that is ready to play.

3.2.6. If a team is not ready to play 15 minutes after start time, the defaulting team shall lose an over for first 10-minute delay (after 15 mins grace) and another over for next 5-minute delay. If a team is not ready to play 30 minutes after start time the match & points will be awarded to the opponent team, provided the other team is ready to play. The neutral umpire will make the final decision. It will be considered as forfeit.

3.2.7. A team must declare the playing 11 during the toss time and the written list should be provided to the umpire. A team can start playing with minimum 6 players in field. However, a player must join the fielding team before the completion of 10 overs otherwise he cannot bat or bowl.

3.2.8. If both teams are not ready to play 15 minutes after start time, the overs will be reduced to make up for the time, teams shall lose an over for first 10-minute delay (after 15 mins grace) and another over for next 10-minute delay.

3.2.9. If both teams are not ready to play 60 minutes after start time, then the match will be counted as a loss for both teams, and no points will be awarded to both the teams

3.2.10. In case of a delayed start, the umpire and both the captains should agree to the start time of the game and the number of overs to be bowled per innings. If it is reserved field then the reservation time needs to be considered. The maximum overs per inning cannot be modified once the game has started.

3.2.11. At least one party (any playing team captain or one of the umpires) should complain to HCC to take necessary action.

3.2.12. Below table summarizes the reduced overs scenario, maximum allowed (minimum not in scope). Each bowler may bowl a maximum of only one-fifth of the total overs per inning. For a full, uninterrupted (20), 15 and 10 overs games, this is 4, 3 and 2 overs, respectively. Number of overs not divisible by 5 (five) should follow the table below which was arrived based on a method that we knew at that point in time.

3.2.13. Minutes Delayed Playable Overs Maximum Overs for Bowlers

PlayableOvers	MaximumOversforBowlers
19	4 bowlers can bowl a max of 4 Overs
18	3 bowlers can bowl a max of 4 Overs
17	2 bowlers can bowl a max of 4 Overs
16	1 bowlers can bowl a max of 4 Overs
15	5 bowlers can bowl a max of 3 Overs
14	4 bowlers can bowl a max of 3 Overs
13	3 bowlers can bowl a max of 3 Overs
12	2 bowlers can bowl a max of 3 Overs
11	1 bowlers can bowl a max of 3 Overs
10	5 bowlers can bowl max 2 overs each

*Note: As we’re replaying T20 format, the NetRR will be calculated based on 20 overs, not based on how m

3.3 Completion of Overs and Slow Over Rate

3.3.1. Under normal circumstances, timely start and without rain delays and interruptions, all teams must bowl their allotted overs in the scheduled time as follows:

Team bowling must finish the allotted overs in 80 minutes. The last over MUST be in progress at the mentioned time to avoid any penalty (After 1st warning the penalty will be \$50 for second violation. After 2nd violation the penalty will be 100 \$ per violation and until the penalty is paid within 2 weeks the captain will be banned for the next game.

3.3.2. Umpires may make first announcement 40 minutes after start time by which 10 overs must be completed. Bowling team captain is advised to consider the time remaining and the overs to be bowled to make necessary adjustments. The umpires need to mention the delay reason clearly on the scoresheet under notes section if it is determined that a specific team caused the delay then penalty will be levied on that team.

3.3.3. There will be a scheduled drink break of 5 minutes after 10 overs. Batsmen can ask for drink or a bat change only during the change of overs with permission from the Umpires. The second innings must start by one hour and 30 minutes after start time or 10 minutes after the first innings finish time team bowling second failing to complete their allotted in one and half hours will be penalized by HCC.

3.3.5. At any stage, if the shortfall is more than 2 overs, the umpire will warn the captain of the offending team. If the same trend continues in other games for the same team, a disciplinary action may be taken against the respective team by the committee.

3.3.6. Umpires have the authority to stop or continue play if an appeal is made for bad light or rain by the batting side. Umpire can direct the game to continue beyond the scheduled end time (3 hours after start time) to have a valid result of the game.

3.3.7. Umpires and captains are responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before deciding if a bowling side needs to be penalized for slow over rate.

3.3.8. Only Captains are to talk to the umpires when there is any issue. And are not required to talk to each other.

3.3.9. Umpire's decision is final

3.3.10. The above times will be adjusted accordingly in case of a delayed start due to any reason

3.4 Minimum Overs Requirement

3.4.1. To have a valid result for any match same number of overs to be played in both the innings and a minimum of 10 overs should be played in each inning.

3.4.2. Under no conditions the number of overs shall be reduced to less than 10 per innings.

3.4.3. The number of overs per innings must be finalized before the start of the game. Once determined, the maximum allotted overs cannot be changed at any stage of the game.

3.4.5. If minimum overs requirement cannot be satisfied on the game day, "reserve day" may be used as alternate day for a NEW game. Reserve day is only applicable to playoff games that are scheduled to have one. Under no circumstances a round robin game is postponed to the following weekend.

3.4.6. If minimum overs requirement cannot be satisfied on the reserve day for a playoff game, then depending on the situation HCC will make arrangements to complete the match without affecting the schedule.

3.5. Substitute players, Runners and Retiring

3.5.1. A team is allowed to have maximum of one substitute player per game if approved by the umpires and an approval from opposition captain is NOT required. Match played as a substitute will not be counted towards the “minimum matches” count (to be eligible for the play offs), i.e. this will not be counted as a match played.

3.5.2. A substitute player can only field. He can neither bowl nor bat or be allowed to act as a captain. He can be a wicket keeper.

3.5.3. A substitute player should belong to the requesting team roster and should have been listed on the HCC website.

3.5.4. A rested player from the fielding side can bowl/keep only after he is in the field for one full over in that match.

3.5.5. A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, should be informed of the reason for a batsman retiring.

3.5.6. If a batsman retires because of injury while playing, he is entitled to resume his innings. If for any reason he does not resume his batting, his innings is to be recorded as Retired - Not Out“. However, his runs will be added to his total runs scored in that season.

3.5.7. If a batsman retires for any reason other than 3.5.6 above, he cannot resume his batting and his innings is to be recorded as Retired - Out and his runs will be added to his match count for calculating statistics.

3.5.8. Wicket keeper is allowed to bowl and he can do it any time

3.5.9. No by-runner allowed in any situation of game. As per ICC no more by-runners in cricket as well HCC.

3.6 Rain Affected Games

3.6.1. In the event of rain, if much time is lost, a game will have to be decided based on the rain rule. A game may have to be shortened in most cases, and in some, the result might have to be determined using this rule. All umpires should be aware of how this rule works

3.6.2. Rain before the start of the game

3.6.2.1. Captains of both Home and Visiting teams and umpires should be at the ground before start time, no matter how bad the weather is unless if there is announcement by HCC.

3.6.2.2. Umpires will decide the starting time of the game based on the playing conditions and ground availability.

3.6.2.3. The teams will play a reduced over match depending on the length of the delay

3.6.2.4. A minimum of 10 overs must be played by both the teams and equal number of overs should be played by both the teams. In other words, there cannot be a 7 overs-per-innings game. If the umpire feels that there cannot be 10 overs (because of time constraints) per innings, he can rule out play on that day and the two teams can mutually decide to play the reserve day. The reserve day holds good only for play-offs.

3.6.2.5. On a Reserve day, the match must be replayed - including a fresh toss. This holds good for play offs only.

3.6.2.6. Play can extend beyond allotted time if umpires agree. In case of reserved field then the reservation time to be considered.

3.6.3. Rain after the start of the game

3.6.3.1. Umpires must calculate and decide whether the match can be continued or not. The various factors which should be considered in the decision are

3.6.3.1.1. Number of minutes delayed

3.6.3.1.2. Whether Team batting second can play the same number of overs as that of the team playing first

3.6.3.1.3. Whether the play area is in playable condition

3.6.3.1.4. If the umpire feels that the game cannot be continued, he can call off the game. For a game to produce the result, at least 10 overs should be played by both the teams. If the minimum over conditions are not met, a NO RESULT will be declared and points split. However, a playoff game may be moved to a reserve day scheduled by HCC

3.7 Umpiring

3.7.1. If an umpire fails to show up for an assigned game (start time CUT OFF time), then HCC may impose fine to the umpiring team or his team may lose one (1) point per violation up to two violations. The team will also be considered for disqualification from the league and cannot participate in any games for the rest of the season.

The officiating umpire MUST show up for the game by start time on the day of the game. IN case an umpire arrives 15 minutes after start time (time to conduct the toss), his team will be penalized. Two playing team captains must file a complaint with HCC

3.7.2. In the absence of an assigned umpire the teams have two options

3.7.2.1. Provide their own umpires, agreeable to the opposite captains, and play the game or call the game off and inform HCC. However, HCC does not guarantee to provide umpires. If both captain agrees to have their own umpires then HCC can't act for umpiring error.

3.7.2.2. Either way, the team assigned to send in neutral umpires will be penalized

3.7.4. If the square-leg umpire from batting team appears to have made a clear error in judgment, then the official HCC umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he may request to have him replaced

3.7.5. Team captains may lodge a complaint with HCC in case they are not satisfied with the standard of umpiring after the game. (only if umpire is officiating under the instructions of HCC)

3.7.6. No one is allowed on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution or bringing in drinks or equipment, the umpire must be notified

3.7.7. We advise all the Umpires to keep a copy of rules while umpiring.

3.7.8. Umpires should ask guard from the bowlers and do not penalize if the bowler did not mention.

Penalties:

3.7.9. the following penalties apply (should be reported by playing teams/umpires on the scoresheet)

3.7.10. If 1 (one) umpire shows up – immediate deduction of 0.5 from Points (not from NetRR). For e.g. a team with 0 Points will get -0.5 Points.

3.7.11. Complete No Show – Immediate deduction of 1 from Points (not from NetRR). For e.g. a team with 0 Points will get -1 Point.

3.7.12. Late Arrival 1 (one) or 2 (two) umpires – first 5 (five) overs, immediate deduction of 0.05 per over per umpire from Points. After 5th (fifth) over i.e. 5.1 has started, the above No Show penalty will be applied.

3.7.13. Left during game without alternate arrangement, the above No Show penalty will be applied.

3.7.14. E. If the umpiring team is out of the HCC tournament, HCC will decide further actions and let teams know.

3.7.15. Teams agree to fulfill the umpiring assignments regardless their playoff situation.

3.8 Playing Surfaces & Markers

3.8.1. If the umpire feels that the surface is not fit for the play due to any reason (including surface deterioration due to rain or unavailability or other causes), he may call off the game. Both teams must agree to play on the same day failing which points will be shared among teams. A playoff game can be moved to play on a scheduled reserve day.

3.8.2. Due to safety of players, HCC strictly advises not to play in adverse weather conditions. Once weather has improved before game starts, captains and umpires can choose to play full game or reduced overs per guidelines. Pitch should be used in such a way that it is not damaged.

3.9 Awards and Trophies

3.9.1. The winning side of the final game shall be awarded the HCC Cup.

- 3.9.2. Each registered player of winning side will receive a champion's trophy
- 3.9.3. Each registered player of the losing side will receive a runner's trophy
- 3.9.4. Man, of series: One best Batsman and one best Bowler trophies will be awarded.
- 3.9.5. Awards are subject to change and this is under sole discretion of HCC.

4. Terminology

- 4.1. Umpire: Any use of the word umpire in this document means a neutral umpire, i.e., an umpire not belonging to the two playing teams.
- 4.2. Play Offs: Play offs include Quarter Finals, Semi-finals and Finals and any match that's played to determine the playoff spot or ranking. It does not include round robin matches.
- 4.3. Rain Day (Play Offs Only): If the play is stopped due to rain, then the reserve day will be used. Rain Day holds good only for play offs and HCC will determine whether and when to have rain day or not. It's not necessary that all the play-off matches should have rain day.

Home Team: Home team is team that is responsible coordinating and setting up that match. Responsibilities include, but not limited to, coming in early and setting up the ground (boundary, pitch, creases, and so on). Every team will be assigned this responsibility at some point or other. This must be completed before the start time of the match.

5. Spirit of the Game

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 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.

5.1 Captain's Responsibility— The captains are responsible always for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. **The responsibility for the team's conduct firmly lies with the captain.**

5.2. Player's Responsibility— It's their utmost duty to maintain the spirit of the game till the end on and off the field during the match

5.3. Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

6. Misconduct Warning

6.1. Behavior of teams:

The neutral umpires are empowered to oversee the behavior of the teams during the game. In case of dissent shown by any player during the game such as using abusive language, fighting on the field, too many appeals to the umpires, vehemently disagreeing with the umpire's decision, the umpires reserve the right to call the captain of the team involved in such an act and warn the player involved. If the umpire gives 2 warnings to a player and it happens the 3rd time the player would be sent out of the game and he cannot be replaced by a substitute nor can he bat if he hasn't done so already. In case of the team being a batting team and if the batsman has already finished his batting and if such a scenario has been reported by the umpire, the player will be banned from playing the next game. If it is a batting team and if it is during a playoff game, the team will be penalized 1 over of play.

6.2. Trash Pickup:

Each Team must pick up their trash after their match and should leave the ground in similar condition in which it was before the match. HCC will take disciplinary action in the event any Team fails to follow this.

6.3. Smoking or consumption of alcohol:

Smoking or Consumption of alcohol on the field or on the premises including the parking lots and the area surrounding the fields is prohibited and all the park rules apply while playing. Violating team is subject to severe penalty and/or match ban.

6.4. Fair and Unfair play

- The neutral umpire(s) is/are the sole judge(s) of fair and unfair play.
- The umpire(s) may intervene at any time and it is the responsibility of the captain(s) to act where required. Umpires must intervene for:
 - Deliberate wasting of time by either team.
 - Damaging the pitch by either team.
 - Dangerous or unfair bowling by either team.
 - Tampering with the ball by either team.
 - Any other action that the umpire(s) may consider to be unfair.

6.5. Time delays

In case of time delays, when the ball is lost or a player is injured, it is the duty of the neutral umpire to make note of the time. It is a good practice for both captains to also make a note and remind the neutral umpire. Either way, the neutral umpire's decision, as in all cases, will be final or no requests can be made to reconsider time delay issues.

6.6. Against the Spirit of the Game

- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire.
- There is no place for any act of violence on the field of play. HCC reserves the right to decide the penalty against the team(s) and/or player(s) and/or umpire(s).
- To indulge in cheating or any sharp practice, for instance:
- To advance towards an umpire in an aggressive manner when appealing to seek to distract an opponent either verbally or by harassment with persist

7. Tournament Format and Rules of Play

Cancellations, Bad Weather & Match Postponement

- 7.1 In case of inclement weather, the assigned officiating umpire will make the decision regarding the game. For play offs with scheduled reserve day it can be moved to the reserve day.
- 7.2 On a Reserve day, the match must be replayed— including a fresh toss. See Rules 3.6 for more information on Rain affected games
- 7.3 Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would decide whether the playing conditions are favorable to play or not. Failure to show up for the scheduled game by any side will be considered as ""forfeiting the game"".
- 7.4 If the team captains disagree with the umpire's decision, they may lodge a complaint with HCC, and play under protest. The score sheet has to reflect that they are playing under protest.
- 7.5 If both the teams are not ready to play by the adjusted date/time, then the match will be registered as a LOSS to both the teams and no points will be awarded.
- 7.6 If one of the team captains disagrees with the Umpire's decision and refuses to play, then the game shall be awarded to the opponent team. The captain in disagreement may file a protest with the committee.

8 Points Assignment

8.1 The following point system will apply:

- The winning team will get 2 points and losing team will get 0 points.
In case of a Tie or No Result, each team will get 1 points.

Outcome	Description	Points
Forfeit	A team doesn't come to the ground for their play	0
Lost	Undisputed loss	0
Cancelled	Cancelled by HMO for unavoidable reasons such as Masjid written Request/safety reasons foreseen	1
Rained out	Heavy rain forecasted (80%-100%), and the ground is unplayable rains during the gametime	1
Rain interrupted	Game started but interrupted by rain/weather condition as adjudicated by the umpire(s)	1
Tie	Both teams onequal scores irrespective of the wicket situation or number of overs faced at the end of the game	1
Walkover	A team is awarded a game due to opponent's forfeiture as adjudicated by theumpire(s)	2
Won	Undisputed victory	2

8.2 Teams may be penalized by the disciplinary committee for points and this will be decided by the HCC

8.3 Any further rankings will be based on final tally of points which include any penalty of points. For example, a team may get minus 1 point penalized and the ranking will be made based on minus 1 from the total points.

8.4 In the event of teams finishing on equal points in any division (or pool or group), rankings will be decided as per the following criteria:

8.5 Team with higher net run rate will be ranked higher

8.6 When two teams have equal points and equal net run rate, the team which was the winner of the head-to head match played between them will be placed in the higher position. When more than two teams have equal points and equal net run rate, the team which was the winner of most number of matches played between those teams will be placed in the higher position. For example, if 3 teams are tied in the following scenario:

- Team A beat team B but lost to Team C Team B lost to A but did not play Team C
- Head-to-head: Team A is 1-1 (50% win) Team B is 0-1 (0% win) and Team C is 1-0 (100% win) So Team C is ranked higher than Team A and Team A higher than Team B.
- If still equal, the team with the higher number of wickets taken will be placed in the higher position.
- In the highly unlikely event that teams cannot be separated by the above criteria then random draw will be used to choose the winner between the contending teams.

Play offs

Pre-Quarterfinals, Quarterfinals, Semifinals

- For these games, the game MUST be played on the reserve day if the minimum overs rule cannot be satisfied on the scheduled day. If there is no reserve day scheduled for a play offs game then depending on the situation HCC will decide to complete the match without affecting the schedule. If there is a tie then Super Over will be played to decide the winner and in case of no result even on the reserve day, then the higher ranked team will be the deemed winner after 2 reserve days have been explored.
- In case of Tie super over will be used.

Finals

- In case of Tie super over will be used.
- Net Run Rate (NRR) Formula: $(\text{Runs Scored}/\text{Balls Faced} - \text{Runs Scored Against}/\text{Balls Bowled})$

8.7 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate will 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.

8.8 Only those matches where results are achieved will count for net run rate calculations.

9. Game Results

9.1 The team scoring the greater number of total runs in the allotted overs shall be declared the winner.

9.2 If a game is canceled due to bad weather in round robin matches the match will be considered No result and points will be shared and Net Run Rate will not be taken into consideration. Round robin match should be completed on the scheduled day under any circumstances and it cannot be postponed to another day or week unless otherwise determined by the HCC committee. In case of Play offs, if a reserve day is scheduled, then the match should be played again from the start (rematch) on the reserve day.

9.3 For playoff match with scheduled reserve day if the game is canceled due to bad weather even on the reserve day of play, then depending on the situation HCC will decide to complete the match without affecting the schedule.

9.4 In case a game must be shortened due to weather, the minimum over's requirement MUST be satisfied for it to constitute a complete match.

9.5 SUPER OVER will be used **ONLY FOR PLAY OFF** matches. In the event of a tied match - when both teams have an identical number of runs at the end of the allotted overs - the winner shall be determined using SUPER OVER. SUPER OVER does not apply to round robin matches.

9.6 ***SUPER OVER***

9.6.1 Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over. The umpires will decide which of the ball (from either innings) to use.

9.6.2 Both the teams need to provide the three batsmen and a bowler before the start of Super Over

9.6.3 Team A will score some runs in the first over and team B needs to chase it successfully to win the Match. In case, it is unable to chase, team A wins.

- In case scores are level, the team with the most number of boundaries combined from the main match and the Super Over is the winner the team with the most number of boundaries from the main match (that is, not including the Super Over) is the winner
- In case scores are level, the team with the most number of boundaries combined from the main match and the Super Over is the winner.
- the first satisfied of the following criteria will determine the winner:
 - o The team with the most number of boundaries (Both sixes and four) combined from the main match and the Super Over is the winner.
 - o the team with the most number of boundaries (Both sixes and four) from the main match (that is, not including the Super Over) is the winner.
 - o Still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner. Runs scored from illegal deliveries count towards the total for the following legal delivery.

Still equal in super over Scenario

1

| RUNS SCORED FROM | TEAM 1 | TEAM 2 |

	Ball 6		1		1	
	Ball 5		2		2	
	Ball 4		6		4	
	Ball 3		4		2	
	Ball 2		4		1	
	Ball 1		1		4	

Team 1 wins because of 4th ball Team 1 scored more run than Team 2.

Scenario 2

| RUNS SCORED FROM | TEAM 1 | TEAM 2 |

	Ball 6		1		1	
	Ball 5		2		2	
	Ball 4		2		2	
	Ball 4(Wide)		1		0	
	Ball 3		4		4	
	Ball 2		1		1	
	Ball 1		1		1	

Team 1 wins, because team 1 has total score of 4(2+1+1) compare to team 2 score of 3 (2+1)

Scenario 3

| RUNS SCORED FROM | TEAM 1 | TEAM 2 |

	Ball 6		1		1	
	Ball 5		2		2	
	Ball 4		6		6	
	Ball 3		4		4	
	Ball 2		1		1	
	Ball 1		1		1	

Still equal then HCC to decide!!!!!! May be another super over.

- 9.6.4 No last man batting will be allowed for Super Over i.e. if two batsmen are out then the team is considered all out for Super Over.

10. Wide Ball

- 10.1 Wide markers should be set up before the start of the game and should be set up as follows: Off side wide marker should be placed at 36 inches (3 ft.) from the middle stump. Anything on leg side is wide considering ball crosses the leg side in batsman's normal standing position. The umpire will verify the setup.
- 10.2 Any ball over the marker is not considered a wide.
- 10.3 Wide should be called by the main umpire if he feels the ball crossed the plane of the batsman outside the marker. It does not matter where the batsman is at that time.
- 10.4 Stumping is considered out in wide ball and an extra run will be added to the batting side score. The bowler must bowl an additional ball.
- 10.5 After first bounce if the ball is above the head of the batsman standing upright on the crease, then the umpire may call it a wide (Obviously ball should not touch any part of batsman otherwise it will be called as no-ball).
- 10.6 All ICC rules for scoring, counting the number balls bowled in an over and getting out to a wide ball is valid.

11. No-Ball Rule

- 11.1 The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.
- 11.2 The bowler's back foot must land within and not touching the return crease (side crease).
- 11.3 Only the back leg should be considered for a no ball for return crease (side lines).
- 11.4 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 dangerous and unfair, if it is likely to inflict physical injury on the striker and can be called as a No Ball. Over the waist no ball should be considering if it passes the stump in the same height. If a batsman gets bowled, then it's out.
- 11.5 After first bounce if the ball is above the shoulder height of the batsman standing upright on the crease, then the umpire may call it a No Ball. (No warning rule).
- 11.6 If, in the opinion of either umpire, the ball has been thrown, he shall Call and signal No ball.
- 11.6.1 Caution the bowler, when the ball is dead. This caution shall apply throughout the innings. Inform the other umpire, the batsmen at the wicket, and the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- 11.6.2 If either umpire considers that after such caution a further delivery by the same bowler in that innings is thrown, the umpire concerned shall repeat the procedure set out in (a) above, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.
- 11.6.3 If either umpire considers that a further delivery by the same bowler in that innings is thrown,
- 11.6.4 The umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The suspected bowler thus taken off shall not bowl again in that innings.
- 11.6.5 All ICC rules for scoring, counting the number balls bowled in an over and getting out to a no-ball is valid.

12. Dead Ball Rule

12.1 If a bowler bowls a ball that makes two bounces before the stumps on the batting side, and then the ball should be called a Dead ball by the umpire

12.2 Any kind of batsman dismissal, scoring rule is invalid with Dead Ball.

12.3 It is unfair if the wicket-keeper standing back makes a movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicketkeeper, either umpire shall call and signal No ball.

13. LBW

13.1 *There will be no LBW*

13.2 However, runs for leg byes are allowed as long the batsman does not deliberately pad.

Note: There is no such rule saying batsman not offered any stroke. If not, deliberate padding batsman can have leg bye. For Example, if a batsman tries to avoid a bouncer and if it hit his body, there is always run for that.

14. Mankadding

14.1 Mankadding is allowed but only after a legitimate warning by the umpire to the bowler and/or the captain of the fielding team. Mankadding means, bowler attempting to run out the non-striker before entering the delivery stride. The umpire should then warn the non-striker. Also the bowler should NOT have completed his bowling action (bowler should NOT have entered his delivery stride) in order to make an attempt for Mankadding.

14.2 If the non-striker continues to run after 1 warning and the bowler runs him out non-striker can be declared out Mankadding if umpire think he was out of his crease.

15. Wicket Put Down

15.1. If bails are off while the batsman is in the crease then a run out can occur only when the fielder knocks the stumps down. Regular run out rules apply. If all the stumps are put down on the ground, then following two situations apply.

15.2 The entire stump pack must be brought upright before running out is made or the entire stumps to be carried by hand with ball in the hand. This also applies when the base moved but wicket didn't fall.

16. Scores Cards & Umpire Reports

- 16.1 HCC Scoresheet latest must be used which is available on the HCC website.
 - 16.2 Follow the Codes, and Guidelines mentioned in the Scoresheet.
 - 16.3 Do not use your own coding.
 - 16.4 Completed, accurate and signed Scoresheets are mandatory for the Awards, Points and NetRR.
 - 16.5 Captains and umpires should sign and handover the originals to the umpires.
 - 16.6 Take a picture and send completed Scoresheets to HMO Scoresheet Director.
 - 16.7 Any discrepancies should be notified to the umpires, captains and HMO as early as possible.
 - 16.8 Everyone must follow HMO Scoresheets verification and tracking processes
 - 16.9 Scorecards for all games must include the full batting, bowling, and fielding records.
- Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their batting and the other teams bowling and fielding details) to the umpires.
- 16.10 Teams are urged to put names of fielders involved in a dismissal on the score sheets.

HCC Managing Organization (HMO) Scoresheets verification and tracking process

Before Match

Teams & Umpires Readiness for TOSS

- Both teams communicate playing 11 to umpires (write in scoresheets)
- Circle if any player is going to join late and communicate that to umpires too.
- It will be captains responsibility to mention on scoresheet before TOSS if any new player who did not play before and sign waiver form.
- Waiver form MUST signed before TOSS otherwise Umpires are authorized not to allow that player for playing.

Conduct TOSS

- Umpires need to ensure captains communicated to them playing 11
- Umpires needs to remind captains the values of HCC
- Perform TOSS and Winning captain need to decide immediate if they are going to bat or bowl

Conduct Match

First Innings Completion

- Batting Team Captain need to ensure scoresheet is complete (all information filled except match outcome) and accurate. Runs total from batting and bowling sections are aligned.
- Clearly circle the names of the player who did not bat, and write DNB.

Second Innings Completion

- Batting Team Captain need to ensure scoresheet is complete (all information filled except match outcome) and accurate. Runs total from batting and bowling sections are aligned.
- Clearly circle the names of the player who did not bat, and write DNB.

Match Conclusion

- Both captains need to update "Final SCORE and RESULT" and "APPROVALS BY" sections
- Both Captains need to handover fully completed scoresheets to umpires
- Umpires need to initial next to players who came late and circled for late coming during TOSS time.
- Umpires need to ensure scoresheets are fully completed without any errors before signing the scoresheets.

After Match

QC Process & Scoresheets Repository

- Umpires send scoresheets for QC to HMO
- HMO Scoresheet Director will perform QC to ensure scoresheets are filled correctly and there no issues. In case there will be issues, scoresheets will send back to umpires and captains for corrections.
- If no corrections required, HMO Scoresheets Director will upload the scoresheets on the HMO website.





17. Protests & Complaints

- 17.1 All protests and complaints must be properly signed and submitted to the committee no later than Monday following the game day.
- 17.2 Copies of the complaint letter should also be sent to the officiating umpires and team involved in question in due course. No protests or complaints will be valid if a game is played without an approved HCC umpire.
- 17.3 The decision of the HMO will be final.
- 17.4 No protests or complaints will be considered unless proper procedures are followed.

18 Chucking

- 18.1 If a bowler has chucked the ball and the batsman has appealed the ball and both the umpires have noticed it and agree that the ball was indeed chucked then they can call the ball as a No-ball.**
- 18.1.1 If both the umpires are not sure then they will notify the bowler that he has been called for chucking and will notice the next deliveries, if both the umpires agree that the ball is chucked then they can call that ball as a No-Ball.
- 18.1.2 Even after calling 3 No-Ball if the bowler continues to chuck then the bowler would be replaced and not allowed to bowl in that game.
- 18.1.3 Please note that both the umpires must agree that the ball has been chucked and they will intervene when the batsman appeals.
- 18.1.4 Once the umpires are sure that the bowler is not chucking they need to notify the batsman.

19. Ground Demographics

