

SEASON 16

Saturday Super Cricket League

FORMAT AND RULES

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SSCL Rule Book

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Tournament Format:

- a. There will be two Divisions – **PLATINUM** and **GOLD**
- b. **PLATINUM** Division will have the TOP 16 teams from season 15
 - a. Teams will be grouped into two groups A & B with 8 teams in each group
 - b. Each team will play 7 League round games within the same Group
 - c. TOP 2 RANKED (A1, A2, B1, B2) from each group will qualify for playoffs
 - d. Teams A3, A4, A5, B3, B4, B5 will qualify for Pre-Quarters
 - e. Teams A6, A7, A8, B6, B7, B8 will be eliminated from playoffs
 - f. Teams **A8, B8 will be pushed to GOLD Division for NEXT** season

Qualifies to Quaters
Qualifies to PreQuaters
Eliminated

Platinum Division after League Round	
A	B
A1	B1
A2	B2
A3	B3
A4	B4
A5	B5
A6	B6
A7	B7
A8	B8

- g. Teams **C1, C2 from GOLD division** will also qualify to play PLATINUM divisions Pre-Quaters
- h. Total 4 Pre-Quaters from both group will be played and winners takes/retain higher seeded Rank and move on to Quaters

Platinum Div - PreQuater Lineup			
PQ1-A	A3 vs C2	B3 vs C1	PQ1-B
PQ2-A	A4 vs B5	B4 vs A5	PQ2-B

Platinum Div - Quater Lineup		
Q1	A1	PQ2-B
Q2	A2	PQ1-B
Q3	PQ1-A	B2
Q4	PQ2-A	B1

Platinum Div - Semis Lineup		
SF1	Q1	Q4
SF2	Q2	Q3

Platinum Div - FINALS Lineup		
F	SF1	SF2

- c. **GOLD** Division will have rest of the teams and NEW teams, if any

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- a. Each team will play 7 League round games within the **GOLD** division with teams picked on random based on availability.
- b. TOP 6 RANKED teams (C1, C2, C3, C4, C5, C6) will qualify for Playoffs
- c. Teams C1, C2 will qualify for semi-finals
- d. Teams C1, C2 will qualify for PLATINUM Division Pre-Quarter finals
- e. Teams C1, C2 will qualify to PLATINUM Division for NEXT season
- f. Teams C1, C2 will qualify to play for both Divisions championship
- g. Teams C3-C6 will qualify for GOLD division Pre-Quarters
- h. Teams C7, C8 will be eliminated from playoffs

Pre-Quarter Final matches will be rescheduled only once if its affected by weather and teams are expected to play next day, Sunday if needed. If after second attempt the match is affected by weather, Higher seeded team goes thru.

- d. Schedule and timings: Tournament Schedule – Published Online.
- e. Number of Overs: Max 18 per innings for matches happening during Day Light Savings months (Jan/Feb) and Max 20 per innings for rest of the robin games and max 20 per innings for play offs.
- f. Scheduled Game Days: Saturdays/ Sundays(optional)
- g. Ball: Tape ball
- h. Bat: Regular cricket bats. Carbon Fiber cricket bats are not allowed. A team using Carbon Fiber g. bats will be penalized by the method of points reduction (Min of 2). If the use of Carbon Fiber bats is reported after the completion of the game, the compliant is reviewed by the tournament organizers. Once confirmed with neutral empire of the game, a decision will be taken based on the rule stated above.
- i. Attire: Whites or Team Uniform. Shorts and cleats (shoes with spikes) are strictly not allowed.

MATCH BALLS-

- j. Balls will be provided to the teams in advance and it's the responsibility of the individual teams to make sure they bring the balls to the matches
- k. Each team will be provided 14 balls for the group stages.
- l. Balls for the playoffs game will be provided later.
- m. Its recommended to use 2 new balls for the match and if they become non-usable then you can use old used balls for the remaining of the match inning per side.

Tournament Rules:

- a. Team Roaster: The size of the team roaster shall not be limited to certain number. Teams can have any number of players. Roaster is not required to be submitted at the beginning of the tournament. Teams can add players to their roaster at any time during the tournament except for play offs. It is team's responsibility to make sure not to include any player in the

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roaster is he had previously played for any other team during the same season of the tournament. If this clause is violated, team will be forfeited of their points for that match and awarded to the opponent team.

- b. Team should make sure that their players have played at least two (2) round games to qualify to play in the playoffs. If this clause is violated, team will be forfeited of their points for that match and awarded to the opponent team. On exception to this rule is that, if a team has two or more wash out games within league round, qualification for playoffs will be one (1) game.
- c. Inter-team clubbing is not allowed. Inter-team clubbing is not allowed.
- d. Up to three substitute fielders are allowed for League Games and Playoff games. Substitute fielders need not meet the qualification requirement for Playoffs. However a substitute fielder should not have played for any other team participating in SSCL for the particular Season in which the game is being played. Substitute fielders are only allowed to field but cannot bat or bowl. A player who substituted for 10 overs or more for one team in one game cannot substitute for a different team in another game.
- e. It is the responsibility of the teams to start the game on time. The grace period allowed is 5 mins.
 - Teams require at least 7 players to be present at the ground to start the game.
 - If Team A has 7 or more players present at the ground at the start time of the game, umpire is present and Team B does not have at least 7 players present at the ground then Team B will be penalized 1 over every 5 mins until Team B has enough players on the ground. Maximum over deduction allowed for the match to continue is 40 mins.
 - If Team A has 7 or more players present at the ground at the start time of the game, umpire is **NOT** present, and Team B does not have at least 7 players present at the ground, then captain of Team A can send a text message to the organizer copying Team B at that time. If the text is sent out the above rule will be implemented.
 - Each fielding team gets 1hour 45minutes to complete their quota of overs including a 5min mid innings break. A maximum of 10-minute innings break will be taken by both the teams. Only exception if Organizers change and notify time, keep referring online schedule.
- f. Each innings shall start with a new ball. If a team finds a game ball to be broken or unplayable, is required to check with Umpire and can request a new ball. Both teams do not need to agree upon the ball condition for a change. One team and Umpire's decision is enough. Umpire's decision is mandatory.
- g. Wide Ball – Up to Umpire's discretion. The ball delivered should be wide of the first side crease when crossing the stumps on off side at a minimum.
- h. No Ball – The following deliveries are considered as No Ball:
 - If the bowler oversteps the crease.
 - If the ball is delivered without pitching before crossing batsman and is above waist height of the batsman.
 - If the ball is delivered, pitches before crossing batsman and is above shoulder height of the batsman.
 - Fielding side violating field restrictions at the time of delivery.
 - Fielding side talking and disturbing the batsman at the time of legal delivery.

The following deliveries are NOT considered as No Ball:

- If the bowler delivers the ball from behind the back crease at the bowler's end
- If the bowler delivers the ball from beyond the side crease at the bowler's end but from inside the mat.

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- i. A delivery called by the umpire as a No Ball due to overstepping will result in a **FREE HIT**. Consecutive No Ball deliveries due to overstepping will result in consecutive FREE HITS.
- j. A ball delivered outside of the mat shall be called as DEAD BALL.
- k. A new ball can be requested by the fielding team after the 12th over of the innings. A maximum of two new balls can be used per innings. Batting team cannot request for a new ball unless the ball is UNPLAYABLE. An unplayable ball shall be replaced with a semi-new ball during the middle of the innings.
- l. No under arm bowling is allowed.
- m. MANKADING is allowed but with two prior warnings from the same bowler to the same batsman.
- n. Bowling will be from one side of the pitch per game.
- o. LEG BYES are not allowed. Runs will not be allowed if the ball hits any part of the body except for the wrists of the batsman and the playing bat.
- p. Leg Before Wicket (LBW) is not enforced.
- q. No SMOKING and CONSUMPTION OF ALCOHOL or ILLEGAL DRUGS is allowed inside the field.
- r. No cell phones are allowed inside the field (within the boundary lines)
- s. If any league matches results in a TIE, points will be shared.
- t. If any playoffs matches results in a TIE, SUPER OVER will be played until we have a winner.
- u. If for any reason SUPER OVER continues and match has to be stopped due to weather or light, [will update soon]
- v. Bowlers cannot bowl successive overs for their respective teams and a batsman dismissed in the initial Super Over, is ineligible to bat again.

Field Restrictions:

- a. Field Restriction Area: Only 5 players are allowed outside the field restriction area during non-power play overs.
- b. Power play: Two blocks of power play overs are enforced. First block of 5 overs is mandatory power play from beginning of 1st over to end of 5th over. Second block of 3 overs PP for 20 over game and 2 overs if playing 18over game. 2nd power play is up to batting team to choose any time between 14th and 20th over. All of power play overs shall be consecutive within the block. Only 3 players are allowed outside the field restriction area if the fielding has 11 players on the field. If the fielding teams has less than 11 players, the number of fielders allowed outside of field restriction area reduces proportionately but only to a minimum of 1. For example: if 10 players are fielded, then the number of players allowed outside of field restriction is 2, for 9 it is 1, for 8 it is 1, for 7 it is 1.
- c. Maximum of 5 fielders are allowed on the leg side at any time. Deviation from this rule will result in a No ball being called.
- d. Maximum of 2 fielders excluding the wicket keeper are allowed behind square leg. Deviation from this rule will result in a No ball being called.

Retired Players:

- e. Retired batsman can come back only after all the remaining players are either out or retired.
- f. Retired batsman can come back in any order (i.e. the third retired batsman can return to bat before first retired batsman).
- g. Retired bowler can bowl again after he joins back in the field and fields for 2 overs minimum.

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- h. Retire hurt due to pain or injury - player can retire at any time during batting by notifying to umpire.

Umpiring:

- a. Main umpire will be neutral and will be assigned and resourced by the tournament organizers.
- b. Leg umpiring will be done by the batting side.
- c. Main umpire's decision is final.
- d. If the main umpire decides which is not according to the tournament rules, the umpire's decision still stands for the game. The team captains are requested to communicate such incidents to the organizers so that the umpires are briefed and corrected.
- e. Appealing to umpires is allowed but not arguments. A formal complaint from umpire on a team member will result in disciplinary committee review.
- f. Umpire's decision is final in Ball change requests. Umpire doesn't require approval of both teams to switch the balls.
- g. No player should get involved in the controversy, unwanted arguments. Any Player can be **banned** for future games etc. if complaints are filed against any player.
- h. No player should argue with Umpire, let captains talk/discuss with umpires in case of any dispute.
- i. In the case of game re-schedule due to team's request, Umpiring Dues will be paid by the team's requesting the re-schedule.

Home teams:

Home teams assigned as per the schedule, are responsible to set up wickets, bails, chalk, 30-yard circle and boundaries. This needs to be completed at least 10 minutes prior to the start of the game. Washout communication is the responsibility of the home team. Home teams are responsible for balls and trophy pick up for each game.

Home teams are required to hand over the MVP trophy to the Umpire upon completion of the game so that the award could be distributed to the MVP of the game.

Each team is responsible to pick up the trash behind. Home teams will be fined \$50.00 if the grounds are left uncleaned once substantial evidence is established.

Points:

Win = 2 Points

Tie = 1 Point

Walk Over = 0 Point to the team proposing walk over and 2 Points to the opponent team

It is discouraged to give Walkovers by teams unless it is an emergency. Any walkover (which is not an emergency related) will result in a minimum of \$25 fine. A walkover that is given after Wednesday of the game week will result in \$50 fine. A walkover that is given within 24hrs of the game will result in \$75 fine.

For Walk Over games ONLY the team GOT WALKOVER can submit their Eleven for eligibility.

Wash out* = 1 point shall be awarded to each team.

*= If a team loses more than two games due to washouts, the organizers will do the best to conduct a re-match.

If the teams have equal points, qualification will be based on the net run rate. A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of its net run

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rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Rain Outs/Wash Outs:

First two washouts will not reschedule, if any team has more than 2 wash outs in same season, 3rd washout can be re-scheduled and revised date will be informed as per spot availability by Org, any team having 3rd washout will automatically eligible for game reschedule. The reschedule shall be approved by the tournament schedule coordinator (Vinod Nair).

If match has to be terminated because of any condition, organizer will determine the winner based on the current match Overall Run Rate Calculation. Provided more than or equal to 10 overs have been bowled for the 2nd innings. Scores need to be updated online.

Player list will not be updated online if game is cancelled. Minimum 1 ball should be bowled to entire the online scorecard.

Scorecard:

- a. Scoring will be via CRICCLUBS.COM Each team will be provided instructions on how to use the application. Tournament organizers will bear the expenses for registration for all teams.
- b. Each team is responsible to keep paper records of their team scores.
- c. Winning team is responsible to post score card into Cricclubs.com by Monday and losing team must review and confirm before every Tuesday EOD for weekend game, all score card will be locked on every Wednesday, failure to comply this will result in losing 1 point from winning team and no gain to losing team.
- d. Authenticity of updating accurate information goes to both team captain, if any in-correct data found will result in losing points or player ban or team ban, depend upon the intensity of error and if scorecard found not to be updated properly before the given deadline time, Winning teams will be rewarded with only 1 point instead of 2 points. Losing team will not get any point.
- e. **Please note that once the scorecards are locked no changes will be allowed, in any given circumstances.**

Other Rules:

- a. Each team is required to sign a liability form prior to beginning of the game as per HICC's conditions.
- b. It is each team and player's responsibility to keep the field clean and free of debris. Teams are requested return the field and the surrounding to the original condition after the completion of the game. Debris shall be picked up and disposed into the garbage cans available within the vicinity of the ground.
- c. A disciplinary committee will be formed consisting of team captains and a HICC executive.
- d. A liability waiver for posted separately shall be reviewed and signed by all team members who participate in the tournament prior to beginning of the game.
- e. A substitute fielder will not be allowed to keep the wickets if he is not in the playing eleven.
- f. **Catches at boundary** – During the game, if a catch is taken at **boundary**, catching fielder needs to stay there till umpire confirms the catch with the fielder. No other player should get involved except captain.

Dress code

- g. All players are required to wear T-shirts and Trousers. No **Shorts** are allowed.
- h. Players shall wear all the necessary safety equipment; tournament organizers are not responsible for any injuries

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- i. A fielder out of field for x number of overs cannot bat or bowl for x number of overs. E.g. A player comes late for a game by 5 overs then that player cannot bat or bowl for 5 overs.
- j. If a player comes to the field once the 11th over starts of starting the game, then he cannot participate in the game. E.g. If a player doesn't come at the beginning of the 11th over (not mid over) of the first game then the team will play the game without that fielder. 1 player short.

Disclaimer-

- a. Tournament Fees is non-refundable.
- b. Org reserves all rights to change or reschedule date of any game, without prior notice to teams.
- c. Org don't owes any liability or claim incurred by teams playing the tournament, it's team player and captain responsibility to make sure all the above rules are followed and abide.

Tournament Management:

1. Sid Janga
2. Vinod Nair
3. Ranjit Nair

Disciplinary Committee:

- Ranjith Nair – Chair Person
- Vinod Nair
- Sid Janga
- Captains Panel of three selected based on availability and nature of incident