



FINRA Cricket League (FCL)

The main goal is to play cricket and have fun. Let's introduce cricket to FINRA and get more people interested in the game. Even for people not playing, you can go online in order to check the live score updates, game schedule, player statistics and more. The winners and runners up will be given trophies and/or Cash prizes.

Rules for the League

1. GENERAL RULES

- All the matches played will be governed by the FCL rules documented here.
- Any suggestions for changing/ adding to these rules should be submitted to the committee by the team captains. The suggestions will then be reviewed by the committee before making a decision.

2. ADDING PLAYERS TO A TEAM

- All new players need to be registered with FCL-2019 committee to be eligible to play in the league.
- Player Addition will happen only 2 times (Memorial Day and Independence Day). Teams can pick from the common pool. How many players they can pick will be informed at that time and it depends on the number of newly registered players.

3. PLAYER TRANSFERRING TO A DIFFERENT TEAM

- Once league started, no player transfer allowed

4. SCHEDULE RULES

- All the Teams will adhere to the dates put out on the schedule by FCL Committee.
- When a match is cancelled due to the bad weather/ light, it will be marked as not played and can be rescheduled.

- Both captains can agree to a date (date should be within next 2 weeks) to re-schedule and FCL committee will decide on the final schedule/re-schedule. If more games are re-scheduled due to bad weather/unplayable condition, then FCL committee will re-visit the schedule and adjust accordingly.
- If the rescheduled game isn't played in the given time frame, it will be called a "Tie".

5. POINTS TABLE

- A win results in 4 points, a tie in 2 point each for both the teams, a loss in 0 points.
- If the team batting second wins the game in 8 overs they get 1 bonus *point*. (**i.e. 4 + 1**)
- If the team bowling second restricts the batting team to 80% of the total, they get 1 bonus point (**i.e. 4 + 1**).
- If a match gets cancelled due to no show, the no show team gets 0 and the opponent gets 4 points.

6. UMPIRING RULES

- Umpires for a game will be neutral (from 2 different teams that are not playing the game).
- Umpires should collect the Balls and bails before the game. Also, umpires are responsible for securing the bails after the match.
- The teams scheduled to umpire on a particular day should confirm 1 umpire from their team by 1:30 PM.
- If any team cannot provide the umpires as per schedule, then please inform earlier and swap with other team for umpiring duty.
- If the team failed to inform (and provide umpires), then both Captain or/and Vice-captain will be banned from next game.
- If the umpires don't show up for a game, both the playing teams should provide 1 umpire each for that game. (Or have both umpires from the batting team, if both the captains agree)

7. GAME FORMAT

- Each game will be a limited to a maximum of 10 overs per side.
- Each team can have maximum of 11 players and must include "a rookie player."
- There must be one player/fielder in 'SLIP (1 to 4)'" area throughout the game.
- There will be 5 minutes break between the 2 innings, and 2 minutes strategic timeout (only one time) in each innings.
- A new tennis ball will be used for each innings.

- Field of play is the grass park between the pavements that marks the edge of the park.
- The team captains will submit their roster by 1:30 PM on the game day.
- A team should have a minimum of 7 players to play a game. Failure to do so will result in losing the game.
- The captains and the delegated umpires must be available on field at 5:00 PM for toss. If a team has less than 7 team members at 5:00pm, they will lose the toss.
- The game will start sharp at 5:10 PM.
- Batting team can take a break of 2 minutes (This is allowed only once per team in a match).
- Umpires' decision will be final during any given game. If there is any disagreement, the team captain can reach out to the FCL committee after the game.

8. GAME RULES

- A bowler can bowl a maximum of 2 overs per game.
- Bowler can throw, swing the arm or run in and pitch the ball. However, the Ball has to be of a playable pace.
- Bowlers runup is limited to maximum of 3 yards. If batsman notice that bowler coming from far (more than 3 yards), he can inform umpire instantly.
- If the batsman finds a ball too fast to play, he can appeal to the umpire. It will then be umpire's decision to call it as a dead ball or not. (Dead ball – the ball and runs scored/wickets taken for that ball doesn't count).
- If the bowler switches side while bowling (over/around the wicket), he needs to let the umpire know. Failure to do so will result in a No Ball.
- It's not mandatory to tell the side to umpire before bowling first ball of the over.
- Balls pitched outside/outer edge of the mat will be defaulted to wide irrespective if the player hit it or not.
- No Ball rules are the same as standard international rules. A no ball caused due to overstepping the crease results in a Free Hit. (There is no Free Hit for any other No Ball).
- If the ball has an awkward bounce on the mat, it's umpires' decision to call it a dead ball.
- There are no bye/leg bye runs. But, if a batsman is out of the crease (while ball is in play), fielding team can make him out (runout/stumping).
- The fielding team is not allowed to have more than 5 fielders on the "On side" (Leg side) of the batsman at any point of time. Having more than 5 fielders on the "On side" will result in a "No Ball".
- There are no runs if the ball hits the street behind the stumps. (Not even if the batsmen had completed a run before the ball hit the back road).

- Even if an overthrow hits the back road, it will result in stop of play. However, in this case if the batsmen crossed over before the ball hit the back road; they will get the run for it.
- If the ball crosses the pavement on the remaining 3 sides of the field, it will be 4 or 6 runs depending on if the ball bounced before crossing the boundary line.
- **Please Note: If the ball crosses the boundary anywhere on the side road (where it meets the back road), it will be a boundary (4 or 6 runs) if the ball crossed from the side-road. If it crosses the boundary from the back-road, there will be no runs for it.**
- **If a fielder fields and throws the ball and it crosses over the back-road boundary, batsmen will get the runs they scored before the throw.**
- **Please refer the following link to find out the legal boundaries of FCG and other basics of cricket: <https://wiki.finra.org/display/~ThirunaV/Cricket+101>**
- Last man single batting is NOT allowed.
- If a ball is caught after it hits the tree (any part of the tree, including leaf), the batsman will not be declared out.
- In this case, the batsmen will continue running and the ball is in play as normal. However, if the ball is stuck in the tree (trees near to the boundary lines), it will be declared as a six.
- In case when the bails are dislodged by a fielder before running the batsman out, the fielder will have to completely uproot the stumps and touch the ball to it in order to run the batsman out.
- The Batsman is only termed out (bowled or run-out) if at-least one bail is completely off the stumps. There are no exceptions to this rule.
- Batsman Retired hurt:
 - If the batsman retired due to any reason, then he can come back after the last legal batsman out.
 - If more than 2 retired batsmen there in an innings, then batsman needs to come in the order of they retired. Other cases either batsman can come to bat.
- Substitute fielders:
 - General substitutions are allowed at the end of overs only, which means no substitution allowed in between overs unless an injury and agreement with umpires & opposite captain.
 - If the fielder/player is out for any reason, he can come back only after the full over (end of the over), (which means, he can't comeback in middle of an over)

- If a fielder is out for some time, then he can bowl only after two overs in the field (means he needs to field at least two overs to do bowling).

9. PLAYOFFS QUALIFICATION

- Teams finishing in the top 6 would qualify for the playoff round.
- First Eliminator game between 4th and 5th position team and Winner will play against 1st position team in Semifinal-1.
- Second Eliminator between 3rd and 6th position team and winner will play against 2nd position team in semifinal-2.
- Winners from Semifinal 1 & 2 play in FINAL.

10. PLAYOFFS SCENARIO

