

Cricket Newfoundland and Labrador

Indoor League – Tournament Format, Rules and Regulations, October-November 2017

Tournament Format

We have a maximum of 8 Teams Registered for the Tournament

- All teams will be divided into two groups: Group A and B. Each team will play one match with other teams in their respective groups. This will sum up to 3 matches for each team at group stages.
- The top 2 teams from each group will advance to Championship semi-finals. The bottom 2 teams will play Plate semi finals.
- Semi final winners move on to the final, semi final losers play 3rd/ 4th place match (Championship and Plate). Thus all teams will have two play-off matches.

Section 1: Playing Rules and Conditions

- Games will be played at the PowerPlex, Crosbie Road.
- New Tape Balls will be used (Tennis Balls Wrapped in white tape) for each innings.
- Each team must have a nominated captain. The captain must be one of the players.
- 8 overs per innings.
- 7 players/ side
- A game must proceed as per schedule and will need four players from each team to have a valid game.
- The teams will need to submit the names of the team members when they arrive at the venue for the game.
- A game must be completed in 50 minutes, 25 minutes a side.
- All teams are to be present must ready 10 minutes before their allocated fixture time, so that toss can take place, and electronic scoring be set up.
- Each match is allocated 50 minutes, so punctuality and avoidance of time wasting during the play is essential. If an umpire believes deliberate time wasting is taking place, then the matter will be reported to the league committee.
- If one team (for Example: team A) is ready with 7 players and the other team (for example Team B has less than 4 players) is not ready, the following rules will be followed:
 - If Team B is ready within 5 minutes of the scheduled start time, there will be no penalty.

- Team B will lose one over from their batting innings for every three minutes lost after 5 minutes of the scheduled start. (This won't affect the bowling quotas of Team A – i.e. one bowler can bowl 3 overs.
 - If Team B does not have enough players to start by 15 minutes after the scheduled time, Team A will be declared the winner.
- If neither team has enough players to start, each team will be allotted 1 point and the match will not be replayed.
- In each team only one bowler can bowl 3 overs, rest of the bowlers are restricted to a maximum of 2 overs.
- For a tied match a super over will take place – but only if it can be completed prior to the time allocated for the match expiring. If the match is already over time, then the game remains as a tie, with each team awarded one point.
- A batsman cannot be out Leg Before Wicket (LBW).
- Leg byes can be scored as per the Laws of the Game.
- If a match cannot be completed within the scheduled time for whatever reason, then the game is considered a no result with each team allocated one point. Note that if an umpire reports a team for deliberate time wasting, and the match is not completed, the league committee may choose to award the match to the opposition.
- The batsmen can be retired hurt or retire but they can only return to bat once everyone else in the team has batted.
- Wicketkeepers can use wicket keeping gloves if required.
- Fielding restrictions: A maximum of three players must be behind the bowling end stumps at the moment the ball is delivered.
- The wickets will be set up roughly 5-8 m from the back wall, 22 yards between wickets.
- Boundaries - only the far end of the gym counts as a boundary; this is marked with a green line, and we'll supplement with cones. All other hits to be run out. A hit that hits the side wall or ceiling and crosses the end boundary is 4, 6s only if it crosses directly.
- If ball hits the ceiling anywhere runs must be run out (no boundaries for ceiling hits unless the ball crosses back boundary line, and maximum of 4, not 6).
- Batsmen cannot be out caught if the ball strikes wall or ceiling first.
- If the ball goes under equipment, bleachers etc., passes curtain to other side- 1 run is scored (the batsmen should change ends) and the ball is considered dead (no run outs). The closest umpire should call "dead ball, 1 run".

- Bowlers are allowed one fast short-pitched ball/ over (over shoulder height); the umpire should indicate this, and subsequent short pitched balls in the over will be called as no-balls.

Section 2: Discipline/Playing Decorum

- Umpires have the final say in terms of decisions. Where required, the main umpire will discuss the dismissal with the leg umpire. If required the umpires can consult with the scorer.
- Any kind of dissent shown to the umpire or other players can lead to the suspension of the player or even the disqualification of the team based on the degree of the offense.
- Umpires can bring any disciplinary issues to the disciplinary committee established by Cricket NL for notice and action.
- Only on-field captains are allowed to discuss decisions with umpires. No other players are allowed to do so. If you are still not satisfied with umpire's reasoning, you can bring that issue to league committee through captains/managers.

Section 3: Other Important Items

- Captain is responsible for making sure all the team members are aware of the time and location of the matches.
- Re-scheduling of matches is not possible as Cricket NL is liable for the cost of gym time, whether used or not.
- Please do not litter and respect the facility. In particular please ensure the gym floor is not damaged by striking it with the bat.
- Players must wear indoor shoes.
- We will have a scorer for the games.
- Team Managers/Captains must ensure that they pay the fees (\$250) per team to Dave by email transfer at cricketnewfoundland@gmail.com prior to first game or submit cash to a member of the committee. 50% of the fee must be paid prior to a team's first match, the rest by end of October.
- Any players who have not cleared their past dues will not be permitted to participate in the Indoor League unless his accounts are cleared with Cricket NL.

- Team should submit a list of players prior to the tournament. Players can be added to the playing squad for round-robin games with the permission of the league committee. Play off teams must consist of players who competed in the round-robin, or who were in the original team list.
- Players can transfer between teams if required, as long as that the player has not played any match for their original team.
- At least one Cricket NL board member will be available for all the games unless there is an emergency.
- This is a recreational league and bowlers with dubious actions will be treated leniently, especially if previously allowed to bowl in any league conducted by Cricket NL. Cricket NL understands that some bowlers have some odd actions which may or may not align with ICC rules. However, if in the opinion of the umpires a bowler is clearly throwing the ball (i.e. the action is not dubious but clearly illegal), the umpires will make the captain and bowler aware of this opinion, and the bowler asked to attempt to bowl legally. Umpires then can issue a second warning and call no-ball. If the bowler still is unable to remedy his action, then on the third instance, no-ball will be called, the bowler must be removed from the attack, and cannot bowl any further in the match.
- In the event any new issue comes up during the matches, the on field umpire will use their best judgment based on experience, the match situation and knowledge. The captains/manager shall comply with the decision taken by the umpires.

Section 4: Point system

- 2 points for a win
- 1 points for a no-result or a tie
- 0 points for a loss
- If teams are tied on points, Net Run Rate is the tiebreaker.

All the best with the Tournament

Cricket NL's Indoor League Committee