



Caso Cricket League

www.casocricketleague.com

Captains/Umpires Checklist

- Umpire must be at the ground 20 mins prior to the starting game time.
- Both teams need 7 players in LEAGUE Uniforms for the TOSS. In addition, Host team must set up the ground before the toss. Toss time is 15 minutes before the game start time.
- The team winning the toss must decide immediately on the spot after the toss whether they are choosing to bat or bowl first. A delay in decision is not allowed for "consulting with others" or other reasons. If teams don't comply with this rule, the umpire may award the toss to the opposition team.
- If a team has insufficient number of players at 30 minutes past the scheduled match time, there will be no match, and a forced walkover is given to the team having more than 7 players at that time.
- League/Team uniform is mandatory to wear for the game. If any player is missing the proper uniform, his team has to pay \$25.00 penalty for each offence before the game starts through Zelle/Quickpay to team.caso@gmail.com.
- Umpire's briefing points to both CAPTAINS at the point of toss -

1. Total 3 Power Play for 30/30 and two for 20/20.

30 Over Power Play			20 Over Power Play		
PP1	1 - 6	2 OUTSIDE	PP1	1 - 6	2 OUTSIDE
PP2	7 - 24	4 OUTSIDE	PP2	7 - 20	5 OUTSIDE
PP3	25 - 30	5 OUTSIDE			

2. In case of player shortage OUTER Circle is counted first.
3. After a batter gets out, the new batter must arrive at the crease as striker or non-striker within 90 seconds, otherwise he may be given "Timed Out".
4. Fielder must stay at the boundary line when he takes a catch until the umpire decides.
5. Neither team is allowed to start the innings with a substitute player. Substitute Fielder can only field after 6 overs and injured/replaced player must stay on the ground till end of the match.
6. A fielder who leaves the field cannot come into BAT, UNLESS he spends as much time as he took for the break OR at the fall of the 5th wicket.
7. A player can join the team before half of the game is done. But he must wait the same number of overs before he can bowl or bat. Player can bat if his team has lost 5th wicket.
8. It is Captain responsibility to update Umpire and Opposition team captain once player is available to play/join the team.
9. Team Captain must provide their playing 11 after the toss is done. Captain should name their substitute/12th man after the toss is done and inform the umpire. He must also inform the Umpire about player coming in or going out.
10. Game Time:
 - ❖ Docking starts immediately - 1 over for every 4 minutes lost if a team is late up to Max 6 Overs
 - ❖ T30 - Fielding team must complete their innings in 2:15 hrs (135mins)
 - ❖ T20 - Fielding team must complete their innings in 1:30 hrs (90mins) (+15 min buffer time) umpire must push the teams to complete overs on time.
11. Time Wasting: 5 runs Penalty for each offense for both sides after first warning.



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12. No penalty for Fake Fielding.
 13. Helmets are mandatory for wicket-keepers when they are standing up close to the wickets.
 14. Helmets are mandatory with Visor for batsmen at all times facing all bowlers.
 15. If a team leaves the ground for any reason, they will automatically lose the game. No matter what, teams must complete the match.
 16. Captain is responsible for his own & team behavior on/off the field. It's captain's responsibility to know all the rules.
 17. WATER BREAK IS ALWAYS THE FIELDING TEAM CALL. No one is allowed to leave the field for water breaks.
 18. INNINGS BREAK: 10 min innings break + 5 minutes to get game started. Players wanting a longer break can do so without substitutes.
- Solely Umpire decision:
 - * Main Umpire has the final authority, and he can overrule the leg umpire's decisions.
 - * Number of overs for a match (In case of rain or any delays).
 - * Playing conditions for starting/continuing the game.
 - * Discipline/Disciplinary action against playing team members.
 - * Beamer - Full toss above the waist FOR ANY bowler directed towards the batsmen — 1st & Final warning, after 2nd occurrence in the same over bowler will be removed from attack and he cannot bowl for the rest of the game.
 - * Game not completed due to BAD Light WILL be decided using the D/L method.
 - * Minimum of 10 overs for 30 Overs Game and 6 Overs for 20 Overs Game must be completed for D/L to apply. D/L Calculator – **will be used from Cricclubs app only.**
 - * Umpires must take pictures of the field before match start & after the game is finished and send it to the management WhatsApp group. If the teams leave garbage behind, they will be fined \$50 per incident.
 - * Impersonation: Umpire has the complete right to check the identity of any player in doubt. Any dispute regarding a particular player must be filed after the game to the league committee within 48 hours via email to team.caso@gmail.com.
 - Discipline/Offenses:
 - * Level 1: Excessive/repeated appealing - 1st Warning to the captain followed by 5 runs penalty.
 - * Level 2: Excessive appealing/Sledging/Arguments - 1st warning to the players involved/captain followed by 5 runs penalty.
 - * Level 3: Threats/ Foul words: 5 runs penalty + Report to the league management.
 - * Level 4: Intent to injure/player injury - 5 runs penalty + Report to the management + Take the player out of the game.

Carry a copy of the league rules all the time. (Or you can access it from www.casocricketleague.com)