



## NJ FRIENDLIES - FALL 2022 RULES ADDENDUM

The NJ Friendlies - Fall 2022 is a friendly cricket league formed between the following participants - Ridge Cricket Club (RCC), Straight Drive Cricket Club (SDCC), RiverDell Cricket Club (RDCC), New Providence Cricket Association (NPCA) and New Providence Cricket Club (NPCC). The Friendlies in the title is the main aspect of the league and as such all teams are expected to follow the spirit of the game with specific mentions as below

- **The Umpire's decision is final** - while there will be certain disagreements please let the umpire be the final authority. Make sure that the nominated umpire is very familiar with all league rules followed by NJSBCL
- For any arguments or discussions - only captain and in rare cases vice-captain should be the ones discussing with the opposite team's captain and the umpires. Please no arguments on the field **where multiple team members are charging** to the umpire.
- The idea of this league is to ensure that the games are competitive and yet people who **have not got enough chances** during the league season **get some game time**. So each team can come to the ground with up to 13 players.
- All grounds must be left in the same condition that they were in when the teams started playing - keep the environment clean and let's all respect the game.
- The league rules and playing conditions as referenced in this link here - [NJSBCL Rules and Playing Conditions](#) will be the main rule book followed.

To make this friendly league, well friendly the captains of the teams have agreed to the following addendum of rules:

1. **Players - Each game will be 13 v 13** ( only 10 wickets per team and no bowler gets to bowl more than 4 overs). Since CricClubs allows only 11 players to be selected, it is the responsibility of the team captain/scorer to make the appropriate substitutions for batting or bowling/fielding as needed and manage the scoring.
2. **Substitutions** - Any batter that needs to be substituted can be marked as **RETIRED HURT** in the app. He **does not** need to be marked **RETIRED OUT**
3. A retired hurt batsman **has to wait for the fall of the next 2 wickets** before being brought back within **the first 10 overs**.After the 12th over, the retired batsman can be brought in anytime.
4. **Substitutions must happen at the end of an over** to minimize time loss between overs up until the 12th over. After the 12th over, substitutions can happen anytime - please be cognizant that all grounds have a time limit for permits
5. **Mankading** - Bowler to give **one warning** before intent to mankading (Run out at non-striker's end before delivering a ball if the non-striker has strayed out of the crease). For **mankading** - the bowler has to get the bails out before the arm reaches the highest point at delivery. Once the arm is at the point of delivery, the batsman at the non striker end can leave the crease. Umpires discretion on whether the bowler completed the delivery or not.
6. **Suspect bowling actions** - 1/ Umpire needs to warn and let the bowler know if the bowler has a suspicious bowling action (chucking). 2/ Dialogue needs to happen between the two captains and the umpire (no one else involved). After a warning, if the bowling action is still suspect the umpire can ask for substitution of bowler.
7. **Home and Away Games:** Every team has **2 home and 2 away** games - irrespective of the location where they are playing ( PVP, Chimney Rock, Kilmer or Cedar Brook). **Home games can be identified by your team's name being first in the fixture** ( For eg: 09/24/2022 - Ridge Cricket Club vs NPCA at PVP - Ridge Cricket Club is the home team). It is the responsibility of the home team to **set up the ground** as well as **remove the mats and cones after the game**. Please earmark enough time before and after the game to ensure that it is done.
8. **No call for a No-Ball call for bowler side call** - Umpire to remind bowler to tell his side and bowler to be alert and mention the side he intends to bowl.
9. **Over the shoulder balls** -
  - a. If the batsman hits the ball and it is over the shoulder of the batsman, the leg umpire can call the ball a **NO BALL** for height. The batsman is of course **not out**, but there is **NO FREE HIT**
  - b. If the batsman does not hit the ball, it is a **WIDE**