



Empire State Cricket League Rules 2025 - S6, T10, T20 and T30

Version 2.0 – Revised on September 18th, 2025

1. Playing Conditions

- ✓ All Matches will be played under standard ICC playing conditions, along with following playing ESCL playing conditions.
- ✓ No metal stud shoe is allowed in all ESCL fields.
- ✓ No Fiber bats allowed.
- ✓ No weapons of any kind allowed on premise where ESCL games are conducted.
- ✓ Tournament fees are non-refundable.
- ✓ No smoking of any kind (including vaping) or alcohol drinking on field premises.
- ✓ Please drive cautiously in the Parking lot due to the potential presence of children. Anyone found in violation of this rule will be asked to leave the property immediately.
- ✓ ESCL will provide match balls to all teams for both league and playoff games. Every game must start with a new ESCL provided match ball.
- ✓ **All games MUST be played with the spirit of cricket. The Spirit of Cricket is the set of principles that guides fair play and sportsmanship in the game, encompassing respect for the game, laws, umpires, and opponents, while playing hard but fairly. It encourages humility in victory, graciousness in defeat, and a positive on-field atmosphere, even when things are challenging.**

2. Tournaments

S6 Tapeball Tournament (S6)

Total Number of Players in a match – 8 players

Total Number of overs – 6 overs

Power Play – 2 overs (For shortened match adjusted likewise as per ICC rules)

Minimum Number of bowlers – 4 (2-2-1-1). Two bowlers can bowl 2 overs max, other 2 can bowl one (1) over max each.

T10 Tournament (T10)

Total Number of Players in a match – 11 players

Total Number of overs – 10 overs

Power Play – 3 overs (For shortened match adjusted likewise as per ICC rules)

Minimum Number of bowlers – 5. Five bowlers can bowl 2 overs max each

T20 Tournament (T20)

Total Number of Players in a match – 11 players

Total Number of overs – 20 overs

Power Play – 6 overs (For shortened match adjusted likewise as per ICC rules)

Minimum Number of bowlers – 5. Five bowlers can bowl 4 overs max each



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3. T20 Divisions

To maintain a competitive balance and encourage consistent performance, the Empire State Cricket League (ESCL) may organize participating teams into multiple Divisions (e.g., Division 1, Division 2, etc.) based on the previous year's performance.

Structure and Allocation

- ✓ Teams are divided into divisions based on their rankings from the previous season.
- ✓ Division 1 represents the highest level of competition, followed by Division 2, Division 3, and so on, depending on the number of participating teams.
- ✓ New teams entering the league will be placed in the lowest division available (e.g., Division 3 or 4).

Promotion and Relegation

- ✓ Relegation: The bottom two teams from Division 1 at the end of the season will be relegated to Division 2 for the following season.
- ✓ Promotion: The two finalists (champion and runner-up) from Division 2 will be promoted to Division 1 for the following season.
- ✓ This system applies similarly to Division 2 and Division 3, and so forth if additional divisions are introduced in future seasons.

Additional Notes

- ✓ Standings and playoff results will determine promotions and relegations.
- ✓ If the number of teams changes significantly year by year, the league committee reserves the right to adjust the number of teams in each division.
- ✓ The promotion/relegation system ensures fair opportunity for teams to rise through the ranks based on merit.

4. Team Roster

Maximum Players

S6 – Up to individual team

T10 - Up to individual team

T20 - Up to individual team

New Player: A new player MUST be added to the roster before the start of the match and must complete signing of all waivers. It is suggested to have the registration completed a day before the match day. New players must not have played for any other team in the same Tournament.

Player Representation: A player can be on the roster for only one team during a tournament. This applies to all ESCL tournaments. Players can switch teams for a new Tournament.

Any player found playing under a different name will be subject to disciplinary measures and potential reversal of the match outcome. Any player if found in violation of this rule will be



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banned from participating in the respective tournaments (tennis/hardball/tape ball) for up to once calendar year starting from date of violation.

Captains Responsibility:

Each team's captains are responsible and accountable for their team's player behaviour. If any captain does not or is not able to control their players rude behaviour that leads to umpire and or opponent captains' complaint. Captain has a choice to ban the unruly player who is out of control, soon after his/her behaviour is flagged multiple times by the umpire or opponent captain in the ongoing game. If not, the captain may face one match ban upon complaints from opponent captain and or umpire of such unacceptable behaviour.

Releasing Players: A player cannot be released if they played at least one match for the team in the tournament. This applies to a player representing the team either by playing or as a substitute. If the player did not represent the team in any match, then the captain can release the player from the roster and the released player can join another team.

5. Player Eligibility for Playoffs

Minimum Matches: A player must play at least 1 (one) match for S6 or T10 tournaments and T20/T30 Hard ball tournament and 2 matches for T20 Tennis ball tournament to take part in playoffs/knockout games. No exceptions other than these stated rules are allowed.

Violation:

Before Match: If discovered before the start of the match, the team shall not be allowed to play under any circumstances. If that player's captain insists on playing him/her, the umpire must call the league administrator. Match and corresponding points can be awarded to the opposition team if they persist.

During Match: If discovered during a match (in progress), the umpire will stop the play and must call the league administrator. Match and corresponding points can be awarded to the opposition team.

After the Match: If discovered after the match has been completed, the opposition team may file a written complaint with the league, along with the initial evidence supporting the complaint. Match and corresponding points can be reversed and awarded to the opposition team.

6. Umpires

- ✓ Teams will provide two umpires based on the schedule given.
- ✓ Team captain/representative must share umpire names and phone numbers by Thursday for same weekend game in captains' group.
- ✓ It is captains/representatives' responsibility that designated umpire arrive on ground 15 mins prior to game and inspect playing conditions including matting, team playing 8 or 11.
- ✓ In expectation of fair games, ESCL request teams to send their best umpires every time.



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- ✓ ESCL will provide umpires for playoff games.

7. Toss and Start Times

- ✓ Toss must be conducted 10 minutes before the match start time. If one of the captains/representatives is not present 10 minutes before the start of the match, the other team will win the toss by default.
- ✓ Minimum 6 players should be on field for toss to happen in case of S6 tournament.
- ✓ Minimum 8 players should be on field for toss to happen in case of T10/T20 tournament.
- ✓ During the toss, umpires must be told of any players not present and players who will be joining late. App/scorebook should be listed with all match participating players. Teams cannot change playing 8 (S6) or 11 (T10 or T20) after the toss is made. Captain should let umpires know of decision to bat/bowl soon after the toss, no delays in this regard is permissible.
- ✓ Home team must be ready with matting before game start times. 1 over per every 5 minutes lost will be deducted from team delaying a match. If both teams are not ready, umpire must call organizer and overs for both teams must be shortened.
- ✓ No lateness or buffer time will be allowed except for rain delayed matches where umpires in coordination with captains will decide if field is safe for match to start/re-start.
- ✓ If umpires are late for more than half of the match scheduled time and or do not show up, one (1) point will be deducted from their teams point table in the ongoing tournament.
- ✓ After 30 minutes of scheduled start time, if both teams do not have minimum 8 players on ground. Umpires will abandon the game with 0 points to both teams.
- ✓ **Games MUST in all conditions finish within allocated time slot.**

8. Field Restrictions

During Power play:

S6 Tournament - The fielding restrictions will be in effect for the first 2 overs of each inning. During the first 2 overs (power play) minimum 6 fielders must be inside the 30 yards circle, rest two fielders are allowed outside the 30- yard circle for a total of 8 fielders. In case a team do not have 8 players on field, inside 30 yards circle must be filled first. Violation will result in a No ball.

T10 Tournament - The fielding restrictions will be in effect for the first 3 overs of each inning. During the first 3 overs (power play) minimum 9 fielders must be inside the 30 yards circle, rest two fielders are allowed outside the 30- yard circle for a total of 11 fielders. In case a team do not have 11 players on field, inside 30 yards circle must be filled first. Violation will result in a No ball.

T20 Tournament - The fielding restrictions will be in effect for the first 6 overs of each inning. During the first 6 overs (power play) minimum 9 fielders must be inside the 30 yards circle, rest



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two fielders are allowed outside the 30- yard circle for a total of 11 fielders. In case a team do not have 11 players on field, inside 30 yards circle must be filled first. Violation will result in a No ball.

During non-Power play:

S6 Tournament - There must be at least four fielders including the wicket keeper and the bowler, inside the 30-yard circle. There can be a maximum of 4 fielders on the leg side other than the bowler and the keeper. And not more than 2 fielders behind the square on the leg side. Violation will result in a No ball.

T10/T20/T30 Tournament - There must be at least nine fielders including the wicket keeper and the bowler, inside the 30-yard circle. There can be a maximum of 5 fielders on the leg side other than the bowler and the keeper. And not more than 2 fielders behind the square on the leg side. Violation will result in a No ball.

9. Aborted & Delayed Matches

✓ The Umpire(s) along with both captains will judge suitability of the playing field.
✓ Unless league calls off the game, all rain interrupted games that cannot be played will result in points split between both teams. Both teams and minimum number of players, MUST be present on the ground for them to be awarded split points in case of rain. Umpires must confirm players present on the ground from both teams. If either of the teams don't show up at ground, 2 points will be rewarded to opposition team verified by umpires to be on ground. If no teams show up, no points will be awarded to both teams.

- At ground, in such cases, both captains should exchange players name who were present for the game. It is their duty to verify each of these players. Umpires also must note and verify players from both teams and who were present on ground. A list of it should be submitted in ESCL group by umpires within 24 hours of when the game was supposed to start. Any discrepancy should be reported to ESCL via email empirestatecricketleague@gmail.com

Please note: Umpires need to verify each player in person. Any player for any reason if don't meet umpire in person on the ground when game is being called of, and if umpire marks this person absent, the player will NOT be counted towards minimum games played for given tournament. No additional/replacement player(s) will be allowed to be added after this.

- ✓ Rain interrupted matches still should complete in the time slot allocated either by reduced overs or by split points.
- ✓ If the number of overs in the second innings is reduced because of a stoppage of play after the innings has begun, or the number of overs in the second innings is reduced prior to the start of the innings, the number of overs will be reduced by a rate of one over for every five minutes or



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part thereof lost due to the stoppage. The new target will be the par score of the team batting first for the revised number of over to be played in the game. Also, for the bowlers who have not bowled full quota of their overs at the time of interruption, a revised rate of bowling overs will be in effect for the remainder of the innings.

- ✓ Standard ICC rules must be followed for any rain or light affected matches.
- ✓ No rescheduling of matches

10. Completed Matches and scorecard accuracies

Respective captains must ensure score cards are accurate within 24 hours of their game completion. Any inaccuracies should be reported to ESCL via empirestatecricketleague@gmail.com. ESCL will verify the facts if necessary and update the scorecards accordingly within 2 weeks.

11. Intermission or Breaks

All breaks must take into consideration the match timings and adjust accordingly.

S6 Tournament: No drink break in middle of an inning allowed except when permitted by umpires. Maximum 5 minutes break allowed between innings.

T10 Tournament: No drink break in middle of an inning allowed except when permitted by umpires. Maximum 5 minutes break allowed between innings.

T20 Tournament: One drink break in middle of an inning is allowed for a max of 5 mins. And when permitted by umpires. Maximum 10 minutes break allowed between innings.

12. Boundary Length

S6 Tournament: The length of the boundary should be 150 feet from the center of the pitch. Inner circle will be 25 yards (75 feet) from the centre and each stump end (Oval).

T10 and T20 Tennis ball Tournament: The length of the boundary should be 160 feet from the center of the pitch (Circle). Inner circle will be 30 yards (90 feet) from the centre and each stump end (Oval).

T10 and T20 Hard ball Tournament: The length of the boundary should be 200 feet from the center of the pitch (Circle). Inner circle will be 30 yards (90 feet) from the centre and each stump end (Oval).

13. Extras

S6, T10 and T20 Tennis ball Tournament:

- ✓ No leg byes or LBWs
- ✓ Byes are allowed.
- ✓ Running for overthrow is allowed.

T10 and T20/T30 Hard ball Tournament: Standard ICC rules apply.



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14. Wide Ball

a. Leg side wide

A delivery that passes down the leg side of the wicket and behind the striker shall be called a wide. A delivery passing between the striker and the leg stump is not wide.



b. Off side wide

I. Standard Batting Stance

- a. A delivery shall be called a wide if the ball passes above or outside the wide guideline while the batter is in a normal standard batting stance.
- b. A delivery shall be called Wide if the ball passes above or outside the “Wide Guideline” irrespective of the batter movement.

II. Altered Stance

- a. If the batter significantly changes their stance before the ball is bowled (e.g., takes guard outside off stump, shuffles far toward the off side), the umpire may adjust the off-side wide guideline proportionally up to the return crease.



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III. Wide of Return Crease

- a. If the ball passes outside the return crease on the off side, it shall be called a wide, regardless of the striker's position.



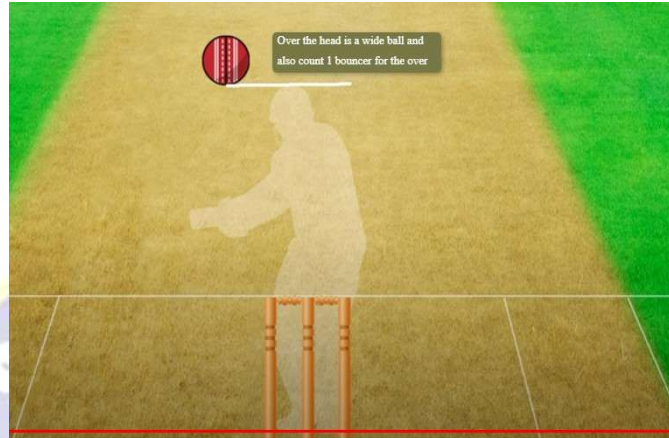
c. Height wide

- I. A delivery that passes over the head of the batter standing upright at the popping crease, without the batter making contact with the bat, shall be called a wide.
- II. The bowler is also given a warning for the bouncer.
- III. Square leg umpire will judge the height and signal wide. If the square leg umpire is unsighted or does not provide a signal for whatever reason, then the main umpire can use his best judgment to signal wide.



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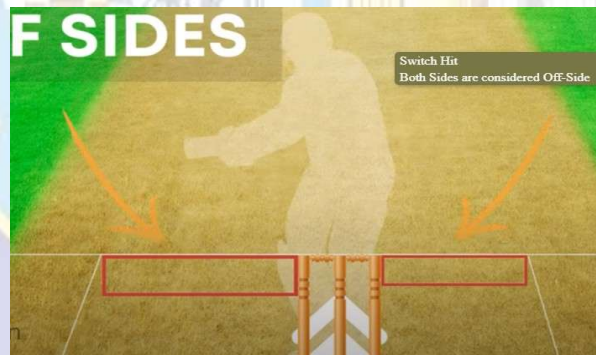
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d. Switch Hit and Reverse Sweep

I. Wide Rule Modification

1. When a batter signals their intent to play a switch hit or reverse sweep by taking a clear position for the shot, the wide guidelines shall apply equally to both sides of the wicket and both sides are considered off-sides. This replaces the standard leg side wide rule.
2. If the batter prepares for but then abandons a switch hit or reverse sweep, the expanded wide guidelines still apply.



e. Out from a wide ball

1. A batter may be out on a wide ball for Hit Wicket, Obstructing the Field, Run Out, or Stumped.

15. No Ball

a. General Rules

1. When Umpires call a no-ball



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- a. The 1-run penalty is scored as a "No-ball extra."
- b. Any runs completed by the batters or boundary allowances are credited to the striker when the batter strikes the ball or as No-ball extras .
- c. The ball is not counted as one for the over.
2. The ball is still in play after a No-ball.
3. No-ball Overrides Wide: A No-ball call always overrides a Wide.
4. Out from a No-ball: A batter is NOT out on a No-ball except in the following situations - handling the ball, hitting the ball twice, obstructing the field, or run out.
5. New Batter After Catch: The new batter always faces the next ball, even if the batters crossed before the catch was completed. (unless if the over has ended)

b. Fair Delivery

1. Fair Arm Action

- a. The ball can't be thrown as explained in the following section. (refer to Throwing section)
- b. Wrist movement (flexing, rotating) is allowed.

2. Foot Placement

a. In the delivery stride, some part of the bowler's front foot must land with some part of the foot whether grounded or raised behind the popping crease.

b. The front foot must not either touch or land on the other side of the imaginary line connecting the middle stump on either end.

c. The back foot must land within the return crease and not touch the return crease.

3. **Mode of Delivery:** The umpire shall confirm whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall inform the batter. Changing without notifying the umpire is unfair and results in a No-ball.

4. **No Underarm Bowling:** Underarm bowling is illegal and always a No-ball.

c. Free Hit

1. All No-balls result in a free hit for the batting team. The batter can only be out by handling the ball, hitting the ball twice, obstructing the field, or run out.

2. **Fielding Changes:** The fielding team can only change positions on a free hit if the batters switch ends or new batter come into bat.

d. Dangerous Delivery No Ball

A ball is considered dangerous when the following happens.

1. Waist Height full toss:



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- a. A full toss above the striker's waist standing upright at the popping crease is a No-ball.
2. **Shoulder Height Bouncer:**
 - a. After bouncing, a ball is above the striker's shoulder, despite the ball touching the bat
 - i. The first occurrence is a warning.
 - ii. No-ball when a second occurrence happens in the same over.
 - iii. Any further occurrences in the over.
3. **Above Head Bouncer:**
 - a. If a delivery bounces and then passes above the head of a batter standing upright at the crease, it's automatically a Wide. It is also considered a first warning if happening first time in the over and a No ball if it happens more than once.
 - b. When a batter advances from the crease, the umpire judges where the ball would have passed at the batter's original upright position at the crease.
4. If the ball pitches outside the mat or pitch, its a no ball
5. If ball hits nails on mat, its also a no ball.

e. **No-Ball due to Fielding Restrictions**

1. When the fielding restrictions rules are violated, umpires on either end can call a No-Ball.

f. **Throwing**

For a delivery to be fair in respect of the arm the ball must not be thrown.

A ball is considered thrown when the bowler's elbow cannot fully straighten after their arm reaches shoulder height in the delivery swing. Wrist movement (flexing, rotating) is allowed.

In these situations, the following applies in the innings that is played.

1. **First Throw**
 - a. Umpire cautions the bowler.
 - b. Umpire informs the fielding captain, and both batters that this is the first warning.
2. **Second Throw**
 - a. Repeat the warning call and caution the bowler that this is the final warning.
3. **Third Throw**
 - a. 'No-ball' is called. Either umpire can call a No-ball.
 - b. Umpire directs the fielding captain to take the bowler off. The bowler can't bowl again in that innings.
 - c. Another bowler completes the over.
 - d. Inform both batters and the batting captain.
 - e. The bowler thus suspended shall not bowl again in that innings.



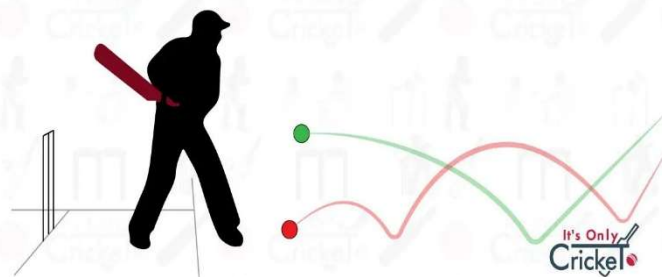
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g. Additional No-Ball situations

1. Bowler Hits Wicket: No-ball if the bowler breaks the wicket at their end during delivery.
2. Ball Bounces more than once
3. Ball Pitches Off the matting area
4. Wicketkeeper Movement: No-ball if the wicketkeeper (who was standing back) moves forward before the ball reaches the striker.

No Ball for the Ball Bouncing Multiple Times



16. Dead Ball

- ✓ If the bowler accidentally drops the ball before delivery, or for any reason it does not leave their hand, the umpire must call it a dead ball.

17. Ball is considered dead

- ✓ When the ball is finally settled in the hands of the wicket-keeper or at the bowler end, or when umpire signals it becomes dead.

18. Mankading or Non-striker leaving ground early

Non-striker leaving ground early is a situation where a bowler runs out the non-striker before the ball is bowled. This is allowed only after a legitimate appeal by the bowler. Importantly, the bowler must not have completed their bowling action before attempting the run-out.

19. Recalling a batter

After an umpire declares a batter out, they have the authority to reverse their decision before the batter leaves the field, or the fielding team's captain can request the batter's return by notifying the umpire.

20. Substitute players

- ✓ A team can have a maximum of two substitute players if approved by the umpires. An approval from the opposition captain is NOT required. Match played as a substitute will NOT be counted towards the “minimum matches” requirement (to qualify for the play offs), i.e., this will not be counted as a match played.
- ✓ A substitute player can only field. He can neither bowl nor bat or be allowed to act as a captain. He can be a wicket keeper. A substitute player can join the team at any time during the match.
- ✓ **A substitute player MUST be from the same team roster and MUST be listed on the ESCL scoring app/website (Teams page).**
- ✓ A player returning to the field after a break (out of the field) for the bowling team, can bowl only after he/she is on the field for one full over in that match.



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- ✓ A substitute player is only allowed to field when a player in the match needs a temporary break. Players in playing 11 (or 8) are expected to be near the ground while on a break. A typical break may include the use of a restroom, on-field injury, physical/medical condition, or an emergency.
- ✓ Any violation would result in disciplinary action.

21. Runner / By-Runner

Exception is to allow a runner for handicapped folks only, if any are participating in a match. But NO such exception during fielding will be allowed for anyone else. No runners will be allowed otherwise for any players.

22. Results

- ✓ In the event of scores being tied at the end of each innings, the result shall be determined by a Super over.
- ✓ All ICC's super overrule will be applied during super over except following.
 - The team which batted second in a tied match, automatically becomes eligible to bat first in the super over.
 - In case scores are level in the super over, the process will repeat until a winner is determined.

23. Playoffs

- ✓ The top team based on points table (points and NRR) from each group will qualify for the play offs (Quarter Finals). 8th Team will be selected based on top points plus NRR from all groups.
- ✓ Players should play at least 1 league games to be eligible to participate in play offs (Quarter, Semis or Final).

24. 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.

Note: Umpire's call is final, and teams can lodge complaints if they think otherwise.



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25. Misconduct Warning

There will be ZERO tolerance for fighting/profanity being used on the field and surrounding playing field areas. The neutral umpires are empowered to oversee the behavior of the teams during the match. Only captains can talk/discuss with umpires and are the only people from batting side allowed to enter the field of play, no other player should, If they do, it will be considered a violation that is punishable by a game ban.

Captains will be held responsible for their players behaviour. In case of dissent shown by any player during the match such as using abusive language, fighting on the field, too many appeals to the umpires, vehemently disagreeing with the umpire's decision, the umpires reserve the right to call the captain of the team involved in such an act and warn the player involved. If the umpire gives 2 warnings to a player and it happens the 3rd time the player would be sent out of the match and he/she cannot be replaced by a substitute nor, can he/she bat if he/she has not done so already. In case of the team being a batting team and if the batsman has already finished his batting and if such a scenario has been reported by the umpire, the player will be banned from playing the next match. **We urge umpires to call 911 if they feel threatened by players behaviour at any point.**

Any player found guilty of misconduct will face up to potential 1 year ban.

26. Against the Spirit of the Match

Following actions are against the spirit of the match:

- Dispute an umpire's decision by word, action, or gesture.
- Direct abusive language towards an opponent or umpire.
- Indulge in cheating or any sharp practice, for instance to appeal knowing that the batsman is not out.
- Advance towards an umpire in an aggressive manner when appealing to seek to distract an opponent either verbally or by harassment with persist

There is no place for any act of violence on the field of play. ESCL and its disciplinary board reserves the right to decide the penalty against the team(s) and/or player(s) and/or umpire(s).

27. After the Match

Trash Cleanup: Each team must fully clean up all water bottles and their trash near their dugout. Ground, dugouts and seating area, must be in similar condition in which they were before the match. Home teams should share a picture of cleaned areas after conclusion of final match in the day. ESCL will take strict disciplinary and may deduct up to 1 match point in an event any Team fails to follow this.



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Matting/Stumps/Cones: Any equipment at ground disturbed during match should be put back in place.

28. Complaints and Appeals

- ✓ All complaints must be emailed to the ESCL (EmpireStateCricketLeague@gmail.com) within 48 hours following the match day, failing which the Disciplinary Committee will make the final call on accepting the complaint. No other mode of complaint delivery will be acceptable.
- ✓ Copies of the complaint letter should also be sent to the officiating umpires and team involved in question in due course. No protests or complaints will be valid if a match is played without umpires ESCL has designated or approved.
- ✓ The decision of the committee will be final.
- ✓ No complaints will be considered unless proper procedures are followed.
- ✓ ESCL Code of Conduct document will have all the guidelines and details on violations, penalties and appeals.

29. Disclaimer

The Rules and regulations can be changed by ESCL. However, the changes to the rules will be announced to the teams via email/website updates. ESCL reserves right to modify, add or delete any of the rules and rules addendum at its own discretion.