

North Florida Cricket League

Rules & Playing Conditions *Winter Tournament 2015-16*

SECTION 1: GENERAL

- 1.1** The competition shall be known as the North Florida Cricket League (herein after referred to as the NFCL). The Executive Committee of the NFCL shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.
- 1.2** NFCL 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 NFCL shall supersede.
- 1.3 Zero Liability Policy:** Please sign the waiver form before playing the first game of the tournament. 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 course of the tournament.
- 1.4 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).
- 1.5** Un-sportsmanlike conduct from players, teams or club members; will NOT BE TOLERATED in the NFCL. Such actions will result in swift and severe disciplinary action taken against them.
- 1.6 Dress Code:** It's mandatory to have team dress other than whites for all team players.

SECTION 2: FORMAT AND SCORE SHEETS

- 2.1** The NFCL Winter Tournament 2015-16 games will be thirty (30) overs.
- 2.2** There is NO Super-sub in this tournament and there is bonus point (As per Section 15 below) in league stage.
- 2.3** Win = 4, Loss = 1, Rained out matches = 2. Team forfeiting the game will get 0 points and opponent team gets 4 WIN points.
- 2.4** No player is allowed to play the game after 6 overs being bowled or 30 min from the start of the game whichever the earliest
- 2.5** If a player left the field during the game then player will have to wait that many overs he missed to take his turn to bowl and batsman can bat only at position #7 or lower.
- 2.6** Each team would play with 7 other teams in the first round. Top 4 based on points and NRR would qualify for Semi Finals and Finals. Top 2 teams from league stage will get a chance to play semifinal game at their home ground (if available) and finals will be held at Jacksonville.
- 2.7** If weather forecast is less than 50°F (max temp) or minimum 60% chance of rain, then the game is considered CANCELLED. NFCL Executive Committee will make the final by 6:00pm (EST) Friday for

Saturday game and 6:00pm (EST) Saturday for Sunday game and communicate with both the teams. The following websites will be referred to make decision: www.weather.com & www.accuweather.com

- 2.8 There is NO RESCHEDULING for washed out or bad weather matches in the first round. If a team has more than 2 games cancelled, only their games will be considered for rescheduling.
- 2.9 Playoff games will be rescheduled only one time if washed out. If rescheduled game washed out then top team of league stage will be awarded the match
- 2.10 To be credited with points, winning teams must record match results in website within three (3) days of the game. You can do the live scoring on your phone/tablet by using **cricclubs app**
 - a) Enter the batting/bowling figures, extras as accurately as possible for statistics purpose.
 - b) Enter the fielder names who is involved in getting the batsmen out along with bowler name.
 - c) Enter all the playing XI names in the batting table regardless of whether every player get chance to bat.

SECTION 3: PLAYER REGISTRATION AND QUALIFICATION

- 3.1 Team Captain/Coordinator is responsible for sending team roster via email to admin@nfcl.us. A team roster should contain minimum of 13 players and there is no maximum limit.
- 3.2 For insurance and waiver reasons, players not enrolled in the roster will not be allowed to participate in any games.
- 3.3 Players participating in the playoff games must have played at least two (2) games in the first round. If a team had two wash out games in the first round then one game is enough for playoff games.
- 3.4 Players cannot change teams during the tournament.

SECTION 4: FIELDING RESTRICTIONS

- 4.1 Field restriction area shall be marked by two (2), thirty-yard (30) semi circles joined by straight lines on either side of the pitch. They shall have as their center the middle stump at either end 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.
- 4.2 7 fielders must be inside the inner circle during 1st power play (1-5 overs).
5 fielders must be inside the inner circle during 2nd power play (6-25 overs).
4 fielders must be inside the inner circle during 3rd power play (26-30 overs).
- 4.3 When innings overs are reduced, fielding restrictions shall be reduced proportionally as in table below. ***This is applicable to penalized teams, rain interrupted matches or due to any reason when overs are reduced***

Innings overs	1 st and 3 rd Power play overs
30-28	5 & 5
27-25	5 & 4
24-23	4 & 4
22-21	4 & 3
20-19	3 & 3
18-15	3 & 2
14-12	2 & 2

SECTION 5: PRE-GAME PREPARATION

- 5.1** Both teams Captains/Coordinators & Umpires shall be present in the ground 30 minutes before start time of the game.
- 5.2** Before laying the matting the HOME team shall be responsible for preparing the pitch, which may include but not limited to sweeping, raking and or rolling, marking the boundaries and field restriction area, they shall also provide other equipment such as stumps, bails, chalk, broom etc.
- 5.3** Games must start at 10:30 AM - Captains or coordinators shall spin the toss no later than 10:15 AM to allow ample time for an on time start. At 10:30 AM both teams must be present on the playing field at which time the bowlers end umpire will call play. In order for a game to begin, both teams must have a minimum of eight (8) players ready to play.
- 5.4** Teams that are late shall be penalized one (1) over for every five (5) minutes of lateness. They shall however continue to bowl until the allotment of overs is completed.
- 5.5** Penalized teams will face an amount of overs minus the overs they were penalized. Their innings will however be based on the agreed upon overs. [Example; if you are penalized four (4) overs you will bowl thirty (30) but face twenty six (26) overs and your run rate will be based on 30 overs].

SECTION 6: NORMAL HOURS OF PLAY & INTERVALS

- 6.1** First innings commences at 10:30 AM and concludes at 1:05 PM. Second Innings commences at 1:25 PM and concludes at 4:00 PM.
- 6.2** Only five (5) minute break is permitted after 15th over of each innings.
- 6.3** Only twenty (20) minute interval will be observed between innings.

SECTION 7: OVERS AND TIME MANAGEMENT

- 7.1** Matches shall be limited to one inning of thirty (30) overs maximum per side. Each over will consist of six (6) legal deliveries.
- 7.2** Each bowler shall be allowed a maximum of 1/5 of the number of allocated overs i.e. in a 30 over match the maximum overs per bowler shall be six (6).

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 is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

- 7.3** In case of unforeseen circumstances, (such as inclement weather, damp pitch, lost ball etc.), the number of overs shall be reduced by a factor of one (1) over for every five (5) minutes lost.
- 7.4** The fielding team must complete the number of allocated overs within the specified time or be penalized for each over not bowled. [See 5.5 and 5.6] For example if after 2 hours 35 mins only 27

overs are bowled, the fielding will be automatically penalized 3 overs and will only be allowed to bat a maximum of 27 overs. However, play must continue after 1:25 PM until the allocated overs are completed. Additional loss of overs may apply if the overs during the penalty session are not completed on time.

- 7.5 If the fielding team is late, the time for the batting side shall be extended by the length of time the fielding team was late. For example if they are 15 minutes late, the batting side inning shall be extended by 15 minutes and the inning of the offending team shall be restricted to 27 overs (15mins less).
- 7.6 If the team batting first is late they shall be automatically penalized 1 over for every 5 minutes. For example if the penalty is 3 overs, they shall face a maximum of 27 overs.
- 7.7 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.

SECTION 8: DELAYED OR INTERRUPTED MATCHES

- 8.1 In the event of poor weather conditions, the HOME team may contact the NFCL President/Vice-President before the game start with a view to CANCELLATION. The NFCL Executive Committee shall make the final decision. The following websites will be referred to make decision: www.weather.com & www.accuweather.com
- 8.2 In the event a game is curtailed by rain, bad light, or any other weather related factors, the following rules shall apply:
 - a) If, and only if, each of the two teams has faced (or had the opportunity to face) 12 overs, will be a match deemed to have played. Otherwise this constitutes a drawn game and each team shall be awarded 2 points.
 - b) If there is a rain delay during the second innings and overs are lost, the winning score shall be based on D/L method.

SECTION 9: UMPIRING

- 9.1 Captains please assign umpire(s) by Wednesday morning each week and send NFCL Executive Committee their contact details. In the event, a team is unable to provide umpire(s) for a match; teams MUST notify NFCL Executive Committee by Wednesday morning. 2 points will be deducted from team, if the scheduled umpires do not show up or if an alternate arrangement is not made.
- 9.2 If Umpires are more than 15 minutes late to the field, 1 point will be deducted from the respective team.
- 9.3 The Umpire's decision is FINAL. He must determine and announce man of the match at the end of each game. He must record disputes on the score-sheet (scorebook) and submit a written report to the NFCL Executive Committee within (48) forty-eight hours of any incident.
- 9.4 The Umpire's fee is \$40 dollars for Victory Park game and \$50 dollars for St. Mary's/Tallahassee/Savannah games.

- 9.5** In the event there is only one official Umpire, it is the responsibility of the batting team to provide the square leg Umpire. If a neutral person officiates at square leg for the entire game, he must be paid 50 dollars.
- 9.6** If official Umpire(s) are unavailable, then both Captains shall agree in advance on two persons who shall umpire the entire game.
- 9.7** Teams cannot reject assigned Umpires.
- 9.8** Umpire is required to send the match result with total scores of both the teams (including number of overs & wickets) at the end of the game preferably via <https://www.facebook.com/NFCLPage> or email to admin@nfcl.us. Umpire is also required to send the clear photos of both the teams score sheets via email to admin@nfcl.us. When there is no neutral umpire officiating the game the winning team captain takes the above responsibility.

SECTION 10: NO BALL

- 10.1** Only 2 bouncers above the batsmen shoulder is permitted per over.
- 10.2** 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.
- 10.3** 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.
- 10.4** For a delivery to be fair in respect of the feet, in the delivery stride,
- a) The bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.
 - b) The bowler's front foot must land with some part of the foot, whether grounded or raised behind the popping crease

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 11: SUBSTITUTES AND RUNNERS

- 11.1** If the umpire(s) are satisfied that a player has been injured or become ill or needs a restroom break after the nomination of the players, they shall allow that player to have substitute acting instead of him in the field.
- 11.2** For any other reason other than as in [11.1] above, including but not limited to pre-game injury of player(s), substitute fielder is NOT ALLOWED. The umpire shall make sure the decision is made before the start of the game and no change is allowed once the game is in progress in this case.
- 11.3** A substitute shall not be allowed to bat or bowl nor to act as wicket-keeper or as captain on the field of play.
- 11.4** As per ICC rules there are NO SUBSTITUTE RUNNERS.

SECTION 12: BATSMAN RETIRING

12.1 A batsman may retire at any time during his innings. The umpire(s), before allowing to 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.

SECTION 13: DISPUTES

13.1 Disputes shall be arbitrated by the NFCL Executive Committee along with representatives of both teams and the officiating umpires when and if necessary. The decision of the NFCL EC is final.

SECTION 14: FORFEITURE

14.1 Teams forfeiting two (2) games in any one season shall be automatically suspended from the league for the remainder of the season.

14.2 Teams that are scheduled to play or have played a suspended club shall be awarded four (4) WIN points.

SECTION 15: BONUS POINT

15.1 The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Refer below for detail description

http://static.espnricinfo.com/db/DOWNLOAD/100/0131/Bonus_Points.pdf