

Cricket Newfoundland and Labrador

2019 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 \$1,200. 50% of the registration fee of \$1200 must be paid by June 15 and with the balance by July 15. If a team wishes to pay in full by June 15, an early payment discount of \$50 is applied, with a total fee of \$1150.
2. The league committee reserves the right to suspend a team from playing if they are not in good financial standing.
3. Any team that defaults a match (cannot field a team without providing 14 days notice to the league committee) must pay a fine of \$75. Note that even if notice is provided the match will not be re-scheduled.

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, 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. Umpires will be compensated at a rate of \$20/ match. They must be prepared to score (in possession of a device capable of running CricHQ, and trained in its use).
2. All potential umpires must complete the on-line umpiring quiz prior to the start of the league.
3. Teams are encouraged to provide the names of potential umpires to the league committee in advance.
4. Umpires are responsible for collecting used balls at the end of each innings and providing them to a league committee member; failure to do so will result in a reduction of \$5 in umpiring fees for each umpire.
5. Teams are encouraged to provide scorers; ideally the batting team should maintain a paper scorebook, or duplicate electronic scoring to help cross-check the umpires scoring. The batting team is also responsible for keeping the scorebook up to date.

Set up and tear down

The schedule outlines club responsibilities for Friday ground preparation, set up prior to games and clean up afterwards.

Friday responsibilities

- Mowing field using lawn tractor (inner circle with hand mower if possible).
- Ensuring that the grass belonging to the SPCA is cut.
- Ensuring that the lawn tractor is left full of gas and replenishing gas if gas can is empty.
- Ensuring creases are properly marked.
- Repairing and rolling bowler's run up areas if required.
- Failure to perform this work without good reason may result in fines of up to \$50 being imposed by the league committee.

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 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. No bowler shall bowl more than 4 overs in an innings.
2. 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.

3. During the powerplay overs (first six overs) only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
4. During the non-powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area
5. 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.
6. 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.

Use of Runners

A player with a pre-existing injury is allowed a runner only with the permission of the league committee, obtained in advance. For injuries occurring during play, Law 25 applies, not the International T20 playing conditions. This states:-

- 25.5.1 The umpires shall allow a runner for a batsman if they are satisfied
 - 25.5.1.1 that the batsman has sustained an injury that affects his/her ability to run and
 - 25.5.1.2 that this occurred during the match.

Balls pitching off the mat

In general, despite Law 21.7 of the Laws of Cricket, balls pitching off the playing mat will be considered to be in play, and will usually be called as a wide. In the

unusual circumstance of the ball pitching on the edge of the pitch and being deflected to within the reach of the batsman, the umpire should call dead ball.

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 can wear 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 will 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. If no member of a team is present for the toss at least 10 minutes prior to the scheduled start, the toss is awarded to the other team.
14. Each innings is allocated 90 minutes, so punctuality and avoidance of time wasting during the play is essential.
15. Umpires are instructed to report any team that contributes to an innings not being completed in 90 minutes to the league committee; this will normally be the bowling side but it is recognized that the batting team may also contribute to time wasting. Umpires should take into consideration lost

balls, injuries and other circumstances beyond the team's control before making a report. The league committee is empowered to take disciplinary action with recommended penalties of: two instances- a formal warning; three instances, suspension of the captain for one game.

16. 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 scheduled time.
 - c. If Team B is not ready to play within 30 minutes of scheduled start time, Team A will be declared 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.

17. If two teams have equal points then net run rate will determine the next round.
18. 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).
19. A player who has represented one team in the league already can only switch to another team with the permission of the league committee. A player who has not played a match for their existing team can switch without requiring permission to be granted but must inform the committee.
20. If a club adds any new players the summer league committee should be informed at least 2 days prior to the game.
21. Any players not registered with Cricket NL will not be able to play a match.
22. Teams can only use players from their team for substitute fielders unless the opposing captain agrees otherwise.
23. If a team has less than 11 players, no additional fielder from any other team is permitted.
24. No rescheduling of matches at the request of teams will occur after the schedule is finalized. 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.

40 overs playing conditions

All provisions of the T20 playing conditions shall apply with the following changes

- Each innings must be completed in 2 hours 45 minutes (umpires have the discretion to allow additional time for exceptional events- injuries etc.).
- A five minute refreshment break is taken after 20 overs.
- Maximum overs/ bowler – 8
- A bowler shall be limited to two fast short-pitched deliveries per over.
- Fielding restrictions:
 - Overs 1-8: maximum of 2 outside the circle
 - Overs 9-32: maximum of 4 outside the circle
 - Overs 33-40: maximum of 5 outside the circle

All the best with the tournament!

Cricket NL Summer League Committee