



Match Rules of Play 30 Over Competition All Divisions

2021 Season

(Revised Jan 30th, 2021)

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 the 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 responsibility for ensuring the spirit of fair play rests with the captains.

There are two Laws which place the responsibility for the team's conduct firmly on the captain.

A - 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. It is also the responsibility of the captains to hand over the teams with full names of players and the balls no later than fifteen (15) minutes prior to the start of play.

B - Player's conduct:

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 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.

C - Fair and unfair 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.

D - The Umpires are authorized to intervene in cases of:

Time wasting
Damaging the pitch
Dangerous or unfair bowling
Tampering with the ball
Any other action that they consider to be unfair

E - The Spirit of the Game involves RESPECT for:

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

F - It is against the Spirit of the Game:

To dispute an Umpire's decision by word or action or gesture

To direct abusive language toward an opponent or Umpire

To indulge in cheating or any harsh practice, for instance:

(a) to appeal knowing that the batsman is not out

(b) to advance towards an Umpire in an aggressive manner when appealing

(c) 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

G - Violence:

There is no place for any act of violence on the field of play.

H - Players:

Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution by showing proper conduct.

Format:

- a. *The participating teams will be designated to two divisions (Division I & II).*
- b. *Teams will play Round Robin within its respective division.*
- c. *Semifinals: After the preliminary rounds, the four highest seeded teams will qualify for this stage of the tournament.*

Promotion/Demotion:

- a. *Promotion will be based on the champions and the final standings of Division II, at the end of the year. Accumulative points of 40 & 30 over competitions in preliminary rounds (excluding play-offs) by each team will be used to compute final standings. Two teams, the winner of the Division II 40-Finals and the team with the highest points in the final standings, will be promoted to the Division I at the beginning of following year. If the team with highest points and the 40-champions are the same, then the 30-Champions, if still the same, next highest points team will be promoted.*
- b. *In the event of joint winners declared in the 40 overs, then of those two, the one that finishes higher in the 30 overs standings (not including playoffs) will be promoted.*
- c. *If the winner/joint winners of the Division II choose not to be promoted then the next highest placed team/teams in the final standing will be promoted.*
- d. *Demotions will be based on the final standing of the Division I at the end of the year. Two teams at the bottom of Division I standings with the least points will be demoted to Division II at the beginning of following year.*
- e. *In the event that three (3) or more teams at the bottom of the Division I standings have the same amount of points, 40 over standing will determine the final standings for the demotion.*

1. The Player**1.1 - Number of players**

The A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

1.2 - Nomination of Players

1.2.1. *The Each captain shall nominate 11 players plus a 12th man (maximum of 4 substitute fielders) in writing to the Umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.*

1.2.2. *Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, and must be eligible to play for that particular team.*

1.3 – The Captain

1.3.1. *The captain should have two lists with full names of nominated players 10 minutes prior to the start of play, One list to be given to the Umpire and other to exchange with the opposition captain.*

1.3.2. *It is the responsibility of the captain to have an official GCCL league ball ready and hand it over to the Umpire prior to the start of play.*

- 1.3.3. *It is the responsibility of the captain to make sure that nominated players are properly dressed in their color uniforms.*
- 1.3.4. *It is the responsibility of the captain, in the event there is no GCCL/FUA/SFUA official Umpire, to start the game upon agreement on two Umpires (can be within the teams or some available and present).*
- 1.3.5. *It is the responsibility of the captain to provide a square leg Umpire when there is only one official Umpire.*

1.4 – Player Registration

- 1.4.1. *Each club must submit a list of 18 players to be registered by the deadline set by the general body. Submission may be prior to the beginning of the competition or on or before the Thursday at 8 PM after the first match of the competition.*
- 1.4.2. *Additional player(s) may be registered on-line by Thursday 8:00 PM prior to the scheduled date of the match in which the player(s) will be playing and the Secretary must be provided with his name via email/ mail/ fax.*
- 1.4.3. *Playing of unregistered players is prohibited and will cause a match forfeit by the team(s) doing so, and will be subject to any other penalties as set by the general body.*
- 1.4.4. *Any player that has played in at least one game of a competition for a club is not allowed to play for another club during the same competition.*
- 1.4.5. *Players wishing to change clubs can do so after each competition. In the event that a player has any financial obligation to a club, he must have authorization of release from the management of former club prior to registering with a new club.*

2 Ready to Play

For a team to be considered “Ready To Play” it must

- 2.1 *Have a minimum of seven players nominated for the match present, properly dressed in their team uniform and clearly visible to the Umpires for the purpose of counting and identification.*
- 2.2 *All 11 players and the substitute fielders must be in official team uniforms. There will be no exceptions. The Umpires are the final judges on uniforms and their decisions are final.*
- 2.3 *Any team not ready to play at the regular or adjusted starting time loses 1 Over for every 5 minutes of delay.*
- 2.4 *Any team not ready to play 1 hour after the regular or ½ hour after adjusted starting time, loses the match provided the other team is ready to play.*
- 2.5 *If both teams are not ready to play 1 hour after the regular or ½ hour after adjusted starting time the match will be considered a “loss” to both teams.*

3. Batsman or Fielder leaving the Field, Substitutes and Runners

3.1 Fielder absent or leaving the Field

- 3.1.1 *If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the Umpire shall be informed of the reason for his absence.*
- 3.1.2 *For a team who is fielding first, if a player does not participate in at least 50 % of the*

fielding inning for his team, he should not be permitted to bowl at all in their batting inning. Odd number of over shall be rounded down. Min overs for a 30 game for a player to field at least to be eligible to bat will thus be 15.

3.1.3 He shall not thereafter come onto the field during a session of play without the consent of the Umpire. The Umpire shall give such consent as soon as is practicable.

3.1.3 If he is absent for 8 minutes or longer, He shall not be permitted to bowl thereafter, until he has been on the field for at least that length of playing time for which he was absent.

3.1.4 He shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

3.1.5 The restriction in Clauses (3.1.1) and (3.1.2) above shall not apply if the player has suffered an external blow whilst participating earlier in the match and consequently has been forced to leave the field.

3.1.6 In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

3.2 Substitutes and runners

3.2.1 Substitute should be able to field for a team at any point in time for any reason (necessary cause does not have to be injury). The teams can start with a substitute from the beginning of the game.

3.2.1.1 A runner for a batsman when batting is not permitted.

3.2.2 A substitute registered with another team shall not be allowed.

3.2.3 The Umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, at the start of the match or at any subsequent time.

3.2.4 A player wishing to change his shirt, boots, etc. must leave the field to do so. No substitute shall be allowed for him.

3.2.5 The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicket-keeper.

3.2.6 A substitute shall not be allowed to bat or bowl nor to act as wicket-keeper or as captain on the field of play.

3.2.7 A player for whom a substitute has acted is allowed to bat, bowl or field even though a substitute has previously acted for him.

3.2.8 Retired hurt batsmen can come back and bat at any point in the inning.

4. The Umpire

- 4.1 *The Umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least 20 minutes before the scheduled start of play.*
- 4.3 *Umpires are required to keep the team lists (which they officiate) in their possession throughout the competition and submit to GCCL upon request.*
- 4.4 *In the event of only one official Umpire, square leg Umpire should provide by the batting team. Should the batting team fail or refuse to provide a square leg Umpire, which would be considered as not ready to play.*
- 4.4 *If any unsatisfactory play or behavior occurs, Umpires are required to send a written report to the GCCL executive committee.*
- 4.5 *The Umpires shall be the final judges of the fitness of the ground, weather and light for play.*
- 4.6 *If at any time the Umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or Umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the Umpires alone to make.*
- 4.7 *When there is a suspension of play, it is the responsibility of the Umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the Umpires together agree that conditions are suitable for play, they shall call upon the players to resume the game.*
- 4.8 *Change of Umpire*
An Umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

5. Match Duration

- 5.1 *All matches start at 10 am and will be one Inning duration of 30-Overs per team. (Tradewinds Park may have different starting time, please refer to the schedule).*
- 5.2 *All matches in which the starting time has been adjusted due to weather, the match duration will also be adjusted as described in Section (6).*

6. Regular starting Time

- 6.1 *All matches start at 10:00 AM and end at 3.15 PM.*
- 6.2 *Duration of game with Team batting first 10:00 AM to 12:30 PM*
- 6.3 *Duration of game with Team batting second 12:45 PM to 3:15 PM*
- 6.4 *The coin toss occurs at 09:45 AM.*

7. Adjusted Starting Time

- 7.1 *In the event of bad weather prior to the scheduled start of the match, the Umpires will adjust the starting time of the match at their discretion.*
- 7.2 *The coin toss will occur 15 minutes prior to the adjusted starting time*

7.3. The match duration will be adjusted by lost time 5 mins per over.

7.3.1 Extra Time

No time extension for a regular season game in case of any delays.

Ending time will be extended up to 1 hours (4.15 pm) during play-offs where the starts of play are delayed or play is suspended.

8. Coin Toss

8.1 *The umpire(s) will call for the coin toss 15 minutes prior to the regular or adjusted starting time. Teams at that time must submit to the umpire(s) their list of 11 nominated players for the match is Ready to play as defined in Section (2).*

8.2 *Captains should flip the toss even if the game is delayed due to a team not ready to start, only the overs will be cut off.*

8.3 *If both teams are not Ready to play at coin toss over for both the teams will start deducting.*

9. Number of Overs per Bowler

9.1 *No bowler shall bowl more than 6 overs in an inning.*

9.2 *In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total over allowed.*

9.3 *Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.*

9.4 *In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.*

10. Official League Ball

10.1 *All Teams must start the game with the Official League Ball. No consideration for any substitutes.*

10.2 *The Team batting first may claim the game if the team bowling first has no official league ball to commence play.*

10.3 *If a ball gets loss or damaged during the match and there's no league ball available; only then will a consideration be given for a substitute once its similarity in condition is confirmed by official Umpires. In this case only the Umpires have jurisdiction to continue play with the substitute ball and must inform the batsmen in the Wicket and the fielding captain. It is responsibility of the fielding team to provide the ball.*

11. Delayed or Interrupted Matches:

11.1.1 *The object shall always be to rearrange the number of overs so that both teams have an opportunity of batting the same number of overs. The calculation of the number of overs to be bowled shall be based on an average rate of one over per five (5) minutes in the total time available for play. If a reduction of the number of overs is required; **In case of a team causing the delay of the game the team shall be penalized 10 runs per over delay but both teams play same over. So if 1 over for each team***

was reduced due to a team, 20 runs will be added to the total score of other team. Any recalculation must not cause earlier cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

11.1.2 The team batting second shall not bat for greater number of overs than the first team unless the first team has been all-out in less than the agreed number of overs.

11.1.3 Fractions are to be ignored in all calculations of the number of overs.

11.2 **Delayed or Interruption to the Innings of the Team Batting First:**

If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clauses 11.1.1.

11.3 **Delayed or Interruption to the Innings of the Team Batting Second:**

If there is a suspension in play during the second session, the overs shall be reduced at a rate one over per 5 minutes for the time lost. In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score which in effect is set by the Umpire when they decide on the number of the overs available to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the Umpire, in which to achieve that target.

11.4 **Interrupted Matches – Calculation of the Target Score**

If due to an interruption of play, the number of overs in the inning of the side batting second has to be revised, their target score shall be calculated by Duckworth-Lewis on android by Dhiren Jain and Bhavani Kandukuri. The app is not available on Iphone. DL lewis kicks in when the game is interrupted in second inning. When interruption is in first inning, overs need to be adjusted for both teams. If the minimum overs criteria is met, DL app must be used to determine the target.

11.5. **Abandoned Matches**

11.5.1. If it was not possible to start the match at all, or if the team batting first was unable to complete 1/5th (12 overs) of 60 overs (both Innings), all due to bad light or bad weather, then the match will be considered abandoned.

11.5.2 Abandoned matches will not be replayed or count toward the playoff eligibility.

11.6. **No-Result Matches**

11.6.1. If the team batting first was able to complete 1/5th (12 overs) of 60 overs their Innings, or if the team batting second was unable to complete 20% (12 overs) of their overs, all due to bad light or bad weather, then the match will be considered no-result.

11.6.2 No-result matches will count towards the playoff eligibility.

11.7 If after one side completes their Innings, the other side batted more than 20% (12 overs) of their overs but was unable to complete their Innings due to bad weather or bad light, the winner or the further game will be decided based on D/L method.

11.8. In the event scores are the same, section 14 for tie-breakers will be applied:

12 Intervals for drinks

One drink break per session shall be permitted at the end of 15 over (5 minutes); under conditions of extreme heat, the Umpires may permit extra intervals for drinks.

13 Results

13.1 The team that scores the most runs in their Innings wins the match, provided both innings have been completed to the maximum required over and/or the team has been bowled out.

13.2 If after one side completes their Innings, the other side batted more than 1/5th of total overs (12) but was unable to complete their Innings due to bad weather or bad light, the winner will be the team with the better over-all run rate.

13.3 In the event scores are equal during the preliminary rounds, the result shall be a tie and no account shall be taken of the number of wickets fallen.

13.4 In the event scores are equal during play-offs, the result shall be determined by the tie-breakers (see No. 14).

14 Tie-Breakers (Applies only to play-offs)

In the event both teams completed their Innings and the score is the same, then the following tie-breakers will be applied:

14.1.1 The team that lost the least wickets in the match, if the same then

14.1.2 The team that bowled the higher number of overs, if the same then

14.1.3 Each team will get 1/2 win (2.5 points).

15 Tournament Points Structure

The competition will be played on the following points basis:

14.1. Win 5 points

14.2. No-Result 2.5 points

14.3. Tie 2.5 points

14.4. Abandoned 2.5 point

14.5. Loss 0 points

16 Play-offs

16.1 Points accumulated by each team will be used to compute standings towards the play-offs.

16.2 If two or more teams have the same points,

16.2.1 The team with the highest net run-rate (NRR) throughout the competition.

16.2.2 The team that lost the least total wickets throughout the competition

16.2.3 The team that bowled the most number of Overs throughout the competition.

16.3 Any player who has been included in the 11 declared for the match and who did not participate in the match will not have that match counted towards eligibility.

16.4 For any player to qualify for playing in the playoffs, the player must have played with his

team in 50% of his team's scheduled games. (See By-laws section 9 for playoffs eligibility).

16.5 Semifinals and Quarter finals

There will be one reserve day for Semi Final and quarter finals. In case, game is not played on the reserve day, then Higher seeded team will advance to next stage.

There will be an additional hr for play-offs to make sure the game gets a result. New game must start each reserve day.

If there are 2 pools and reserve day is also washed out than points will be the tie breaker between the teams that will advance to the next stage and above mentioned 16.1 thru 16.2.3 tie breakers will be used.

16.5 Finals

There will be one reserve day. If no result is achieved in a final match on the reserve day, the match shall be declared drawn. The Champions Trophy will be shared (joint-champions) between the two competing teams.

17 Wides – ICC LAW 25 APPLIES

17.1.1 *Umpires are instructed to apply very strict and consistent interpretation with regard to wides in order to prevent negative bowling wide of the wickets.*

1. .

17.1.2 *Any off-side delivery which in the opinion of the Umpire does not give the batsmen a reasonable opportunity to score shall be called wide.*

17.1.3 *Every ball on the leg-side shall be called wide.*

17.1.4 *Lines will be drawn 30.5 inches from the outer stumps on both sides of the wicket so as to assist Umpires in determining the off-side wide.*

17.1.5 *A penalty of one run for a wide plus any runs scored from the delivery shall be applied.*

17.1.6 *All runs which are run or result from a Wide Ball shall be scored as Wide Balls.*

18 No Balls – ICC LAW 24 APPLIES

18.1 *A penalty of one run for the No Ball plus any runs scored from the delivery. Short pitched deliveries are considered dangerous and unfair play.*

18.2 *A bowler shall be limited to two fast short-pitched delivery per over. Any delivery which, after pitching passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury the Umpire shall call and signal Wide and should be considered as short pitch over the shoulder.*

18.3 *In the event of the bowler bowling more than 2 fast short-pitched delivery in an over, the Umpire shall call and signal No Ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery.*

18.4 *A No Ball shall be called for any full-pitched delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease. This delivery is deemed to be dangerous and unfair, whether or not is likely to inflict physical injury on the striker.*

18.5 *If there's any further instance of dangerous and unfair bowling by the same bowler in the same inning, the Umpire at the bowler's end shall repeat the above procedure and*

indicate to the bowler that this is his final warning.

18.6 Should there be any further repetition by the same bowler in that inning, the Umpire shall call and signal a No Ball, direct the captain when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.

18.7 The bowler thus taken off shall not be allowed to bowl again in that inning.

18.8 Any ball pitching outside the mat will be called a no ball.

19 Free Hit after a No Ball.

19.1. In addition to the above, any delivery called a No Ball the next delivery will become a free hit for whichever batsman is facing it.

19.2. For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the delivery for the free hit is called a Wide Ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

19.3. The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upward and moving it in a circular motion. The bowler thus taken off shall not be allowed to bowl again in that inning.

20 Restrictions on the Placement of Fieldsmen

20.1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

20.2. In addition to the restriction contained in clause above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs. The following fielding restrictions shall apply:

- a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

<i>Innings duration</i>	<i>Power play1</i>	<i>Power Play 2</i>	<i>Power Play 3</i>
30	6	18	6
29	6	17	6
28	6	16	6
27	6	16	5
26	5	16	5
25	5	15	5
24	5	14	5
23	5	14	4
22	5	13	4
21	4	13	4
20	4	12	4

19	4	11	4
18	4	11	3
17	4	10	3
16	3	10	3
15	3	9	3
14	3	8	3
13	3	8	2
12	2	8	2

20.3. If play is interrupted during an innings and the table in 20.2 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

20.4. *If play is interrupted not during the Powerplay overs, then on resumptions, it is necessary to determine how remaining Powerplay overs should be allocated. The total number of powerplay overs for the innings is derived from the table in 20.2. Any powerplay overs already taken prior to the interruption will be deemed to have in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.*

Illustration of 20.2

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

20.4.1: At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. 20.4.2: The scoreboard shall indicate the current field restriction in progress.

20.4.3: In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

In an event when the number of over have to be adjusted after the first block of field restriction is completed, then only final restriction block have to be changed and middle block adjusted according to that.

20.5. At the commencement of each discretionary block of Powerplay overs, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay, the Umpire shall signal this to the scorers by tapping his hands above his head after the signal.

20.6. The Umpire shall also indicate to the fielding captain about the change of fielding restriction.

20.7. In the event of an infringement of any of the above fielding restrictions, either Umpire can call and signal 'No Ball'.

21 Match Reports

21.1. *Each team is required to submit a report for each match no later than Wednesday (11.59 pm) immediately following the match; the clubs will be subject to a penalty of a two-point deduction from the team total points. Reports must list full names of all the players declared for the match. Compilation of statistics, for the purpose of awards and for eligibility for the playoffs or finals will be based solely on players listed on these reports.*

21.2. *If a team failing to follow 21.1 for two consecutive occasions, a \$25 fine will be imposed in addition to the point deduction.*

22 Umpire Fee

The fees for completed or No-Result games are, \$45.00 per when there is only one Umpire officiating. \$65.00 per team when there are two official Umpires officiating. The fee for abandoned games after 1 ball is bowled is same as full game. If no balls were bowled before the game was abandoned than 35 \$ per team per umpire when 2 umpires officiating. When 1 umpire officiating a game and it is abandoned without a ball bowled, the fee will be 25 \$ per team per umpire.

23 Suspended Players

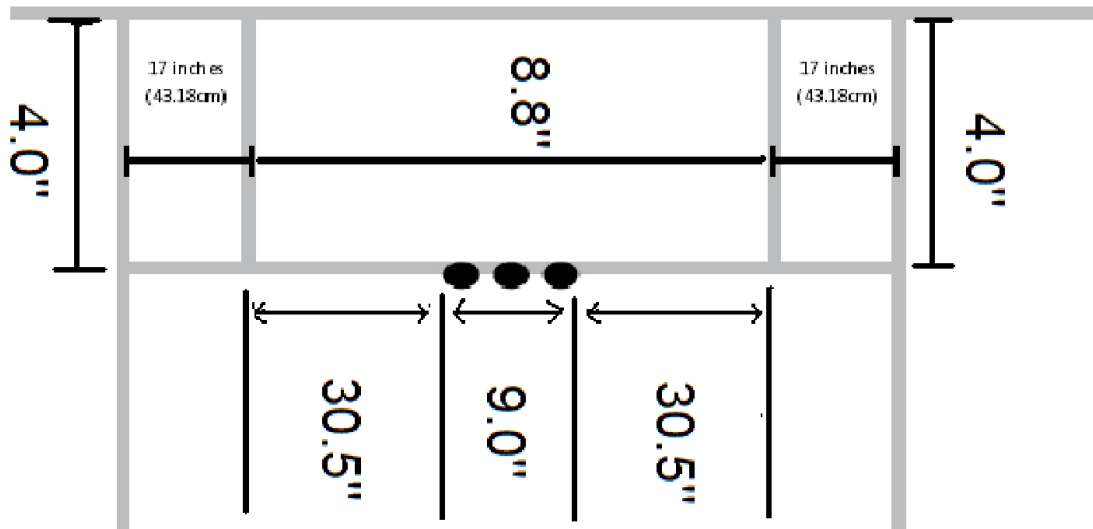
Any issues with on field player's behavior shall be sent in written to the executive committee. Executive committee shall than review the complain and forward it to disciplinary committee. Disciplinary committee shall make the decision before the next game for the team regarding the offence and decision shall be delivered to the captain of the team.

24 Miscellaneous

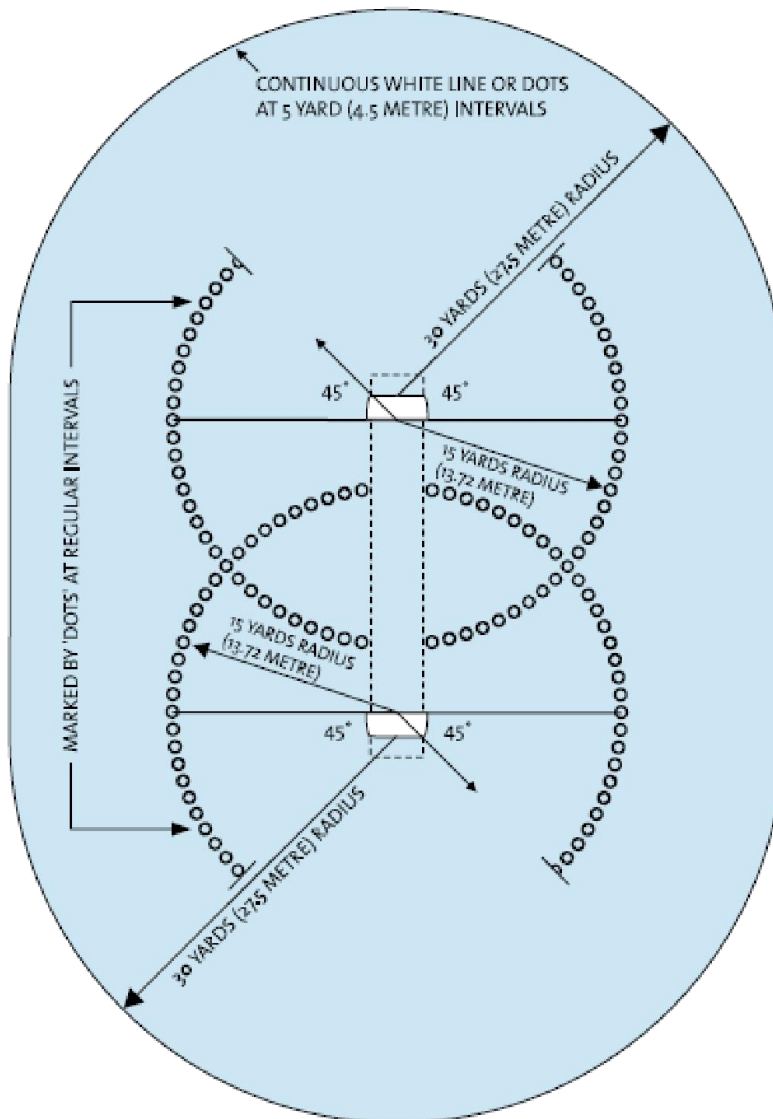
22.1. *If a team does not show up for a scheduled game, the points will go to the team that is present provided that the team is ready to play as determined by the Umpires. The winning team must submit a match report listing the names of the players present. Each player listed will be considered as actually have played. The Umpires must sign a match report, the defaulted team will be charged with a match default. If the same team or any other team is unable to field a team on any two occasions during the competition, it will be dropped. All games played previously by said team will be determined null and void. Individual statistics involved with said team will remain on record; the said team will face a fine of a minimum of \$50.00 and may face suspension or expulsion from the league.*

22.2. *Anytime in which a team walks off the field for whatever reason (other than authorized breaks, signaled by the Umpire), it will automatically forfeit the game and a match default and possible expulsion for at least a year of competition.*

CREASE MARKINGS



Restriction of the placement of fieldsmen



The final mark of the 15 yards radius shall be a line placed at an angle of 45° measured from the popping crease at a point level with the middle stump.
NOTE: 15 yard circle currently not use in FSCL competitions

Please report any concern to Rizwan Mohammed

General Information

Florida Southeast Cricket League

Website: www.GCCLcricket.org

Important:

- # All match reports should be uploaded to Chauka_by Wednesday following the match. It is away team responsibility to upload the scores. Home teams needs to make sure the information is correct and complete.
- # All team captains/managers still need to have a hard copy of the actually score sheet in the even of any discrepancy.
- # All questions related to schedule/ competition rules should be directed to Shailesh Sharma.
- # All team lists must have complete names, all new players should be registered by sending names to the exec committee and than adding the name to Chauka by Thursday before the Sunday game.