

Cricket Newfoundland and Labrador

2018 Summer League – Tournament Format, Rules and Regulations

Any questions or clarifications on these rules and regulations should be addressed to the Summer League committee.

Fees

1. The fee for entering a team to the league is \$1150.
2. \$575 must be paid by electronic transfer to Cricket NL prior to June 10th with the balance to be paid in full by July 28th.
3. Late payment of either installment will incur a penalty of \$50, and the league committee reserves the right to suspend a team from playing if they are not in good financial standing.
4. Any team that defaults a match (cannot field a team without providing 21 days notice to the league committee) must pay a fine of \$75.

Responsibilities of Manager/Captain

1. Representing the team on league committee.
2. Ensuring field is prepared in time for prompt starts on schedule; assigning responsibility for field preparation, field clean up, umpires and scorers.
3. Taking responsibility for players adhering to disciplinary code.
4. Communication of schedules and other issues to team members.

Umpiring and scoring

1. Each team must provide a list of at least 4 potential umpires to the League Committee
2. All umpires must complete the on-line umpiring quiz prior to the start of the league. Any umpires who do not attend the training session are only allowed to stand at square leg, and must also be able to carry out scoring duties if no scorer is present.
3. The final schedule will indicate umpiring and scoring responsibilities for matches. If a team does not supply an umpire as assigned, then they will be fined \$15, with the fine being paid to the umpire who filled in.
4. Teams should ensure they have at least 5 people capable of scoring using Cricket HQ. Having a separate scorer is preferred but if one is not available the assigned umpire may score. Please note that it will be challenging for umpires to score using the Cricket NL tablet, and thus they need to be equipped with their own device, with adequate charge to score the match.

Set up and tear down

The schedule outlines club responsibilities for set up prior to games and clean up afterwards. In addition, clubs may be expected to assist with ground preparation on Friday evenings (mostly mowing).

Set up responsibilities (should be complete 15 minutes before scheduled start):

- Ensuring boundary markers are out
- Marking 30 yard circle with mower or otherwise
- Pitching stumps, ensuring chalk is present to mark guard, sweeping mat if required
- Ensuring kit is present
- Ensuring tablet and charger are at ground, charged and available
- Setting up scoreboard

Tear down responsibilities:-

- Collecting boundary markers and stumps, storing in shed
- Checking and packing kit, storing in shed or making other arrangements
- Collecting tablet, and uploading matches to CricHq as soon as possible
- Ensuring RCAF is cleared up and free of garbage
- Storing scoreboard in shed
- Ensuring shed is tidy and secure

General ICC T 20 rules summary

1. Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.
2. No bowler shall bowl more than 4 overs in an innings.
3. Free Hit
 - a) 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.
 - b) All modes of no ball shall 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.
 - c) 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.
 - d) Field changes are not permitted for free hit deliveries unless:
 - i. There is a change of striker (the provisions of clause 41.2 shall apply), or
 - ii. The no-ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
4. During the powerplay overs (first six overs) only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
5. During the non-powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area
6. A bowler shall be limited to one fast short-pitched delivery per over.

- a. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
7. Bowling of high full pitched balls-
 - a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
 - b) In the event of a bowler bowling a high full pitched ball, the umpire at the bowler's end shall call and signal no ball.
 - c) If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
 - d) The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
 - e) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
 - f) The bowler thus taken off shall not be allowed to bowl again in that innings.

Playing Rules and Conditions

1. Games will be played at RCAF Field, Torbay Road.
2. All players must be members in order to be covered by insurance, even those brought along to play one or two games. Any player listed on the club's team list is considered a member – additions to the team list need to be communicated to the League Committee ahead of any match.
3. The basic format of the league will be 20 overs/ side under current ICC playing regulations.
4. There will be a new ball provided for each innings. White balls will be used; therefore no team/player shall be wearing whites
5. This is a recreational league and Cricket NL allows all bowlers with doubtful action or who have bowled previously to bowl in any league conducted by Cricket NL to bowl in the league. Cricket NL understands that some bowlers have some odd actions that may or may not align with ICC rules and some latitude should be given. Blatant throwing however is not permitted. If this happens, the on-field umpires will first provide a warning to the bowler and captain. For subsequent infractions blatant throws will be called as a no-ball. The bowler will be taken off immediately and cannot bowl further in the match if they have been no-balled three times for an illegal delivery.

6. If an umpire has doubts about the legality of any bowler's delivery, they should report it to the Summer League committee so if necessary the coach can work with that player to deal with any issue.
7. Each team must have a nominated captain and a vice captain. The captain must be one of the players.
8. A team will receive 2 points for a win, 0 points for a loss. 1 point for each team will be awarded if both teams cannot field a team for a scheduled match and the match will not be replayed. If a game is cancelled for weather and cannot be re-scheduled each team is awarded 1 point.
9. The teams will need to submit the names of the team members when they arrive at the venue for the game.
10. There is a maximum of 15 minutes break between each innings
11. A game must be completed by less than 3 hours 15 minutes (90 minutes a side with 15 minutes break between innings).
12. Teams are to be present at the field 10 minutes ahead of the scheduled start of the match for the toss, and set up of scoring.
13. Each innings is allocated 90 minutes, so punctuality and avoidance of time wasting during the play is essential.
14. If one team (e.g. Team A) is ready with 11 players and the other team (for example Team B) is not ready, the following rules will be followed:
 - a. If Team B is ready to play within 10 minutes of the scheduled start time, there will be a no penalty for Team B.
 - b. If Team B is not ready to play within 10 minutes of the scheduled start time, there will be a penalty of 1 over for every 4 minutes lost 10 minutes after the schedule time.
 - c. If Team B is not ready to play within 30 minutes of scheduled start time, Team A will be the winner.
 - d. "Ready for play" means ready to take the field, not ready to take the toss.

Please note that each team must have at least 8 members present on the field to start the game.

15. If two teams have equal points then net run rate will determine the next round.
16. If a team defaults a match then they will be considered, for the purposes of net run rate calculations, to have scored 0 runs from 20 overs, and conceded 0 runs from 0 overs. The net run rate of the team to which the match was awarded remains unaffected (i.e. They score and conceded 0 runs from 0 overs).
17. A player who has represented one team in the league already can only switch to another team with the permission of the league committee.
18. If a club adds any new players the summer league committee should be informed at least 2 days prior to the game.
19. Any players not registered with Cricket NL will not be able to play a match.
20. Teams can only use players from their team for substitute fielders unless the opposing captain agrees otherwise.

21. If a team has less than 11 players, no additional fielder from any other team is permitted.
22. No rescheduling of matches at the request of teams will occur after July 20. If a team cannot field a team the match will be defaulted, not rescheduled, irrespective of notice.

Weather and cancellation policy

In the case of poor weather, the league committee has responsibility for deciding whether matches go ahead up to the evening before the scheduled time. If the weather is uncertain and the match was not cancelled the previous day, teams should plan for the match to go ahead as usual and be at the field ready to play.

The umpires should consult with both captains if field conditions and weather are dubious.

- If both captains agree to play, and the umpires believe conditions are safe to play, then the match will start as scheduled.
- If both captains agree that conditions do not permit the match to be played the game is cancelled, and may be re-scheduled if possible.
- If captains disagree on the suitability for play, then the umpires determine if the match should go ahead. The umpires' decision is final in this regard. If a team does not want to play when the umpires decide play is possible, then the match is forfeited
- Once a match has started all decisions relating to stopping play due to weather or pitch conditions are made by the umpires, as per the Laws of cricket.

Discipline/Playing Decorum

1. 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.
2. Any kind of dissent shown to the umpire or other players can lead to the suspension of the player or even the forfeiture of the match by the team based on the degree of the offense.
3. Any disciplinary issues should be reported as outlined in the discipline policy adopted by Cricket NL.

All the best with the tournament!

Cricket NL Summer League Committee, May 30 2018 (revised July 20)