

Lakeshore Cricket League Summer Rulebook



All clubs must provide two designated contacts for the club. Primary (first choice) and Secondary (second choice).

The Executive/League shall only communicate with these contacts or the primary contact as they seem fit.

Preferred/recorded method of communication shall be electronic correspondence.

Team Management:

- Teams may carry a maximum of Twenty five (25) players on their team roster. The team roster must be declared prior to the season.
- Teams may dress a maximum of thirteen (13) players in a match with eleven (11) on the field at a time (13 players per game).
- Power Play overs – First 6 overs of each T20 innings.
- Power Play overs – First 8 overs of each T25 innings.

- Both Umpires (Leg & Main) have to be paid **\$60 for T20 and \$70 for T25** each at the time of toss
- Upper Jerseys should be same colour for all the players on the field
- White Jerseys and White pads are not allowed (same colour as the ball)
- Players should be in proper sports attire (no shorts allowed)
- Players are not allowed to wear metal spikes

Scoring

Note: Lakeshore Cricket League would keep a track of the stats and upload the scores via CricClubs on the website.

- Wide & No ball = 1 run awarded
- Overthrows are part of the game
- Bye-Runs are allowed
- Leg Byes are allowed
- All 'NO Balls' will result in to a Free Hit. Batsman can **NOT** get out in free hits except: Run Out, Handled the ball, Obstruction and Hit the ball twice. (similar to No-Ball)

Results & Points

- Win 3 points
- Tie 1 point each
- Abandoned because of weather or any other uncontrollable factors, then 1 point each to both the teams.
- If abandoned due to “forfeit”/”cancellation”; 3 points to present team and 1 negative point penalty to the team defaulting the match.

Run Rate calculation will be used to establish a result for the following scenarios:

1. Rain Out

2. Play stopped due to bad light

Scenario:

Team A: batted first and scored 150 runs in 20 overs. Run Rate: 7.50

Team B: scored 120 runs in 15 overs: Run Rate: 8.00

RESULT: Team B: wins by 0.50 run rate

Ground Conditions and Conduciveness: Only the officiating umpires for the game will have the power to decide the conduciveness of the field for a game. Umpires will consult and take into account the captains' opinion but reserve the right to decide on the final outcome of feasibility of ground conditions. In the case of a game cancellation due to such conditions, both teams will be awarded 3 points.

Game Formats

- As per International Standards, 75 minutes per innings for a T20 Game & 95 Minutes for a T25 with a 10 minute break in between innings.
- Toss will take place 15 minutes before the start of play. Timings mentioned in the schedule is the game start time.

Example: Game Start time is 5:45 PM. Toss will be at 5:30 PM. Home team should set up the field by toss time.

- In order to have a Toss, **at least** 6 players from each team must be present in their team jerseys.
- In case of a time delay in the start of the game (due to weather or outside factors), 3.75 minutes per over shall be reduced for the amount of lost time.

Refusal to participate in schedule of games or unilateral withdrawal of a club or team shall be considered as having withdrawn from the association. All fees paid to the association by a club or team withdrawing from the schedule shall remain the undisputed property of the Association.

Match Cancellation:

Team may advise the league of their inability to participate in a schedule game **at latest THREE days before the scheduled game**. Failure to do so will be considered a “match default”. For this context: all teams shall be allowed a maximum of two cancelled game during the season. Such cancelled match shall not be postponed, or relocated and full “winning points” shall be

awarded to the opposite team. Teams shall not be allowed to enter their playing 11 for a default or a cancelled game.

Schedule Changes

The League reserves the right to make changes to the schedule/fixture 3 days in advance of the game. Any such changes shall be communicated to the designated team contact by way of email or website posting.

Player Registrations

All players/members of the club must be registered with the League. Each player will get a specific Player ID before the start of the season. Umpires can check players IDs before/after the game. Acceptable form of ID is the Driver License cards, the on field umpire shall verify ID cards and reserves the right to disallow players without ID cards to participate in the game.

Transfer Of Players

Player can request his transfer from one club to another by sending an email to association. A \$25 transfer fee will apply and can be paid via email transfer.

Team Squad

Teams may carry a maximum of Twenty Five(25) players on their team roster. The team roster must be declared prior to the season. Once a player is removed from the squad, he cannot be used again in the team for the season. The league will then provide a new Registration ID for the player. Failure to register a player can cause a team to lose the points in which any unregistered player had taken part.

Shortage of Players

A team shall be allowed to start a game with minimum 6 players ready on the field

Over Limit

At least 5 bowlers have to be used in an innings.

T20: The maximum over distribution is 4-4-4-4-4.

T25: The maximum over distribution is 5-5-5-5-5.

Teams can use as many bowlers as they want, without exceeding the above mentioned quota.

Out

- Batsman can be out under all applicable cricket laws of ICC / MCC.
- When a batsman gets out, the new batsman has to be ready at the crease within the next TWO minutes (120 second rule) or else he would be given out - Timed Out.
- If a batsman is retired hurt, he may resume his innings at the fall of next wicket or any other batsman get retired. If the batsman gets injured, he cannot take more than 60 seconds to decide whether he wants to retire himself or continue playing the game.
- No runner will be allowed for the injured batsman.

PENALTY FOR MISSING CUT OFF

First Innings:

If a team fielding first fails to bowl the allocated overs in the specified time, they shall continue to bowl until they have done so. However, they shall only bat the amount of overs bowled at the scheduled cut of time. (i.e. if 19 overs bowled at cut off shall allow the team to only bat 19 overs). The over in progress at time of the cut off shall be counted as complete.

If in the opinion of an Umpire, delay was caused by a batting side, then the innings would close at the scheduled cut-off time and batting team in defaults would lose that many overs. Over in progress will be allowed to be completed.

Umpire at his discretion would allow reasonable extra time for the delay occurred due to circumstances beyond the control of both teams.

Umpire decision will be final and binding.

Second Innings:

If a team fielding second fails to bowl the allocated overs in the specified time, they shall continue to bowl until they have done so (if time / field of play available). The over in progress at time of the cut off shall be counted as complete.

In addition to this, minimum 8 runs per over penalty will be added to the batting side total for number of overs bowled short by a fielding side at cut-off time. If by adding penalty run , result is achieved then match would close at that point of time.

If in the opinion of an Umpire, delay was caused by a batting side, then the innings would close at the scheduled cut-off time and batting team in defaults would lose that many overs. Over in progress will be allowed to be completed.

In the unlikely event of extended time is reached and if field is NO LONGER available for play or if match is called off by the on field official, then at the end of the over in progress, innings and match would end. Batting side will be awarded highest run they had scored per over by them during their innings earlier to the total for the number of over remaining un-bowled to decide the result.

If in the opinion of an Umpire, delay was caused by a batting side, then the innings would close at the scheduled cut-off time and batting team in defaults would lose that many overs. Over in progress will be allowed to be completed.

Umpire at his discretion would allow reasonable extra time for the delay occurred due to circumstances beyond the control of both teams.

In addition, If the time exceeds for the play, the team which could not finish the overs in time/ a team deliberately tries to waste time, the on field umpire can decide to declare a loss for that particular team. The on field umpire shall be the best judge of this action and his decision shall be final and binding.

HOME TEAM:

It is the responsibility of the Home Team to setup the ground before Toss. If they fail to setup in time, then they will lose the toss.

Toss would happen 10 minutes before the start of the Match. It requires the team to pick the 2 set of Wickets from the Storage of the facility and put it back after the match is finished. It also requires the team to pick up cones from the storage facility and put it back after the match is

finished. Cones would be required for marking the boundary line and power play line at the turf. Teams not keeping the wickets/cones back at the storage facility would incur a \$100 fine, payable immediately.

Umpires/Verbal Abuse

- Umpires decisions are judgment calls and are not subject to debate. Verbal abuse of umpires will not be tolerated at any time. Umpires have the authority and will be encouraged to hand out yellow (warning) and red cards (ejections) for unsportsmanlike behaviour. There is strictly no sledging allowed at any time.
- Yellow Card would mean a warning for a player.
- In an extreme situation, the umpire can hand out a Red Card which would mean that the player would have to pay \$50 fine and would miss the next match in the League. The umpire has the option to ban a player from the League.

Match Default

- Teams defaulting one game will automatically incur a fine of \$100, payable immediately before playing their next game following a default game. All payments must be in email transfer to be paid to LCL. Failure to do so will disqualify them from participating further in the season.
- The second defaulted game in the same season will incur a fine of \$100, payable immediately before playing their next game of the next week following a default game. All payments must be in certified cheque or email transfer to be paid to LCL. Failure to do so will disqualify them from participating further in the season.
- For this context, "default" is applicable when a game does not take place due to non-availability of the players (6 players dressed and ready to take the field) from the defaulting club/team and/or refusal of the club/team to take the field when instructed to do so (by the match official, or in absence of one, refusal to cooperate with the rival team to get the game underway by assigning umpires from the players). The on field official shall wait 20 minutes before a game can be considered as "default".