



# STL Cricket League



## STL Cricket League

The STL Cricket League was formed to provide every participant with an opportunity to demonstrate his aptitude and skill in a competitive and mutually supportive cricketing environment. Let us all participate in this event with spirit, enthusiasm and an attitude befitting this gentlemen's game. Let us enter the field with an appreciation for the game and a better player and come with the intention of making a new friend every day.

### **1. PARTICIPATION FEE**

- a. The Participation Fee per tournament per team is \$350.
- b. The core team size allowed is 15 players.
- c. The roster is locked around middle of the tournament, and no player additions allowed after that.

### **2. KIT**

- a. Kit is provided by the league.
- b. Kit contains:
  - i. Stumps
  - ii. Cones
  - iii. Bails
  - iv. Balls (will be provided ahead of time)
  - v. Score sheet (Teams to print from the website and bring)

Usually, the balls are distributed to the teams ahead of time. Once the balls are distributed to the teams, it is the responsibility of each team to bring the new ball that was provided when fielding. If the team is unable to come up with a new ball, a 2 over penalty will be levied and an appropriate ball in playable condition will be used. The umpire will make the decision if the ball is in a playable condition.

Each team must get their own wicket-keeping gloves, bats, abdomen guards, score sheets, and pens to record score sheets. **Live scoring is mandatory. All players must register on [www.cricclubs.com/stlcl](http://www.cricclubs.com/stlcl). Also download the 'cricclubs' mobile scoring app on your smartphone.**

### **3. OVERS**



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- a. A T12 Game will have maximum of 12 Overs. A T15 Game will have maximum of 15 overs. For rain affected games, a minimum 6 overs game must be completed.

## 4. BOWLING LIMITATIONS

- a. A bowler can bowl a maximum of 4 overs in a full game.
- b. In case of a shortened game, the max numbers of overs is proportionately reduced.
- c. **Wicket keeper** is allowed to bowl **WITHOUT** having to field an over before bowling.

## 5. WEATHER

- a. If in doubt whether a game is on or cancelled due to weather conditions, please do one or all of the following:
  - i. Check the STLCL T12 Whatsapp Group for any updates.
  - ii. Check your personal email that you provided to the league for any updates.

**NOTE: The league will make every attempt to update the teams via whatsapp group and/or send an email.**

- b. If none of the above get you an update, then games **may be** on. Under such circumstances, the two teams can coordinate with each other over the phone or can decide at the ground if the game can be played. If the umpires decide to go on with the game, the umpire can decide to start the game with reduced number of overs (**Minimum 6 overs**). The neutral umpire will make the decision based on ground conditions and feedback from both the captains. His decision in respect to whether the game should be played or not or played with reduced number of overs must be honored.
- c. A rained out game is considered a tie and the points would be split. However, the teams can mutually decide to play a complete or remaining part of the game on a weekday and send the league the results and we would honor that if played in the right spirit. The league would not intervene or coordinate the rainout games.

## 6. RESULT (Reference to 2a & 5c)

- a. A game cannot be less than 6 overs.
- b. If the weather or time does not permit for a full game, the umpire has the right to reduce the number of overs to be play ed. In spite of that, if there is further interruption and the game cannot be completed in the stipulated time, the umpire has a few options as long as he can



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ensure that the games following the current game can play their full quota of 12 overs:

- I. The scores at the end of the last completed over is used to get a result.
  - II. So if it rains out in 10<sup>th</sup> over of 2<sup>nd</sup> inning, then the team that has more runs at the end of 9<sup>th</sup> over is declared winner.
- c. A no result is considered a TIE and the points will be split.
  - d. A super over to be used to determine the winner in case of tie.

## **FIELD RESTRICTIONS/PLAYER SUBSTITUTION – T12**

- a. A minimum of 3 fielders need to be set on the offside for the first 3 overs of a full game.
- b. You can utilize substitute fielders from your **own team only**, after intimating the same to the umpire and the opponent captain, only in case of a player injury.
- c. Substitute players from other teams or outside team roster is not allowed.

## **FIELD RESTRICTIONS/PLAYER SUBSTITUTION – T15**

- a. Batting Powerplay is 1<sup>st</sup> 5 Overs. Max 2 players outside the circle in batting powerplay.
- b. After batting powerplay, max 4 players can be outside the 30 yard circle.
- c. Missing players can be counted as dummy players for field restrictions. So if a team has 8 players, it can count the 9<sup>th</sup> players as dummy within 30 yards.
- d. You can utilize substitute fielders from your **own team only**, after intimating the same to the umpire and the opponent captain, only in case of a player injury.
- e. Substitute players from other teams or outside team roster is not allowed.

## **7. TEAM SIZE (Reference to 1c & 1d)**

- a. A maximum of 8 players for T12/ 9 players for T15 has to be provided to the umpire(s) and the opponent team before the toss is done. However, it has to be told ahead of time as to which 8 will bat and which 8 will field.
- b. The super sub must be present at the game start, otherwise the super sub option cannot be used.

## **8. PENALTIES**

### **a. WALKOVER PENALTIES**



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- There will be penalties for walkovers not communicated 48 hours before the scheduled time. Not showing up for the scheduled game or showing up way past the restricted time is considered a walkover. There is a penalty of \$50 per walkover plus -1 points deduction.

## b. **PENALTY FOR WITHDRAWING FROM THE TOURNAMENT**

- A team withdrawing from the tournament in middle for any reason will need to pay a fine of \$400, and would need to be voted by the participating teams. Minimum 50% vote needed for the team to be allowed to participate.
- **The players of teams under violation of withdrawing from tournament in the middle will be banned from participating in the STL Cricket League for 2 Tournaments, under any team. If a team knowingly recruits such players, then the results of the games would be awarded to the opponent. Withdrawal is a collective decision of the team and every player of the team is responsible for the same, so this should be strictly observed.**
- Withdrawing from the tournament is great disrespect to the league, to the organizers, to the teams and to all the players. Whatever are the issues they have to be resolved like Gentlemen, and people have to respect each other and be patient with issues and differences.

## c. **MISSING BALL PENALTIES (Reference to 2)**

- There is a 2 over penalty if the Team fails to get a new ball for the game. The balls are distributed to the teams at the start of the tournament.
- It is team's responsibility to collect the ball from the league at start of the tournament.

## 9. **PLAYER ELIGIBILITY**

- A player must be part of the roster to participate. A team captain can request proof if he feels the player is playing under wrong name, if a photo profile is not present on the website.
- To avoid the above situation, it is highly recommended that every player must register, and upload their photo profile on the website.
- A player found to have played under wrong name is suspended from further participation from rest of the tournament from ANY Team.
- If a player is not present at the ground 45 minutes after the scheduled start or the 6<sup>th</sup> over, whichever comes first, he would not be allowed to play that Game.
- A player cannot be on multiple rosters. If a player is found to have played on another team in same tournament, the 2<sup>nd</sup> team's game is marked as forfeit and the player is suspended from further



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participation in the tournament from ANY Team. It is captain's responsibility to recruit and add players to the roster accordingly.

- f. If a player tries to lie about his name and identity, and is proven to have lied about the same, that player will be expelled from the league for the entire season. No exceptions.
- g. **All players must be correctly recorded in cricclubs at the start of the game. Live scoring is mandatory. If a player is found to have recorded under a wrong name, the game is an automatic forfeit.**
- h. All scoresheets are locked after the game, and any issue must be reported within 24 hrs.

## 10. TOSS

- a. The toss has to be done, within 15 minutes of the scheduled start. Minimum five players need to be present to do the toss.
- b. If a team has less than 5 players at the scheduled start time, it automatically loses the toss.

## 11. PENALTY FOR LATE START

- a. Unless the delay is due to an unavoidable situation like weather or the previous game getting extended, the first ball has to be bowled at the scheduled time. If a team is late, the guilty team would lose 1 over from its batting inning for every 5 minute delay. After half an hour, the game is awarded to the opposition team and will be considered a walk over.
- b. The game must end before the next scheduled game. If a game is scheduled at 8 AM, and next game is scheduled at 10 AM, then 10 AM is the hard stop for the 8 AM Game. If the game is not completed, but we have more than 6 overs of 2<sup>nd</sup> inning done, then we can decide the winner by whoever had the most runs at last completed over number, as explained in above section.
- c. If less than 6 overs in 2<sup>nd</sup> inning completed, then the game is marked abandoned.

## 12. UMPIRING

- a. For league round, both umpires are from batting side.
- b. A verbal attack/abuse to umpire is serious offence, and the player will be made to sit out at least one game.
- c. No other player apart from Captain can get closer to umpire by more than 8 feet, except when batting (as runner), bowling or fielding.



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- d. If a player makes physical contact with umpire, he is permanently disqualified from the tournament.
- e. For league round, if the fielding team has issue with quality of umpire, the captain must walk to the batting captain, and politely ask for an umpire change. The batting captain is obliged to change the umpire with no further discussion.
- f. For knockout round, the main umpire is neutral and leg umpire is from batting side. The leg umpire can only call on run outs at the batting end. All the other calls are made by the main umpire. The main umpire can overrule the leg umpire. The main umpire decision is **FINAL**.
- g. Umpires have to be at the ground 15 minutes prior to the scheduled game start time. It is the Captains responsibility to make sure there is an umpire available at the ground. If, in a case, an umpire is not at the ground - captains of the 2 teams scheduled to play should complete the coin toss and start the game at the scheduled start time. Please do not call the organizers to tell them that the umpire has not showed up.
- h. If the umpire has not shown up 15 minutes after the scheduled start time, the umpiring team automatically loses the toss in their following game.
- i. If umpire does not show up at all then the umpiring team will be deducted 2 overs in the playoff game, a \$40 penalty is imposed for the non-playoffs team. And the umpiring will be reassigned.
- j. In a case, where the umpire shows up more than 30 minutes late, than the scheduled game start time, it will be the 2 captains (of the game) decision if they still want to allow the person to umpire their game.
- k. In a case, where somebody else from a different team was asked to umpire as the original umpire was not present after 15 minutes, umpiring credit will be issued to the team whose player filled in the umpiring role and the guilty team will be penalized for missing the umpiring
- l. We ask 1 of the 2 captains (of the game) to email the organizers (within 24 hours) if these scenario has happened. Please CC the opponent captain, the captain of the original team that was supposed to umpire and the captain whose player filled in as a replacement (if any). Again, please email the organizers with 24 hours to avoid confusions; we cannot accept emails for an instance that has happened in the past.

## 13. SCORECARD

- a. All Team scoring is done on [www.cricclubs.com/stlcl](http://www.cricclubs.com/stlcl).
- b. Live scoring is mandatory. Download 'cricclubs' app on your smartphone.



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- c. Each teams appoints their scorers who are granted access to cricclubs.
- d. Scores must be posted by Tuesday evening to get credit.
- e. All players who participated must be entered on the scorecard, so their eligibility for playoffs can be validated.

## 14. SCHEDULING PREFERENCES

- a. Captain from each team are allowed to provide one team preference for entire league.
- b. It is Teams responsibility to provide the preference at start of the season.
- c. When Scheduling, League will make an effort to accommodate preference. **But if the League is not able to meet your preference, you are still required to play at the time your game is scheduled.**
- d. If you have a special situation for a week, you have to email that to league as much in advance as possible, and definitely before the schedule is sent. Again the league provides no commitment to honor it. It only commits to make an effort to accommodate.
- e. All Communication has to be done formally, in writing, via emails. It can be then recorded, It is recommended and also best option to send email to stlcricketleague@gmail.com.

## 1. BALLS

- a. A new ball will be used for every innings.
- b. If a ball is lost another ball in a similar condition, if available will be used. If a suitable ball is not found, another new ball will be provided.

## 2. Bi – Runner Policy:

- a. Though bi-runner has been removed from international cricket, considering the health and physical condition of the players, a bi-runner can be requested. The bi-runner should be the person who is last out. So the openers cannot have a bi-runner. The bi-runner must stand behind the line of the stumps when the batsman is playing and must not start on taking run unless the batsman has completed his shot. Any attempt to take a start before the batsman has completed the shot should disqualify/nullify that run.
- b. This is a courtesy or privilege and should not be used as an advantage in any situation.



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- c. Maximum 1 run can be scored running between the wickets with a bi-runner in play. 4s and 6s as normal cricket.**

### **3. Playoff Fixtures:**

- The playoff fixtures will be announced at the start of the tournament based on number of participating teams.

### **Special Game Rules:**

1. No Balls – A batsman cannot be dismissed of no ball except for run outs.
2. It is umpire's responsibility to ask the guard before bowler bowls the ball and communicate it to the batsman. If the bowler does not give guard, umpires need to ask him. Same thing if the field restriction is not met. Umpire need to ensure that field restriction is met before the ball is bowled. These two situations can no longer be claimed as no balls.
3. There are no leg byes. Hence, no LBWs and run outs on a leg bye. Only stumping is allowed when the ball hits any part of the body and the batsman's foot is not inside the crease. Foot on the line is out.
4. A batsman can retire after facing minimum of 1 ball. He can return to bat ONLY after the fall of the last wicket, starting with the second retiree the batsman can be retired out only and will not be allowed to return.
5. **If the ball pitches outside the turf area, is considered a wide ball.**
6. When putting the cones at Love Park, please keep the cones 10 yards within the end of the ground at long on and long off area. On the off side, its about a ft inside the tall grass.
7. For anything not covered in this rule book, ICC Rules would be followed.
8. In case of conflicts or issues, the organizing committee reserves the right to make the final judgment. All the participating teams must abide by the committee's verdict.
9. If the ball is fielded or caught on the boundary, unless it has clearly crossed the boundary, it must be considered IN. If the umpire cannot make a decision, then the ball may be called dead and replayed.

So any close fielding call around the boundary line is fielder's call. If a caught is taken on boundary, and it is not clear if the ball was in/out, the ball may be called dead and replayed due to lack of proper evidence to make a reasonable decision.





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10. If the ball hits the tree/branch, the umpire to make the decision based on his best judgement using the ball trajectory. It DOES NOT count as an automatic 4 or 6. Neutral Umpire's judgement/decision to be considered final. For league games when no neutral umpire is present, if a decision is challenged, the ball should be called 'dead' and replayed.
11. If a fielding team has doubt about the umpire's ability to give right decision, and intends to challenge it, it needs to give a cell phone to main umpire and/or leg umpire, so there is video evidence that league can resolve any conflicts out of. If the phone was given to umpire and he did not record, then the fielding side's challenge will be upheld. If the phone was not given, and there is no evidence to support the challenge, then umpire's decision will be final. If there is another 'gray area' situation, then the ball must be called dead and move on.

Maximum 3 reviews allowed per team, including any Inconclusive reviews.

12. Any walkover due to conflict/argument related to umpiring decision, will be end of tournament for that team. All subsequent games will be marked forfeit.

## **Conflicts on the Ground:**

1. Only the captain and umpire should be involved in discussion on issues.
2. A person causing verbal/physical abuse for any reason is immediately disqualified from further participation in the game. Umpires need to enforce this.
3. Nobody is allowed to be disrespectful to anyone for whatever reason on the field. People are not paying to come and get insulted, they are coming to have fun, just like you, so please treat others like how you would want yourselves to be treated.
4. Report all the issues to [stlcricketleague@gmail.com](mailto:stlcricketleague@gmail.com) so it can be addressed / resolved.
5. You will make the matter only worse by responding to a negative behavior by another negative behavior. If you want the league to help, please report it to the league and do not escalate it yourself.
6. Any conflict/situation not covered will be decided by the executive committee.
7. Verbal abuse and abusive gesture:
  - First incident will result in a game ban
  - 2nd incident 3 games ban
  - 3rd will be banned for that league games.



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8. For any of the above instances the guilty team captain will have to write and apology to the league and the opponent team. In addition, how the team plans to act on it to curb it.
9. If more than 4 players get engaged into either of the above said behaviors the ban will be for the team as a whole = forfeit of their games equivalent count.
10. Note: Team reporting it should not be a part of these activities. If such behaviors are observed kindly notify the captain that this will be reported and carry on with the game. DO NOT engage else the same ban will be implied on the reporting team as well.
11. IN CASE of emergency: If the situation becomes unsafe you always have 911 or the option to walk away or call one of the managers if they are available.
12. During the league games, when no neutral umpire is present. If there is a stalemate situation due to an extremely close call, both captains can maturely decide to call the ball 'dead' and move on.

## **STLCL - Grouping Detail:**

- All teams are in one group. Divisions are only made for scheduling purposes.
- Each participating team will play 10 league games for T12 and 8 points will qualify their team for playoffs.
- Each participating team will play 8 league games for T12 and 6 points will qualify their team for playoffs.
- Rankings done using Points & NRR.
- Playoff fixtures are made using the rankings from the league round and is communicated after all league games have been completed.

## **Locations:**

**Love Park:** 2239 Mason Lane, Manchester, MO 63011

**Bales Park:** 2598 N Main St, Saint Charles, MO 63301

**Hazelwood:** 4622 Aubuchon Rd, Hazelwood, MO 63042