

# JACKSONVILLE CRICKET ASSOCIATION



**Jacksonville Cricket Association**

**2024 Tennisball Spring T20**

**Rules and Playing Conditions**

# JACKSONVILLE CRICKET ASSOCIATION

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## Summary

The JCA Tennis ball 2023 Spring T20 rules and playing conditions document contains basic details of the league and playing conditions. The league follows all the MCC Laws of Cricket. There will be some specific scenarios where certain rules may not be applied in this Tennis ball League like LBW's etc.

We tried to include the most common rules and playing conditions but not all of them. To see the actual laws please see the Reference section at the very end where we included links to the MCC Laws

We will try to include additional details based on suggestions and comments.

## League Overview

League Style: Tennis Ball Limited Overs (20 overs per side)

League Format: Round Robin in Group Stage and Knockout in Playoffs

League Start Date: 04/13/20234

League Grounds: ACH1, ACH2, SJ

League Match Days: Saturday and Sunday

League Fee: \$500 (Teams have to do umpiring)

League Rules: Follow ICC Rules

Total Teams: 32

Total Divisions: 2

Total Groups: 8( 4 groups in Div 1 and 4 groups in Div2)

Matches per Team in League Stage: 6

Playoff Qualification for Player: Player has to play minimum 2 league games

Playoff Format: Refer below

Team Uniform Color: Color/Non-Whites

Team Squad Limit: Unlimited

## Team Roster

Each Team is allowed to have unlimited players in their roster at any given time.

The Scorecard will be locked on tuesday of the following week and no further updates will be encouraged, please make sure to add the players to the roster **DAY BEFORE** the match

**Note :** it is the captain's responsibility to make sure right playing 12 are added to the scorecard. After the scorecard is locked, no further updates can be made. for example, if a match happens on Saturday or Sunday, the scorecard will be locked on Tuesday of the following week.

**If any team has the player in the scorecard who is not part of playing 12, if any of the teams raise an issue then that player will not be considered as played in the league match.**

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## Players

Each Team can have a maximum of 12 players per match (1 super sub). These players should be from the roster. No player outside of the team roster is allowed to participate in the game, even as a fielding substitute.

You need to add players to the roster before the match. It's the responsibility of the captains to make sure the roster is accurate and players are selected from the roster. Fines and Penalties will be imposed and even the match will be awarded to the opponent if any violations happen.

Batting Super Sub : He can come for batting anytime during the innings, he doesn't need to do fielding.

Bowling Super Sub : same rules apply as regular sub. For example If a player who is bowling sub comes to the field after 2nd over then he has to wait for 2 more overs to bowl.

Note : Super Sub also should be in the ground before the game or within 5 overs completion, the same rule whatever is there is there for regular players will be applicable to supersub too.

## Match Timings and Penalties

### **Morning Match: 9 am to 12:50 pm**

Toss time	8:50 am	Decision should be made at the Toss
First Innings	9:00 am - 10:50 am	Including a 5 minute on-field break at the end of 10 overs
Innings Break	10:50 am - 11:00 am	
Second Innings	11:00 am - 12:50 pm	Including a 5 minute on-field break at the end of 10 overs

### **Afternoon Match: 1pm to 4:50 pm**

Toss time	12:50 pm	Decision should be made at the Toss
First Innings	1:00 pm to 2:50 pm	Including a 5 minute on-field break at the end of 10 overs
Innings Break	2:50 pm to 3:00 pm	
Second Innings	3:00 pm to 4:50 pm	Including a 5 minute on-field break at the end of 10 overs

**Penalties for over rate:** The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or rescheduled) cessation time for the innings. Based on the above timings, this will be the end time of each innings (10:50 am, 12:50 pm, 2:50 pm and 4:50 pm). If the bowling team is unable to do so, then no more than four (4) fielders shall be permitted outside the inner circle for the rest of the innings.

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## Min Players to Start and cutoff time

**Minimum of 8 players per team are required to be present at TOSS time to start the match.** If one team has 8 and the other team doesn't, then the opposite team will be awarded the match. If both teams don't have players they will be given a warning and overs will be reduced at a rate of 1 over/5 min. If both teams have players but are not ready to start the game then the team responsible for the delay will be penalized for overs at the same rate when they come to bat.

A player can enter the match within 5 overs from the first ball delivery of the match. After that no players are allowed and the team cannot add any more players (even as substitutes).

Substitutions should happen within the roster. No players outside of the roster are allowed for fielding substitutions as well.

## Washouts and Delay Rules (Weather and any other reasons)

**Each washout game will be given a rescheduled match.**

The reschedules will happen on the reserve days. The reserve days will be the first available day or weekend after the regular season schedule or any weekend that's available in between that doesn't interfere with the existing schedule. If the rescheduled match also gets washed out then points will be split among teams.

If for any reason, if a match gets moved based on teams request to a different date than the original date that will be considered as a rescheduled match, if the rescheduled match gets washed out or canceled for any reason then points will be split among teams.

**Note: If matches get canceled or moved for any reason, teams need to play on the available grounds and the available dates even if they have to play 2 matches in a weekend. Committee will make sure teams are not playing two matches on the same day for any canceled or moved match.**

**For any play off matches washes and if DL cannot be applied, a fresh match will be scheduled on the next day or on any available day. If match cannot happen on the rescheduled date day also, the top seeded team from league will be moving to next round.**

**If finals cannot happen on the scheduled or reserved day, both finalist teams will be declared as winners.**

The umpire takes the call for calling off a match due to rain/ unplayable conditions.

If there is a rain delay during the match, the umpire will take a call on when to resume the play. The overs will be reduced as below depending on the delay.

Minutes Delay	Overs Reduced
15	3
30	5
45	8

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If the delay(s) extends beyond 45 minutes in the first innings, where the number of overs to be played becomes less than 12, the match will be called off as a washout.

The DLS method will be used in case there is delay in the second innings. The minimum number of overs that need to be played before the DLS method is applied is 40% of the overs played in the first innings. If the 40 % is a decimal then it's rounded to the closest number

Overs played in First Innings	Minimum Overs before DLS
19 - 20	8
17 - 18	7
14 - 16	6
12 - 13	5

The DLS method is applied in Playoffs as well but the minimum number of overs that need to be played before the DLS method is applied is 60% of the overs played in the first innings. If the 60% is a decimal then it's rounded to the closest number.

Overs played in First Innings	Minimum Overs before DLS
19 - 20	12
17 - 18	11
16	10
14 - 15	9
12 - 13	8

If the avg. temperature during the match timings is less than 45 degrees(Actual temperature) then the match will be called off ahead. If the difference between actual temp and feel like temp is greater than 10 degrees then the match will be considered a washout.

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## Tie Match

Super over shall be played in an event of a tied match. This applies for league and play off matches. For any reason, super over cannot be played then points will be split between the teams. It would be umpires call on deciding if enough time is there or any other condition to play the super over

## Forfeiting the Match

There will be a 2 point reduction for the team forfeiting the match.

Note : Based on the feedback that we are getting from teams this rule will be revisited for the coming leagues.

## Change of Ends

ACH1, ACH2: The ends will be changed each over in ACH fields. The bowling team will decide at which end to start with.

SJ: The ends are not changed and the batting will be done from the baseball field end.

## Fielding Restriction

### Power Play

In accordance with the ICC rules for T20, the following fielding restrictions are applied

Powerplay – First 6 overs of the innings. No more than two (2) fielders shall be permitted outside the inner circle. In case of less than 11 players this is considered a minimum 9 players inside the inner circle.

Non Powerplay – 7 - 20 overs. No more than five (5) fielders shall be permitted outside the inner circle. In case of less than 11 players this is considered as minimum 4 players inside the inner circle

In circumstances when the number of overs of the batting team is reduced, the number of power play overs shall be reduced in accordance with the table below.

Total Overs	Power Play Overs
19 - 20	6
15 - 18	5
12 - 14	4

*Note: In case of a team playing with less than 11 players, the field restriction will apply in regards to minimum inside the inner circle as opposed to maximum allowed outside of the inner circle. The minimum fielders that should be inside are Powerplay: 9, Non -Powerplay: 4*

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## Leg Side

No more than 5 fielders on the leg side. Bowler and Wicket-keeper not considered as a fielder for this and bowler can bowl either over or around the wicket.

No more than 2 fielders behind square (wicket-keeper excluded)

## Bowling Restrictions

Each bowler can bowl a maximum of 20% of the allotted over. In a regular T20 match the limit is 4 over max per bowler. In case of any reduction in overs, this max limit changes accordingly. If the 20 % is a decimal then it's rounded to the closest number

Total Overs	Max overs per Bowler
20	4
19	4
18	4
17	3
16	3
15	3
14	3
13	3
12	2

## Players on/off the field

Follow ICC rules. Players have to wait the number of overs they sit out before they can bat or bowl. Injuries are an exception and will be decided by Umpires.

## Mode of Delivery

The umpires are responsible for asking the bowler about the mode of delivery and convey it to the batsman.

If the bowler continues his spell, then Umpire doesn't need to inform the batsman again unless the bowler changes the mode of delivery

If the bowler changes the mode of delivery in the middle of the over or while continuing the spell, it's the responsibility of the bowler to tell the umpire about the change. If the bowler doesn't notify the umpire, the umpire will penalize the bowler with a NO BALL.



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## Leg Byes

There are no leg byes in this league. But it's the responsibility of both the Striker and Non-Striker to be safe in their crease. The umpires can judge you run-out or stumped if the fielding team appeals based on the situation.

## No Ball

MCC Laws will be followed. New rules such as ball bouncing twice, ball pitching outside the pitch are no ball. All NO BALLS result in a free hit.

No ball takes precedence over Wide.

## Wide

MCC Laws will be followed.

Wide line moves if the batsman moves and brings the ball within reach to be able to hit it by means of a normal cricket stroke. The point of delivery by the bowler is not considered. If the batsman moves either before or after the delivery, still the wide line moves.

## Dead Ball

MCC Laws will be followed. Refer to <https://www.lords.org/mcc/the-laws-of-cricket/dead-ball>

## Batter Returning when Caught

When a batter is out Caught, the new batter shall come in at the end the striker was at, i.e. to face the next ball (unless it is the end of an over).

Under the previous Laws, a bowler could take a wicket, and still have to bowl at a set batter if the batters managed to cross. It was felt that the bowler should be rewarded with the chance to bowl at the new, incoming batter, if balls remain in the over.



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## League Format

Total Teams 32. Teams are divided into 2 divisions.

Division 1 : 16

Division 2 :16

Total 8 teams will qualify for playoffs. There will be 3 rounds in the playoffs. All these rounds are knockout rounds Quarter Finals (QF), Semi Finals (SF), Finals (F)

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## Division 1:

Top two teams from Group A, Group B, Group C. Group D will be picked and seeded through 1 to 8 based on Points and NRR. The top 4 teams from each group will be 1,2,3,4. The 2nd ranked team from each group will be 5,6,7,8.

### Quarter Final

QF 1 : 1 vs 8

QF 2 : 2 vs 7

QF 3 : 3 vs 6

QF 4 : 4 vs 5

### Semi Final

SF 1 : Winner of QF 1 vs QF 4

SF 2 : Winner of QF 2 vs QF 3

### Finals

Winner of SF 1 vs SF 2

## Division 2:

Top two teams from Group E, Group F, Group G. Group H will be picked and seeded through 1 to 8 based on Points and NRR. The top 4 teams from each group will be 1,2,3,4. The 2nd ranked team from each group will be 5,6,7,8.

### Quarter Final

QF 1 : 1 vs 8

QF 2 : 2 vs 7

QF 3 : 3 vs 6

QF 4 : 4 vs 5



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## Semi Final

SF 1 : Winner of QF 1 vs QF 4

SF2 : Winner of QF 2 vs QF 3

## Finals

Winner of SF 1 vs SF 2

## Playoff Eligibility for Players

A player is eligible for playoffs only if he has played a minimum of 2 league matches. A player who played 2 games but replaced by another player in the roster is not eligible to play.

## Players Conduct

It's the responsibility of each and every player to uphold the spirit of cricket and be respectful to others. Do not engage in behavior which leads to verbal or physical confrontation.

Captains are held responsible to control their team and make sure each player obeys the laws of cricket.

Disputes with Umpires are considered a serious offense and players will be penalized.

No rules are set as of now but we will come up with Yellow Card and Red Card offenses and what the penalties are.

### Yellow Card

Using fault language against the players or umpires. First warning. Resulting in two yellow cards will be a red card.

### Red Card

Going on players or umpires with the intention to hit. One match ban. If it is the last match in the league, suspension of one match will continue to the next league.

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## Penalties/Fines

Disputes with Umpires are considered a serious offense and players will be penalized.

Each team after their innings or match has to pick up their trash. We cannot pick your trash and we will impose fines for both teams if we find trash after the match. This is the minimum thing you can and need to do to keep the ground clean. It is the responsibility of both the teams to clean the trash after the match.

There will be a penalty of \$25 per team if trash has not been picked and put in the trash bins. Don't get the trash cans inside the ground, pickup folks will not come inside the ground to pick the trash.

Teams need to send pictures after the clean up has been done either after the practice session or after the match.

Drinking alcohol in the ground premises(even in the parking lot) is prohibited. Keep in mind that we are playing with the school's premises. If we notice anyone doing that then there will be one match ban and \$100 fine on the person, if that is the last game for that player in the league, the ban will continue in the next league.

## Holidays List

The below weekends are considered as long weekends and no games will be scheduled.

Newyear, Jan

Memorial May

Juneteenth, June

Independence day, July

Labor day, September

Thanks Giving, November

Christmas, December

Note : If any of the above days fall under tuesday or wednesday then it will not be considered as long weekend.

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## Grounds and Field Measurements

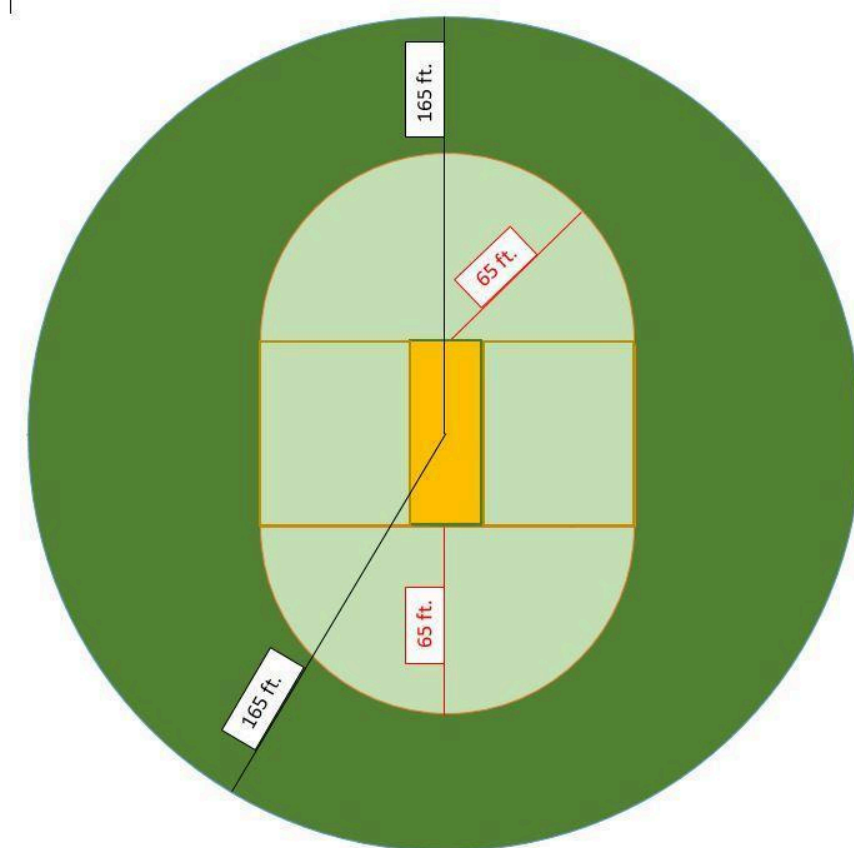
ACH and SJ grounds are used for the tournament.

The following measurements are applied and decreased to the maximum field available wherever applicable.

Inner = 65 ft.

(1 semicircle from batting end middle stump to behind the stumps, 1 semicircle from bowling end middle stump towards bowling end. These 2 semicircles are joined with straight lines parallel to the pitch)

Outer = 165 ft. (1 circle from middle of pitch)



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## Umpiring

League Stage: Umpiring Responsibility will be assigned to teams during League Stage. We will try our best to assign the same number of umpiring responsibilities for every team and the umpires will not be paid.

Playoffs: Umpiring in Playoffs will be taken care of by JCA. This will be paid as well and will be covered by JCA.

Every match will require 2 umpires.

If teams are not able to send umpires, there will be penalty of \$50 and 1 point reduction for each umpire.

At Least one umpire needs to be in the ground and do the toss by 8:50 AM, If not there will be a penalty of \$50 per umpire for each umpire.

It is the captain's responsibility to send the players who know the rules for umpiring, also notify the committee if the umpires are not on time.

It is the umpire's responsibility to check about the super sub before the match starts.

### Note:

- ❖ The grounds and times can be changed for any weather reasons and ground conditions, JCA will have final say in it. For any rescheduled matches, teams have to play based on the grounds availability.
- ❖ If there is rain prediction for the match or if it rains during the match, umpires will take the call on the match. Teams and umpires have to be in the ground, umpires will take a decision on the match.
- ❖ There will be rope and spray paint kept in all the grounds, if teams do not see the markings teams have to measure and do the markings.
- ❖ Players are not allowed to wear shoes with metal or steel cleats, this is to avoid damage to the pitches.
- ❖ If any team leaves the ground during a match stating that they are walking away, that would be considered as forfeit.
- ❖ Teams are not allowed to use any of the grounds without approval from JCA, if we notice any one using it then there will be a \$50 fine and first warning, if it happens again then it would be a \$50 fine and 1 match suspension for the players who are using the ground without having permission.
- ❖ For any of the rules that are not mentioned in this document, MCC/ICC rules will be applied.

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## Grasscut

Grass cut will be done 2-3 times during the league matches based on how long the grass grows and depending on the maintenance guy availability.

Grass cut will be done 1-2 times during the play off matches based on how long the grass grows and depending on the maintenance guy availability.

## References

The document is prepared by referencing to the ICC Men's T20 Playing conditions and MCC Laws

<https://resources.pulse.icc-cricket.com/ICC/document/2022/01/06/c2dd0ac3-43ca-45b6-b863-3e9d8e2127a4/ICC-Men-s-T20I-Playing-Conditions-January-2022.pdf>

<https://www.lords.org/mcc/the-laws-of-cricket>

<https://www.lords.org/lords/news-stories/mcc-announces-new-code-of-laws-from-1-october-2022>

## Revisions

Date	Version	Changes
03/12/2024	1.0	Initial Version
<b>04/01/2024</b>	1.1	Added rules for forfeiting match and washout matches

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