



# Niagara Cricket League

## Rules and Regulations

### Format

- T20 format - 20 overs max per side, 11 players per team in match
- Powerplay - first 6 overs of the match when innings start with max 20 overs
- If rain interruption, powerplay are reduced to below

Max Overs	Powerplay
19	5
18	5
17	5
16	5
15	4
14	4
13	4
12	4
11	3
10	3
9	3
8	3
7	2
6	2
5	2

- Powerplay means only 2 fielders maximum allowed outside the 30 yard circle
- If bowling team starts the innings at designated time short of players, minimum 9 players within circle in powerplay must be followed
- Example
  - if team starts with 10 players, only 1 can be outside 30 yard circle
  - If team starts with 9 players, then all 9 must be within 30 yard circle
  - Any lesser players than 9 i.e 8 or 7 players, all 8 or 7 must be within 30 yard circle
  - Game cannot start with less than 7 players of the bowling team on the field
  - If less than 7 players at designated start time; umpire shall wait 30 mins and subsequently if 7 players do not arrive, shall award the forfeit to opponent team with bonus points
- Player count shall be taken by the umpire at toss time i.e. 15 minutes prior to first ball being bowled
- Valid player is a player wearing team jersey (in process of changing pants/wearing shoes is acceptable)
- It is recommended arriving atleast half an hour prior to game start to warm up to minimize injuries
- Player in bowling team can come in to field of play only on 3 occasions
  - Prior to first ball being bowled
  - At fall of wicket
  - At end of over
- Player cannot come in middle of over in progress if none of the conditions above are met
- Player cannot play the match if he/she does not appear at field of play and report to neutral league appointed umpire by the 10th over of the first innings of the match or halfway mark of the first innings of the match in case of reduced match.
- If one or more players appear after halfway mark as outlined above, player cannot field/bat/bowl and team has to play with reduced members for the rest of match. This rule is to minimize players coming from other leagues just to bat or bowl and instead encourage to prioritize participation in the fill NCL league match
- If player is delayed in bowling team, that player cannot bowl for the amount of time not present since the first ball bowled: example , if innings start at 9:30am and player arrives 9:45 am , he/she cannot bowl till 10 am
- If player is delayed in batting team, player cannot bat for the required amount of time not present since the first ball of innings bowled or unless 5th wicket falls, whichever occurs first.
- Any player heading out of field of play for any reason, captain of the relevant team or player himself has to inform umpire of said exit. Umpire to note time of exit and entry (if applicable)
- Minimum 5 overs constitute an innings, and specifically in 2nd innings, 5 overs minimum for a result . Umpire to note, if after interruption if match can be held for 5 overs, match has to be played and completed
- League appointed neutral Umpire is the sole judge of ground and pitch suitability to play, no captain or player to intervene in this regard
- League will appoint main umpire who will umpire all 20 overs (or applicable reduction) of both innings; playing teams to provide leg umpire

- Leg umpire of playing team to be fair, neutral and unbiased in rendering decisions. Leg umpire to judge batsman side no-ball , run out and stump
- Main umpire can overrule any decision made by leg umpire (including decisions made in above point if deemed necessary)
- Main umpire is sole judge and enforcer of match timings, decisions and any other matters. Captains consultation is not required.
- Main umpire can consult leg umpire for assistance at any time for any decision.
- Boundary call will be fielding team

## **Points**

- Win 10 points
- Loss 0 points
- Tie (during league phase) - 5 points each
- Abandoned - 5 points each
- Bonus points - If net run rate of winning team is more than 1.25 , then winning team is awarded 2 points extra
- Bonus points are not applicable for abandoned games due to rain or other circumstances
- Net run rate is calculated is (runs scored/ overs faced ) - (runs given/overs bowled)
- Example if team A scored 140 runs for loss of 6 wickets in 20 overs and restricted Team B to 120 for loss of 9 wickets in 20 overs , it results in NRR of  $(140/20) - (120/20) = 1.00$
- Scoring and league management platform automatically calculated bonus point(if applicable) and updates points table.

## **Team registration for entry into NCL Summer 2022**

- Fill below form  
<https://forms.gle/7fZwHT7DMM7FURrW8>

## **Player registration for registered clubs**

- Fill below form  
<https://forms.gle/pDmi5i6QJwJRvQJa8>
- Unlimited team size, players have to be registered through before Friday 12pm - no exceptions. Captains can share the above link to interested players who want to join their team and request them to fill before

## **Playoff criteria**

- For a player to qualify for playing in any playoff/knockout games , he/she has to play 1/3rd of games played
- For example, if number of games played is 12, player should have played 4 games
- If 1/3rd is not a whole number, its rounded off to lower whole number, eg: if team gets 11 games, 1/3rd of 11 games is 3.67 rounded down is 3 games - playoff criteria
- What counts as played
  - Toss has occurred and captains have declared playing 11 on match sheet

- If rain/abandonment occurs without ball being bowled but after toss, that games counts in playoff calculations
- If match is played and abandoned in between, that match counts
- What counts as not played
  - If toss does not happen and match is rained out without toss and ball benign bowled, then that game does not count
  - Forfeit by opponent team does not count for playoff criteria for either of the teams

## **Transfer rules**

- Transfers allowed till July 17, 2022 midnight
- Player whether played a game or not, can request transfer by emailing [niagaracricicketleague@gmail.com](mailto:niagaracricicketleague@gmail.com) with below template , copy original team captain/VC and new team captain/VC
  - Player name
  - Team transferring out of
  - Team transferring into
  - Cricclubs registered email id
  - Phone No to be contacted at
- Email has to be sent by player him/herself from registered Cricclubs email id. Cannot be sent captain of old/new team or anyone else apart from player themselves

## **Registration fees payment**

- Non refundable Deposit of 500\$ must be paid 2 months prior to season start
- The remaining fees must be paid 30 days prior to the start of the season at the latest.
- Late payment penalty of 100\$ will be applied if any payment is made after 30 day deadline
- Team cannot play any game without full fees completely paid up

## **Playing conditions**

1. MCC laws applied , NCL regulations apply on top of that
2. Uniform/ team jersey mandatory after June 30; that gives 21 days from today(June 09, 2022) to order and procure jerseys, pants can be part of uniform or individual choice
3. Max 1 bouncer an over - Bouncer defined as bounce on pitch passing between shoulder and head height with batsman standing upright at crease;
4. 2nd bouncer in the same over is a no ball with free hit
5. Batsman advancing down the pitch should not be counted, refer point 3
6. Full toss - max 1 full toss above waist height for batsman standing upright at crease for whole innings per bowler
7. 2nd full toss whether intentional or unintentional will result in direct ejection from bowling, and player cannot bowl for rest of the innings.
8. Main neutral league appointed Umpire to report to league executive via email ([niagaracricicketleague@gmail.com](mailto:niagaracricicketleague@gmail.com) ) if bowler bowls any more than 1 intentional dangerous full toss - i.e. towards player upper body/head. Player maybe expelled from any further participation in league if deemed threatening

9. League recommends every batsman or wicket keeper or close in fielder to wear a helmet with neck guard (RIP Phil Hughes) whether playing against pacer/medium/spinner for personal safety. League or its executives or umpires shall not be held liable in any manner for any injury resulting while playing the league sanctioned match or practice.
10. Upon catch out, no crossover permitted, new batsman to face next ball.
11. No Mankad, its a regular runout
12. No mouth saliva can be applied to the ball, only sweat or rubbing on worn clothing material allowed.
13. Match duration
  - a. 1st innings 80 minutes - 1 optional water break allowed for 5 minutes
  - b. Innings break - 10 minutes
  - c. 2nd innings 80 minutes - 1 optional water break allowed for 5 minutes

### **Ground responsibilities**

1. Stumps and bails are Home teams responsibility
2. Home teams responsibility for mat laying as well

### **Overall disclaimer**

1. In the remote case any things not covered as part of this document, NCL management will have the final call on setting the rule or its interpretation.
2. Discussions on any rule or its implementation can be allowed at the discretion of NCL management.
3. NCL management, at its discretion, might choose to involve the 5 captains to take a vote on any major league level decision.
4. Captains only (on behalf of their respective teams) can choose to table a proposal for any rule change, addition or deletion to [niagaracricquetleague@gmail.com](mailto:niagaracricquetleague@gmail.com) . NCL management has final say whether to implement the rule or discard. NCL management may at its discretion involve the 5 captains for a vote if required.
5. Any disputes arising out of a match, captains and umpires are expected to submit a report via writing email report is mandatory , phone call to management is optional. Decisions will be final and taken by NCL management