SRR Cricket League

 **2023 RULES AND REGULATIONS**

[Rule 1: SRR League Rule Updates 3](#_Toc146528980)

[**League Format and basic rules** 3](#_Toc146528981)

[**Forfeit** 4](#_Toc146528982)

[**Helmet Rule** 4](#_Toc146528983)

[Rule 2: ICC Rule Updates 4](#_Toc146528984)

[Run out 4](#_Toc146528985)

[**Bouncers / No ball** 4](#_Toc146528986)

[Rule 3: Spirit of the Game 5](#_Toc146528987)

[Rule 4: Team Composition and Game rules 6](#_Toc146528988)

[**Composition & Rosters** 6](#_Toc146528989)

[**Players absent / leaving the field** 6](#_Toc146528990)

[**Start Time / Man of the Match** 7](#_Toc146528991)

[Rule 5: Neutral Umpires and Umpire Dress Code 7](#_Toc146528992)

[Rule 6: Schedule, Teams, Grounds 7](#_Toc146528993)

[Rule 7: Games and Playoffs tiebreakers 7](#_Toc146528994)

[Rule 8: Point System 8](#_Toc146528995)

[Rule 9: Fees 8](#_Toc146528996)

[**League Fees** 8](#_Toc146528997)

[Rule 10: Game Duration and Penalty 8](#_Toc146528998)

[Rule 11: Late Start Penalty 8](#_Toc146528999)

[Rule 12: Weather Rule 9](#_Toc146529000)

[Rule 13: Field Restrictions and Power Plays 9](#_Toc146529001)

[Rule 14: Updating Scorecard 10](#_Toc146529002)

[Rule 15: Rescheduling Games 10](#_Toc146529003)

[Rule 16: Ball lost or becoming unfit for play 10](#_Toc146529004)

[Rule 17: Free Hit 10](#_Toc146529005)

[Rule 18: Umpire empowerment 11](#_Toc146529006)

[Rule 19: Player Profiles 11](#_Toc146529007)

[Rule 20: Player Playoff eligibility 11](#_Toc146529008)

[ADDENDUM I: Teams 12](#_Toc146529009)

[ADDENDUM II: Over Rate 12](#_Toc146529010)

[ADDENDUM III: Tournaments Awards 12](#_Toc146529011)

[ADDENDUM IV: Match times 12](#_Toc146529012)

[ADDENDUM V: Player’s code of conduct 13](#_Toc146529013)

[ADDENDUM VI: Playoffs 13](#_Toc146529014)

[Top 4 teams will play in the playoffs. 13](#_Toc146529015)

# Rule 1: SRR League Rule Updates

## **League Format and basic rules**

 SRR Fall – 18 overs for leagues and 20 overs for playoffs

1. Boundaries: 65 meters from middle of the pitch.
2. Inner circle: 30 meters from middle of the pitch.
3. The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centers of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.
4. Play from one end.
5. No LBWs and leg byes
6. 2 Neutral umpires that rotate every over / two / four.
7. Maximum 4 Overs Per Bowler. (No 5 overs allowed, if any team violating the rules and Opposition team will be awarded 2 Points and declare winners). In the 18 format league, only 3 bowlers are allowed to bowl 4 overs.
8. Inner Circles will be marked with Cones.
9. Wicket Keeper Change shall be notified to Leg umpire or else it will consider as a No-Ball and Free-hit.
10. Substitute Change (12th Player) shall be notified to Leg umpire or else it will consider as a No-Ball and Free-hit. Substitute Players (13,14,15) they can field but no bowling/batting allowed.
11. Retired Batsmen need to come in the End.
12. 2 Waist no balls allowed max per bowler, then disqualified. It will be decided by Umpires.
13. Runners shall be used only in case of injury with umpires approval and must be in the batting side playing 11.
14. Umpire will need to check guard for new spell.
15. Bowlers need to notify umpire for Changing of Sides and/or Arms. Otherwise, will be called No Ball. NA for Continuing Spells.
16. No Balls: Front Foot – Foot should be completely outside the front popping crease.
17. No Balls: Return crease No Ball – Back Foot Lands completely outside/on the side of the crease. Bowlers will be warned in case of infractions and 2nd instance will be a No ball. Back-foot landing inside the return crease and the front-foot foot on it is completely legal.
18. No Balls: Dead ball – More than one bounce before the crease.
19. Talking While Bowling is No Ball.
20. All No Balls will have a free hit to follow
21. ManKading – Bowler can run a batsman out. First warning will be given to the team. 2nd warning will consider as a Run out
22. Byes are allowed.
23. No Ball: Stumping, Catching, Hit-Wickets, bowled are considered as a Not out. Run out in a no ball is considered Out.
24. When a batsman exists a crease to hit the ball during a no ball but did not run, then the event is considered as stumping. Therefore, the batsman is not out.
25. Bowling team captain or batsmen can ask for review with umpires, including chucking action of bowlers.
26. Impact player to be announced after the toss. A captain can bring them in before the start of an innings; at the end of an over; and at the fall of a wicket or when a batter retires. Once replaced, the player can only act as a substitute and cannot bat/bowl.
27. Every player to get three chances ( depending on player availability).

## **Forfeit**

* If a team fails to inform organizers and opposite captain, Thursday 5pm before scheduled game then 1 point will be deducted from their total points.

## **Helmet Rule**

* Use of all protective equipment including helmets is up to player discretion. Strongly recommends all batsmen to always use helmets, and keepers to use helmets while standing up to the stumps

## Rule 2: ICC Rule Updates

## Run out

If the batsman grounds the bat (held by the hand) or another part of his/her person is within his/her ground (the elbow when diving, for example), and provided that the batsman has continued forward momentum, and subsequently inadvertently loses this contact with the ground, when the wicket is put down, the batsman will be protected from being Run out in the same way as under the previous Law. In addition, the same protection will apply to a striker diving back into his/her ground to avoid being stumped.

## **Bouncers / No ball**

* Only one bouncer per over is allowed (ball above shoulder height) in all games. Umpires shall notify batsmen and bowler once the bouncer is bowled.
* If the first bouncer for the over is above head height, then it shall be called a wide and it will also be considered as 1 bouncer for the over. Any subsequent bouncer (above shoulder height) in the over shall be considered as a ‘No Ball’ and a free-hit should be awarded.
* Over the waist full toss is consider no ball and a free hit will be awarded.
* Step no ball is considered as no ball and a free hit will be awarded.
* No Ball: Multiple Bounces or Outside of the Strip
* If the ball bounces more than once by the time it gets to the batter, it is a no ball. Deliveries are only allowed to bounce once and can’t roll along the ground. Wide balls are a different proposition, but if the ball is outside of the strip (the area cut for play) and the batsman wouldn’t be able to hit the ball, then it will also be a no ball. Bowling a wide ball doesn’t result in a free hit, but outside of the strip can, so bowlers need to be very cautious about this.
* If the bowler runs into the wickets, and catches them with his delivery stride, then a no ball is called.
* A leg side no ball is called when the fielding time has more than two fielders behind square leg.
* If a fielder (including the wicket keeper) should intercept the delivery before it reaches the batter and allows them to have a chance to play it, it should be called as a no ball.

# **Rule 3: Spirit of the Game**

All games will be played according to the latest MCC Laws of Cricket , ICC Standard ODI & Twenty20 Playing Conditions ,and ICC Code of Conduct (2013) where applicable.

**Responsibility of Umpire(s)**

Umpires are expected to be well versed in the rules of the league. All umpires must

* Inspect the field before toss and determine the suitability of play (outfield conditions, crease and boundaries marked)
* Strictly enforce over rate penalty
* Strictly enforce start time and breaks.
* Verify the eligibility of players according to the rules.

**Responsibility of Captains**

Captains are always responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Fielding a substitute from outside the roster is permitted ONLY if the opposite captain agrees to it.

**Player's conduct**

In the event of a player failing to comply with instructions by an umpire or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the player's captain and instruct the latter to take action. Umpire/captains shall report to organizers depending on the issue. Organizers should then deliberate on the offense committed and suggest the appropriate measures based on Players Conduct Offenses and Penalties. **In such instances, Players could be forfeited from playing the next match or banned from season depending upon the nature of offense**.

**Violence**

There is no place for any act of violence on the field of play. Any threats made against a player, umpire or league official would be considered seriously and Umpire has the right to immediately disqualify and eject the player from the game.

#

#

# **Rule 4: Team Composition and Game rules**

## **Composition & Rosters**

A match is played between two teams; each team shall bat for a maximum number of allotted overs depending on game format. A team consists of 12 players (11 players + impact player) and captain shall nominate his players in the cric clubs app to the umpire before the toss. Teams with minimum 7 players from their roster, can take the field to play a game.

* Rosters will be limited to 15 players per team. Team admins can request addition or subtraction of players by writing to organizers with a reason example : player switching teams or moving out of town or major injury or illness.
* Once a player is removed from the roster after playing a game from the team, he will not be allowed back to the roster until the next tournament.

## **Players absent / leaving the field**

* Player absent from the field of play for more than 2 overs is considered as leaving the field.
* Players shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
* Players shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side’s innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

## **Start Time / Man of the Match**

1. Game start time shall be according to the **ADDENDUM IV**. There shall be a 10 min break time after the first innings.
2. For leagues, mandatory timeout should be taken in each innings after 9 overs are played. For playoffs, the mandatory timeout will be taken after 10 overs are played. The timeout will be 5 mins.
3. At the end of the match, the neutral umpire along with captains of both teams should judge the Man of the Match.

# **Rule 5: Neutral Umpires and Umpire Dress Code**

1. Two neutral umpire shall be appointed by organizers for each game (who shall be the main umpire) and the playoffs
2. Umpire shall collect the roster from both team captains before the toss.
3. Umpires shall conduct the toss with both captains 15 minutes before the game start time.
4. Captains are responsible to send an umpire to games their team is allotted umpiring duty.
5. Captains should announce the person assigned for umpiring to the organizers and get approval by Thursday 5pm of that week. Failing to announce the umpire by the deadline could lead to a 1-point (match points) penalty. Organizing committee will use its discretion to approve/disapprove a given umpire.
6. Teams will be penalized 1 point if the Umpire from their team does not show up for the allocated game.
7. If the designated umpire does not show up for the game, captains shall report that to the organizing committee. Both captains shall agree to self-umpire the game if no neutral person is available on such short notice.
8. In games with only one neutral umpire, the neutral umpire will have the authority to overrule the square leg umpire if deemed necessary.
9. Playoffs umpiring duties shall be assigned to any teams that were part of the tournament irrespective of their play-offs qualification status.
10. Neutral umpires will have the ability to sanction a player if required.
11. Umpiring Dress Code: All umpires should wear Red/Black/Dark Blue Shirt or an official shirt provided

# **Rule 6: Schedule, Teams, Grounds**

1. Committee shall publish the complete/partial schedule along with umpiring assignments before the commencement of the tournament.

# **Rule 7: Games and Playoffs tiebreakers**

1. In case of a tied game during league stages of a tournament, teams will split points (no super over will be played to determine a winner)
2. Playoffs will be played as defined in Rule 1.The tiebreaker between two teams with equal points shall be decided according to the following order:
	1. NRR
	2. Total Number of Wins
	3. Head-2-Head match win
	4. Toss of a coin
3. If a playoff games ends up in a tie, then Super Overs will be contested till a winner is arrived at (ICC rules to be followed for super overs)

# **Rule 8: Point System**

1. Win: 2 points
2. Tie or No Result: 1 point
3. Umpire No-Show Penalty: (-1 point): If the umpire does not show up, the umpiring team will lose 1 point for first offense.

# **Rule 9: Fees**

## **League Fees**

The following items will be part of the league fees

1. League Base Fee
2. Ground Usage Fees

# **Rule 10: Game Duration and Penalty**

Bowling teams need to complete their quota of overs within the time allotted for that format. Captains and umpires are advised to strictly follow the game duration rules to ensure over rate offenses are penalized.

Umpires shall periodically warn the bowling team if their over rate is slow. If the umpire deems the bowling team has exceeded the allotted time limit.

# **Rule 11: Late Start Penalty**

1. Teams responsible for late starts shall be penalized 1 over for every 5 minutes, until the commencement of the game. The first delivery bowled shall mark the commencement of the game. The umpire shall decide on the number of overs to be batted by each side.
2. If a team does not show up or does not have 7 players from their roster even after 30 minutes of the scheduled time, then Umpire shall award the points to the opponent team with 7 players. If both teams do not have 7 players, the game will be considered as No Result.
3. If games are delayed at the start due to dew factor, wet outfield, or other weather/city maintenance related issues, the umpires must deduct a total of 1 over per 5 minutes lost to both teams’ total overs.

# **Rule 12: Weather Rule**

1. The Neutral Umpires shall be the sole judges of the fitness of the ground, weather and light for play. Umpire’s decision is final.
2. In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions, otherwise there would be no play.
3. Due to county regulations, If the ground is not available at the last minute, the game will be recorded as “No Result”.
4. Games can be canceled preemptively by mutual agreement of the captains if there is a forecast of severe weather like severe thunderstorms, temperatures under 45F and temperatures reaching over 105F for the majority of the game. In case the captains can’t mutually agree on cancellation, the neutral umpire’s decision will be final.
5. Canceled or rained-out games shall NOT be rescheduled.
6. During the league phase, if a game is canceled(abandoned) due to weather, 1 point will be awarded to each team.
7. During play-offs, there will be a reserve day designated to each playoff match. Tie breakers, like play-off qualification, will apply to decide progression from semifinals. In case finals cannot be conducted, then both the teams involved will be declared winners.

# **Rule 13: Field Restrictions and Power Plays**

A maximum of 11 players from bowling team can be in the field at a given point of time. Impact player should not be in the field unless an active fielder is out of the field.

 **18 Overs Tournament:**

* For the first 5 overs, a minimum of 9 players (including bowler + keeper) need to be inside the 30 yard circle.
* For the remaining overs, a minimum of 6 players (including bowler + keeper) need to be inside the 30 yard circle.

 20 **Overs Tournament:**

* For the first 6 overs, a minimum of 9 players (including bowler + keeper) needs to be inside the 30 yard circle.
* For the remaining overs, a minimum of 6 players (including bowler + keeper) needs to be inside the 30 yard circle.

# **Rule 14: Updating Scorecard**

* All teams must do online scoring during the games. Organizing committee will provide unique logins for every team to do live scoring.
* Both Captains need to publish their playing 11 and impact player before the toss and all players must be in the roster, replacing a player with a new player after the match is not allowed
* Corrections (such as wrong bowler or fielder name or runs added to the wrong batter) Any corrections that are required to the scorecard should be requested /made by the Wednesday of the week following the match day, after which the scorecard will be locked and no changes permitted thereafter.
* When online scoring is not done, the neutral Umpire is responsible to make sure that the scorecard is complete. Neutral umpire must certify the scorecard as complete (scores tallied, important information legible, DNB listed etc).
* In the absence of the Neutral Umpire, it shall be the responsibility of the winning team captain to submit the playing rosters of both teams at the conclusion of the game.

# **Rule 15: Rescheduling Games**

1. Organizing committee reserves the sole right to reschedule games – location, date or time. Committee will reschedule games only during unavoidable circumstances like ground unavailability, City/County officials scheduling other events on our grounds.
2. All participating teams should play the games scheduled or rescheduled by the committee.

# **Rule 16: Ball lost or becoming unfit for play**

1. In the event of a ball getting lost or umpires deciding it has become unfit for play, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
2. In the event of the ball in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear.
3. Either batsman or bowler may raise the matter with the umpires about the condition of the ball, but the umpires’ decision on whether to replace and which ball to replace it with will be final. If the ball is to be replaced, the umpire shall inform the batsman.
4. Teams are supposed to preserve their match balls after the game is completed and are expected to provide replacement for an unfit ball to the umpires.

# **Rule 17: Free Hit**

ICC rules shall be followed. Batting side will be awarded a free hit for all no-ball offenses enforced.

# **Rule 18: Umpire empowerment**

Umpires will have full authority to control the game. If a player is found disrupting the decorum of the game, an umpire can:

1. Give a verbal warning to the player and his team captain.
2. Following penalties can be imposed for repeat/serious offenses
	1. Sanction a player to sit out of the game for a period (recommended 3 over penalty for 18 overs and 4 over penalty for 20 overs).
	2. Send the player off the field for the rest of the match for any serious misconduct .
3. Neutral umpire/umpires will be the sole judge of whether an offense is minor or major and its respective penalty during a game. Any action taken by the umpire towards disciplining a player needs to be reported by the umpire to the committee

# **Rule 19: Player Profiles**

* Players are recommended to have one CricClub profile.
* Individuals cannot play the same tournament with different profiles simultaneously. Players can represent only one team at any given time.

# **Rule 20: Player Playoff eligibility**

* Players are required to have played a minimum of 30% of total completed league games (rounded up) to be eligible for playoffs. For example, if there are a total of 6 league games, the eligibility is (6\*0.3 = 1.8) 2 games. Note it’s not rounded to the nearest whole number, but rounded up.
* The only exception to the above rule is as follows - Teams that were forfeited against can submit their roster before the following Wednesday in the website, and players in their roster will count towards eligibility. Teams forfeiting are not eligible to count the players for that game towards eligibility.

# **ADDENDUM I: Teams**

(List will be published on Website)

# **ADDENDUM II: Over Rate**

There will be disciplinary action taken against teams who consistently fall short of the minimum acceptable rate.

Time allotment for each innings:

* + **T18 – 1 hour 30 mins (90 mins)**
	+ **T20 – 1 hour 40 mins (110 mins)**
	+ **10 mins innings break**
	+ **5-minute strategic timeout after 9th over (18 overs) or 10th over (20 overs)**

**Penalty for slow over rate -**

* For an 18 over game, the fielding team will be allowed to field only 2 fielders outside the circle for all overs starting after the 90th minute from the start of the innings including breaks and timeouts.
* For and 20 over game, the fielding team will be allowed to field only 2 fielders outside the circle for all overs starting after the 110th minute from the start of the innings including breaks and timeouts.

# **ADDENDUM III: Tournaments Awards**

Organizing committee will recognize Champions and Runners-up of with trophies/medals for every tournament

Other awards, as deemed necessary by the committee

# **ADDENDUM IV: Match times**

Umpire Report time: 20mins before game start

Toss Time: 15mins before game start

Game Start Time:

Middle school ground - 7:20 AM Saturday and Sunday

These times are subject to change depending on weather trends. The changes will be discussed with captains and will be communicated in advance

# **ADDENDUM V: Player’s code of conduct**

This Code of Conduct sets the standards and expectations of anyone involved. It has been developed to encourage good practice standards and protect the welfare and well-being of all involved in the game. All Players, administrators, volunteers, and other enumerated associates (members) are expected to act in a manner consistent with the Code of Conduct listed below. Any violations of the Code of Conduct could lead to disciplinary actions.

Code of Conduct

* Members are responsible for their own behavior and conduct during any events.
* Members should not discriminate against one another based on race, gender, nationality, religion, color, language, or any characteristic trait.
* Members shall NOT engage in verbal or physical abuse or hostility or intimidation with other members or members of the public.
* Members shall treat their teammates, opponents, and officials with respect.
* Members should accept all decisions made by the Umpires and shall NOT dispute or react provocatively towards Umpires.
* In case of any issues with umpiring, only the Captain shall amicably discuss it further with the Umpires.
* Members shall NOT engage in crude, abusive, or personal ‘sledging’ towards others (verbally or using gestures).
* Members should uphold the spirit of the game and adhere to all rules and regulations of the game set forth by the league.
* Captains are responsible for managing the tone on the field of play and are ultimately responsible for the team’s behavior.
* As a mark of respect to all other players and guests, members shall smoke ONLY in the designated areas outside the cricket ground or nets.
* Members shall NOT use or in any way be involved in illicit activities.

# **ADDENDUM VI: Playoffs**

# Top 4 teams will play in the playoffs.

**Addendum VII: D/L method application with cricclubs app**

