

BROOKLYN CRICKET LEAGUE

2023 RULES AND REGULATIONS



PREAMBLE:

This document contains the Rules and Regulations that govern cricket games played in the Brooklyn Cricket League (BCL) and MUST be used in collaboration with Laws of Cricket⁵⁴ and the 2018 ICC's Standard One Day International Playing Conditions. It is the responsibility of each captain to know these rules and ensure that his team conforms to their stipulations. All clubs and players are notified that there are several new and revised sections of the 2000 - 2003 code for cricket and the standard One Day International Match Playing Conditions effective October 2017 that will be applied by umpires during the current cricket season. Current ICC laws and One Day International Match Playing Conditions will apply, if not stated in the playing rules.

1. REGISTRATION OF PLAYERS

- 1.1: All Clubs must register its players with the league at least (7) days before the first schedule game of the season and subsequently at least (1) day before the other games. Registration must initially be done by sending a list of names of players to the Secretary and copied to the Asst. Secretary/Treasurer, by mail or by email (bklcricketleague@gmail.com). Clubs can register a maximum of twenty-three (23) players for free per year. Clubs must pay a registration fee of \$20.00 per player beyond the 23-player registration limit. All player registrations must include a picture of the player along with their full first and last names.
- 1.2: If the registration is by mail, the registration date shall be the date it was mailed as evidenced by the postmark. If registration is by E-mail, the registration date shall be the date received. The last date of registration is the 30th of June of the season in progress, for the round robin competitions. Any points gained by the club, which violates this rule, shall be forfeited and the points awarded to the opposing team. If more than one club register a player, such player shall be considered a register player with the first team he represents.

- 1.3: The Brooklyn Cricket League shall allow no more than (5) players who do not reside in the United States and no more than (5) players who do not reside in the Region to participate in a match for a club in the Brooklyn Cricket League Competition. The Brooklyn Cricket League shall allow only one (1) current test player per team to participate in the Brooklyn Cricket League games.
- 1.4: No player who has played or was nominated to play for any other League / Club in the New York Cricket Region (NYCR), during the current season, will be eligible to play in the Brooklyn Cricket League Competitions in said same season, unless the player is transferring with the proper release. The NYCR Leagues are Metropolitan, Commonwealth, New York, New York National (NYNCL), American and Brooklyn League. The Rockaway sponsored T20 tournament played during September/October is considered to be part of NYNCL. A player must have a release form/letter when moving from one club or league to another, signed by the Secretary, Treasurer or President of the organization, (Club Captain if none of these). The release cutoff date shall be June 30 of the season in progress.
- 1.5: The Executive/Protest & Disciplinary Committee has the authority to override any decision made off the field by umpires. At the end of cricket season, the umpire co-coordinator along with his colleagues must meet with the executive body of the league to discuss issues and remedies that affects the league. Players should not remove boundaries during play without the approval of the umpire.
- 1.6: Players must play 1/3 of each of the varied league's round robin games scheduled in a competition, (i.e. 1/3 of 40 overs schedule and 1/3 of T20 schedule with fractions being rounded downwards), to be eligible to play in any play off game of that round robin tournament. Players must play in at least one game (before the semi-finals) to take part further into the KO competition. Games played as a substitute does not constitute towards playoff eligibility.

2. TOSS AND SQUAD DECLARATION

2.1: Toss is recommended to be taken no later than 15 minutes before the schedule start of play.

2.2: Teams are required to submit their playing eleven (and substitutes) to the umpire(s) before the toss. The names must be submitted in full with first and last names, matching the player registration. It is the captain's responsibility to take a picture of the opposition player list (with game date) from the umpire. Not only does this help with scoring but also serves as a proof for the players who have actually played the game.

2.3: If one team has seven (7) or more registered players in uniforms and are ready to play at the time of the toss and the other team does not, the team that has seven (7) registered players ready to play automatically wins the toss.

2.4: Umpire(s) are required to accompany the captains for the toss.

2.5: Upon winning the toss the umpires and opposing captain **must** be informed by the team **immediately**, after the toss, whether they will bat or field and that decision cannot be changed at any time.

2.6: Captains cannot be present on the field after the toss has been spun and may only be called onto the field by the Umpire

3. UNDECLARED PLAYERS

3.1: If the captain wishes to query whether a player of the opposing team is the person declared on the umpires' report card or on any other medium on which the opposing captain declared his team, he can request of the umpires that the suspected player present identification in the form of driver's license, employee or any other identification containing the players' name and photograph. Verification must be done in the presence of both umpire and captains. All adult players should carry a picture identification card. All queries must be made before the start of the game.

- 3.2: If the umpires agree that the I.D. does not match the names submitted, the following penalty shall apply.
- 3.3: If discovered before the start of the game that player will not be allowed to participate. If his captain insists on playing the unidentified player, the umpire shall call off the game and the points awarded to the non-offending team. If discovery is made after the game, the non-offending team may file a protest with the protest/disciplinary committee of the Brooklyn Cricket League within two (2) days of such alleged violation.
- 3.4: All protests affecting the outcome of a match must be filed within two (2) days of the game.
- 3.5: In circumstances where the outcome of such protest (or any other protest regarding umpiring decision) may directly affect the playoffs, such protest must be filed immediately or no later than 24 hours after the last regularly scheduled game of the season. The Executive Committee holds the right to decide on whether to proceed with a hearing. If the Executive Committee decides on a hearing, it shall be at a time/place chosen by the committee. All decisions made by the Executive Committee after the hearing are FINAL and club/clubs cannot further appeal the decision. If the Executive Committee decides on not proceeding with a hearing, club/clubs shall be notified in writing of the decision which again is FINAL and they cannot further appeal the decision.

4. PLAYERS ELIGIBILITY FOR PLAYOFFS

- 4.1: A player must have played at least 1/3 of the scheduled individual round robin games of a competition (with fractions being rounded downwards) with one club to be eligible to participate in the playoffs or finals of that competition in the Brooklyn Cricket League, and one game (prior to the semi-finals) in the 20 over KO competition to play in the semi-finals or finals of the KO competition.

- 4.2: All club captains must submit their eligible **playoff roster** (i.e. players who have qualified by playing 1/3 of the round robin games) no later than 6 days before the start of the playoff (i.e. by Monday), via email to the secretary/executives of the league. The playoff roster will be officially released (via website, email) no later than 5 days before the start of the playoff. Only players listed in the **playoff roster** (excluding substitutes) are allowed to participate in the playoff games.
- 4.3: Queries in regards to the opposition team's playoff roster may be submitted by captains via email to the secretary (and copied to the Executive/Protest & Disciplinary Committee). The onus is on such opposition captain to provide evidence of playoffs ineligibility. The Executive/Protest & Disciplinary Committee are not responsible for collecting evidence. Strict disciplinary actions may be taken by the Executive/Protest & Disciplinary committee against captains who knowingly submitting ineligible players for the playoff roster, including suspension from the playoff games itself.
- 4.4: The substitutes of the team should be fully dressed at the start of the game. The umpire must ask each club to identify the substitutes in the team list. Games played as a substitute does not constitute towards playoff eligibility. If a team is unable to field a playing eleven during the playoffs, they are allowed to play their registered substitutes in such capacity (i.e.the substitutes can only field and cannot bat/bowl/wicket keep).
- 4.5: If a player of the Brooklyn Cricket League is absent for a Brooklyn Cricket League game as a result of his/her selection on the **New York Cricket Region** or the **United States of America** national team, or any other national or international assignments (for USA), then that player shall use that game as a qualifying game for the Brooklyn Cricket League playoffs.

5. WICKETS AND GROUND PREPARATION

- 5.1: At the start of the season the League shall decide how the wicket preparation

will be done. Whether by teams to a ground, or by the League, no team shall be allowed to use any other ground not assigned to them without first obtaining permission from the league. Failure to comply may result in the match being awarded to opposing team. The list of pitches and their locations are shown below.

ii. Assignments	Ground
Ground "A"	Marine Park 1 - next to bathroom
Ground "B"	Marine Park 2 - middle of park next to # 1
Ground "C"	Marine Park 3 - Ave U & East 33 Street
Ground "D"	Marine Park 4 - Ave U & East 33 Street
Seaview	Seaview Ave & East 108 Street

- 5.2: The home team shall be responsible for the preparation of the pitch before each game. The team that is named first on the schedule shall be considered the **HOME TEAM**, and shall provide water for the game. The pitch shall be made suitable for play by the **HOME TEAM**, by sweeping etc. before the matting is put down.
- 5.3: The home team shall be responsible for covering **THE ENTIRE PITCH** and bowler's run up in the event of inclement weather. The covers should extend at least twenty-five (25) feet beyond each bowling crease. Failing to satisfy this requirement, the game shall be awarded to the opposing team, if not covering the pitch and run up is the cause of the game not being able to continue play, or any other extenuating circumstances as deemed by the League Executive. (Please reference ICC Reg. 11.2 and 11.3 for more information)
- 5.4: Clubs are responsible to ensure that their pitch is properly prepared. The boundaries and the circle must be clearly marked.
- 5.5: Umpires shall examine the pitch and the grounds and decide if they are fit to play. All grounds must be ready at the scheduled start of the game.

5.6: Clubs Are required to have their assigned wickets in playable condition two weeks before the commencement of the season. Failure to do so will result in the Club being fined \$800.00

6. APPOINTMENT AND PAYMENT OF UMPIRES

6.1 The Umpiring Committee of the Committee and the Umpire Coordinator shall appoint all umpires for the games. No team will have the option of objecting to the Umpires' appointment in any game.

6.2 Online payment to Umpires is not accepted as a method of payment, CASH ONLY

6.3 All players must abide in a polite manner at all times with the Umpires' decisions. Umpire fees are \$120.00 for official umpires in T40. Official Umpire fees are \$80 for T20 games.

6.4: Each club shall pay a base fee of \$120.00 for umpires, no later than the break between innings. In the event of one official umpire for T40, both clubs shall each pay the \$120 fee, which shall be divided as follows (\$170 - official umpire, \$70 - stand in umpire). New fee structure will be established for all play-off matches.

6.5: Teams that are late or do not show are still required to pay the usual umpire fees. If an umpire arrives late at the ground, he shall be allowed to officiate.

6.6: Team Rating:

All umpires are required to complete the Brooklyn Cricket League match report sheet and teams-rating on their umpire's card rating. Rating is in the form of overall performance of each team. The rating shall be 1-10, with 10 being excellent. A copy of the umpire's card and the original Brooklyn Cricket League report sheet must be sent to the BCL umpires coordinator within 7 days.

6.7: If no official umpires are present to officiate at a game, the teams shall select one umpire each and the game shall proceed as an official game.

6.8: Teams failing to notify the league of unavailability to play a scheduled game at least 24 hours ahead of the scheduled game will be held accountable to paying the full amount of fee for both umpires in addition to any further penalty the BCL Executives deem fit. The no-show team will be required to get payment to the BCL Executives before the following Wednesday deadline. Failure to do so MAY result in a forfeit for the following game also. In this instance the non-offending team is not responsible for paying the Umpire fees.

7. INCLEMENT WEATHER NOTIFICATION

7.1: In the instances of inclement weather, teams must be present at the venue, the Umpiring Coordinator will then inspect the state of the playing fields and make a decision on conditions of play/or whether play is possible.

7.2: For T20 matches; morning games called off by the Umpiring Coordinator due to inclement weather has no bearing on the afternoon games and vice versa.

7.3: If one of the teams does not show up but the other team is present then that team shall receive the points.

8. CONDUCT OF PLAYERS, CLUB MEMBERS, UMPIRES, SPECTATORS

8.1: All club members at all games must maintain exemplary behavior. It is the responsibility of the participating clubs to ensure that no umpire or player or spectator is harassed, intimidated or assaulted. The participating teams shall use their best efforts to ensure safety and proper behavior of the spectators. Violation of this rule will result in immediate expulsion from the game, and further disciplinary action against players, and clubs.

8.2: In accordance with Law 42 Sect.13 (Laws of Cricket), in the event that a player fails to comply with an umpire's instruction during a game, show

dissent in anyway, or behaves in a manner, which is likely to bring the game in disrepute, the umpire shall consult with each other and then with the captain of the offending player(s). The umpire shall immediately issue a warning. If the offending behavior continues the umpire(s) may terminate the game, resulting in forfeiture against the offending team. The umpires will be the final judge in all such matters, by submitting a match report with the incident details. The umpires shall file a report with the Secretary of the League.

- 8.3: Any team or player that refuses to comply with the umpire(s) instruction(s) and brings the match to a premature end shall be fined a minimum of \$500.00. Such teams may also face suspension from the league as deemed by the Executive/Protest & Disciplinary Committee
- 8.4: BCL will not tolerate any form of abuse (under the pretense of sledging/taunting) which includes racial, religious, political or personal attacks. Verbal abuse/Taunting shall include mocking, insulting or making sarcastic or inciting statements to any player or umpire.
- 8.5: Any player who engages in verbal abuse of another player(s) umpire(s) or league official(s) during a match shall be suspended for minimum of 6 matches up to a maximum of the next two (2) years and fined at least \$300.00. All fines must be paid before the player's suspension is over. The executive committee reserves the right to determine the degree of punishment. If said incident happens during the game, then the Umpires will be the final judge in all such matters, by submitting a match report with the incident details. If executive members receive verbal abuse and said incident happens before or after the game, then the executive member must submit the incident report for review. Any abuse of the executive members will be taken very seriously, and the perpetrators will receive maximum applicable penalty.

- 8.6: Any player, who engages in physical abuse of a player, umpire or league official, shall be banned from the Brooklyn Cricket League, and reported to the New York Cricket Region and other appropriate bodies.
- 8.7: Any player who shows dissent by hitting down the wicket will be automatically suspended for the remaining of the season, and any other disciplinary action deemed necessary by the League Executive.
- 8.8: Any team that allows a player to participate in a game while under suspension, shall be fined at least \$300.00 and have five (5) points deducted from their total points, plus forfeiture of that game.
- 8.9: All clubs and spectators shall adhere to the rules and regulations of the Parks Department Governing the Grounds, including picking up and bagging any garbage of players and fans.
- 8.10 Club captain/executives are responsible for cleanup of their dugout after the game. Any club failing to do so will be penalized \$200 for the first offense. Any subsequent repeat offense will be subject to forfeiture of points and expulsion from the ongoing season.
- 8.11 Any player(s) found driving their vehicles on the field will be dealt with strictly by the executives, since this is a gross neglect of Park Department rules. Also no cell phones are allowed on the field of play (whether it belongs to the players or the umpires).

9. RESCHEDULED GAMES

- 9.1: No games shall be rescheduled without the approval of the Executive Committee. Clubs requesting to reschedule a game shall present to that committee the written consent of the other team and agreed upon date in writing, signed by a representative of each team, on which the game will be played.
- 9.2: In a situation where a scheduled match cannot be played because of park activities or other unforeseen circumstances, the match will be rescheduled for the following earliest possible date approved by the executive committee.

If the match still cannot be played then the result shall be considered abandoned.

9.3: If both teams are unable to play a match due to religious holidays/events, then the result shall be considered abandoned. If one of the team is available but the other is not, then the unavailable team shall forfeit the game.

10. BALLS

10.1: The cricket balls are standardized four-piece balls. All teams shall use only the balls (red/white) approved by the league and must have "Brooklyn Cricket League" logo on it. Teams who fail to comply with these regulations will be subject to loss of games, and or forfeitures.

11. TEAMS DISBANDING

11.1: Any points obtained against a team that later withdraws or is banned from the competition shall be awarded full points. All remaining games in which that team does not show shall be awarded to the opponent.

12. REPORTS

12.1: Score sheets must be fully completed with information for each game and shall be submitted to the Secretary/Statistics Committee no later than 5 days after each game. A team shall lose $\frac{1}{2}$ of their points for failure to submit score sheets within 5 days of each game.

12.2: The Club will be fined \$20.00 for each violation and players of the offending team may not qualify for league awards. (To be submitted to the Secretary to be played prior to the next game).

12.3: Only certified umpires from a panel of umpires will be allowed to officiate in play offs and finals games. All teams are required to file an electronic summary of their game within 5 days after each game. The Brooklyn Cricket League shall provide a template for the summary scores.

13. DRESS CODE

- 13.1: Players are to be properly attired in conventional white cricket garments for the 40 over cricket competition. **Players are to be properly attired in their team's color cricket garments for the twenty/20 competition. Furthermore, for twenty/20 competition. Teams not having matching-colored shirts will not be allowed to participate in the match.**
- 13.2: No turf pegs or spikes are permitted. Jewelry around the neck must be tucked in under the shirt while bowling. No bowler shall be allowed to bowl with any tape or attachment on his bowling fingers. All substitutes must be dressed in full cricket attire.
- 13.3: **During extreme weather conditions (excess wind, sudden drop in temperature), umpires have the right to allow players on the field to wear jackets/warm garments on top of their uniform.**

14. PLAYING RULES

- 14.1: All clubs and players are notified that there are several new revised sections of the 2000-2003 CODE for cricket and standard One Day International Match Playing Conditions effective October 1, 2013 that will be applied by umpires during the current cricket season. Current ICC laws and One Day International Match Playing Conditions will apply, if not stated in the playing rules.
- 14.2: Umpires are the sole arbiters of the game and cannot be over-ruled except for misinterpretation or non-enforcement of the playing rules of the Brooklyn Cricket League.
- 14.3: If either captain believes that the playing rules are being ignored or misapplied by an umpire, he should produce a copy of such rule to the umpire, who should, then, correct himself. If he refuses, then the umpires and the opposing captain should be notified that the game is being played under protest, the protest should, then, be made to the league.

14.4. The incoming batsman will face the following delivery when the outgoing batsman is caught out.

14.5 The incoming batsman must take the crease within 90-seconds of the previous batsman's dismissal and both batsmen must cross the field.

15. PLAYING CONDITIONS AND HOURS OF PLAY

15.1: *The Toss:* The umpires and opposing captain **must** be informed by a team **immediately**, after the toss whether they will bat or field.

Normal hours of play shall be as follows:

40 Overs Competition: 1:00pm-7:50pm, cut off time is 4:25 pm for the first inning, games starting by 1.30 pm must play a minimum of 35 overs per innings; **innings break is 15 minutes.**

T20 Competition: 1:00pm-5:45pm, the cut off is 3:20 pm for the first inning **40 Overs and T20 Competition Final Start time is 12 pm.**

15.2: There shall be two drink breaks per session in the 40 overs and one in the Twenty/20. Drinks should be kept as short as possible, and in any case should not exceed 5 minutes. In case of extreme heat, an extra drink break may be taken with the approval of the umpires.

15.3: **Any team not ready to play at the scheduled starting time (i.e. 1.00 pm) shall automatically lose the toss. Thereafter the team will have a grace period of 20 minutes to be ready to play (i.e. by 1:20 pm) without deduction of overs. If the team is not ready to play even then, the umpires will penalize 1 over for every 4 minutes up to 2:00pm. Teams not ready to start by 2:00 pm shall forfeit the game.**

15.4 **In situations where the overs are reduced for the offending team (sec 15.3), the non-offending captain has the right to request the umpires to evenly**

reduce the number of overs from both teams. Such request must directly come from the captain and a reduced over game can be played.

15.5: In the event of a late start not due to the fault of either team, the umpire(s) shall reduce the number of overs in the game at the rate of 5 minutes per over (after the 20-minute grace period) and calculate the allotted time for each inning with minimum of 25 overs allotted for each team, taking into consideration the water break(s) and a break between innings. Under such conditions, a game may start after 2pm.

16. LENGTH OF INNINGS

16.1: Each team is entitled to bat for 40 overs in the regular competition and twenty overs in the T20 unless the umpire has set another amount of overs or they have been bowled out before.

16.2: If the team fielding first fails to complete their overs in the allotted time, that team shall continue to bowl until the overs have been completed. However, when that team comes to bat, they will be allowed to bat the number of overs they had bowled in the allotted time.

16.3: If the team batting first is dismissed for less than the allotted number of overs the team batting second shall be entitled to bat for the allotted number of overs.

16.4: If the team fielding second has not bowled the allotted number of overs by 7:50 pm in the 40 Over Competition and 5:45 pm in the Twenty/20, the umpires shall extend the hours of play if in their opinion the light is good and a finish can be obtained.

16.5: In games where the start is delayed, as in (15.4) or where play has been interrupted, the objective should always be to rearrange the number of overs so that both teams have the opportunity to bat the same amount of overs with a minimum of 25 overs for each team. The number of overs to be bowled

shall be based on an average rate of 15 overs per hour in the time remaining before close of play at 7:50 p.m. (5:45 p.m.

16.6: In games where play is suspended in the innings of the team batting first, the calculation of the number of overs to be bowled shall be as per (16.5).

16.7: The team batting second shall not bat for a greater number of overs than the team that batted first unless the team that batted first was bowled out in less than agreed number of overs as in (16.1).

17. SUBSTITUTES

17.1: A substitute shall be allowed to field only for a player who satisfies the umpires that he has been injured or became ill during the game. In exceptional circumstances, a substitute may be allowed, subject to the consent of the opposing captain, for an uninjured player who has to leave the field or for a player who does not take the field. **Substitutes must be registered by the team like any normal player as per section 1.**

17.2: A player who suffers an injury caused by an external blow, as opposed to an injury, such as a pulled muscle, and has to leave the field for medical attention, may, subject to the umpires approval, bowl immediately after his return, irrespective of the length of time he was absent off the field.

18. RESULT

18.1: A result can be achieved only if the team batting first has batted it's allotted overs (15 overs completed at least) or has been bowled out and the second team has completed at least 15 overs or has been bowled out in less than 15 overs. Fifteen (15) overs completed constitute a match in a 40 over game, and 10 overs completed in a Twenty/20.

19. TWENTY/20

19.1: A result can be achieved only if both teams have completed at least 10 overs unless one team was all out in less than 10 overs or the team batting second scores enough runs to win in 10 overs or less.

20. MINIMUM NUMBER OF PLAYERS TO START A GAME

- 20.1: The minimum numbers of players a team need to start a game is seven (7). If a team cannot find at least seven players to start a game by the cutoff time (sec 15.3), the game shall be awarded to the other team, provided that the other team had at least seven players ready to play.
- 20.2: The captain of each team shall declare in writing, the names of eleven (11) players and substitutes to the umpires and the opposing captain and on team list before the toss of the coin. Substitutes are not allowed to bowl, bat, or keep the wicket. The substitutes must be named on scorebook/sheet, and umpires records. He should also be physically present at the game and be verified by the captains and umpires.
- 20.3: Any team utilizing an undeclared player to bat or bowl shall forfeit the game. Declared player that arrives late after his team has taken the field will not be allowed to bowl until his total time of lateness is satisfied. E.g.if he is one hour late then he cannot bowl until one hour after taking the field. **A declared player who has not taken the field in the first innings (if team fielding first), or who has not batted and taken the field in the second innings (if team fielding second), will not be allowed to play the rest of the match.**

21. DISMISSAL FROM SCHEDULE

- 21.1: Any team that fails to show for three (3) games shall be dismissed from playing schedule and shall not be allowed to participate **any further for any games for the whole year (including other competitions organized by Brooklyn Cricket League)**. The League shall fine teams failing to show for a game.

Note: Any team owing money to the league must pay up at least 48 hours before the start of the scheduled League game. Failure to comply will result in forfeiture of the game. Three infractions will result in dismissal from the competition.

22. PLAY OFFS AND FINALS

22.1: The Playoffs shall commence promptly at 1:00 pm. The Finals shall commence promptly at 12:00

22.2: The League shall provide balls for all play-off games. The team with the least points shall be the home team in the playoffs. The Clubs with the highest standing will decide which wicket the play-offs will be played on. The League shall pay the umpires and also provide refreshments after the Finals.

23. TIES AND BREAKING THE TIE

23.1: In regular season (40 overs) matches in whom both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a TIE, and no account shall be taken of the number of wickets that have fallen.

23.2: In a Knock-Out (T/20 if in KO format) game if the scores are equal at the end of both innings, each team shall select 3 batsmen to bat for one super over, providing that the 3 batsmen are not all out. If the scores are still tied, the team that made the most 6's wins for that super over, if still tied the most 4's wins for that super over. If still tied there shall be a one bowl off super ball, to decide the winner.

23.3: If at the end of the competition two or more teams have the same amount of points, the right to play in the playoffs shall be based on the following criteria:

1. *The team with the most number of wins*

2. *If still equal, the team with the highest net run rate.*

3. *If still equal, the team with the number of wins over the other team(s) who are equal on points and have the same number of wins*

24. INSURANCE

24.1: All registered players and umpires are covered for Secondary Insurance (pursuant to the policy rules) for injuries received during the scheduled

league game. A person so injured must make a report to the Secretary for the league within 48 hours after the injury was received.

24.2: If he is covered by other insurance, a player must first make a claim against the other insurance. Players may also be covered for property damage (e.g. if he hits a ball during the game that breaks a car window in the parking lot).

25. WEARING A HELMET

25.1: All batsmen shall wear helmets with all its facial protective features, and also fielders close to striker positions.

25.2: The wicketkeeper should wear a helmet while wicket keeping.

25.3: The league shall not be liable for any injuries sustained by a player in violation of this rule (25.1, & .2,)

26. BOUNDARY

26.1: The playing area (where feasible) shall be minimum of 150 yards (137.16 meters) from boundary-to-boundary square of the pitch, with the shorter of the two square boundaries being a minimum 65 yards (59.43 meters). This straight boundary at both ends of the pitch shall be a minimum of 70 yards (64.00 meters). Distances shall be measured from the center of the pitch to be use. On large grounds the aim shall be to provide the largest playing are, subject to no boundary exceeding 90 yards (82.29 meters) from the center of the pitch to be used.

27. DRINKS AND INNINGS BREAK

27.1 Under normal circumstances, a team is allowed two water breaks per inning not exceeding five (5) minutes each. However, an Umpire may allow additional water breaks, based on the prevailing weather conditions at the time. In addition to the above, batsmen may request water between the changes of overs, so as not to interrupt the continuity of play. This must be made in advance by notifying the opposing captain and the ruling umpire.

27.2: There is a rest period of fifteen (15) minutes between innings.

27.3 Water break must be taken within the field boundaries to reduce time wasted during the game.

28. POWER PLAY and SETTING THE FIELD

28.1: The field should be set to include no more than five (5) fieldsmen on the leg-side, at the instant of delivery of the ball.

28.2: During the non-Power play Overs, no more than four (4) fieldsmen shall be permitted outside the fielding restriction area.

28.3: For standard 40/35 overs match the Power play shall apply for 16 overs per inning to be taken as follows

28.4: The first block of power play overs will be for the first 8 overs. The fielding team will be allowed maximum 2 fielders out of the 30-yard circle for this block.

28.5: The last block of power play shall be the final 8 overs. The fielding team will be allowed maximum 5 players outside of the 30 yard circle. During the non power play overs, the fielding team will be allowed maximum 4 players outside of the 30 yard circle.

See table overleaf for Power play stipulations in the event of a shortened inning, 40 & 20 overs

Inning Duration	Length of First Power play	Length of Second Power play	Last Over to start second Power play
15-17	3	3	12- 14th
18-20	4	4	14-16 th
20-21	4	4	16-17th
22-24	5	5	18-19th
25-28	5	5	20-23rd
29-31	6	6	22-25th
32-34	7	7	24-27th
35-38	7	7	26-31st
39-40	8	8	28-32nd

28.6 The T20 games follow standard ICC protocols, where the power play shall be for the first 6 overs, with no more than 2 fielders outside the 30-yard circle, and there after no more than 5 fielders outside the 30-yard circle.

29. Point Systems and Scorecard Submissions ALLOCATION OF POINTS

29.1 All Clubs must score on League Apps

29.2: The points for a game shall be as follows:

Win	10 points
Loss	0 Points
Tie	5 points each
Abandoned / Rain out *	4 points

29.3: A scorecard will not be considered as complete unless the following minimum requirements are met:

29.3.1: the two teams participating in the match are properly identified

29.3.2: the team that won the toss is properly identified

29.3.3: the standing umpire (s) are properly identified

29.3.4: the number of overs agreed to play (if different from 40) is properly identified

29.4: The score sheet must show full first and last names for batsmen and bowlers are to be submitted in the batting section of the scorecard the 'how out,' 'bowler' who took the wicket and number of runs scored by the batsman are required to be thoroughly filled out.

29.5: In the batting section all players who participated in the game (minimum 7, maximum 11) are required to be submitted regardless of the number of batsmen required to take strike during the innings. In the bowling section of the scorecard the 'Overs' bowled, 'Maiden' overs bowled, 'Runs' scored off that bowler and 'Wickets' taken are required to be filled out. The numbers of extras are required to be filled out.

30.0 Miscellaneous

In the event of any problem arising, which is not covered by these rules, the Executive Committee will have the power to arbitrate and make whatever decisions it thinks best. Such decision(s) shall be considered as final and binding. The BCL Rules and Regulations are in accordance with the ICC Standard One Day International Match Playing Conditions, please visit <http://www.icc-cricket.com> for further clarification.



END