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# HCC GAMES RULEBOOK

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**v03 Draft 052**



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# HCC Game Rules

## 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 HMO bylaws.
- 1.2. All must agree to abide by the HCC game rules to qualify for playing in the HCC.
- 1.3. There must not be any attempt to change the rules on the field.
- 1.4. Playoff games can only be rescheduled up to two times. After this, the team with better results in non-playoff games during the particular league, will be declared the winner. For league finals, after attempts to reschedule the finals twice, both teams will be declared the winner.

## 2. Season and Registration

### 2.1. Season Schedule

- 2.1.1. The start and end dates for the various HCC leagues including playoffs are made known via publication on HCC's website.
- 2.1.2. The schedule specifies mandatory umpiring assignments where applicable and the teams must strictly follow the umpiring assignments.
- 2.1.3. No games will be rescheduled for any reason except for playoffs at the discretion of HMO.

### 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.
- 2.2.4. All HCC players are required to be registered with a team and they must electronically sign the HCC Accident Waiver and Release of Liability Agreement ("Waiver") before they can participate in any HCC activity - play games, conduct umpiring, take part in any activity conducted by HCC, etc.

## 2.3. Team Roster

2.3.1. A player must be added to the team roster via HCC website PRIOR to the game Start Time listed on the HCC Games' Schedule tab regardless of the fact whether the game starts on time or it is delayed.

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2.3.2. A team can have any number of players on its roster as reflected on the HCC's website under Team Registration for each HCC league. 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.

2.3.3. Minimum Games Rule: A player must play at least 30% of the played games (games where scoresheets were submitted and the player was listed in the scoresheet and accepted by HMO) in the preliminary rounds to take part in playoffs. In case of fraction, fraction part of the number will be ignored and the resulting integer will become the number of minimum required matches for players. If the resulting number from this math is less than 1, then the minimum games requirement for a player will be 1 game. This minimum rule does not apply to knockout tournament.

For example,

1. If a team has played 8 non-playoff games, then  $8 * (30/100) = 2.4$ . Ignoring the fraction .4, integer 2 becomes the minimum number of non-playoff games a player must have played to qualify to play in the playoff games.
2. If a team has played 3 non-playoff games, then  $3 * (30/100) = 0.9$ , and since the resulting number is less than 1, 1 becomes the minimum number of non-playoff games a player must have played to qualify to play in the playoff games.

2.3.3- 2.3.4 Multiple Team Representation: A player can only play for a single team during a league. If a player is registered with a team and decides to play for another team within the same league, this is allowed only if the player has not played any games with the current team. In this case, the current team's captain must remove the player from the registered team roster first and then the new captain should add the new player to his registered team. Player should be added with the same email address as they were when registered with the prior team. New team's captain should ask for the player's info either from the current captain or HMO to ensure the player is added to the new team with the same First Name, Last Name, Email and Mobile #. Captains will not be allowed to remove a player from the league roster if they have appeared at least once in any of the submitted scoresheets for the league.

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2.3.4.1- 2.3.5 If an email address needs to be changed for a player, either the player or the captain should reach out to HMO.

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## 2.4 Waiver Signature Requirement

2.4.1 Before game start time, 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) are required to ensure that the submitted roster only includes players that are listed on the Team Registration page on the HCC website and the players have the signed the Waiver electronically hence the Status appears Active.

- 2.4.2 Captains must submit the roster / scoresheet using the full names of the players as they are listed under Team Registration on the HCC website. Post conclusion of any game, captains will not be allowed to change the name of the player(s) on the scoresheet and not-recognized player(s) on the scoresheet will be considered to be a player(s) who has not signed the Waiver.
- 2.4.3 If discovered before the start time of the match that a player has not signed the Waiver, 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 to the opposing team.
- 2.4.4 If such an incident takes place and is discovered during a match in progress that a player has not signed the Waiver, the umpire will have no choice but to stop play, call the game off, and award the game to the opposing team.
- 2.4.5 If discovered after the game has been completed that a player has not signed the Waiver, the offending team will lose the game, and the game will be awarded to the opposing team.

~~Note: Umpire should send the player out for not having signed the Waiver and not allow the player to enter the field until the Waiver has been signed.~~

### 3. Game Format and Game Rules

**3.1 Game Format** – Published per league on the HCC website.

#### 3.2 Start Time and Duration

3.2.1. HCC game start times are all EST/EDT. Start times and respective grace periods are listed on HCC website per league under Leagues tab. Not all leagues shall have a grace period for game start time. In addition, start times for games are also listed on the published schedule for each league on HCC website.

Game must start by start time plus the provided grace period (if any), otherwise play is reduced by overs 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. Game toss time shall be no earlier than 5 minutes before the game start time. Umpires must complete the toss / acquire winning captain's decision by game start time plus grace period (if any). with minimum of 6 players present for each team. 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.

3.2.5. 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 at start time plus provided grace period, the defaulting team shall lose a batting over for every 4-minute delay – whether they bat first or second. If a team is not ready to play 30 minutes after start time plus provided grace period, the match will be awarded to the opponent team, provided the other team is ready to play. Game will be considered as forfeit.

3.2.7. A team must declare the playing 11,9, etc., as required by each league per HCC website, 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 50% of the required overs for the game, otherwise the player cannot bat or bowl.

3.2.8. If both teams are not ready to play at start time plus provided grace period, the overs will be reduced to make up for the time. teams shall lose an over per inning for every 8-minute delay..

3.2.9. If both teams are not ready to play 30 minutes after start time plus provide grace period, then the match will be counted as a loss for both teams, and no points will be awarded to either of the two teams.

3.2.10. In case of a delayed start, 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 HMO 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.

**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 bowler 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 bowler 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 howm*

**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 at the rate of one over per four minutes (one over / 4 minute).

Team bowling must finish the allotted overs in number of required overs times four (required overs x 4) minutes. For example, if 20 overs are required, then 20 overs must be bowled in 80 minutes. Similarly, if 10 overs are required, then 10 overs must be bowled in 40 minutes. The last over MUST be in progress at the mentioned time to avoid any penalty (After 1<sup>st</sup> warning the penalty will be \$50 for second violation. After 2<sup>nd</sup> 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 halfway into the first inning (or sooner) by which 50% of the required overs must be completed. Bowling team's 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 inning must start no later than 10 minutes after the completion of the first inning.

3.3.5. At any stage, if the shortfall is more than 2 overs, and the offending team's captain had been warned, then the umpires are empowered to reduce the batting overs of the offending team by one over for each 4-minute delay. If the offending team had already batted, then the umpires should report this delay on the scoresheet to HMO.

3.3.6. If a delay is experienced as a result of an injury, then the delay should not be counted as delay of game. Umpires should report the lost time due to the injury, on the scoresheet.

3.3.7. 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.

3.3.8. 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.

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

3.3.10. Umpire's decision is final.

3.3.11. 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 50% of required overs as outlined per league, should be played in each inning.

3.4.2. Under no conditions the number of overs shall be reduced to less than 50% of the required overs, 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, for non-playoff games, the result of the game will be point split between the two teams.

3.4.6. If minimum overs requirement cannot be satisfied on the gameday for a playoff game, then the game will be rescheduled at HMO's discretion.

### **3.5. 12th Player, Runners and Retiring**

3.5.1. A team is allowed to have maximum of one 12<sup>th</sup> player per game but the 12<sup>th</sup> player must be declared on the team's roster provided to the umpires.

3.5.2. 12<sup>th</sup> 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. 12th player should belong to the requesting team roster and should be listed on the Team Registration page on the HCC website and the player must have signed the Waiver electronically hence the Status appears Active

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 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 teams and umpires should be at the ground before game start time, no matter how bad the weather is unless the game(s) are called off by the HMO.

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 50% of required overs per league, must be played by both the teams and equal number of overs should be played by both the teams. If the umpire feels that 50% of the required overs (because of time constraints) cannot be played per innings, then for non-playoff games, the game will result in points split between the two teams. Playoff games will be rescheduled at HMO's discretion.

3.6.2.5. If a game is rescheduled, the game must be replayed - including a fresh toss.

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 50% of required overs per league, should be played by both the teams. If the minimum over conditions are not met, for non-playoff games, the game will result in points split between the two teams. Playoff games will be rescheduled by at HMO's discretion.. Here is an example:

If the first inning was completed and the team that batted first, played 20 overs and during the second inning, it started raining during the 5<sup>th</sup> over or the 12<sup>th</sup> over or during the 19<sup>th</sup> over, for non-playoff games, this will result in points split between the two teams.

## 3.7 Umpiring

3.7.1. Scheduled team(s)'s umpires are required to be at the field 5 minutes before the game start time to conduct the toss.

3.7.2. In the absence of an assigned umpire(s), the game should move forward with non-neutral umpires provided by playing team(s).

3.7.4. Team captains may lodge a complaint with HMO in case they are not satisfied with the standard of umpiring after the game.

3.7.5. 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.

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

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

3.7.8. Captains should verify that the umpires have signed the Waiver by looking up the umpires on the Team Registration page on HCC website – Status should be Active for the umpires under registered team. If an umpire has not signed the Waiver, then he should not be allowed to umpire the game.

### 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, HMO 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

HMO will support the following activities for up to ~~four~~ two HCC sponsored leagues per year.:

~~3.9.1. The winning side of the final game shall be awarded the League Cup (per league). For each league:~~

~~3.9.1. Winner and Runner-up team trophies (one trophy per team – two trophies per league).~~

~~Individual player's trophies or medals for up to 18 players from each team – winner and the runner-up.~~

~~Best Batsman, Best Bowler and Best Allrounder (3 trophies per league).~~

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~~3.9.2. Each registered player of winning side will receive a champion's trophy~~ Participation team trophies for all teams who neither won a league nor finished as runners-up for any HCC sponsored leagues (one per team).

~~3.9.3. How Best Batsman is Calculated: Batsman are ranked by the runs they scored in the league in the non-playoff games. In case we have a tie or multiple players tie for the top spot, trophies will be awarded to all top players.~~

~~3.9.4. How Best Bowler is Calculated: Bowlers are ranked by the number of wickets they took in the league in the non-playoff games. In case we have a tie or multiple players tie for the top spot, trophies will be awarded to all top players.~~

~~3.9.2-3.9.5.~~ How Best All Rounder is Calculated: Weighted contribution which is a sum of total runs scored plus (number of wickets taken multiplied by 10) – based on runs scored and wickets taken in the non-playoff games. In case we have a tie or multiple players tie for the top spot, trophies will be awarded to all top players.

~~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 HMO.~~

**NOTE:** All trophies are subject to budget approval and monies left in the budget at the end of the year when trophies are purchased. If the budget is short, then trophies’ choices will be made at HMO’s discretion. Best batsman, best bowler and best allrounder awards are contingent on HMO having a Scoresheet Director who is able to record scores for the games, digitally.

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### 3.10 Playing Balls

3.10.1 Each game must be played with a Red Heavy Tennis Ball weighing approximately between 152-154 grams or between 5.2 to 5.4 ounces.

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3.10.2 The batting side is responsible for proving playing balls for the innings.

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3.10.3 Umpires and captains must inspect the playing balls before the start of each innings to avoid any issues during the innings.

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3.10.4 Umpires must take possession of two brand new playing balls from the batting side before the start of each innings.

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3.10.5 Each innings must start with a brand-new playing ball.

3.10.6 Used balls cannot be put in play until minimum of two new playing balls have been consumed. If both new balls are lost, game can resume either with another new playing ball or a used playing ball – given that umpires and batting-side captain reach an agreement.

3.10.7 If the playing ball(s) is not inspected by either the umpires or the fielding side captain before the start of the innings, the game shall continue with the current playing ball until either the innings is over or the playing ball is lost.

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## 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. Playoffs: Playoffs include Quarter Finals, Semi-finals and Finals.

4.3. Rain Day (Playoffs Only): If the play is stopped due to rain, then the reserve day will be used. Rain Day holds good only for playoffs and HMO will determine whether and when to have rain day or not. It’s not necessary that all the playoff 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. Umpires are also empowered to enforce the penalties outlined in the Misconduct Penalties during the game under the Penalties section of this document. Furthermore, while playful hooting is part of the game, if a player does not appreciate hooting directed at him, then he should notify the umpires. Umpires should let the player(s) and the player(s)'s captain know that the hooting is not appreciated by the player and it should stop. This applies to players on the field and also to the players that may be in the gazebo.

### 6.2. Trash Pickup:

Home team (Team 1) is responsible for picking up all trash from the field and the gazebo.

### 6.3. Consumption of alcohol:

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. No smoking is allowed in the field. If kids are present in the gazebo, then smokers should find a more out of sight place for smoking.

### 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.
- 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. If non-playoff games cannot be completed, then these will result in points split between the two teams. Playoff games will be rescheduled at HMO's discretion. For playoffs with scheduled reserve day it can be moved to the reserve day.
- 7.2 Rescheduled games must be replayed— including a fresh toss.
- 7.3 If the team captains disagree with the umpire's decision, they may lodge a complaint with HMO, and play under protest. The scoresheet has to reflect that they are playing under protest.
- 7.4 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 HMO.

## 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 point.

Outcome	Description	Points
Forfeit	A team doesn't come to the ground for their game	0
Lost	Undisputed loss	0
Cancelled	Cancelled by HMO for unavoidable reasons such as Masjid's event, bad weather, safety concerns, etc	1
Rained out	Either called off by HMO or umpires on the field	1
Rain interrupted	Game started but interrupted by rain/weather condition as adjudicated by the umpire(s)	1
Tie	Both teams equal 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 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.

8.3 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:

8.4 Team with higher net run rate will be ranked higher

8.5 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.

## Playoffs

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 playoffs game then depending on the situation HMO 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:  $(\text{Runs Scored}/\text{Balls Faced} - \text{Runs Scored Against}/\text{Balls Bowled})$

8.6 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.

8.7 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 HMO. In case of Playoffs, 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 PLAYOFF** 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	
<b>Ball 4</b>	<b>6</b>	<b>4</b>	
Ball 3	4	2	
Ball 2	4	1	
Ball 1	1	4	

Team 1 wins because of 4<sup>th</sup> ball Team 1 scored more run than Team 2.

Scenario 2

| RUNS SCORED FROM | TEAM 1 | TEAM 2 |

Ball 6	1	1	
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Ball 5	2	2
<b>Ball 4</b>	<b>2</b>	<b>2</b>
<b>Ball 4(Wide)</b>	<b>1</b>	<b>0</b>
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 ~~(chucked); 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 ~~/chucked~~, the umpire concerned shall ~~caution the player again 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 ~~/chucked~~,
- ~~11.6.4~~ 11.6.3.1 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. Completion of in-progress over by a different bowler shall count towards his overs limit for the innings – that is, partially bowled over will be counted as one complete over.
- ~~11.6.5~~ 11.6.3.2 All ICC rules for scoring, counting the number balls bowled in an over and getting out to a no-ball is valid.

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## 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 HCC Google Group.

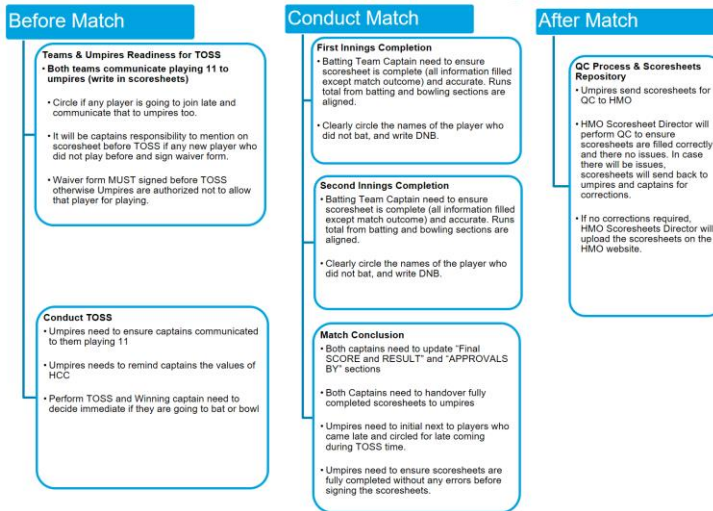
~~16.7~~ 16.7 Everyone must follow HMO Scoresheets verification and tracking processes

~~16.9~~ 16.8 Scoresheets 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~~ 16.9 Teams are urged to put names of fielders involved in a dismissal on the score sheets.

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## HCC Managing Organization (HMO) Scoresheets verification and tracking process



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## 17. Protests & Complaints

17.1 All protests and complaints must be properly signed and submitted to the HMO within 5 days following the game day.

Copies of the complaint letter should also be sent to the officiating umpires and teams' captains involved in question in due course.

17.2 The decision of the HMO will be final.

17.3 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. Penalties

Game rule violations, if these are not reported on the scoresheet, then these should be reported to HMO via email - [hcc-managing-organization@googlegroups.com](mailto:hcc-managing-organization@googlegroups.com). If submitting via email, address the email to HMO and only copy your captain and other relevant members of your team that were present during the particular game.

Umpiring Penalties		
Offence	Penalty	Comments
1. Not able to complete toss/winning captain's decision by game Start Time + Grace Period (if any)	0.25 point(s) per umpire	Captains must report this on their scoresheet.
2. No Show	0.75 point(s) per umpire	Captains must report this on their scoresheet.
3. 0 - 29 minutes after game Start Time + Grace Period (if any)	0.5 point(s) per umpire	Captains must report this on their scoresheet.
4. 30 minutes after game Start Time + Grace Period (if any)	0.75 point(s) per umpire	Captains must report this on their scoresheet.
5. Advising players on either team, on any aspect of the game whether on the field or in the gazebo	0.5 point(s) per umpire	Umpires lose impartiality when they give any advice related to the game to players. Umpires must remain neutral.
Rain/Adverse Weather (games not cancelled by HMO)		
Offence	Penalty	Comments
6. Team not present on the field by game Start Time plus Grace Period (if any)	Opposing team is declared winner	Game will be recorded as forfeit.
7. Both teams not present on the field by game Start Time plus Grace Period (if any)	Loss for both teams	Game will be recorded as a loss for both teams.
8. Umpires not present on the field by game Start Time plus Grace Period (if any)	0.75 point(s) per umpire	
Team Roster, Scoresheets, Misc, Waiver Not Signed Penalties		
Offence	Penalty	Comments
9. <u>Player added to team roster on</u>	<u>Player not allowed to play the game.</u>	<u>Umpires and captains are responsible</u>

<a href="#">HCC website after the game Start Time</a>		<a href="#">for ensuring this. If this not caught before the start of the game, then no penalties are applied during or after the game.</a>
<a href="#">10. Unable to provide two required new playing balls for the game per the playing ball requirements</a>	<a href="#">The opposing team is declared the winner</a>	<a href="#">See Playing Balls section for more details on specifications and guidelines pertaining to playing balls.</a>
<b>Waiver Not Signed Penalties</b>		
<a href="#">9-11. Discovered prior to game start time</a>	Player not allowed to play the game	
<a href="#">10-12. Discovered during the game</a>	Non-offending team is declared winner	Runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded.
<a href="#">11-13. Discovered post-game</a>	Non-offending team is declared winner	Actual runs scored by each team will still be used in the calculation on NRR (if applicable).
<a href="#">12-14. Not recognized/registered player on the submitted scoresheet</a>	Non-offending team is declared winner	Actual runs scored by each team will still be used in the calculation on NRR (if applicable). Applicable to cases where for example, Javed is listed on the scoresheet and per the captain, Javed is asked to be accepted as Abdul. In other words, listed name on the scoresheet has no resemblance to actual registered player's name on the HCC website.
<a href="#">13-15. Umpire - Discovered during the game</a>	Umpire should be removed from the field. 1.00 point umpiring team per umpire	
<a href="#">14-16. Umpire - Discovered post-game</a>	1.00 point umpiring team per umpire	
<b>Misconduct Penalties</b>		
<b>Offence</b>	<b>Penalty</b>	<b>Comments</b>
<a href="#">17. Urination or any other lewd act at any part of Hamzah property.</a>	<a href="#">For initial offence, player will be banned from HCC for up to three games. Any subsequent offence will ban the player from HCC.</a>	
<a href="#">18. Loud noises of any kind that carry, during the game, whether in the field or in the gazebo</a>	<a href="#">During the game: Given the severity of the offence, umpire should warn the player and if it happens again during the game, player should be ejected from the game. After the game: Given the severity of the offence and the history of the player, player could be banned for up to three games or for the year or from HCC.</a>	<a href="#">We must reduce the complains that we get from the surrounding neighborhoods.</a>
<a href="#">15-19. Any formal complaint or suggestion where HMO is able to substantiate that these were based on lies, rumors hearsays, or unsubstantiated claims about HCC or any of its members</a>	Player is banned for up to three games or for the year or from HCC, given the history of the player and severity of the offence.	

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<del>16-20.</del> Attempt to bring non-HCC parties into formal complaints or suggestions while these are submitted or while submitted complaints are investigated	Player banned for up to three games or for the year or from HCC, given the history of the player and severity of the offence.	
<del>17-21.</del> Under 18 player officially on the field on behalf of a team during a game – either playing or umpiring	1.00 point(s) per playing team 1.00 point(s) per umpiring team	This penalty is listed here to serve as another reminder/deterrence for players. Per HCC Accident Waiver and Release of Liability Agreement, no one under the age of 18 is allowed to play (in any capacity).
<del>18-22.</del> Team walking off the field or refusing to play based on an umpire(s)'s decision	Team that stays on the field is declared the winner. If both teams walk off the field, the game will be recorded as a loss for both teams.	Since umpire's decision is considered to be final, all teams must respect umpire's decision and finish the game. They can always lodge a complaint with HMO after the game.
<del>19-23.</del> Hooting during the game	If a player is impacted by hooting, he should bring this up to the umpires. Umpire should ask the player(s) and player(s)'s captain to have the hooting stopped. After two warnings by the umpires, if the hooting does not stop, then the offending player(s) should be ejected from the game. Ejected player cannot be replaced by a substitute.	If post umpire's decision during the game, the offending team refuses to complete the game, the game will be awarded to the non-offending team. Runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded.
<del>20-24.</del> Any physical action by a player towards another player or umpire - <b>by Player</b>	<b>During the game:</b> Player ejected from the game. <b>After the game:</b> Player is banned from HCC. If the captain was warned once prior to the action by an umpire, that the player has exhibited behavior which could lead to a physical action, then the captain will be banned for up to three games or for the year or from HCC, given the history of the captain.	If post umpire's decision during the game, the offending team refuses to complete the game, the game will be awarded to the non-offending team. Runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded.
<del>21-25.</del> Any physical action by a player towards another player or umpire - <b>by Captain</b>	<b>During the game:</b> Captain ejected from the game. <b>After the game:</b> Captain is banned from HCC.	If post umpire's decision during the game, the offending team refuses to complete the game, the game will be awarded to the non-offending team. Runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded.



<p><a href="#">22-26.</a> Abusive language (personal name calling or cussing in any language) or harassment or unsportsman like conduct directed towards another player or umpire - <b>by Player</b></p>	<p><b>During the game:</b> Given the severity of the offence, umpire should warn the player and if it happens again during the game, player should be ejected from the game. Expressing frustration not directed at anyone should not be counted as abusive language or harassment. Ejected player cannot be replaced by a substitute.</p> <p><b>After the game:</b> Given the severity of the offence and the history of the player, player could be banned for up to three games or for the year or from HCC. If the captain was warned once prior to the action by an umpire, then the captain will be banned for up to three games or for the year or from HCC, given the history of the captain.</p>	<p>If post umpire's decision during the game, the offending team refuses to complete the game, the game will be awarded to the non-offending team. Runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded.</p>
<p><a href="#">23-27.</a> Abusive language (personal name calling or cussing in any language) or harassment or unsportsman like conduct directed towards another player or umpire - <b>by Captain</b></p>	<p><b>During the game:</b> Given the severity of the offence, umpire should warn the captain and if it happens again during the game, captain should be ejected from the game. Expressing frustration not directed at anyone should not be counted as abusive language.</p> <p><b>After the game:</b> Given the severity of offence and captain's history, captain is banned for three games or for the year or from HCC.</p>	<p>If post umpire's decision during the game, the offending team refuses to complete the game, the game will be awarded to the non-offending team. Runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded.</p>
<p><a href="#">24-28.</a> Changing HCC game rules on the field or deviating from established game rules during the game or not applying the game rules correctly as outlined in the HCC games rulebook</p>	<p>1.00 point(s) per playing team 1.00 point(s) per umpiring team</p>	<p>Both playing teams and umpiring teams will be penalized for this offence. It is a joint responsibility of playing and umpiring teams to ensure compliance with all game rules during a game. Outcome of the game will be honored, however, the penalties will be applied.</p>
<p><a href="#">25-29.</a> Adding the same player to registered team roster with a different email address - By Captain or Captain's Designee</p>	<p>1.00 point(s) for the first offence. Banned for the year for the second offence. Banned from HCC for the 3rd offence.</p>	

<p><a href="#">26-30</a> Minimum Game Rules Violation</p>	<p>During or post game, non-offending team is declared winner</p>	<p>If violation is caught during a game, the game should be stopped and the umpire should declare the non-offending team the winner. In this case, runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded. If violation is caught after a game, non-offending team will be declared the winner. In this case, runs scored will be used in the calculation of NRR (if applicable).</p>
<p><a href="#">27-31</a> Multiple Team Representation Violation</p>	<p>During or post game, non-offending team is declared winner</p>	<p>If violation is caught during a game, the game should be stopped and the umpire should declare the non-offending team the winner. In this case, runs scored will not be used in the calculation of NRR (if applicable), however, players individual scores will be recorded. If violation is caught after a game, the non-offending team will be declared the winner. In this case, runs scored will be used in the calculation of NRR (if applicable).</p>
<p><a href="#">28-32</a> Consumption of Alcohol</p>	<p>Player banned from HCC</p>	
<p><b>In case where multiple offences are applicable, maximum penalty offence will be applied. If point(s) penalties are accrued during playoff games or during games where they may not be applicable, penalties will be applied on the first game of the next HCC league. In case of conflict between penalties and non-penalties sections in the rulebook, the penalties section will take precedence. All violations must be reported to HMO within 5 days after the game via email <a href="mailto:hcc-managing-organization@googlegroups.com">hcc-managing-organization@googlegroups.com</a>. After 5 days have passed, report of a particular violation will not be accepted/applied. However, HMO personnel will have up to 14 days from the submission of completed/accepted scoresheets to discover violations. All offences, whether explicitly reported by captains/umpires or discovered by HMO, will be investigated by HMO and HMO will be the sole authority who will render the final decision on each offence that is reported/discovered. Only active HMO members can reevaluate the banned status of a player and could consider reinstatement upon request. <u>Penalties that are assessed, if these do not make a difference in team's rankings during the current league, then these penalties will be applied during the next league where these will make a difference in team's rankings. These will carry over to the next year if the penalties are accrued during the last league of the year. An example is when a team blows off playoff umpiring assignment when they are no longer in the playoffs.</u></b></p>		

## 20. Ground Demographics

