



**BUFFALO SPORTS ASSOCIATION
CHAMPION LEAGUE
“RULES BOOK”**

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General Rule Book

1. Teams are required to read **Buffalo Sports Association Champion League** rulebook and follow instructions/rules as mentioned. The rulebook is divided into formats, such as T30. **Make sure to read the general rule section and your assigned format rules.** If team(s) fail to spend time to read these rules and run into any disadvantage by not knowing rules, team(s) are responsible for it. Failure to adhere any rules, will lead to bad cricket playing experience for everyone involved. So, all teams are requested to cooperate and provide full support to everyone involved. **Teams are requested to carry printout of most recent rulebook, so that it can be referred if need arises for any rule confusion. Most recent version of the rulebook will be available in the captain's group for captains and teams' reference.**
2. All communications will be sent to Captains and Governing council (Captains and Vice Captains as default unless team chooses someone else) with end date to respond. They are responsible to share these details with respective team members. If any team's member on governing council fails to respond during deadline given, it will be assumed team agrees with suggestions made by Organizing Committee. Decisions will be made based on whatever responses received by deadline from various teams.
3. CricClubs League Management Solution to be used extensively by Teams/Captains/Players including CricClubs Live Scoring App (available for free in Android, IOS, Windows online app stores), providing real-time information to people following games online as well as eliminating manual scoring and upload. Information generated will be used to produce player statistics and informative charts. Before toss, Team captains will enter playing XI via scoring app, followed by the Toss, make sure at least one umpire is present at the toss to avoid any conflicts. Toss outcome is reflected in scoring app and Scorer is assigned for the game. App gives functionality to change scorer anytime during the game any number of times. Scorer can use multiple devices; Scoring continues from last logged in device. If scorer faces any issue with app during game, umpires must stop the game allowing scorer time to work on issue faced. If app issue continues for more than 5 mins, umpires should request scorer to switch to other means of scoring and proceed with the game. Bowling teams must keep check on score end of every over with scorer to ensure scores are on track. Reporting scoring issue after few overs is not feasible to verify.
4. **Registering Players on the CricClub:** Once a team is included into the league, the league administrator will complete the team's setup in the cricclub and provide the team/club representative a league details in cricclub. These credentials can be used by the team captain to enter all players and their details into the system. It is the responsibility of the team captain to ensure that all players with their complete details are present in the system prior to the season. Each team will be allowed to enter total of 25 players. Roaster will be lock after completion of 25 players. Team will not be allowed to change/replace any players after completion of league first game. Player swap will not be allowed during the tournament. Only **4 player out side of Western New York** will be allowed to add to the roaster. Only **2 players from outside of WNY** will be allowed to play per game. 12 players will be allowed to play each game for each team.

5. Team(s) are required to keep track of schedule on website for games and umpiring assignments and show up for games as Host/Guest/Umpires in assigned capacity without any notification. No communication is required from any teams. Teams are more than welcome to communicate with Home/Guest/Umpires but it's not mandatory. Everyone is requested to adhere to schedule and follow responsibilities as assigned.
6. Organizers will provide match balls for the series. Teams are required to collect those from organizers for entire series before series begins. During the game if ball is lost due to any reason or not in playable condition, please consider replacing with a used ball from earlier game(s). Unless the ball is lost or unplayable before 6 overs that is power play, a new ball must be used. Please feel free to provide feedback about match balls, we will work in our capacity to rectify those.
7. Each team is responsible for their own match kit (bats, stumps, bails, cones, markers, food, water, first-aid etc.). Team mentioned first in Schedule will be Host team for the game. Host team is required to bring stumps, cones, markers, measuring tape etc. and do setup. Guest team will be responsible to wrap up all cones/flags/wickets end of the match and hand it over to host team.
8. Unless communicated otherwise, For **Buffalo Sports Association Champion League (T30)** series, awards will be given in categories such as all man of the match winners, most runs, most wickets, Winner, runner up and Most Points. Etc. Final categories will be cleared out towards the end of the league by the organizing committee.
9. For any issue - each playing team will be allowed to send ONLY ONE summarized WhatsApp message in the **Disciplinary Committee group**. How that works is that the captain of the team who has any issue about the game has to contact one of the League Organizer. That organizer will then add both team captain or team representative in the **Disciplinary Committee group**. Umpiring team is required to provide inputs who will be added to that group, as per best of their knowledge after reading each team's concern. **Disciplinary Committee** which will read all concerns and come up with decision. Organizing Committee has NO say in decision making and they are required to obey decision taken by Resolution Committee.
10. Team raising issue must contact one of the organizers by the end of the day when match was played and a formal complaint in **Disciplinary Committee group** by Monday 11 PM, Other team to provide their response in by Tuesday 11 PM, Umpiring Team to provide response by Wednesday 11 PM. Resolution team to respond with decision by Friday 11 PM. Representative/captains of either teams will be added to the WhatsApp **Disciplinary Committee** group after an issue arises and then be removed once solved. Teams are requested to follow timelines else response(s) will not be accepted. We know timelines are bit tight, but we want issue to be closed before next game.

11. For any issue, direct communication with opponent team, Umpiring team(s) or any other playing team(s) is strictly prohibited. Teams must communicate Directly to Organizing Committee in order to maintain controlled communication. Invariably these communications lead to lot of blame game with different version of truth and leading to spoiled sporting relations between teams over issues which could have been resolved had those been discussed constructively via OC.
12. For any concern's players/teams are required to work with **ONLY** organizing committee by providing concern details via WhatsApp to one of the members of Organizing Committee member. It is then the Organizing Committees job to follow Rule Point #9 and address the issue. OC will respond to all concerns within 7 business days. In unlikely scenario of, OC failing to respond to concerns in allotted time, player(s)/team(s) is allowed to escalate their concern(s) via other avenues. **If for any reason Player(s)/team(s) fail to follow this protocol and on first communication about concern/issue involves other playing team(s)/player(s) or goes public via messaging on WhatsApp Captains group email/social posts/tweets/blogs, Player will be suspended for entire series with immediate effect. Both Captain and Vice-Captain of the team will be suspended for next 3 games with immediate effect. Team will be fined for complete security deposit.**

If this incidence occurs after league phase at end of series or after completion of series team will be fined \$100 in addition to security deposit as player(s) suspension option will not be applicable. Please note this is not to suppress anyone's freedom to raise concern, but to have a constructive discussion on any issue/concern before making it public. Sometime OC/Player might not see entire picture about issue/concern and discussion with open mind will help both parties than commenting something publicly in spur of moment.
13. **FAIRNESS AND TRANSPARENCY RULE -- NO PLAYER CAN PLAY on 2 TEAMS.** It is the Team's Captain's responsibility to make sure none of his players have appeared for another team anytime during the season. No Excuses for the Captain or the Player. A Player cannot change teams during a season. If a situation arises where a player has played for another team, then the match in play will be awarded to opposing team irrespective of the state of match (in progress, to start, to end, has ended in favor of the player-in question team). Player can change team during league phase only if cleared by current team, future team and OC. To qualify for playoffs, player must play required games for qualification with team new team, games played for prior team will not be counted.
14. If any team has doubts about a player, at the start of the match team's captain can verify the identity from the submitted player list and clarify with other captain (before the match). However, it is mandatory for the two captains to submit their playing XIs before the toss to umpires.
15. Any other issues arising before a match should be negotiated between captains before the game starts. If needed they can approach the organizing committee. Unless rules defined in this document, all other issues/rules to be followed according to International Cricket Council (ICC) Rules and Regulations.
16. Teams are required to assess playing conditions in terms umpires, ground, pitch, boundaries, scoring, delayed start etc. Which they think will affect them before the toss. Please report if anything to umpires, who will have final authority to evaluate situation. If game is carried out without reporting any issues, means playing conditions were accepted by teams.
17. Teams are required to raise rules violation by any playing teams within two days after the match date. If not raised during this window, that violation cannot be brought in discussion while addressing any other violation reported for any other team during allowed window. "Some other

- team did same thing and was not punished, so we should not be punished” is not acceptable argument.
18. A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.
- (a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings subject to (c) below. If for any reason he does not do so, his innings is to be recorded as 'Retired - not out'.
- (b) If a batsman retires for any reason other than as in (a) above, he may only resume his innings with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as 'Retired - out'. (c) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.
19. The umpires will provide an oral or written report to the organizers on the teams' behavior and any team which is reported for misconduct will be punished per the **Player Violation Rules**. Only the captains have the right to speak with umpires in case of a doubt and discuss any on field issues politely, however the umpires have the right to end the discussion at any point. No other player will be allowed to engage with the umpires. Umpires are requested to keep game moving forward without any delay due to prolonged discussions.
20. It is the captains' responsibility warrant fair play from their players. The umpires have the right to dismiss any unruly player(s) from a game, preferably giving warning directly to control things or via Captain (Warning is not mandatory). Any verbal/physical abuse, unaccepted words, name calling, in the face sledging, provocative in the face send offs/ sledging umpires/visitor or any sort of bad behavior is not accepted. A little Sledging can happen during the heat of the moment and is Part of cricket **BUT** Personal, unhealthy sledging and abusive language are strictly prohibited. Once player is ejected from game by umpire, player will not play any part in game that point on wards (no batting/bowling/fielding/Substitute). Team will NOT be able to field substitute player for ejected player, basically team will be playing player short. Ejected player will be required to play next game (whenever part of playing 11) with no batting and no bowling, just fielding. Ejected players will be punished separately per the Player Violation Rules after the game. Any physical contact will lead to suspension of player from current series.

Personal, unhealthy sledging and abusive language are strictly prohibited. **Any misbehavior or unruly action will be reported to BSACL and the town officials as the games happen in a public park.**

21. If a player's name is not in the team roster, that person will not be allowed to play. This is to make sure no player plays in two teams. In case of a dispute, the matter could be taken to organizing committee after the match, and its (organizing committee's) decision would be binding on both the teams. If any team add non roaster player to their 12 players during match, game will awarded to opposition. Also, Team will be fine \$50 for that offense.

22. Teams are requested to send **Good NEUTRAL** umpires who will govern game with authority. The Umpires **Must** know basic rules of cricket, specially in case of Wide, No balls and LBW. This is very important aspect for good peaceful game. Teams are requested to compete hard but within spirit of the game. It is the duty of the captains to make sure fair play is warranted by their umpires. Teams should let only those players stand as umpires who understand the cricket rules and have shown good judgment on prior occasions. Captains are encouraged to report any major umpiring mistakes/ignorance occurred during their games to the organizing committee and if an umpire is found guilty, the umpiring team will be asked to do extra umpiring assignment during the season and other penalties as appropriate on case basis. To maintain umpiring standards umpiring issues due to lack of knowledge will be punished. Teams are required to send umpires with knowledge of game rules. If umpires make error on catch/runout like not noticing edge or runout was so quick that could not give out with naked eye all these are human limitations and are acceptable. But umpires not knowing rules, like calling waist high full toss first warning or failure to give batsman out on first attempt for a ball way above his head but nicked to fielder etc. these are poor umpiring errors which can be covered with awareness of rules. Such incidences if reported with enough evidence will be addressed and team will be asked to send umpires for additional turn.
23. During knockout phase teams who could not make it to knockouts will umpire. For subsequent knockout games, teams losing in prior round will umpire. For example, in series, where league games are followed by Quarterfinal, Semifinal and Final. Teams who did not qualify for knockouts during league phase will umpire in Quarterfinals, teams who lose in QFs will umpire in Semifinals and teams who lose in SFs will umpire in Finals. To improve quality of umpiring, for knockouts teams are required to send players who have played 50% of leagues.
24. If umpires fail to arrive by decided game time, teams are requested to start the game using players from their squad as umpires. There are severe penalties for no umpires or late arrival as it causes bad experience for teams playing. Teams tasked for umpiring are required to adhere to schedule published on League schedule, website/app and required to do good honest neutral effort on the field. Teams must check their game and Umpiring schedule ahead of the games.
25. Match start time will be mentioned on CricClub and the schedule on WhatsApp Captains group in advance. Total game duration depends on the format (refer to your desired league section for more information). Teams must be at ground and complete setup at least 10 mins ahead of match start time. Umpires must be on ground and complete toss 10 mins ahead of match start
26. Captain(s) will be warned after first occurrence of slow overrate. On second occurrence, Captain(s) will be suspended for immediate next game after discussing with umpires who officiated game to counter for any time loss due to unavoidable reasons.
27. To make sure games start on time as per Schedule, Umpires **MUST** reduce maximum overs per innings by number of overs for every multiple of 5 minutes delay by **BOTH** teams. Umpires to make decision on delayed start and number of overs for **BOTH** Teams. Umpires are not allowed to entertain any requests from teams in terms of reducing break(s) or finish overs quickly to avoid deductions for delayed starts. **Umpires will be penalized if they failed to deduct overs for teams for delayed start.** Umpires should account for any uncontrollable delays like ground was already occupied or weather situation which did not allow home team to setup ground and work with both teams to decide overs (only home team should not be affected in such cases). Game will be called off at 30 mins from scheduled start time if it's purely team(s) delay. If teams are waiting on ground condition to improve, teams are allowed to wait beyond 60 mins from scheduled start time. For a valid game both teams need to play at least 8 overs per innings (before docking for any reason and exception in chasing total if half the runs are scored or 5 wickets are claimed).
Example: 9:00 AM start time then at 9:10+ AM - 18 Overs, 9:20+ AM - 16 Overs. In case of

reduced overs there a mandatory power play of equivalent to total number of overs, no batting/bowling power plays. Curtailed game will be counted in NRR (NET RUN RATE) with reduced number of overs. Reduction in overs is umpires' call and must be announced before first ball of the match is bowled.

28. The captains or their nominated deputies shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start. As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed. If the ground is not prepared prior to the scheduled/reschedule start time due to circumstance beyond control of the ground authority, the opposing Captain cannot claim the toss. The toss must take place in the presence of at least one (1) umpire.. (This rule applies to all formats)
29. Umpires will determine the team responsible for late start of the match & could use combination both rules to determine the number of overs to be bowled by each team. Both team captains are required to report to umpire whenever their team is ready to begin with the game. Umpires need to make note of any time wasted during innings and take control of game for any deliberate wastage of time from either team. No unrequired stoppages during over, everything during change of overs.
30. Reduction in overs for the match is umpires' call and it must be announced to both captains in person by both umpires before first ball of the match is bowled. Reduction of overs can be for entire game or for one or both playing teams in same or different magnitude depending upon rules around delayed start.
31. If any team does not take the field **half an hour (30 Minute)** after the scheduled or re-scheduled starting time, it will automatically default the match and awarded to opposite team. If both teams do not show up then points will be split. Team(s) will be charged with P6 offense.
32. For reduced number of overs for innings, Maximum overs per bowler will be modified accordingly. For every over reduced over from max overs, 5th -> 4th
-> 3rd -> 2nd -> 1st bowler loses one over. (This rule applies for all formats.)
 - For 20 overs innings, 5 bowlers allowed max 4 overs
 - For 19 overs innings, 4 bowlers allowed max 4 and 5th bowler max 3 overs.
 - For 18 overs innings, 3 bowlers allowed max 4 and 4/5th bowler max 3 overs.
 - For 17 overs innings, 2 bowlers allowed max 4 and 3/4/5th bowler max 3 overs.
33. If team(s) are playing with less than 11 players, team with 2 or more players less as compared to opponent team will be awarded toss and get chance to decide whether to bat or bowl first. Late arriving player(s) should be counted in while making this decision before toss else those will not be allowed to participate in the game. This is designed to save pain for team which is handicapped due to unavailability of players. Any planned misuse of this rule, will result in penalties.
34. If a team decides to opt out of series after confirming participation or mid- way through series for any reasons (Players availability, schedule/ground/group/rules/Umpiring/Decision issues or any other unforeseen reason) or team is suspended by OC for any violations (failure to adhere to series rules, unaccepted behavior during email/verbal communications or Physical altercations

etc.), team will NOT be refunded with any amount including security deposit. All players from team will be suspended from participating in ongoing series from any other team.

35. All league games must be played by last scheduled league game date. If any game is not played by the last scheduled league game date then either points will be split between playing teams if both teams failed to field 11 or will be recorded as forfeit by team which failed to field 11. All games which do not happen on schedule or abandoned for any reason, teams have option to play the game by coordinating with opponents/umpires before last scheduled league game date (teams bear any costs involved with game). **This is subject to organizers if they allow rescheduling in a NR situation. See your league format for more information about these rules.** Teams will be selected for playoffs based on higher points (if Tied then NRR, if tied head-to-head, if tied coin toss). If a playoff game does not have winner for any reason, team with higher points (if Tied then NRR, if tied head-to-head, if tied coin toss) will get through.
36. Penalties - Penalties are designed to enforce discipline and rule bindings for all teams without taking fun out of the game. Fines are doubled for Playoffs and subsequent offenses of any kind during league phase.

No	Offense for Penalty	Pts	Fine	Other
P1	Players are not registered before game	0	\$50	
P2	CricClubs Scoring app not used for team's batting innings	0	\$50	
P3	Walking away from game or No show without 2 days' notice	0	\$100	+ Captain suspended for 1 game
P4	Unaccepted behavior on field towards opponents /Umpires /Others	0	\$100	Captain + Players involved suspended for 2 games
P5	If any team add non roaster player to their 12 players during match, game will awarded to opposition.	2	\$50	

37. Penalties are due within 2 business day(s), including day on which OC communicates with team responsible for offense. OC can use security deposit to deduct fines while series is ongoing. If a team is found guilty on multiple occasions and not complying with series rules/communications, OC reserves

right to suspend team from series. Team will be refunded with leftover security deposit after deducting fines for offenses. Suspended Team will not get any refund from tournament registration fee as well as security deposit.

38. In case of a Tied game, points will be shared by the two teams during league phase. In play-offs/bubble-sort the result will be decided by a super over. The super over rules will follow the international standard where the team that batted first during the match will bat second, a team can lose a maximum of 2 wickets and the bowling team will designate 1 bowler to bowl the super over. The team scoring more runs in the super over will win. If both the teams score same amount of runs in their super overs then winner decided by in order

1	Team scoring more boundaries combined from main match plus super over
2	Team scoring more boundaries in main match
3	A count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery is the winner
4	Coin Toss

39. If game was not completed for any reason, winner will be decided based on DL method when either both innings have played at least 40% of balls or team chasing has scored more than 50% of Target or at least 5 wickets have been claimed in second innings. Here is online calculator for the DL method.

Link: <http://www.boltoncricket.co.uk/DLcalc.html>

Example: Team Batting First (A) scored 107 runs for the loss of 10 wickets in their quota of 20 overs. Then target for the team batting second (B) at the end of the 18th over for the loss of 7 wickets 94 runs. So, if team B scores 94 runs or more for the loss of 7 wickets in 18.0 overs, they will win the game. Please note that using the DL method if team B scores 93 runs, they will lose the game, it will NOT be a Tie.

Duckworth Lewis Target Calculator

TEAM A SCORED 107 FOR THE LOSS OF 10 WICKETS
 AFTER 18.0 FOR THE LOSS OF 7 WICKETS
 THE TARGET FOR TEAM B IS 94 RUNS

TEAM A RUNS FOR WICKETS
 TEAM B OVERS FOR WICKETS
 MAXIMUM OVERS UPDATE

40. If a team stagnates a game in progress for more than 5 mins in normal playable conditions for any Team/Umpire/OC discussion, decision protest or anything, Umpires to issue them warning and instruct to get on with game (allow 3 minutes grace for any setup etc.). If team fails to start by end of grace period, game will be awarded opponents as abandoned. If a team decides to walk away from game for any reason (immaterial of valid reason or not), again game will be awarded to opponents. Umpires will be responsible for reporting team name who decided to walk away. Teams are required to respect umpires' decisions and should continue playing game after voicing their dissatisfaction in polite manner. This game will be termed as abandoned with opponents getting full win points. Runs/Overs from such abandoned game will not count towards teams' net run rate. Individual achievements will be counted towards any series level individual awards like most Runs/Wickets/Points etc. Team walking away from game will be charged with P6 penalty.
41. In case of any issues related to grounds' playing condition, lights or any another situation which stops an ongoing game, umpires must assess situation and note down time at which game was stopped. If game needs to be moved on same or different ground to overcome any sort of, teams are required to do that. Game will continue from same point onwards (no rematch, we do understand it may favor one team or other but acceptable risk considering probability of event. This can be always brought back for discussion on case basis to propose change for future). If its infrastructure issue or weather delay which is likely to clear within 60 mins, teams are required to wait and complete game. If any team chooses not to wait, it will be treated as forfeit by them. Umpires to officiate entire game even though there has been delay.
42. In case of any issues related to grounds' playing condition, lights or any another situation (not weather/rain/storm) which does not let game to proceed, teams are required to take pictures/videos indicating issue. OC will work on the issue and provide replacement ground, there will be effort to play complete game all over again (no other game will be rescheduled or moved).
43. Man, of the Match for the game will be decided by winning captain. Only in case of tie, Man of the match will be decided by both captains, umpires to cast deciding vote if both captains fail to agree on MOM.
44. Please note that allocation of ground(s) is totally a decision of OC and teams have to be prepared to play the game on any ground.
45. All trophies like man of the match, most runs, most wickets, Man of the series, Champions, Finalists etc. are to be received by respected winners in person at the end of the tournament.
- 46. Player Misbehavior and Penalties:**
- All umpire decisions are final. If any player argues, use offensive language or gesture against umpire will be suspended from the game for first offense. If same player repeat the same offense will be suspended from BSA's current and future one tournament.
 - If any or same players from a team repeat offensive behavior for three matches (during whole tournament) and got three warning from match official team will lose 3 points from the point table. If team has 0 points they will be fine \$100.
 - If any team stop or delay the game in the middle for more than 10 minutes without valid reason, game will be rewarded to opposing team.
 - Any offensive gesture or language use will be count toward demerit point. If any player accumulate 3 demerit point will be suspended for one game. Umpire will note the player action and will report to the authority. Player and team will be notify for each demerit point.

Braking Equipment and Penalties :

1st Innings:

Bowler or Fielder: If any bowler or fielder show aggression and break any equipment such as stumps, player will be suspended on the field. Also will be reported to disciplinary committee. He will be ejected from the field. **Team will continue field rest of the game with 10 players. Only 10 batsman will be allowed to bat. 20 runs will be awarded to the opposition.**

Batsman: If any batsman show aggression and break any equipment such as stumps will be suspended on the field. Batsman will be shown out. He will not be able to participate at game anymore. Will be ejected from the field. Also will be reported to disciplinary committee. **30 runs will be deducted from the team total. Team will be continue the game with only 10 players on the field.**

2nd Innings:

Bowler or Fielder: If any bowler or fielder show aggression and break any equipment such as stumps, player will be suspended on the field. Also will be reported to disciplinary committee. He will be ejected from the field. **Team will continue field rest of the game with 10 players. 30 runs will awarded to opposition total score.**

Batsman: If any batsman show aggression and break any equipment such as stumps will be suspended on the field. Batsman will shown out. He will not be able to participate at game anymore. Will be ejected from the field. Also will be reported to disciplinary committee. **30 runs will be deducted from the team total. Total two wicket will be shown lost on the score card. Example if team was on 50/3 it will be turn to 50/5 .**

(see next page for Buffalo Sports Association Champion League T30)



**BUFFALO SPORTS ASSOCIATION (BSA)
CHAMPION LEAGUE**

BCL TOURNAMENT

T30

Buffalo Sports Association Champion League T30

Over View of BSACL T30 2023

- ◆ 15 teams participate in the league.
- ◆ Each team gets to play 8 games .
- ◆ Each team plays at least 1 and maximum of 2 game every weekend expects long weekend. The games can be back-to-back on the same day due to limited amount of time to finish this league.
- ◆ Each team will get to play minimum of 6 games. Washed out games will be rescheduled only if team gets 2 games washed out. Reschedule game will be 3rd , 4th and follow on washout game.
- ◆ **BSACL management** will make final decisions on any reschedule or change to format shared.
- ◆ All games to be played in colored clothes and with White ball.
- ◆ Games will be 30 overs and must be completed within 5:00 hours. An innings breaks of not more than 10 minutes will be given. There is a 15 minutes break between two games so that teams leave and the next teams arrive to avoid crowding.
- ◆ The games will be 12 players a side including one super sub.
- ◆ **Only 4 player out side of Western New York** will be allowed to add to the roster. **Only 2 players from outside of WNY will be allowed to play per game.**
- ◆ Total game duration ~5 hrs. Teams must be at ground and complete setup at least 10 mins ahead of match start time. Umpires must be on ground and complete toss 15 mins ahead of match start time. Captain(s) are responsible for bowling on an average 15 overs in 70 mins and the remaining overs in 70 mins.
- ◆ In case of ball is lost after 4 overs of start of innings, used ball from available lot should be used. If ball is lost within 4 overs of start of innings, then new ball should be used to continue the game.
- ◆ ***Jersey:** BSA will provide the jersey for the league. Team will have to wear it for every game. **Team will keep it for minimum of two season.** If any team doesn't have the jersey for next season, **they will have to purchase the complete set worth of \$600.**
- ◆ Umpire will be paid for each game. Amount will be decided based on the budget collection.

Game timings

Morning Games –

TOSS: 8:30 AM

First Innings: 8:45 AM to 11:15 AM

Innings Break: 11:16 AM to 11:30 AM

Second Inning: 11:31 AM to 2:00 PM

Noon Games –

TOSS: 2:00 PM

First Innings: 2:15 PM to 4:45 PM

Innings Break: 4:46 PM to 5:00 PM

Second Inning: 5:01 PM to 7:30 PM

Summer (Morning):

Innings 1	Team 1 (0-15) = 70 mins	Mid innings break = 10 mins (players stay on the field)	Team 1 (15-30) = 70 mins
Break	15 mins		
Innings 2	Team 2 (0-15) = 70 mins	Mid innings break = 10 mins (players stay on the field)	Team 2 (15-30) = 70 mins

Summer (Evening):

Innings 1	Team 1 (0-15) = 70 mins	Mid innings break = 10 mins (players stay on the field)	Team 1 (15-30) = 70 mins
Break	15 mins		
Innings 2	Team 2 (0-15) = 70 mins	Mid innings break = 10 mins (players stay on the field)	Team 2 (15-30) = 70 mins

- ◆ A win will award 2 points. A tie or no result will be 1 point each. A tie in playoff will be resolved with a super over (Read sec 8 for details). Selection to playoff is based on points, NRR (from CricClubs), and head-head-head in this order.

(see next page for BSACL T30 Playing Rules)

BSACL T30 Playing Rules

1. Matches will be 30 overs a side with 6 overs max per bowler. Each side will have 11 players for game. Team winning game gets 2 points, Team losing game gets no points. In case of tie/cancellation points are split 1 each. A tie in playoff will be resolved with a super over. Selection to playoff is based on points, NRR (from CricClubs), and head-head-head in this order. (See league Rule 39 above)
2. The games will be 12 players a side including one super sub.
3. All games **MUST** be played on Scheduled Grounds and Time. **NO** games should be rescheduled, until at least 2 games are washed out for a team.
4. **Wide Marker** - distance on either side of wickets to be 40 inches from center of middle stump.
5. **Bowling Crease/Side Crease** - The distance, on either side of the wickets, should be 48 inches from the center of the middle stump.
6. **Popping Crease** - on both sides of the pitch, should be 4 feet (48 inches) from the stumps.
7. **Boundaries** – Due to unavailability of resources, boundaries must be marked with the consensus of Both team Captains and the on-field umpires. Inner circle should be 30 Yards (90 feet) from center of the pitch
8. **Power play (PP)** – Mandatory power play is first 7 overs of the innings
9. **Fielding Restriction (Excluding Bowler and wicket keeper)** No more than 5 fielders can be on the leg side at any time.
 - Mandatory Power Play overs, maximum of 2 fielders outside 30-yard circle
 - Non-Power play overs, maximum of 5 fielders can be outside the fielding circle.
 - No more than two fielders are allowed in Square leg - long stop quadrant
10. If fielding teams breaks the above fielding restriction, then a **no-ball will be awarded (with free hit)** to the batting side. All the no-ball rules will be in effect which includes a free hit. If umpire(s) miss fielding restrictions call on PREVIOUS ball, batting team can claim violation by making an appeal to umpire. This applies only for previous ball which was bowled, not to any occurrences prior to it.

11. **For teams playing with less than 11, As there are no clear rules on that for this league:** if 10 Players are in the field, 2 will be outside and 8 inside the circle. After the mandatory power play 5 players can be in outside the 30 Yard circle. Teams playing with 9 players will have 2 outside 30 yards (7 inside) during mandatory PP) after that 4 outside 30 yards (5 inside).
10. **Pitch** - The length of the pitch should be measured with a tape and be 22 yards (66 feet) from one side of the stumps to the other. The two captains and the umpires should verify the length of the pitch before the first ball is bowled. After first ball pitch cannot be altered unless both teams agree for change.
11. All ICC rules will apply including LBW outs /Leg Bye runs, Bye runs, over throws and 5 run penalty's as per ICC rules. If it hits the helmet behind the keeper, it's a 5-run penalty. In case a team appeals for something and it's not mentioned here, umpires must refer to ICC rules and give decisions accordingly.
12. **Bowler's Guard is Umpire's responsibility:** According to Cricketing Law 24.1, umpire shall ascertain whether the bowler intends to bowl right-handed or left- handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball. If any doubts batsman can ask umpire to confirm guard. Bowler retains Guard throughout the game as long as reported change by bowler.
13. **Bouncer:** If the ball, after bouncing, crosses the batsman between his shoulder and his head, it's called a bouncer. If the ball bounces above head and batsman does not connect, it is called a Wide Ball (including first instance). First occurrence in an over, where batsman connects the ball above his head it will NOT be a No Ball, but a legal delivery and counted. Second and further occurrences of balls bouncing over batsman's shoulder (after umpire's warning for first bouncer) will be called No Balls even when batsman connects ball. **So, THE LIMIT IS ONE BOUNCER PER OVER BEFORE A NO BALL.**
14. **Dead ball - In case of ball bouncing multiple times before a batsman can play, will be considered a legal ball.**
15. **No ball -**

Front Foot Fault	When bowler bowls without some part of the front foot (either grounded or raised) behind the popping crease
Side Foot Fault	When bowler's back foot (landing foot) in the delivery stride touches the return crease
Bouncer	When bowler bowls more than 1 bouncer in an over, each such delivery shall be called a No Ball

Waist High Full Toss	When full toss ball reaches the batsman above waist at the natural position at pitch (immaterial of whether it would have landed on stumps or not). If ball hits the stumps direct without any contact with bat or batsman, batsman will be out.
Disturbing stumps	when a bowler disturbs the bails or stumps at the non-striker's end while trying to deliver the ball
Out of Pitch	If ball landed outside of the pitch it will be call NO ball.

16. **Free hit** - After foot fault No ball (front line or side line), the delivery following a no ball will be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for

a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

17. A **NO ball** overrides a wide ball. 2 All No balls will be followed by a free hit.

18. **Beamer** - If a fast-full toss ball is over the batsman's waist, it will be called a beamer. A bowler will be taken off attack and will not be allowed to bowl in the rest of the match if he bowls 3 such deliveries in the match. The umpire will decide if the waist high full toss is deemed a beamer or not. The general rule is if the delivery seems dangerous for the batsman, it should be called a beamer.
19. **Wide ball** – The judgment of wide-balls should be based on the position of the stumps initially if the batsman hasn't moved from his original. If the batsman has moved from his position and tried to reach and play the ball, it is up to umpires' judgement do determine the point of the ball crossing the batsman, until it's a cricketing stroke. Otherwise, it should be called a wide.
20. **Running out backing up Batsman** - The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker.
21. **Runout/Stumping off a Leg Bye:** Batsman will be given out runout/stumped off a as per ICC rules.
22. **Delivery stride** is when bowler's back foot lands for the last time before delivering the ball and/or his bowling arm has crossed his shoulder for the last time before delivering the ball. It has been customary for a bowler to warn the batsman but nothing in the Laws requires him to do so. If a batsman is backing up too early, the bowler is legally entitled to run him out WITHOUT warning.

23. **Leg umpire** will be responsible for watching bowler's action and if finds illegal should call no-ball immediately. This no-ball will result in free hit. Both umpires are advised to inform bowler as well as bowling team captain and switch their positions to let main umpire be at leg umpire position for remaining over to watch action carefully. Question about action can be raised by umpires or batsmen. Batsmen need to report this to umpires, but must get on with the game leaving it to umpires to address issue. If batsmen make repeated arguments about action, then umpires must warn batsmen for time wasting. If both umpires find action doubtful, if not all but for specific balls then they should call no-balls for those. Bowler will not be allowed to bowl if called for 3 actions related no balls in game. Current regulations of ICC set the legal limit of 15 degrees of permissible straightening of the elbow joint for all bowlers. This applies between the point at which the bowling arm passes above shoulder height and the point at which the ball is released. The limit is to allow some natural flexing of the elbow joint which happens during the course of legal delivery. We do understand minor deviations will not be easy to catch by naked eyes, but we are trying to eliminate obvious ones. Umpires should report any such incidences about actions to OC after the game. For reported player(s), OC will ask volunteers from various teams to watch bowling action of concerned player(s) to take corrective measures for future.
24. Umpiring always remains one area which needs improvement. To avoid howlers, all decisions made by either umpire will be soft decisions. This means decision made by either umpire will be reviewed by both umpires when other umpire is thoroughly sure about decision being made in first place is wrong. In such situation both umpires will share their findings with each other and will revisit decision. First soft decision will be changed only when another umpire is 100% sure of overrule. If there is any doubt to either umpire, soft decision will remain final decision. Please note players do not have right to challenge umpire's decision, it's only the other umpire who has right to step in with inputs.
25. Main umpire will be responsible for delivering all decisions after discussing with leg umpire as appropriate. Leg umpire makes decision for Stumping, run outs/short runs at strikers end and waste high deliveries ONLY. For everything else Main umpire arrives at a decision. Main umpire has authority to overrule leg umpire's decision if need be. Main umpire can always consult leg umpire for whether ball carried to fielder or did its cross boundary or position of fielder but in the end main umpire makes decision. For any reason leg umpire goes forwards and decides outside scope (edge, leg bye, fielder position, ball carrying to fielder etc.) that will be duly overturned by umpire.
26. To maintain consistency, umpires must do same number of overs in same capacity for both innings. This means if Umpire 1 is main umpire for first half of first innings and Umpire 2 is main umpire for second half of first innings then they should follow same routine in second half. For any reason Umpire 1 decides to do entire first innings, then he must do entire second innings too as main umpire. With main umpire being focal point of most of decisions on field, in cases of weaker umpire consider stronger umpire being main umpire for entire game.
28. Runner - No runner allowed in any situation, unless the injury is while on the field. It is up to the fielding side to decide if they allow the opposition to have a runner. In case a runner is allowed, it must be a batsman that is out already. In case an opener needs a runner, the runner has to be the next or 2nd next batsman in batting order. Remember that this is a favor done by balling side and must not be taken advantage of it. **The runner must be wearing Batting Pads at all times**, other accessories such as gloves and helmet are optional.
29. Pitch direction can be changed (teams can use both ends in all fields except RSP and ECP) to avoid any disturbances on the field like sun in the eyes of batsman or any bad spot on the ground which affects both teams. Using both Ends needs to be done before the toss and it is must that BOTH teams agree for change. Even if one team is not ready to make this change, then game will be played with standard field settings. Teams are responsible for outcome/NRR etc. because of this change, so please keep that in mind while going for deviation.

30. Using balls **different** from Organization Committee approved for the Tournament is **Strictly not allowed**.
31. **Replacing balls for any reason**, Umpires need to inspect ball when reported either team and make decision on ball replacement. Teams need to understand replacement ball cannot be guaranteed of exact game situation (difficult to find replacement for 6 overs old ball with similar 6 overs old ball) so please use whatever is available with closest match. A ball lost or damaged before 6 overs must be replaced by a new ball. After 6 overs, the replacement ball should be a used ball from previous match.
32. During a run out attempt, if one bail gets dislodged fielding team can affect runout in second attempt by removing second bail which is still in its position on stumps. If both bails are dislodged but stumps are rooted, then fielding team needs to either a) put one or both bails back (only if at minimum two stumps are still rooted) and dislodge one of the placed bails or b) uproot any of the stumps which are rooted. Uprooting equivalents are Fielder lifting rooted stump with ball in contact with stump from rooted position to clear from ground or fielder making good enough throw which makes rooted stump lose its connection with ground. If neither stump is rooted due to earlier attempts of run out, then fielding team needs to root at minimum one stump in its original position and uproot stump(s).
33. Use of spring stumps is encouraged as it helps in keeping playing area undamaged. **When spring stumps are used bases/springs are treated as part of stumps and ball hitting base/spring leading to bails dislocation will be treated as ball hitting stumps**. If bails are off due to a hit and fielding team is trying second attempt for run out then lifting spring stumps with ball in hand will be equivalent to uprooting stumps. If stumps are fallen away from original position due to first attempt, then fielding team needs to take stumps to their original position and lift them from ground with ball in hand.
- Water bottles or anything **must not** be behind the stumps. If the ball hits any object behind the stumps. It **must not** be given out.
34. Umpires to assess playing conditions and make call on stopping game if light/weather deteriorates enough to make it unplayable. If any team raises concern like bright sunny vs cloud cover, change in wind directions/speed or dew effect etc. to be rejected and play to be continued.
35. Wearing spikes is not allowed at any time. It is for your own safety as the grounds are not favorable for spikes, can damage pitch and state-owned parks. Batsman is allowed to tap/clean pitch with shoes/bat/hand/broom to remove loose surface away from pitch or clean dents created by prior deliveries. In case of using broom, team must inform umpires before first ball of match is bowled and share broom with opponents if asked.
36. Umpires and Captains have to make sure that all players are having proper sporting attire before the game starts. Batsman must wear Helmet and Guard all time. A batsman can take off their helmet **ONLY** against a proper spinner who balls really slow. Otherwise, batsman **MUST** wear Helmet all the time. It's for your own safety.
37. Teams are responsible for cleaning up ground after game for water bottles, food items anything which is trash must be collected and disposed properly. It's extremely difficult for to check which team was guilty of not cleaning up, so both teams will be penalized equally whenever any such incidence is reported. **Failure to do so will result in a negative point on the points Table.**

38. Slow Over Rate/ Intentional Delay

- Should the team bowling first have a slower over rate, the number of overs bowled in the allotted time will be noted and they will be docked by the difference when they come in to bat. (Ex. Assuming Team A and Team B are playing a match. Team A is bowling first and bowls

- 22 overs in the allotted time. They continue to bowl the full Quota of 25 overs to Team B. However, Team A can bat only 22 overs in their innings)
- If the team fielding second fails to bowl twenty-five (25) overs or the number of overs as provided by the scheduled cessation time, the umpires will penalize the side bowling second for slow over rate and give eight penalty runs to each over missed and the net run rate will be used to determine the result of the game.
 - In all scenarios pertaining to time frame of each innings and determination of results and penalties the decision lies solely with officiating umpire(s) and their decision will be binding for both sides. The Umpires will update both sides during the progression of the game on any time delays and resulting consequences. The umpire will provide explanation to both captains for the reasoning behind their decision and also file a match report to match official.
 - If a batsman is deemed to be intentionally delaying the game, the umpire will give the batting side One warning, after which a 5 runs penalty will be applied for every further occurrence.

Important Note:

For any Rules not mentioned above, teams and umpires should follow rules. OC stands for Organization committee.

(End of Rules)

(next page: Disclaimers) ☐

Disclaimers

Any violations/incidents/situations for which there is no documented rule, organizing committee is authorized to make decision(s) based on their experience with prior series or observations from international cricket. This will be handled on a case-by- case basis and organizing committee reserves the right to take appropriate action based on the severity of the incident. The organizing committee reserves right to refuse to hear any complaints/explanations/comments from an individual or a team if derogatory remarks have been made towards them. For any Rules not mentioned above, teams and umpires should follow rules. (Except ball pitching outside the pitch will be declared as dead ball as we do not have ICC standard Pitches). Rules can be updated by the Organizing committee at any time and with respect to changes in ICC rules. Organizing committee has the Final authority to override any League rule (such as re scheduling games, or changing any league rule, to name a few) that doesn't conflict with ICC.