



2022

By-Laws & Tournament Rules

Table of Contents

1. By-Laws	3
1.1 Start and End of Season	3
1.2 Team Registration	4
1.3 Team Rosters	4
1.4 Violations to Team Composition Rules.....	7
1.4.1 Multiple Registrations	7
1.4.2 Unregistered Players.....	7
1.4.3 Substitute Fielders	7
1.5 Rules & Regulations	8
1.5.1 General	8
1.5.2 Amendments to FCL By-Laws.....	8
1.6 Approved Equipment	9
1.7 Game Scheduling	9
1.8 Game Venues	10
2. Tournament Format and Rules of Play	10
2.1 FCL Season	10
2.2 Start Time and Duration.....	11
2.3 Timeline.....	11
2.4 Completion of Overs & Slow Over Rate	12
2.5 Team Declaration Sheets	13
2.6 Ready to Play @ 6:05 PM.....	13
2.7 Minimum overs Requirement.....	14
2.8 Cancellations & Bad Weather/Bad light/Other non-playable conditions.....	14
2.9 Delayed Games	15
2.10 Reduction of Allotted Overs.....	17
2.11 Umpiring	18
2.12 Playing Surfaces & Markers	19
2.13 Team Rankings	20
2.14 Game Results	21

2.15	Field Setup / Power Play / Pitch Length.....	21
2.16	Wide Ball Rule	22
2.17	No-Ball Rule.....	23
2.18	Bouncer & Full Pitch Balls	28
2.19	New batter guard and Mankad.....	28
2.20	Fair & Unfair Play	28
2.20	Player’s Conduct	28
2.21	scores Cards & Umpire Reports.....	29
2.22	Umpire Evaluations.....	30
2.23	Trophies	30
2.24	Awards	30
2.25	Protests & Complaints	31
2.25	Tie-breaker Rule:.....	32
3.	Spirit of the Game & Code of Conduct.....	32
3.1	Responsibility	32
3.2	Disputes with Boundaries, Boundary Catches and Dugout Line Catches	34
3.3	Fairness of Play	34
3.4	Respect.....	34
3.5	Against the Spirit of the Game:.....	34
3.6	Proper Clothing	35
4.	Operations – FCL Finance.....	35
5.	Record of Revisions.....	36

1. By-Laws

1.1 Start and End of Season

The summer league season will officially commence from the week of May 10, 2022 and run to completion of mid-September 2022. Please refer to season schedule posted on FCL website for exact match dates and venues.

1.2 Team Registration

The registration fee for the season will be \$800.00 per team (Which excludes security deposit of \$100). A payment for this amount should be made out to Ford Cricket League (FCL) using one of the forms mentioned in the team registration document. After May 10, 2022, the registration fee cannot be refunded.

At least 11 players per team officially register with FCL before May 11, 2022

1.3 Team Rosters

The team roster will automatically get updated every time a player registers for a specific team for the season using the online facility provided by FCL. A player must represent only one team, multiple submissions may lead to disqualification of a player from the league.

- a) All players joining a club after the initial roster was submitted, and during the course of the season shall register with the FCL by 6:15 P.M on game day, for a team just before the match and captain can select that player into his playing 11. But it will be captain's responsibility to gather required information about his players to ensure that all his playing 11 are valid players w.r.t FCL policies to be eligible for the game.

- b) Only FCL registered players would be allowed to represent the team on any game day.

- c) Once a player is registered with FCL under a team name and will be allowed to play for any other team during the season only if he has not participated with the team he has registered for. Player transfer should happen through approval from web committee and FCL Board.
 - a. Based on the information provided by captains, web committee will validate and move player from one team to other. If Web committee is not available to move a player from one to other due to last minute notice, Captains can perform this task and need to get it approved by next 48 hours. Therefore, if a player is moving from Team X to Team Y, Team X should release the player to pool, and Team Y should add him to their roaster from pool. Captains must do this only if web committee is unavailable. For any such transfers, captains need to send email to web committee.
 - b. Without web committee approval, a captain can still transfer the player if he is sure about the player's validity. After the match, if web committee confirms that the player is not valid then the following actions will be taken against the team making the captain responsible for it.
 - c. Transferred and included in playing 11. Team A (team that transferred invalid player and included in the match) and Team B (regular team)

- i. If team A won that match, then match points are awarded to team B and penalty of 4 points will be awarded to Team A.
 - ii. If Team A lost that match, then team A will get a penalty of 4 match points.
 - iii. If Team A and Team B both play with invalid players. Then points received for that match will be removed against both the teams and a penalty of 4 match points will be awarded to both captains.
- d. If an invalid player is transferred and not included in playing 11, web committee will disqualify the player for remainder of the season and disciplinary action will be taken on both captains (Player's first and second team).
- e. No team will be allowed to have a roster of more than 25 eligible players at any stage of the season.
- f. A player's eligibility to participate under his registered team for any game (group stage, play offs) will be determined by following factors:
 - i. Player is registered with FCL by 6:15 P.M on the game day.
 - ii. Has not registered or played under any other team for 2022 season. All approved players are eligible to play based on the Web Committee Validation Process (who will thereby be mentioned automatically in the FCL Authenticated Team Declaration Form).
 - iii. Player must carry a valid Ford badge with picture. In case badge does not have any image, valid state id or driver's license must be carried to verify the identity listed on the badge.
 - iv. To play in the quarterfinals, semi-finals or finals stage, each player should play at least 2 regular season games (Group Stage games).
 - v. Player should register with his personal email by providing his legal first name and last name.
 - vi. Once players get registered to team, the captain will be provided with list of his team members, for whom he needs to mark their CDS and return the sheet to web committee.
 - vii. For players not having CDSID, they need to get his/her manager approval over email. Only 2 such LL6+ Manager approval players will be allowed in a Squad at any given time and Only 1 is permitted in playing 11. Season 2022 is the last year for allowing non CDS/Ford Badge members.
 - viii. Captains will be involved in validation process because captain should be aware of his players status before picking them into the team and also about their registrations
 - ix. Captain should submit above requested details before the match within one week (if match played on Tuesday, then proof of validity should be submitted before following Monday 6:15 PM, like wise if game was on Thursday, then details should be submitted before following Wednesday 6:15PM) to web-

committee. Web-committee will not reach out for details. It is captains (official or game day captain) responsibility to submit these details. If a team fails to submit the proof before deadline, then the player is identified as invalid and following actions are taken.

1. Team A (invalid player and included in the match) and Team B (regular team)
 2. If team A won that match, then match points are awarded to team B and penalty of 4 points will be awarded to Team A.
 3. If Team A lost that match, then team A will get a penalty of 4 match points.
 4. If Team A and Team B both play with invalid players. Then points received for that match will be removed against both the teams and a penalty of 4 match points will be awarded to both captains.
- x. For players without CDSID, they should get the approval or at least start the approval process with COO and Web Committee head in the loop.
- xi. Web committee pending the player approval will not stop a player from participating in a game. It is captain's responsibility to pick valid players into team.
- xii. If a player becomes invalid during the league, it is the responsibility of both captain and that player to inform web committee regarding the status so that players profile will be deactivated and removed from team's squad. Failing in reporting the incident and including such players in playing after they are no longer working for Ford, the below actions will be taken against the team making the captain responsible for it.
1. If team A won that match, then match points are awarded to team B.
 2. If Team A lost that match, then team A will get a penalty of 4 match points.
 3. If Team A and Team B both play with invalid players. Then points received for that match will be removed against both the teams and a penalty of 4 match points will be awarded to both captains.
- g. For any invalid player scenario, captain will be held responsible and will be suspended for their next two playing games (wash outs are not considered).
- h. Team involved with invalid player, the NRR gained from such matches will be removed from their overall NRR. Such team's player stats from those matches will not be considered in deciding season awards.
- i. The Governing body and Logistics Committee may grant certain team's exemption to replace players with the existing players for accommodating the 25-limit roster under special circumstances. For example, termination of work assignment of player(s) due to which eligibility criteria cannot be met (Valid CDSID & Valid Ford Badge). In such

cases, a written request along with the proof needs to be submitted to the league by the team at the time of the event to validate their case. Under no conditions a player in violation to the eligibility rules will be allowed to play in FCL.

- j. Players may register into a FCL nominated pool. Please follow “FCL-POOL team Selection” process document to select players.
- k. Each team can declare a list prior to the start of the game that includes the first eleven players, where the eleven may bat, bowl, or field at any time during the game and is subjected to the regular FCL rules.

1.4 Violations to Team Composition Rules

1.4.1 Multiple Registrations

Players registered for a club shall, under no circumstances, play for any other club for the entirety of 2022 season. If such an incident is reported, the opposition team will be awarded the game and corresponding points, irrespective of the actual result of the game. The team in violation cannot "profit" from a game which it did not play by FCL rules. If the club is reported for such an incident again, they will be disqualified from the League and shall not be allowed to take any further part in the remainder of the season.

1.4.2 Unregistered Players

A captain may suspect that a player from the opposing team is playing without being registered. He may request the umpire to check such a player’s picture ID. If the umpire finds that in fact the player is not registered with the league, then the following actions shall be taken:

- a) If discovered before the start of the match, such a player shall not be allowed to play under any circumstances. If that player’s captain insists on playing him, the umpire will call the game off and award the game and corresponding points to the opposing team.
- b) If such an incident takes place and is discovered during a match in progress, the umpire will have no choice but to stop play, call the game off, and award the game and corresponding points to the opposing team.
- c) If discovered after the game has been completed, the opposing team may file a written complaint to the league. If such a case is found to be true, the offending team will lose the game, and corresponding points will be awarded to the opposing team.

1.4.3 Substitute Fielders

In case a playing member of the team becomes "unfit to play" during the progress of the game, the fielding side can use substitute fielders to replace the "injured" player. A team should consider only the registered players in its roster to be available as substitute fielders and must disclose their names before the start of the game in the Team Declaration sheet.

Umpires reserve the right to disallow substitute fielders for the late arriving playing members of the fielding side.

In case a team is found to violate the rules concerning substitute fielders, the team that is in violation will have to forfeit the game. Further, the points will be awarded to the opposition team. No 12th man rule (Super Sub is not allowed in FCL). The rule has been scrapped.

1.5 Rules & Regulations

1.5.1 General

This document presents the rules and regulations for the cricket tournaments conducted by FCL during the 2022 season.

a) The following will be the order of precedence (from highest to lowest) applicable for FCL tournaments.

- i. FCL By-Laws 2022 (Contained solely in this document).
- ii. MCC Laws of Cricket (<http://www.lords.org/mcc/laws-of-cricket/laws/>)
- iii. No Ball Clarification (<https://www.lords.org/mcc/the-laws-of-cricket/no-ball>)

Bouncer: 1 Above shoulder consider as no ball in FCL and will be declared as no ball.

- b) The FCL Rules Committee will be the sole authority for providing interpretations of and rulings on the Rules & Regulations, for the purposes of any tournaments conducted by FCL.
- c) Wherever the terms “The League” or “FCL” appear in this document (except when related with Rules of Play), they shall stand for a majority of the members of the FCL Governing Body.

1.5.2 Amendments to FCL By-Laws

- a) FCL Constitution & Rules committee members are responsible to formulate all rules concerning specific circumstances and/or issues, which must be approved by the FCL governing body. FCL will not arbitrarily change any 'rule' after the season has begun but reserves the right to add, modify league. But the rules shall not be amended except at the Annual General Meeting or at an Extraordinary House meeting called for that purpose.
 - i. For the purpose of administrative rule changes like finance, marketing, etc., The FCL Governing Body (House-1 comprising of the President, Vice-President, Chief Operating Officer and the Head of Committees, total of 12 members) would participate in the voting process. Changes to any Rules of Play are not included in this process.

- ii. For the purpose of changes to Rules of Play, only the Captains vote (House-2). FCL Governing Body members have to be present for voting even though they are not eligible for voting. A quorum of 8 is preferred including atleast the President or VicePresident and Chief Operating Officer.

No such resolution shall be passed unless the same is carried by at least a 2/3rd vote of the eligible voters present. (Clarification: In general, any change to any rule shall require 2/3rd majority to support it and results of the voting is final). Since rule changes are significant, an attempt would be made to contact all members of the FCL Governing Body or the Chartered members (Team Captains), based on the kind of proposal being voted, by the Chief Operations Officer to get their vote if any member is not present at the meeting. Votes can be cast in person, by mail, e-mail or telephone.

- b) In case of any disputes or disciplinary action respective process documents will be followed.

1.6 Approved Equipment

- a) All clubs will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating clubs will be required to use WILSON A 1228, T-Ball.
- b) FCL will provide teams with approved T-Balls which must be used during official games.
- c) Any club found not using the standardized balls or not in possession of a NEW ball at the start of their bowling inning shall forfeit that game.
- d) All teams must provide at least one set of spring stumps before the game is started. Home team and Visitor team each is responsible for a set of spring stumps each. At the discretion of the umpire and the captains, bails may or may not be used (Depends on the Weather Condition-If it is too windy and bails can't hold then not required otherwise bails are mandatory).
- e) Every FCL player must wear abdomen guard while playing. Batting Gloves and helmet is recommended.

1.7 Game Scheduling

FCL will present a detailed schedule for 2022 season by May 6, 2022. Participating clubs will be sent a copy of the season's schedule by this date. Requests for rescheduling of games will not be entertained by FCL. There are planned backup/alternate days for rain affected games for regular league stage & playoff games. In case play is not possible due to weather or unsuitable ground conditions, two (2) points will be shared among both teams and match will be classified as NO RESULT.

1.8 Game Venues

All games will take place at pre-approved venues as listed in 2022 schedule. Teams are not allowed to change the venue for any game without approval from FCL. Due to logistics & insurance constraints FCL will entertain any request to change the venue ONLY under special circumstances. The detailed venue guide will be published at FCL web site by May 7, 2022.

Important notes regarding Venues:

- a. By default, the same venue will be used for alternate game day unless a specific announcement.
- b. In case on a scheduled game day, a park is occupied by anybody other than FCL team, Umpires or team captains must show them the permit and request them to leave the playing field. It is advised that home teams must arrive on or before scheduled time of 5:55 pm to avoid any delays due to unexpected situations.

2. Tournament Format and Rules of Play

2.1 FCL Season

The FCL season will consist of Summer League Championship – FCL Cup. The FCL Cup will be awarded at the end of the regular league season to the winner of FINAL game of 2022 season.

League Format:

Ten (10) teams will be participating in 2022 season to win the FCL championship cup. The tournament format to be used will be posted on the FCL website
<http://www.fordcricketleague.org/>

Game Format

- a. All matches will consist of one inning per side. Each inning will be of 20 overs. A bowler will be allowed to bowl no more than 4 overs.
- b. Each team will be required to bowl the allotted overs in no more than 1.5 hours. There will not be any scheduled drinks break during the inning.
- c. Minimum overs requirement (See 2.7) must be satisfied for any game to be considered completed with result.
- d. The net run rate of an innings will be calculated based on ICC formula.

2.2 Start Time and Duration

- a) Both clubs must arrive at the ground by 5:55pm. Home team is responsible for setting up the field and boundary markers.
- b) At 6:15pm, the toss will be conducted. Home team captain/representative spins the coin and the visiting captain/representative calls. Immediately following the toss, the toss winning captain MUST let the opposing captain and umpire know of his team's decision right then and there.
- c) At the time of the toss, if one of the teams is not 'ready to play', which means at least 7 players are not present and accounted for at the ground, then the toss will be awarded to the team that is 'ready to play'.
- d) After the toss is over, if a team is still not 'ready to play' at 6:30pm., the team shall lose an over for every 5-minute delay. If a team is not 'ready to play' by 6:45pm, (three overs loss is maximum penalty) the match & points will be awarded to the opponent team, provided the other team is 'ready to play'. The official umpire will make the final decision. (See section 2.7 c)
- e) A team with "missing players" has a choice to start playing with an "incomplete"(minimum 7 players) team until 6:30 pm to avoid the penalty.
- f) If both teams are not 'ready to play' at the scheduled time of 6:30pm, the overs will be reduced to make up for the time.
- g) At 6:30 pm any team not having at least 7 players MUST forfeit the game. (See section 2.7 c)
- h) 2.7 c)
- i) The umpire and both the captains should agree to the start time of the game the number of overs to be bowled per innings. The maximum overs per inning cannot be modified once the game has already started.
- j) All times mentioned in this document are EST (Daylight) times. All times are to be measured by a common clock which is mutually agreed by both the captains and the umpire.

2.3 Timeline

6:00 pm

- Home Team, Visitor Team and Umpires Arrive
- Umpires determine the pitch area
- Home Team sets up boundary Flags
- Each team must bring at a spring stump.

6:15pm

- On rain affected days – Umpire takes a decision on whether the ground is fit for play.

- Umpire takes a decision on reduction of overs (if required).
- Both teams must submit team declaration list of 11 12 and up to 3 2 substitute players
- Toss is conducted
- The winning side must declare their decision to the umpire and opposition captain
- Umpires may inspect badges of any playing player at any time
- If Umpire assigned for the game does not show up by 6:15pm. The responsible team faces penalty of the game.
- If ground is not Setup to play - Home Team gets penalized for 1 over while batting for delay of every 5-minute BLOCK.

6:30pm

- Play should commence no later than 6:30pm on normal conditions.
- Play should commence no later than 6:45pm on rain affected days.
- Any team not having at least 7 players or a team which does not show up MUST forfeit the game. If both teams do not show up or do not have at least 7 players, A fine of \$50.00 will also be imposed
- Game will be classified as NO RESULT and no point will be awarded to both teams.
- If both teams are not ready to start game at 6:30PM, then one over will be reduced for each innings for every 10 mins of delay.

2.4 Completion of Overs & Slow Over Rate

Under normal circumstances, timely start (6:30pm) and without rain delays and interruptions, all Teams must bowl their allotted overs in the schedule time as follows:

- a) 2 new game balls will be used per inning. First new ball will be used for overs 1-10 and the second new ball will be introduced in the 11th over [Till the end of game].
- b) Under normal circumstances, both bowling sides must finish their 20 overs inning in 90 minutes.
- c) Team bowling first must finish the allotted overs no later than 8:00 pm. The last over MUST be in progress at the mentioned time to avoid any penalty.
- d) Umpires will make courtesy announcement at 7:15 pm by which 10 overs must be completed. Bowling team captain is advised to consider the time remaining and the overs to be bowled to make necessary adjustments.
- e) Team bowling first will lose one over for their batting turn for every 5-minute (BLOCK) delay. For example: 6 minutes of delay will cost team batting second, 2 overs.
- f) There will be no scheduled drink breaks while the innings is in progress. Batsmen can ask for drink or a bat change only during the change of overs with permission from the Umpires.
- g) The second inning must start by 8:10 pm.

- h) At any stage of the inning, if the shortfall is more than 2 overs, the Umpire will warn the captain of the offending team. If the same trend continues in other games for the same team, a disciplinary action may be taken against the respective team.
- i) Umpires have the final authority to stop or continue the play if an appeal is made for bad light by the batting side. Umpire can direct the game to continue beyond 9:40 pm to have a valid result of the game.
- j) Team bowling second may still be penalized for slow over rate if the deadline is not met by 9:40pm.
- k) Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before making a decision if a bowling side needs to be penalized for slow over rate.
- l) Umpire's decision would be final.
- m) In case of time delays, when the ball is lost or a player is injured, it is the duty of the umpire to make note of the time. It is a good practice for both captains to also make a note and remind the umpire. Either way, the umpire's decision, as in all cases, will be final or no requests can be made to reconsider time delay issues.

2.5 Team Declaration Sheets

- a. Only official FCL team declaration sheets will be used.
 - b. Captains must submit the team declaration sheets duly signed to the umpire before the toss.
 - c. No alterations to the team declaration sheet will be permitted after the toss.
 - d. Team Captains are required to put complete names of all players including the substitutes.
- b) The umpire shall collect the team declaration sheet and submit the same to the board.
 - c) Team declaration forms are mandatory for delayed games and should account for the 7 players required for a team to be considered 'ready to play'.
 - d) For called off/cancelled games, the deadline to send (email) team declaration sheet to the statistician will be by 6pm EST the next business day after the game (Eg - for a rain affected game Tuesday game, by 6pm EST Wednesday the declaration has to be submitted, assuming Wednesday is a Ford working day.)

2.6 Ready to Play @ 6:05 PM

- a) A team shall be considered 'ready to play' if they have seven (7) players present on the ground and are accounted for by the Umpire.
- b) In addition, the home team MUST have the stumps in place, all the necessary markings (creases, boundary, cones/flags), by 6:15 pm –before the toss.

- c) Both team captains must submit a duly signed TEAM DECLARATION sheet to the umpire for any scheduled game before the toss is made. No alterations will be allowed once the TEAM DECLARATION sheet is submitted to the Umpire. Both the captains are authorized to review the TEAM DECLARATION sheet along with the umpire.
- d) Names of substitute fielders must also appear on this list.
- e) The wicketkeeper can bowl at any time throughout the game.
- f) All late arriving players who are part of the Team declaration sheet must report to the umpire via the captain. Umpire shall note the time of arrival. The significance of this is outlined in the next bullet (2.6 g)
- g) Any late arriving player in a team, needs to wait the same amount of time (excluding scheduled breaks) for which he was not present since the start of the game. For more details, refer 1.4.3
NOTE: For every scheduled game, a home team will be assigned. The team listed first in the schedule is the home team.

2.7 Minimum overs Requirement

To have a valid result for any match the whole first innings must be completed and 50% of second innings overs must be completed.

- a) The regular game will be played for 20 overs per innings. The first innings will consist of maximum allotted overs of 20 and minimum of 15. For rain delayed start, the number of overs will be reduced to cover up for the lost time. For example, for a 10-minute delayed start, the match will consist of 19 overs per innings.
- b) Under no conditions the number of overs can be reduced from 15 per innings.
- c) The number of overs per innings must be finalized before the start of the game. Once determined, the maximum allotted overs can NOT be changed at any stage of the game.
- d) If the game is set to be played for 17 or 19 overs (odd number) the 50% overs for the second inning will be computed as 9 and 10 respectively. (Rounded off to next integer).
- e) For playoff games (quarterfinals, semi-finals, finals), if minimum overs requirement cannot be satisfied on the game day, "reserve day" will be used as alternate day for a NEW game.
- f) For playoff games (quarterfinals, semi-finals, finals), if minimum overs requirement cannot be satisfied on alternate day, the game will be decided based on section 2.14.
- g) For games for which the minimum overs requirement cannot be satisfied because of FCL error (e.g. Duplicate permit issues, etc.), the game would be re-scheduled to a date best suited for the playing teams, umpires and FCL after consultation with all parties. Every effort would be made to re-schedule the game based on the playing team's convenience. However, final decision on the reschedule will be done by the FCL and the decision would be binding to both the playing teams and umpiring teams and the decision would be final.

2.8 Cancellations & Bad Weather/Bad light/Other non-playable conditions

- a) If affected by bad weather/bad light/other non-playable conditions as determined by FCL (BOD or Referee) and umpires, start of the match will be determined. If one of the teams is not ready

to play by the adjusted time, they shall lose the game and points will be awarded to the opposing team. If both teams are not ready to play by the adjusted time, then the match will be registered, as NO RESULT to both the teams and 2 points will be deducted from each team and a fine of

- b) \$50.00 will be imposed on each team. A check for this amount should be made payable to Ford Cricket League (FCL) and mailed to the League Treasurer.
- c) In case of inclement weather, the assigned officiating umpire will make the decision regarding the game.
- d) Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not. Any team giving a walk over for a scheduled game will be considered as “forfeiting the game” and a fine of \$50.00 will be imposed by FCL. A check for this amount should be made payable to Ford Cricket League (FCL) and mailed to the League Treasurer. This payment needs to be done within 5 ford business days failing which the board will decide the next course of action.
 - a. Additionally, two points will be deducted from the total points earned so far, if the team captain giving the walk over did not send this (walk over) information to the COO (fordcricket@gmail.com) and head of umpiring via email before 4:30pm EST on the game day.
 - b. Waiver of two penalty points will be executed by the office of the COO, taking into the consideration the intention behind the walkover/forfeiture.
- e) If the team captains disagree with the umpire’s decision, they may lodge a complaint with FCL, and play under protest. The score sheet has to reflect that they are playing under protest. If one of the team captains disagrees with the Umpire’s decision and refuses to play, then the game will be awarded to the opponent team. The captain in disagreement may file protest with FCL.
- f) Teams MUST assemble on the assigned ground as scheduled. Teams will still be expected to arrive on time and penalty for late arrivals will remain in effect.
- g) If any game is cancelled by FCL for any special reason through official communications (email/text/phone) from FCL (COO), then the cutoff point for notification to the team captains, and umpires is 4:30 pm EST.

2.9 Delayed Games

In the event of delay caused by rain/light/other non-playable conditions, if much time is lost, a game will have to be decided on the basis of the Rain Rule. A game may have to be shortened in most cases, and in some, the result might have to be determined using th is rule. The rules committee will work in conjunction with the umpiring committee to ensure that all umpires are aware of how this rule works.

Rain Rule:

- A. Interruption before the start of the game:

- a) Captains of both Home and Visiting teams should be at the ground by 5:55 PM, no matter how bad the playing condition is. If no such decision is announced, captains are expected to arrive at the grounds on schedule time irrespective of playing conditions.
- b) If one of the captains is not present during the toss (6:05 PM) then match will be awarded to the other team whose captain is present there. Section 2.7 applies.
If both the captains don't show up for a scheduled game by scheduled time, then both teams will be considered as "forfeiting the game" and 2 points will be deducted from each team . A fine of \$50.00 in the form of a check payable to Ford Cricket League (FCL) will also be imposed by FCL
- c) On rain affected days, Umpires will give upto 40 minutes (from the time playable decision is made) to the captains to assemble their respective teams, setting up the ground.
- d) However play cannot be started after 6:45 PM EST
- e) The teams may play a reduced over match (not less than 15 overs) depending on the number of minutes delayed.
- f) On Rain affected days, the start time of a match is 6:45 PM (This is relaxed taking into consideration of setting up the ground, assembling players.) However the Time lines of toss is still the same.
- g) A minimum of 15 overs should be played by the team batting first. In other words there cannot be a 14 over game. If the umpire feels that the team batting first cannot play 15 overs, he can postpone the match to the reserve day, if available.
- h) If schedule allows for a reserved day, the match has to be replayed and not continued from the previous day.
- i) If schedule does not allow for a reserved day, the points will be shared equally.
- j) Venue of the match cannot be changed at any point in time once the game has started.
- k) Umpires can make the call if play needs to be continued after scheduled time of 9:40pm upto 10:00pm due to delays in playing the game. At no point of time play can extend beyond 10:00 PM. The decision on the result of the game would have to be made by the umpires on the ground itself.

Process to be followed is as follows....

1. As per the timeline, All 4 people (2 team captains and 2 umpire) have to be present on the ground and inspect the ground conditions.
2. Umpire must decide if the game is playable or not If Un-playable then Teams share 2 points each irrespective of players being available on the ground If Playable then Captains are given 40 min to assemble Min. 7 players to start the game.
3. Umpire must decide how many overs can be played and should convey the same to the team captains before the toss.

B. Interruption after the start of the game:

- a) Umpire must calculate and decide whether the match can be continued or not. The various factors which influence his decision are
- b) Number of minutes delayed
- c) Whether team batting first can complete the minimum of 15 overs
- d) Whether Team batting second can play for $X / 2$ overs which is described in the following section.
- e) Whether the play area is in playable condition.
- f) He will reduce 1 over for every 5 minutes delayed.
- g) If the umpires feel that the game cannot be continued, he can call off the game. The result of the game will be determined by the formula specified below in section (C). However if the minimum conditions are not met, the points will be shared equally. The decision on the result of the game would be made by the umpires on the ground itself.

C. Result of a game which cannot be completed:

The team batting second MUST meet the minimum overs requirement for a valid game result. After minimum overs restriction is met, DuckWorth-Lewis will be used to determine the result of the game. Details of DL App will be shared with captains in captains' group.

D. Interruption on the reserved day (if original schedule allows):

Rules 2.9 A, B and C will apply. If still result cannot be determined, the points will be shared equally.

2.10 Reduction of Allotted Overs

In case of rain caused delay or any other reason except team's late arrival umpires can announce the reduced overs game to compensate for the time lost. The guideline to be used is 1 over per inning reduced for every 5-minute block of delay.

- a) The minimum number of overs per inning cannot be reduced less than 15.
- b) The number of overs per inning must be announced at the prior to the start of the game /Toss time. Once decided, it cannot be changed. If the game is interrupted in between, then Rain Rule 2.9 (B) above applies.
- c) If the number of overs is reduced prior to the start of the game, then the maximum number of overs bowled by a bowler will be no more than a fifth of allotted overs per inning. Example, if it is a 15 over game, then each bowler has a limit of 3. Another example, if 17 overs, then only two bowlers can bowl a max of 4., and the rest of bowlers bowl a max of 3 overs.

2.11 Umpiring

- a) FCL certified umpire(s) will conduct all games unless or until otherwise specified.
- b)
- c) All teams must submit names at least 4 members who will officiate as league umpires. All teams agree to provide umpires as indicated under 2022 schedule during the group stage of the tournament.
- d) ONLY FCL certified umpires will be permitted to officiate in league games. If a team is found to use a non-certified umpire for the assignment will receive a penalty of \$50/umpire (equal to no show by a certified umpire)
- e) All teams to send required umpires mandatorily as per the schedule.
 - a. The nominated umpires should have played in Ford Cricket League for a minimum of one season.
 - b. Umpiring committee will validate the nominated names with the Umpiring logs from past 2 seasons. Any nominated name with a consistent poor rating will not be accepted.
- New Teams: Umpiring team to give more orientation to new teams to avoid controversy.
- f) When the team is not getting proper approval from FCL Board before 3 days of the game day, the below rule is applicable:
 - a. If any team is not able to provide the umpires on game day, the fine amount is \$100 for that team and their points will be reduced to -1 from the tournament points.
 - b. If they informed us before the game day, the fine amount is \$100.
 - c. This 1 & 2 rule is applicable for each occurrence.
 - d. If they do more than 2 times, FCL Board may disqualify the captain or team for current/next season.
- g) The officiating umpire MUST show up for the game by 6:15pm on the day of the game. IN case an umpire arrives later than 6:30pm (time to conduct the toss), his team will be penalized with
- h) \$50/umpire.
- i) Teams responsible for sending certified umpires may request certified umpires from other teams to
- j) "fill-in" for them in exchange of umpiring fee of \$25.00 but the team assigned for the job is still responsible in case the "requested" umpire does not show up. FCL will not entertain any disputes arising from any mutual agreements made among teams.
- k) The umpiring assignment also requires the umpire to collect:
 - a. Team declaration sheets from both sides at the time of toss.
 - b. Score sheets signed by captains from both sides at the end of the game.
 - c. Note down the fall of wickets and runs at fall of wicket at the end of each over in the Umpire's notes to enable them to apply the Rain Rule if needed.
- l) In the absence of an assigned umpire the teams have two options:
 - a. Provide their own umpires, agreeable to the opposite captains, and play the game.

- b. Call the game off and the teams share the points. If such an event occurs on an alternate day of play, and teams do not reach an agreement to play with their own umpires, then see section 2.12. Please note that due to logistics constraints, FCL will not entertain any special requests regarding the date and/or venue.
- c. Either way, the team assigned to send in neutral umpires will be penalized for 2 points.
- d. In case a game is conducted without an FCL certified umpire present, the winning side captain has the responsibility to send in signed score sheets and team declaration sheets from both sides to FCL statistician by Monday 5:30pm following the game or Wednesday 5:30pm in case game takes place on an alternate day for a semifinals/finals.
- m) Teams may request the league for a 2nd neutral umpire, as long as they are willing to pay his match fee of \$25. Such a request shall be accepted if an umpire is available.
- n) The league will provide neutral certified umpire for Playoff stage, and two umpires for all semifinal and final games.
- o) Team captains may lodge a complaint with FCL in case they are not satisfied by the standard of umpiring (only if umpire is officiating under the instructions of the league).
- p) No one can come on the field during play other than the batsmen, the fielding side, and the officials. In case of an injury or substitution, the umpire must be notified.
- q) Main Umpire and Leg Umpire must swap every 5 overs

2.12 Playing Surfaces & Markers

- a) All games must be played on surfaces approved by FCL. These include grass, or clay surfaces assigned for different parks. Please refer to Venue Guide for details.
- b) If the umpire feels that the surface and the outfield is not fit for the play due to any reason (including surface deterioration due to rain or other causes), he may call off the game. If similar event happens on an alternate day, the points will be shared among teams.
- c) The creases and boundaries shall be distinctly marked by the designated home team
- d) The visitor team must be present at the grounds by 5:55pm to have their input on setting of the field and boundaries.
- e) In case of natural obstructions or the shape restrictions of the field, a DECLARED boundary can be used by mutual agreement of two captains and MUST be approved by the Umpire. Any catch taken outside the declared boundary will be considered invalid. In addition, any catch taken as a "re-bound" from natural element (like a tree, fence, or a bench) will not be considered valid but batsman can still be "run out" for any obstructed shot. Also, if a catch is taken by leaning onto the fence, it would be valid. Catch taken while stepping on the declared boundary (specifically at the dugout) is invalid. Ball fielded while stepping on the dugout boundary line will be declared runs as per the pre-concluded agreement for declared boundaries.
- f) Umpires are responsible to check the boundary markers and the pitch to avoid any controversies.
- g) Players shall not be allowed to wear metal spikes.

2.13 Team Rankings

Regular Group Stage:

The following point system will apply during the regular round stage games:

Win – 4, Tie/ No Result 2, Loss 0. No Bonus Point in FCL

Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would decide whether the playing conditions are favorable to play or not. Any team giving a walk over for a scheduled game will be considered as “forfeiting the game” and a fine of \$50.00 will be imposed by FCL. A check for this amount should be made payable to Ford Cricket League (FCL) and mailed to the League Treasurer. This payment needs to be done within 5 Ford business days failing which the board will decide the next course of action.

Additionally, two points will be deducted from the total points earned so far, if the team captain giving the walk over did not send this (walk over) information to the Office of the COO (fordcricket@gmail.com) and head of umpiring via email before 4:30pm EST on the game day. Waiver of two penalty points will be executed by the office of the COO, taking into the consideration the intention behind the walkover/forfeiture.

In the event of teams finishing on equal points, the line-up for play-offs will be decided as per the below mentioned criteria:

Regular Group Stage

- Team with higher number of points will get a higher rank
- If still equal, the team with the higher net run rate (overall NRR considering all the matches played at that point) will be placed in the higher position.
- If NRR also ties, then winner of head-to-head match will rank higher.
- If head-to-head is washed out game, then the team with the higher number of wickets taken will be placed in the higher position.
- In the highly unlikely event that teams cannot be separated by the above this will be done by lucky draw.

2022 Playoffs and Finals

- If a Semi-final or quarter final has a tie, refer 2.25 Tie-breaker Rule for deciding the winner.
- If a Semi-final or quarter final has no result even after scheduling one alternate day for the game, the team with higher ranking in the points table (at the end of the group stage) will qualify to the next level.
- There would be one alternate day reserved for quarterfinals and semi-finals. Finals

- In the event of a tied Final, refer 2.25 Tie-breaker Rule for deciding the winner.
- In the event of an incomplete match with no result or the tie-breaker rule could not be utilized per above point, the trophy will be shared between the finalists.
- There would be two alternate days reserved for finals.

Net Run Rate (NRR) Calculations

Refer to ICC for NRR.

2.14 Game Results

- a) The team scoring the greater number of total runs in the allotted overs shall be declared the winner.
- b) If a regular round game is cancelled due to bad weather/bad light or any other non-playable conditions as deemed by FCL, the game will not be rescheduled to "rain day". If a playoff game (quarter-finals, semi-finals) is cancelled due to bad weather on the alternate day of play, refer section 2.13 for details..
- c) If any game is cancelled because of FCL error (e.g. duplicate permit issue, etc.), the game would be re-scheduled to a day best suited to the teams, umpires and FCL within the limitations of the FCL schedule for the calendar year. Refer 2.7 (g).
- d) In case a game has to be shortened due to weather, the minimum overs requirement MUST be satisfied for it to constitute a complete match. In case minimum overs requirement cannot be completed the Rain Rule may decide the result.
- e) Regular season games/round games - tie is a tie. Tie-breaker rule will not be applied. Points will be shared.
- f) For QF/SF - in case of tie, refer 2.13 Team Rankings (Semi Finals or Quarter Finals).
- g) In the event of a tied Final at any time refer 2.13 Team Rankings (Finals)

2.15 Field Setup / Power Play / Pitch Length

- a) The pitch length should be 22 yards Stumps to Stumps.
- b) The pitch length should be verified by both captains and umpire BEFORE the start of the game and cannot be modified once the play has started.
- c) As per ICC regulations, the batting crease should be 4ft from the stumps. Both return creases should be 4ft 4ins from the middle stump.
- d) The suggested boundary limit is 66 yards (to be measured from the middle of the pitch) maximum unless restricted by the shape of the field. On sides where full-length boundary cannot be setup, declared boundary can be used by mutual agreement of captains and must be

approved by the Umpire. Umpire's decision will be final in case captains cannot reach an agreement.

- e) Field restrictions – Maximum number of fielders at any given time during the game on the inside of the batsman shall not exceed five (5) (which includes power play as well) excluding bowler and wicketkeeper.

Example: You can have 1 to 5. There is no restriction on the offside.

- f) There is a mandatory first six (6) overs of power play for each game innings. For the power play overs, 9 fielders need to be in the inner circle i.e., in the mud area. (Ex: If the bowling team has only 10 players, then 9 players stay in the inner circle i.e., mud area and 1 stay in the grass. If the bowling team has only 9 players, then 9 stay in the inner circle i.e., mud area and no one in the grass). The umpire shall call a no-ball if the power play conditions are not met.

Number of Powerplay (PP) overs chart: For a match of 1-6 overs: 6 overs PP

- g) If the game is inadvertently interrupted for any reason in the second innings, and the power play is not yet taken by the batting team, the game result will be considered fair and valid even though the power play was not exercised. Also, if there is an opportunity to use power play, it must be used, and it will not be an option.
- h) Offside – declaration of one run and two run should have some measurement details from middle stump, like how we have for boundary's (Minimum 90 ft from Middle Stump)

2.16 Wide Ball Rule

The Laws of Cricket, Code 2017 2nd edition 2022 - Law 22, Wide ball

1. Judging a Wide

- a. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position.
- b. The ball will be considered as wide of the striker if it passes the stumps wider than 24 inches on off side (marked by wide flags) and for any ball going down the leg side (with respect to batsman).

2. Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide

- a. if the striker, by moving, either (i) causes the ball to pass wide of him, as defined in 1(b) above or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.
- b. If the ball touches the striker's bat or person.

3. Revoking a call of Wide ball

22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Law 21.13 (No ball to over-ride Wide).

4. Call and signal of Wide ball

- a. If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant of delivery, even though it cannot be called Wide until it passes the striker's wicket.
- b. The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person.
- c. The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See Law 24.10 See Law 22.3 (No ball to over-ride Wide).

5. Ball not dead

The ball does not become dead on the call of Wide ball.

6. Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked

(see 3 above), this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

7. Runs resulting from a Wide – how scored

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of a 5 run penalty, all runs resulting from a Wide ball shall be debited against the bowler.

8. Wide not to count

A Wide shall not count as one of the over. See Law 22.4 (Balls not to count in the over). See Law 17.3 (Validity of balls).

9. Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Laws except Law 35 (Hit wicket), Law 37 (Obstructing the field), Law 38 (Run out) or Law 39 (Stumped).

2.17 No-Ball Rule

The Laws of Cricket, 2017 Code 2nd edition 2022 - Law 21, No ball

1. Mode of delivery

- a. The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
- b. Underarm bowling shall not be permitted except by special agreement before the match.

2. Fair delivery - the arm

For a delivery to be fair in respect of the arm the ball must not be thrown.

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling No ball if he/she considers that the ball has been thrown.

3. Ball thrown or delivered underarm – action by umpires.

3.1 After the bowler has entered his/her delivery stride, if in the opinion of either umpire the ball has been thrown or, unless permitted by agreement in 21.1.2, delivered underarm, that umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- a) warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- b) inform the captain of the fielding side of the reason for this action.
- c) inform the batsmen at the wicket of what has occurred.

3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown or, unless permitted by agreement in 21.1.2, delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- a) direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- b) inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

3.3 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

4. Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering his delivery stride, either umpire shall call and signal No ball. See Law 42.16 41.17(Batsmen stealing a run). However, the procedure stated in 2 above of caution, informing, final warning, action against the bowler and reporting shall not apply.

5. Fair delivery - the feet

For a delivery to be fair in respect of the feet, in the delivery stride

5.1 the bowler's back foot must land within and not touching the return crease appertaining to his/her stated mode of delivery.

5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised on the same side of the imaginary line joining the two middle stumps as the return crease described in 5.1, and behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, he/she shall call and signal No ball. See Law 41.8 (Bowling of deliberate front foot No ball).

6. Bowler breaking wicket in delivering ball

If the ball is delivered and if the non-striker is not dismissed under Law 41.16 (Nonstriker leaving his/her ground early), either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket. See Appendix A.12. Laws 20.4.2.8, 20.4.2.9 (Umpire calling and signaling Dead ball) and 21.12 will apply. 7. Ball bouncing more than once, rolling along the ground, or pitching off the pitch

7. The umpire shall call and signal No ball if a ball which he/she considers having been delivered, without having previously touched bat or person of the striker,

- bounces more than once or rolls along the ground before it reaches the popping crease or
- pitches wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches

the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.

8. Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

9. Fielder intercepting a delivery

If, except in the circumstances of Law 27.3 (Position of wicket-keeper), a ball delivered by the bowler makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

10. Ball bouncing over head height of striker

The umpire shall call and signal No ball for any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the popping crease.

11. Call of No ball for infringement of other Laws

In addition to the instances above, No ball is to be called and signalled as required by the following Laws.

Law 27.3- Position of wicket-keeper Law 41.5 28.4 - Limitation of on side fielders

Law 28.5- Fielders not to encroach on pitch

Law 41.6- Bowling of dangerous and unfair short pitched deliveries

Law 41.7- Bowling of dangerous and unfair non-pitching deliveries

Law 42.8 - Bowling of deliberate front foot No ball.

12. Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of Laws 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.9 (Umpire calling and signaling Dead ball).

13. No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See Laws 25.1 22.1(Judging a Wide) and 25.3 22.2(Call and signal of Wide ball).

14. Ball not dead

The ball does not become dead on the call of No ball.

15. Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

16. Runs resulting from a No ball - how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in Law 41.18 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate. Apart from any award of 5 penalty runs, all runs resulting from a No ball, whether as No ball extras or credited to the striker, shall be debited against the bowler.

17. No ball not to count

A No ball shall not count as one of the over. See Law 22.3 17.3 (Validity of balls).

18. Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Laws except 33 (Handled the ball), 34 (Hit the ball twice), 37 (Obstructing the field) or 38 (Run out).

19. Free Hit Rule

The Free Hit Rule applies after a No ball was declared by the umpire because of 'Fair delivery – for all kinds of No Ball. For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No ball, even if the delivery is called a wide. If the delivery for a Free Hit is not a legitimate (any kind of No ball or wide ball), then the next delivery will become a Free Hit for whichever batsman facing it.

Further details on Free Hit rule is in the following link

https://pulsestaticfiles.s3.amazonaws.com/ICC/document/2017/12/12/decfede5-0f6c-4eb08652b09626e24c1e/ICCPlaying-Handbook-2017_2018_DIGITAL.pdf

Run-out rule should be applied during a Free Hit. Run-out can be given only when the batsman attempts to go for a run. Stumped out rule should not be applied during a Free Hit. Following links provide further details on Run-out rule and Stumped out rule.

<https://www.lords.org/mcc/laws-of-cricket/laws/law-38-run-out/> <https://www.lords.org/mcc/laws-of-cricket/laws/law-39-stumped/>

2.18 Bouncer & Full Pitch Balls

- a) The bouncer shall be called a no-ball if, in the judgment of the umpire, the batsman could not have played a normal cricketing shot off of it. No prior warnings need to be given to the bowler.
- b) The accepted height of a bouncer will be below the shoulder height, when batsman is playing a normal cricketing shot or in his normal stance.
- c) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. Such delivery will be regarded as NO ball.
- d) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. A no ball will be called.
- e) The leg umpire shall signal a NO BALL to the main umpire, the batsman and the bowler.

2.19 New batter guard and Mankad

New ICC rule of batter guard and Mankad are in FCL. For new batter guard, irrespective of the batter position during the catch, new batter should take the strike unless it is end of the over.

For Mankad, a bowler can runout non-striker without any warning for leaving his crease before delivering the ball.

2.20 Fair & Unfair Play

The Laws of Cricket, Code [Unfair play Law | MCC \(lords.org\)](#) same is uploaded to FCL website (Fair_and_unFair_Play-Guide)

2.20 Player's Conduct

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticizing his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire. The Umpire shall:

- a. Inform the player's captain of the occurrence, instructing the latter to act.
- b. Warn him of the gravity of the offence and tell him that it will be reported to higher authority.
- c. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

A first offense shall meet with a warning. If another incident occurs the umpire may do any of the following:

- The umpire has the authority to send offending players off the field for a 5 over period, unless the umpire feels that a warning is sufficient. In case there are less than 5 overs to be bowled, the offending team will be penalized for 5 runs.
- If more than just one player is misbehaving, the umpire shall warn the team captain. If the captain fails to control his team and more incidents occur, the umpire may penalize the offending team by 5 runs for each incident.
- If the umpire feels that the situation is not under control and may turn into a hostile situation, even after warning the captain twice, he may call off the game and award the game to the opponent team followed by reporting to FCL Disciplinary Committee regarding the behavior of team in violation. FCL Disciplinary committee will deal with any misconduct allegations seriously and has the authority to impose points penalty or disqualification of a team from the league.

A player can now be sent off the field by umpire for rest of a match for serious misconduct. This will apply to most level 4 offences. Level 1-3 offences will continue to be dealt under the ICC code of Conduct

2.21 scores Cards & Umpire Reports

Scoring will do through app. Captains should carry manual score sheets. in case if there is any technical issues, captains are advised to continue the scoring on sheet and web committee will update website accordingly.

- a. Score information for all association games must include the full batting, bowling, and fielding records. In case of mobile App failure then Paper score card should associate the same information as mentioned above.
- b. It is the responsibility of both the captains to update the score in the mobile App/Score card instantly during the game.
- c. After the match, if any team wants to modify scoresheets, then both the captains should reach out to web committee with all details. Web committee will review those details to make necessary changes.
- d. A fine of \$50, if the team declaration sheets are not sent after 2 business days and before 3 business days.
- e. A fine of \$100, if the team declaration sheets are not sent after 3 business days and before 4 business days.
- f. After 4 business days, the board will decide the next steps.
- g. Umpires MUST sign a completed umpiring note and ensure that both captains also sign it.
- h. Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their battings and the other team's bowling and fielding details).

- i. Teams are urged to put names of fielders involved in a dismissal in the mobile App/Score sheets (If mobile App is down).
- j. If a game is played under protest, this should be mentioned on the umpiring notes. All other issues (e.g., delays, misconduct, umpire incompetence, etc.) MUST also appear on the umpiring notes.

2.22 Umpire Evaluations

- a. Team captains should fill in the evaluation for the official FCL umpire at the space provided in the score card. The umpiring shall be evaluated on a scale from 1 to 5 with 5 being excellent and 1 being worst.
- b. Detailed Evaluations of the official umpires should be sent to the FCL Logistics committee.
- c. Mandatory Umpiring for team for playoffs.

2.23 Trophies

- a. The winning side of the final game shall be awarded the FCL Cup.
- b. Runners-up team (FCL Championship final game) will receive rolling trophy.
- c. Runners Trophy for last 3 years was missed (2016, 2017 and 2018).
- d. Each registered player of winning side will receive the “2022 champions” trophy.
- e. Each registered player of runners-up side will receive the “2022 Runners-up” trophy.
- f. Winning team for Contenders Cup will receive rolling trophy.
- g. Each registered player of winning side of contenders trophy will receive the trophy.

2.24 Awards

- a. Awards will be given based on the following categories: Awards are for FCL 2022 season, which includes league matches and Playoffs (FCL trophy and Contenders Playoffs):

(i) Best Batsman (Most Runs in season)

If more than one player has scored same runs, then we will choose the best batsmen based on website batting ranking. Website uses average, strike rate and other factors to decide who is at the top.

(ii) Best Bowler (Most Wickets in season)

If more than one player has same wickets, then we will choose the best bowler based on website bowler ranking. Website uses average, strike rate and other factors to decide who is at the top

(iii) MVP

Website provides ranking for MVP based on runs, wickets, fielding etc.

For MVP award selection, we are going to consider MVP points from website by Excluding Man of the match points.

(iv) Best Fielder

Run outs are also part of fielding. Player with maximum catches/runouts will be receiving this award.

(iv) Best Wicket-Keeper

Player with most wicket keeping catches and stumping's will receive award. In case of tie, player with most fielding points (website has data) will receive award

(V) Highest Individual Innings

In case of tie, following is taken into consideration not out>strike rate>boundaries (4's and 6's)>percentage of team runs in the match.

(vi) Best Bowling in a game (# of wickets)

Incase of tie, following is taken into consideration runs_conceded>balls_bowled>percentageofteam wickets in thematch (vii) Appreciation Awards for volunteers

- b) FCL Governing Body holds the authority to make final decisions on awards.

2.25 Protests & Complaints

- a. All protests and complaints must be submitted to the Disciplinary committee via email no later than one working day following the game day. Send an email with all related details to Disciplinary Head (DH) for 2022 season. Copies of the complaint will be forwarded by Disciplinary Head (DH) to the officiating neutral umpires and club in question.
- b. The opposing team should also send Disciplinary Head (DH) in a relevant response to the protest no later than 1 day after receiving the complaint of team.
- c. No protests or complaints will be valid if a game is played without an official FCL umpire.
- d. The decision of the Disciplinary committee will be final and be made known to all parties involved not more than 3 work days after the offence.
- e. No protests or complaints will be considered unless proper procedures and above guidelines are followed.

2.25 Tie-breaker Rule:

- a. All the results of TIE matches for knock out stages will be decided by “Super Over”. We have amended the FCL Rule book accordingly.
- b. Following are the rules for Super Over:
- c. Rules of super over:
 - I. Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same (new or old) ball used for both the teams in the super over.
 - II. No field restrictions are used in Super over.
 - III. The team batting second in the match will bat first in the super over.
 - IV. Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins.
 - V. In the event of the teams having the same score after super over has been completed, subsequent super over will be conducted. Batters or bowlers involved in previous super over cannot bat or bowl unless all playing 11 are rotated. Super over will be continued until a result is achieved.

3. Spirit of the Game & Code of Conduct

Laws of Cricket, Code 2017 2nd Edition 2022 - The Preamble, the Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

3.1 Responsibility

Responsibility of captains:

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. The responsibility for the team’s conduct firmly lies on the captain.

Player’s conduct:

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

1. For the guidance of players and captains the FCL Disciplinary committee has defined the following 3 levels of discipline breaches in increasing level of seriousness.

a) The FCL disciplinary committee will be the sole judge of the seriousness of an offence and will issue a ruling based on reports from the umpire, captains and any other witnesses of the offence.

b) The descriptions and suggested penalties below are only for the guidance of the teams, players and captains and is not meant to be an exhaustive list or replace the judgment of the FCL disciplinary committee.

c) For any level of offence the umpire may at his discretion apply a 5 run penalty for each infraction after an initial warning in order to allow play to take place in the spirit of the game.

d) Beyond that the league may take further action as described below.

e) Level 1: Minor breaches of discipline

i. Example: Excessive appealing, disputing umpires calls, minor violations of city ordinances, discovery of consumption of alcohol etc.

ii. League will issue reprimand to the player and the team and may impose \$20.00 fine for each infraction

f) Level 2: Disruptive behavior

i. Examples: Verbal abuse directed towards umpires, opposing players or spectators, Repeated and intentional delays of game etc. Behavior continues after umpire issues official warning to both the concerned player and to his captain. ii. 1 game suspension for 1st offence. Repeated offenses will result in increased number of game suspensions.

g) Level 3: Violent/Dangerous behavior

i. Physical violence directed at players, umpires or spectators.

ii. Player will be suspended for rest of the season. Disciplinary committee may also recommend banning player from all FCL activities

3.2 Disputes with Boundaries, Boundary Catches and Dugout Line Catches

- a) In case of a possible dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. If you move from your position then benefit of doubt shall always go to the batsman.
Benefit of doubt shall always go to the batsman.
- b) Taking a catch on dug out line is not out but falling on fence and taking catch is out.

3.3 Fairness of Play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required. Only Captain is suppose to talk with Umpire in case of dispute or any other issue. Batting side captain along with team mates will remain seated in dug out unless called by the umpire (only captain will enter the field).

Umpires must intervene for:

- a) Deliberate wasting of time
- b) Damaging the pitch
- c) Dangerous or unfair bowling
- d) Tampering with the ball
- e) Assessing a situation when a batsman gets injured or dehydrated and asks for a runner. The umpire's decision is final in case of an injury during the game but in case of dehydration the umpire shall ask the batsman to retire if he can't perform his task and shall allow the retired batsman to come back anytime during the innings.
- f) In case of fielder gets injured or dehydrated
- g) Any other action that they consider to be unfair
- h) FCL Board will consider awarding best team for fair play at the end of the season.

3.4 Respect

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

3.5 Against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture

- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
- to appeal knowing that the batsman is not out
- to advance towards an umpire in an aggressive manner when appealing to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side
- There is no place for any act of violence on the field of play.

3.6 Proper Clothing

It is very important that players present themselves in proper attire when on the field of play. Since the ball color is white so nobody is supposed to wear white (Full whites or more than 50% whites) T-shirt/Trouser (Full Pant). Players/Umpires wearing whites will not be allowed on the field unless the attire is changed.

4. Operations – FCL Finance

1. Eligibility for Expense submission to FCL Finance:
 - a. Any playing member of Ford Cricket League is eligible to submit an expense occurred
 - b. Any board member, who takes up the responsibility of event organizing is eligible to submit an expense on behalf of self or the vendor. Expenses submitted by vendors directly to FCL Finance will not be entertained
2. Timeline for Submitting the expense to FCL Finance:
 - a. The initial cut-off time for submitting an expense is 30 calendar days from the date of the expense or the event occurrence, whichever comes first
 - b. Approving any expense after the cut-off date is up to the discretion of Head of Finance Committee, provided there is sufficient reasoning provided upfront on the expected delay
 - c. The FCL Finance committee, may decide, on exceptional purposes, to approve an expense that is submitted after the 30-day cut off, up to a maximum of 75% total amount only
 - d. The penalty for late submission of any expense, can be a minimum of 25% to a maximum of 50% (on a repeat offense) of the total expense
3. Payment mode from FCL Finance:
 - a. Any expense less than or equal to \$49 USD, will not be paid by the FCL committee through a check
 - b. The Head of FCL Finance will withdraw cash and make payments accordingly. The ledger will be recorded with comments, invoices, or email conversations as appropriate which would be considered proof of payment.
 - c. Any expense greater than or equal to \$50 USD will be issued a check

4. For any decision making that is not listed in the above mentioned content, the FCL Finance Committee has the right to bring the decision to FCL board to approve or reject a claim
5. Any expenses incurred in the procurement (or consumption) of alcoholic or tobacco related products will not be entertained or approved. The list of ineligible items will be updated on a periodic basis after internal discussions with FCL Board
6. FCL fund to be used for any representation from board to FERA events (EX: Entry fee tickets,etc if applicable) - Maximum of \$100 per year

5. Record of Revisions