

Cricket Newfoundland and Labrador

Indoor League – Tournament Format, Rules and Regulations, October-November 2019

Tournament Format

We have 13 teams registered for the tournament.

- Teams will be divided into four groups: Groups A, B, C and D. Each team will play one match with other teams in their respective groups .
- The top team from each group will advance to the Championship semi-finals.
- The 2nd placed teams advance to 5-8th place play-offs.
- The 3rd placed teams play in the 9-12th place play-offs.
- In each play-off round, semi final winners move on to the final, semi final losers play each other for placings. 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.
- Umpires have a particular responsibility to ensure matches start on time, and should be at the venue well ahead of time.
- If one team is present and ready for the toss at the designated time (10 minutes before scheduled start), or when umpires are ready to conduct the toss if later), and the captain or representative of the other team is not present, then the team ready to play will be considered as winning the toss.
- 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 the first ball of a match is not bowled until 10 minutes after the scheduled start time, with neither team at fault, the overs/ side must be reduced based on the following guidelines. 10 minutes late- 7 overs/ side; 15 minutes late – 6 overs/ side; 20 minutes late – 5 overs/ side (all bowlers limited to 2 overs). If there has been extra time allocated at the end of the day to deal with possible time over-runs, the umpires at their discretion and in consultation with the league committee, may choose not to reduce overs.
- 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 one bowler can bowl a maximum of 3 overs, other 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 cannot be scored.
 - 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 can be behind the bowling end stumps at the moment the ball is delivered.
- The wickets will be set up roughly 5-8 yards 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 and crosses the end boundary is scored as a 4, 6s can be scored only if it crosses directly.
- Batsmen cannot be out caught if the ball strikes the roof, side or back wall 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.
- Wides and no-balls are re-bowled. The no-ball law as enforced in T20 cricket applies with regard to high full tosses.

New rules

The league committee has developed rule modifications, designed to improve the experience of all players, and assist in player development. They are:-

- Any batsman who reaches or passes a score of 35 runs must retire and can only resume their innings at the fall of the last wicket
- A batsman must face at least 2 balls before retiring; if a player cannot bat, the team loses 2 balls before any retired batsman can resume their innings
- Shots that hit the sidewall or curtain automatically score 2 runs, with any runs completed added to this. Shots that hit the back wall (behind the wicket) can score runs only by the bats completing a run.

Section 2: Discipline/Playing Decorum

- Umpires have the final say in terms of decisions and interpretation of the laws, rules and regulations. Where required, the umpires can consult.
- 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 should 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 as long as this causes no unreasonable delay. No other players are allowed to do so.
- Any concerns with regard to umpiring should be brought forward to the league committee after the match. It should be noted that such concerns will only be considered if they deal with interpretation of the laws and regulations. Concerns based on decisions that depend on the opinion of the umpires will not be considered.

Section 3: Other Important Items

- The captain and manager are 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. A team that defaults a match will be fined

\$50, payable before their next match. This fine will be refunded to the opposition in the defaulted match.

- 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 gym shoes.
- Team managers/captains must ensure that they pay fees to Cricket NL by email transfer at cricketnewfoundland@gmail.com prior to first game.
- Any players who have not cleared their past dues will not be permitted to participate in the Indoor League unless their 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. 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 unforeseen issue comes up during the matches, the on field umpires will use their best judgment based on experience, 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.

In the case of a defaulted match, the team defaulting will be considered to have scored 0 runs in 8 overs, and conceded 0 runs from 0 overs. The team who suffered the default will not have the match considered in calculating their net run rate.

Scoring and umpiring

- Umpires should be familiar with the rules through playing at least one tournament in the Powerplex.
- Umpires should be familiar with the CricHQ scoring application, and ensure they have a device capable of scoring available to them.
- Umpires will be compensated \$10/ match.
- The league committee will assign umpires to matches based on their stated availability.
- Scoring will generally be done by the batting side; umpires may choose to score themselves.

Cricket NL equipment

- A team playing in the last match will be assigned to collecting all Cricket NL equipment, including tablet, stumps, bats, cones and balls.
- They are responsible for checking the equipment, charging the tablet/ power bank and ensuring everything is at the gym in time for the next match, either by bringing it themselves, transferring it to a team playing in the first match, or to another responsible individual.
- Teams should co-operate to set up the gym ready for play promptly at the beginning of sessions. This includes set up of stumps, use of cones to mark boundary, and set-up for scoring.

All the best with the tournament

Cricket NL Indoor League Committee