**Jacksonville Cricket Association**

Rules & Playing Conditions

Spring League 2021

1. **SECTION 1: GENERAL**
2. JCA will abide by the ICC standard playing conditions, the Laws of Cricket, and the code of conduct. In the event of conflicts, the rules as stipulated by the JCA shall supersede.
3. Zero Liability Policy: The Captains and the players of all the teams participating in this league should acknowledge that the organizers are NOT LIABLE for any injuries sustained (due to any reason) during the tournament.
4. Discipline Policy: Every team member should always respect Umpire’s decision. Only Captains of the playing teams reserve the right to discuss any issue(s) with the umpire(s) in a respectful manner. Any match related issues should be brought up to the organizers by the captain(s) or umpire(s).
5. Unsportsmanlike conduct from players, teams or club members; will NOT BE TOLERATED in JCA. Such actions will result in swift and severe disciplinary action taken against them.
6. Dress Code: It’s mandatory to have a team dress. 10 people on the field should wear the jersey. White shirt and White trouser.
7. Player safety: **Helmet** is compulsory for the batsmen and any fielder including keeper when fielding within 10 yards/ 30 feet.
8. Pink balls will be used for this tournament.

**SECTION 2: FORMAT and SCORING**

1. Tournament games will be Twenty (20) overs.
2. There is a Super-sub in this tournament in the league stage and playoffs.
3. Round robin Format in the league stage. Each team plays 8 games in the league stage.
4. In Playoffs, the top two teams from the league phase will play against each other in the first Qualifying match, with the winner going straight to the final and the loser getting another chance to qualify for the final by playing the second Qualifying match. Meanwhile, the third and fourth place teams from league phase play against each other in an eliminator match and the winner from that match will play the loser from the first Qualifying match. The winner of the second Qualifying match will move onto the final to play the winner of the first Qualifying match.
5. There should be 8 people from each team to start the game, if any team does not have 8 players, the match will be forfeited to the opposition team.
6. No player can play after the first five overs or 30 minutes (whichever comes first) after the first ball being bowled. Both captains and umpires must make sure of playing 11 at the toss. This includes team batting first.
7. If there is a delay in start of the game because of any time, overs will be reduced for that team (1 over for every 5 min delay)
8. If there is a washout game the points will be split. The maximum times a team can have a washout is 2. There will be no washouts after 2 games for a given team even if the opponent has less than 2 washout matches. These matches will be rescheduled for one more time, points will be split if this is a washout
9. Winner gets 4 points, the team losing the games gets 1 point for playing. 0 points for the team who forfeits the game. 2 points each for washouts
10. **Super over shall be played in an event of a tied match.**
11. CRICCLUBS app will be used for scoring.

**SECTION 3: Field SETUP and FIELDING RESTRICTIONS**

1. Field restriction area shall be marked by two (2), 30 yards/90 ft semi-circles. One at the batting end from the batting stumps joined by straight lines on either side of the pitch and another semi-circle at the bowling end from the stumps at the other end of the pitch. They shall have as their center the middle stump at either end of the pitch. The boundary is marked by a circle with radius of **60m/200 ft.** wherever possible and will be reduced in areas where it’s not possible with the center as the middle of the pitch. Alternatively, small cones, flags, or discs may identify the field restriction area. All marked areas shall be CLEARLY VISIBLE from both umpiring positions.
2. Maximum of 2 fielders can be outside the inner circle during power play (1-6 overs including 6th) and after that minimum of 4 fielders must be inside the inner circle.

**SECTION 4: OVERS AND Substitutes**

1. Matches shall be limited to one inning of Twenty (20) overs maximum per side. Each over will consist of six (6) legal deliveries.
2. Each bowler shall be allowed a maximum of 1/5 of the number of allocated overs i.e. in a 20 over match the maximum overs per bowler shall be four (4). 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 1/5 one-fifth of the total overs allowed. 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.
3. In case of unforeseen circumstances, (such as inclement weather, damp pitch etc.), the number of overs shall be reduced by a factor of one (1) over for every five (5) minutes lost.
4. Players leaving from and returning to the field of play must notify the umpire at the bowlers’ end. Upon returning to the field If the player comes in contact with the ball (prior to notifying the umpire) five (5) runs will be added to the score of the batting side, the ball is ruled dead and an extra delivery shall be bowled.
5. If a player leaves the field during the game, then the player **will not** have to wait that many overs he missed to take his turn to bowl. A player missing overs during fielding **will not** have to wait those many overs before he can bat.
6. Substitutions can be made anytime. The substitutions can be made only from the roster.
7. A substitute shall not be allowed to bat or bowl.
8. As per ICC rules there are NO SUBSTITUTE RUNNERS and will be enforced in this Tournament.
9. According to the new set of rules, the ICC allows players who suffer concussions (head trauma) during a match to be replaced in their team’s playing XI. However, the regulations emphasise on a ‘like-for-like’ replacement for the concussed player. Umpires will have a huge say if a team decides to bring a substitute during a match. Umpires will determine who the concussion substitute is and he has the power to restrict a player from bowling in order for the replacement to be considered **like-for-like**.
10. Only the player that is a super sub can be converted to a full player.

**SECTION 5: DELAYED OR INTERRUPTED MATCHES**

1. If any point during the game, the match is interrupted due to rain the umpires will take a decision whether to call the match a washout or not. This will be decided by waiting at least 45 minutes from the time the game was stopped to see if the conditions are playable. If the interruption happens before the match begins the schedule start time of the match will be used to start the counter.
2. Umpires are responsible for noting the rain delay time and will make the final decision. Team has no say in it to continue or cancel the game. Washed out matches will be re-scheduled by the committee. Please refer to section 2.8 for rescheduling rules.
3. There will be a D/L method. It applies after 27overs (40).Follow CricClubs live ParScore for revised target

**SECTION 6: BATSMAN/BOWLER RETIRING**

1. A batsman may retire at any time during his innings. The umpire(s), before allowing the play to proceed, shall be informed of the reason for a batsman retiring

a) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings only after the fall of a wicket or the retirement of another batsman.

b) If a batsman retires for any other reason other than as in (a) above, he cannot resume his innings or bat again and is deemed out.

c) If a batsman leaves the field voluntarily then the batsman is deemed out. Umpires will make the call if the reason is legitimate or not

2.  A bowler may retire at any time during his innings. The umpire(s), before allowing the play to proceed, shall be informed of the reason for a bowler retiring

a) If a bowler retires because of illness, injury or any other unavoidable cause during the match, he is entitled to resume his innings only after the end of the current over.

b) If a bowler retires for any other reason other than as in (a) above, he cannot resume his innings until he fields the number of overs he was out of the field.

**SECTION 7: NO BALL**

1. Only 1 bouncer above the batsmen’s shoulder is permitted per over.

1. The first ball above the shoulder/head for that over is a warning and if the ball is above the head then it is deemed a wide. If it is between head and shoulder, then it is just a warning. If a batsman plays a warning ball (1st ball over shoulder/head for that over) above the shoulder or head and if he gets out, then he is out. That is a legal delivery as the batsman is attempting a wide ball. Balls bowled after the 1st warning will be a no ball and the batsman cannot be given out. The subsequent ball is a free hit.

1. Full toss balls above the waist will be declared as No Ball for fast, medium and spin bowlers. A bowler bowls 2 beamers (above the waist) within the innings will be disqualified from bowling.

1. Following a No Ball (Overstepping, back foot, inner circle field limit and above waist balls) the next ball shall be a Free Hit. If the delivery for the free hit is not a legitimate delivery, (no ball or wide) then the next delivery will become a free hit. Field changes are not permitted for free hit deliveries unless there is a change of striker. A batsman cannot be out from a Free-Hit delivery except by run out.

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

1. The bowler’s back foot must land within and not touching the return crease appertaining to his         stated mode of delivery.
2. The bowler’s front foot must land with some part of the foot, whether grounded or raised

If the bowler’s end umpire is not satisfied that all of these conditions have been met, he shall call and signal No ball.

**SECTION 8: UMPIRING RESPONSIBILITIES**

1. Umpires are responsible for conducting the JCA games properly, with integrity and in a timely manner. They represent JCA at that time and have the authority to issue penalties to players based on the rules.
2. To do the job umpires must be familiar with all the basic rules of the game and the rules we follow for JCA. This includes rules pertaining to wides, no balls, substitutions, player eligibility, card system, over rate etc.
3. Umpires should be at the ground at least 15 min before the start of the game to properly coordinate with teams. Toss needs to happen 15 minutes before the start of the game.
4. Umpires should talk to both captains in presence of each other to accurately find who is in playing 11, super subs if any and who will be arriving late. (Note: 8 players are required at the start of the game and players will be permitted within 30 min or 5 overs  whichever comes first from the time of the first delivery of the game)
5. Umpires should monitor the live scoring set up to see which players are being selected, in presence of both the captains.
6. If a player arrives late, Umpires should be notified immediately as umpires will note when the player arrives.
7. Substitute players entering the game or players who arrive late to the ground, should be in the ground to enter the game. NOT ON THE WAY or IN THE PARKING LOT. Umpires have every right to not allow them if they are not in the ground by the specified time period.
8. Umpires will be held responsible for tracking the time and over rate of each innings. Umpires should act impartially to both the teams while making decisions and if need clarity they should contact JCA without wasting too much time.
9. Umpires should restrain themselves from engaging in any kind of arguments with the players and they should register a complaint with JCA after the game if they feel any action should be taken on those players in addition to giving any Yellow or Red cards on the field.

**SECTION 9: Bonus Points**

* 1. **Any team, if they can get their opponents all out within their allotted overs will be awarded 1 bonus point (Irrespective of the result)**
	2. **Team batting second/chasing, if they can chase their target within 80% of the allotted over, shall be awarded with a bonus point**
	3. **Teams defending a score/bowling second if they bowl (total allotted overs - 1) when defending will be awarded one (1) bonus point**
	4. **Team can acquire only one bonus point per game from any of the scenarios**