

# ***Bangladesh Cricket League (BCL) 2019***

## ***Bylaws***

### ***1. Duration, location, and toss***

- 1.1. All matches are generally 3 hours and 55 minutes in length. Typically, there are two-time slots for league matches. (10:00 AM to 1:55 PM) and (2:00 pm to 5:55 pm). All matches are expected to start on time.
- 1.2. The home team will be in charge of setting the 30 yard circle and the boundary flags at the beginning of the game. They will also be in charge of removing them after the game unless there is a game right after their game. So it is recommended that the home team arrives early to set them accordingly.
- 1.3. Each innings is expected to last for 110 minutes.
- 1.4. There will be a 5 minutes break after ten overs in each innings. This break is optional to the fielding team. This 5 minute is part of the 110 minutes.
- 1.5. After the end of the 1st innings, there will be a 15 minutes break before the 2nd innings starts.
- 1.6. If a fielding team spends more than 110 minutes to complete their 20 overs, they will be penalized 5 runs for every 6 minutes extra taken after 110 minutes.
- 1.7. All matches will be a maximum of twenty overs per innings.
- 1.8. If a match starts late for any reason other than a shortage of players ( for example bad weather), for every 11 minutes delay each team will lose 1 over from their innings.
- 1.9. Once the toss is done it will be upto the on field umpires to delay or abandon the game.
- 1.10. Game can not be delayed more than ONE Hour. Due to bad weather, if a game is delayed more than an hour, it will be abandoned.
- 1.11. League matches will be played with a leather ball. Committee will provide 7 league balls to each team at the beginning of the tournament. Fielding team will provide the ball for the batting innings. They will also provide a replacement ball in case of lost balls in the jungle. So, it is very important that the fielding team keeps an eye on the ball when the ball lands in the jungle. Teams are allowed up to have 7 balls for free from the committee. Extra balls can be purchased from the committee at a cost of \$10 each. Furthermore, fielding team should collect the match ball from the umpire at the end of the game and save it for future use.
- 1.12. If the ball gets lost within the first six overs, a new ball will be provided by the fielding team. If the ball gets lost after six overs, a used ball will be provided by the fielding team. The ball will be inspected by both umpires. If a team can't provide ball according to the guidelines, it will be up to the umpire to decide which ball should be used. The umpire can also change the ball if he feels the ball has lost its shape.
- 1.13. Toss shall be conducted at least 15 minutes before the match start time. Both captains (or designated captain) should be present for the toss. If no one is present from a team, the team arrives first will win the toss. Immediately following the toss, both teams will be fully prepared to take the field as soon as the field is available.
- 1.14. If any team does not have at least eight players at the time of the game start time, they will lose one over from their batting innings for every 6 minutes until they get their 8th player. The maximum number of overs a team can lose is 5. That means if any team is unable to get

- at least eight players within 30 minutes after the game scheduled start time, that team will lose the match and the opponent team will win the match.
- 1.15. The toss-winning captain will have to give his decision to the umpires right after the toss is completed.
  - 1.16. Two players from the batting side should always be ready with proper cricketing gears. These two players are addition to the ones that are already on the field. Batting team will have up to two minutes from the time a batsman gets out until a replacement batsman is on the field. If the batsman takes more than two minutes to be on the field, umpires will penalize 5 runs to the batting team. Additional time taken by the batting team will not count against the fielding team.
  - 1.17. The committee has the right to change the venue and time of any match in the tournament. The captains of the participating teams will be notified ahead of time if the venue and time of any match is rescheduled. A general guideline is that there will be no rescheduling of any game.

## **2. *Player Qualification***

- 2.1. Each team will have the chance to create a total of 20 members squad using the CricClubs website. Each team can register a maximum of 4 non-Bangladeshi players in this squad. After September 25, 2019 (11:59 PM ET) teams will not be allowed to add or remove any of the profiles.
- 2.2. Transfer of players between teams will not be allowed.
- 2.3. Shuffling or merging of players between teams will not be allowed.
- 2.4. During a match each team is allowed to play with only players who are Bangladesh origin from DC, MD and VA (DMV) except THREE (Bangladeshi origin from anywhere). Each team will also be allowed to play with TWO Non-Bangladeshi origin players who doesn't have any CricInfo profile updated in the last 5 years. There is no residency restrictions on Non-Bangladeshi origin players.
- 2.5. To be considered as Bangladeshi at least one of the parents has to be Bangladeshi origin. Note: if challenged, player/team must provide a copy of the parent's passport to prove Bangladeshi origin.
- 2.6. If a players DMV residency is challenged, it is the team and the player's responsibility to provide a state ID to prove his residency for the last 3 months prior to the tournament starting date.
- 2.7. In order to qualify for the semifinals and final match, each player (both Bangladeshi and non-Bangladeshi origin) will have to play at least 50% of the games during the 1st round.
- 2.8. If any team has any objection about any player of the opposing team, they will have to file a written complaint to the committee within 48 hours of the game via email.
- 2.9. Participating Clubs are solely responsible for ensuring that their players are in compliance with all the eligibility requirements. Players and/or clubs in violation of the bylaw will be subject to fines, forfeiture of games in which the non-qualified player was reported to be playing, and/or other penalties considered appropriate by the committee members.

## **3. *Playing 11 roster announcement***

- 3.1. Every team must submit a list of their playing 11 rosters and substitutes name in writing with their full legal names to the umpire(s) at the 'TOSS' time. If the substitute player is not

- clearly identified on the roster, any player listed after the top 11 on the roster will be assumed as substitutes.
- 3.2. The game will not start until the roster is submitted from both teams. Delay of game due to delay of roster submission will result in over reduction from batting innings from the team in violation.
  - 3.3. All participants' legal names must be used on the roster and the scorecards.
  - 3.4. All the players mentioned in the playing 11 roster have to be physically present on the ground.
  - 3.5. If any player on the roster is not present at the start of the game, he will have to be on the field before the 10th over ends. Otherwise, that player will not be allowed to participate in the game.
  - 3.6. If a player from fielding team arrives late, that player will not be allowed to bowl until the equal number of overs has passed after the player has arrived late.
  - 3.7. If a batsman arrives late, that batsman will not be allowed to bat until the equal number of overs have passed or until 5 wickets have fallen.
  - 3.8. At no point, a substitute shall be allowed to convert to a playing 11 (as given to the umpire at the start of the match) player for that game.
  - 3.9. If a team forfeits a game, their roster will not be accepted for the player's playoff qualification. However, the opposing team will be able to submit a roster for player's playoff qualification as long as the roster is submitted at the original start time of the game. Roster submitted after the original start time of the game will not be accepted for that abandoned or forfeited game. So, every team must submit a roster at least 15 minutes before scheduled start time of the match even if the game is abandoned due to bad weather or other unusual circumstances.

#### **4. *Rules and Regulations***

- 4.1. Any clause of a cricket game that is not included in this BYLAW will be handled according to the ICC T20 cricket rules and regulations. As a reference ICC rules and regulations of T20 cricket from the following link can be utilized.  
<https://cricclubs.com/BCLcricket/document.doc?documentId=1&clubId=7282>
- 4.2. However, below are some clarification on some common rules and regulations on no ball, dead ball and substitution.

#### **5. *No Ball***

- 5.1. The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease (front line). If the umpire at the bowler's end is not satisfied that these conditions have been met, he shall call and signal NO BALL. This will be categorized as an "Overstepping" No-Ball that will follow with a Free-Hit.
- 5.2. The bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery. If the umpire at the bowler's end is not satisfied that these conditions have been met, he shall call and signal NO BALL. This will also be categorized as an "Overstepping" No-Ball that will follow with a Free-Hit.
- 5.3. The normal rules will apply to the call of "NO BALL". If after delivery, the ball is then considered a "WIDE-BALL" the call of "NO BALL" takes precedence over the "WIDE-BALL" call.

- 5.4. If a bowler delivers a chucked delivery, the 1st chucked delivery will be a warning. The 2nd chucked delivery will be a no ball. After the 3rd chucked delivery the bowler will be suspended from bowling for the remainder of that game. As a guideline, a bowler cannot bend his forearm more than 15 degrees in angle with his upper arm. Umpires are authorized to look for any visible chucking.
- 5.5. Any ball, which, after bouncing, passes the batsman above his head height in his normal stance, shall be called a WIDE BALL by either umpire. One ball which after bouncing, passes the batsman above his shoulder height, but below his head height in his normal stance are allowed per over. More than one such ball within the same over will be declared as No-Ball.
- 5.6. Any ball which having not bounced after leaving the bowler's hand, passes the batsman above waist height, or would have passed him above waist height if it had not struck the batsman's bat or body, shall be called a NO BALL by either umpire. The umpire should make the call after the completion of the delivery.
- 5.7. (Related to the above rule) Any ball which having not bounced after leaving the bowler's hand, hits the stumps, will be considered OUT (for simplicity the perceived height will not be taken into consideration).
- 5.8. If a bowler bowls two beamers (full toss ball aiming at the batsman's body), the bowler will be suspended from bowling for the remainder of the game.
- 5.9. If a ball bounces more than once before passing the bating/popping crease, the ball will also be considered as a no ball.

## **6. *Dead Ball***

- 6.1. A ball is considered dead once the 'wicketkeeper' passes the ball.
- 6.2. Roll ball will not be considered as a dead ball due to the fact that we can't always clearly determine whether the ball actually rolled or just stayed low. It will just be batsman's bad luck.
- 6.3. Ball peaches on the grass outside of the crease will be considered as a no ball.

## **7. *Substitution/ Batsman Retired Hurt***

- 7.1. Each team can have up to 4 substitute's name included in the roster submitted to the umpire. A team may not use a substitute who is not part of the roster submitted to the umpires/committee.
- 7.2. A substitute can be brought on for an injured fielder.
- 7.3. A substitute player can only play when the original player was present first. A substitute can't start the game when the original player is on the way.
- 7.4. A substitute shall not bat, bowl, wicket keep or act as captain.
- 7.5. A batsman who becomes unable to run may not have a by-runner, who completes the runs while the batsman continues to bat. Alternatively, the batsman may retire hurt and may return later to resume his innings at any point there is a loss of wicket.
- 7.6. The decision to allow a substitute fielder is based on a discussion between the fielding captain and the umpire(s).
- 7.7. The decision to allow a batsman to retire hurt is up to the umpire(s).
- 7.8. Players shall not leave early from a game to go play in another league or competition. If a player does leave early without completing the game in BCL to play in another league, BCL game shall not count towards the player's playoff qualification.

- 7.9. Any medical emergency will require immediate attention and umpire will enforce that decision on the field even if the player does not want to accept it.

## **8. *Umpire's Guidelines***

- 8.1. All umpires should read this handbook thoroughly and have a copy with them on the ground.
- 8.2. The umpire will remain impartial at all times on the field.
- 8.3. The umpire should arrive at the field at least 30 minutes before the scheduled start time of the game.
- 8.4. The umpire will verify that each team has a minimum of eight (8) players present at the start of the game.
- 8.5. The umpire shall ask the bowler about his bowling arm and side from where he will bowl and accordingly inform the batsman. Umpire cannot give a no ball if he has not asked the bowler about his arm and/or side.
- 8.6. The umpire will keep track of the number of overs during which a fielder has left the field (for whatever reason). A fielder can ask for a substitute or the team can play without that player on the field if there is any need of time off the field. The umpire will keep track of the time of all breaks and notify the captain when to resume.
- 8.7. The final decision will be with the "Main" umpire on the ground.
- 8.8. To eliminate confusion, when fielders stop the ball close to the boundaries, he needs to stay there if umpire wants to see the spot. If he moves, then it will be umpires call.
- 8.9. For consistencies, umpire should provide the benefit of the doubt to the batsman.
- 8.10. The umpire can file a complaint about any indecent or behavior by any player of any team on the field to the committee.

## **9. *Captain's Responsibilities***

- 9.1. One player from each team will act as captain for the duration of the match.
- 9.2. The vice captain can assume the responsibilities of a captain if the captain is not available.
- 9.3. The captain should conversant himself and his players with this bylaws of BCL 2018.
- 9.4. The captain should control the behavior and conduct of all of his teammates and act on their behalf in case of any disputes.
- 9.5. The captain is the only person who can represent the team or any individual player during the game. If any player has any complaint or question about anything during the game and needs to talk to the umpires, only the team captain can conduct such conversation.

## **10. *Tournament Format, Points and Run Rates***

- 10.1. For every match, the winning team gets two (2) points, losing team gets zero (0) points. If the match is incomplete due to weather or other unusual circumstances, each team will get one (1) point. (Number of wickets will not be taken into consideration). Note: games that are tied at the end of regulation will be decided via super over. There will be no rescheduling of any game.
- 10.2. There is only one group in this tournament. Every team will play each other in the group stage for once. The 1st ranked team from the group will qualify to play in the final directly. Teams ranked 2nd and 3rd will face each other in a knock out match to qualify for the final.

- 10.3. If teams earn the same points at the end of the group stage (1st Round), net run rate will be the fundamental aspect in deciding the group position. The net run rate will be calculated based on the ICC rules.
- 10.4. In case of inclement weather, the number of over will be reduced and games will be underway in shortened versions or D/L target. If a game is unplayable, it will be declared as tie unless it qualifies for a D/L result. There will be no rescheduling of any games except semifinals and final.
- 10.5. D/L result will be calculated from this website <http://www.boltoncricket.co.uk/DLcalc.html>
- 10.6. Should a team forfeit a game or should a team not show up for a game, the opponent team would automatically obtain two (2) points.
- 10.7. The team that forfeits the game will lose 1 points in addition to the 2 points from that match. There will be additional \$200 fine that must be paid before the next game they will play. Failure to pay the fines will result in suspension from the league.
- 10.8. Teams may not forfeit more than two games per tournament. Such team may be suspended from future tournaments.
- 10.9. In any case of cheating or unfair play, in terms of violating rules and regulations, teams will be penalized, which may result in losing points and/or suspension of the team or suspension of any individual player. The final decision will be taken by the committee members that shall be obeyed by every player/ team, and/or associated members.

## **11. General Guidelines**

- 11.1. All teams and their players are expected to be familiar themselves with the rules identified in this handbook.
- 11.2. All the participants are to maintain a professional attitude on and off the field.
- 11.3. All the participants are influenced to be dedicated and retain a timely manner throughout the league.
- 11.4. Shoes are required, but NO soccer shoes or cleats are allowed to be worn.
- 11.5. Every batsman will have to wear proper cricketing gear properly. For example, Thigh guards and abdominal guards must not be worn outside of the trousers. Umpires will send players back and will fine five runs for improperly wearing gears. Also, additional time taken due to uniform's issue will not count against the fielding team.
- 11.6. Shirts and trousers are required. Jeans and shorts are not allowed. All playing 11 MUST wear the same uniform to every match. Rules are relaxed for trouser except white. However, shirt needs to be similar for all the playing 11 members. Players without the same shirts, won't be able to participate.
- 11.7. Proper cricket bats (wooden cricket bats) are only allowed to be used.
- 11.8. No fake fielding is allowed. Fake fielding will cost 5 run penalty.
- 11.9. No player is allowed to carry a cell phone with them in the field, except leg umpires. If a player carry cell phone in the field, the team will be penalized 5 runs.
- 11.10. Any kind of trash should be dumped in a trash bag or in the proper dumpster in the field. Any improper conduct at the field will be punishable by five runs and committee may suspend all repeat offenders. Example of improper conduct cursing, using the f-word, arguing with umpires, taking the uniform off in anger on the field, etc.
- 11.11. Schools are all non-smoking zone. So, smoking around the school's fields are strictly prohibited. If the league is fined by the county or police department due to smoking issue, the responsible team(s) and or player(s) will have to pay the fines.

## ***12. Code of Conduct and Discipline***

- 12.1. Everyone participating in this tournament should follow the rules and regulations of appropriate conduct on the field (mainly everything that happens falls under the jurisdiction of the local police departments).
- 12.2. The committee is not responsible for any injuries that take place throughout the tournament.
- 12.3. As far as the cricketing code of conduct is concerned, the teams are here to have fun and relieve stress during the weekends. Therefore, we expect to see a sense of camaraderie and sportsmanship.
- 12.4. Players using any foul language on the field will result in 5 run penalty for the team. There is no warnings necessary. Player bringing phone to the field will also result in 5 run penalty for the team. Taking off uniform in anger will also result in 5 run penalty for the team. Putting hands on opponents will result in 10 run penalty for the team and additional penalty decided by the committee in the form of money and or suspension.
- 12.5. Sledging is strictly prohibited. However, the difference between encouraging one's own team-mate and sledging can sometimes be unclear. Under such circumstances, the umpire will have the final say in deciding what a tolerable limit is. If the umpire(s) found things exceeding the limit, they will recommend expulsion of player(s) or action against the team to the committee.
- 12.6. We strongly discourage any physical or verbal (direct or implied) attack by a player against the umpire, other cricketers and spectators.
- 12.7. Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
- 12.8. Determination of what constitutes unruly or unsportsmanlike behavior will be based on the umpire and committee's combined opinions.
- 12.9. Players abusing or threatening either umpire(s) or opponent team members will be subject to suspension for 1 or more matches.
- 12.10. Under any type of confusion on the field, only the 'Captain' (Bowling and/or Fielding side) is allowed to talk with the umpires. A captain could nominate an individual (Vice/Captain) to represent him under any such circumstances.
- 12.11. No player shall get into an argument with the Umpires.
- 12.12. Match Referee of each game will be responsible for any questions about the game and will report to the committee.
- 12.13. Any team can make a formal complaint against any match referee, umpire or leg umpire to the tournament committee via email.
- 12.14. Any player who is penalized by the committee will not be able to participate until the penalty is paid. The team of that player will also not be able to play until the penalty is paid.
- 12.15. All teams must clean up around the fields (such as trash or water bottles) after each game.

## **Acknowledgement**

*I as the team captain/vice captain of \_\_\_\_\_, hereby acknowledge that I understand and agree with all the tournament rules and regulations (bylaws). As a captain/vice captain of*

*the team (I am representing), I take full responsibility of any actions taken by my team members during the course of this tournament. I, on behalf of my team members also acknowledge that committee is not responsible for any injuries caused in this cricket tournament. By signing this contract, I also pledge to respect and endorse the committee members' decision at any given time of the tournament.*

Name:

Signature

Date

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