

- SCCL -

Sacramento Champions Cricket League - 2023

Rules and Regulations

Match regulations

1. A match shall be of one innings of each side. Each innings will be of 12 overs max. The number of overs for "Semi-Finals" & "Finals" **might** be extended to 15 overs depending on weather conditions.
2. LEVEL 5 Soft-T (Wilson) softball will be used which will be provided by SCCL. If the ball does not last an entire innings, SCCL committee recommends using a new ball and the umpires are expected to keep this consistent for both teams' innings.
3. Each game will be played with 9 players per team. However, a match can be played with a minimum of 7 players.
4. Throughout the game, only 4 fielders will be allowed outside the 30-yard circle.
5. Maximum 3 overs per bowler.
6. If a match is abandoned due to weather conditions, points will be split evenly between teams since we don't have time to reschedule.
7. In case a match is forfeited, 10 points will be deducted from the forfeiting team's tally.
8. Impact player is not allowed.

Semi Finals & Finals

On top of the match regulations and other rules mentioned in this document, the following are applicable to play offs (Semi Finals & Finals)

1. If weather conditions prevent the semi finals and finals from being completed, they will be played on a reserve day. (Date to be announced)
2. On the reserve day, if weather conditions prevent the semifinals from being completed, or if the match is abandoned or a no result, then the team which proceeds to the Final will be the team that finished in the higher position in the league stage.
3. On the reserve day, if weather conditions prevent the finals from being completed, both the teams will be announced joint winners.

Basic rules

1. A batsman cannot be adjudged out because of LBW.
2. No leg bye runs. This also means a player can't be given run-out in such case. Batsman still could be stumped if it is done while ball in play.
3. No crossing on dismissal- **new batsman coming in would have to take strike** unless a run out was affected at the non-striker end, or the dismissal happened on the last ball of the over.
4. Run out at non-Striker end – Batsmen can leave the crease **ONLY** after ball has left bowler's arm. He can be runout ANYTIME before that, regardless of bowling stride or action.
5. No run outs once umpire calls the end of "over".
6. Player can be called out, if he is found outside crease while ball is in play, and he fails to notify umpire that he is not attempting a run.
7. If stumps have bails, then at least one bail must be dislodged to call OUT.

8. If stump has no bails, then ball hitting stumps is called OUT. Base of the spring-loaded stumps are considered part of the stumps. Note: Umpires and teams are advised not to keep bottles on or near the base of the stumps.
9. Full toss above the waist (Not T-shirt) is **NO ball** (consider batsman was standing upright at popping crease). Non full toss deliveries above shoulder are also a **NO ball**. No "one bouncer per over" rule.
10. Ball bouncing more than once before reaching the batsman is a **No ball**.
11. If the ball pitches outside the pitch, it is considered a **No Ball** unless it has crossed the batsman below waist height and landed behind the striker's wickets. The slanted edges are also considered out of bounds of the pitch.
12. No Free hit for no balls

13. A **wide ball** shall be signaled if the ball is outside the reach of a batsman while in normal stance and playing a proper cricketing shot. If batsman moves closer to the wide marker (on the offside) before the ball is delivered and the ball goes beyond the wide marker and the batsman could have reached the ball with a proper cricketing shot, it is **NOT a WIDE**. The wide line marker moves (virtually) based on the batsman's position. However, this does not mean that a batsman can leave his stumps open and move towards the leg side to get a wide ball adjudicated for a ball which is inside the offside wide marker. In this situation the offside wide marker should be used as a guideline.
14. No under arm/throw bowling.
15. It is highly recommended to wear abdomen guard for all Cricket games at SCCL.
16. SCCL will allow substitute runner for any player injured within the game. Both Umpires and opposition captain must agree on this.
17. Each team must complete its bowling quota of maximum overs in 1 hour.
18. Batsman can be "Retired Out" or "Retired Hurt". Umpires shall have final call on declaring Batsman "Retired Hurt". Once Batsman is "Retired Out", he shall not come back to bat again in that inning. If Batsman is "Retired Hurt", he may come back as soon as a wicket falls.
19. If player from fielding team leaves the field/or arrives late, he can only come back after completion of over and shall not be allowed to contribute with bowl/ bat for the same number of overs he was absent for. Moreover, during batting, he can bat either after being on the field for total number of overs he was absent for or after the fall of 5th wicket; whichever occurs first. (This rule will only be applicable for side bowling first (batting second)).
20. In case of a switch hit (batsman switching his stands completely & not a reverse sweep), there is no differentiation between leg or offside. If the ball is within the reach to be hit, no wide will be called. (Neither leg-side nor off-side).
21. Any delivery, which passes or **would** have passed, without pitching, above waist height of the batsman standing upright at the popping crease will be a No ball. "In the case the batsman is standing outside the popping crease then as an Umpire you have to judge if the ball would have passed above the waist if the batsman standing upright at the popping crease."

Here are a couple of examples to make the Waist height No-Ball rule/guideline clearer:

1. Batsman is standing in the popping crease → The delivery is called a no-ball, irrespective what happens next.
2. Batsman steps out or is playing forward → The delivery is called a no-ball not at the point of contact. Instead, the umpire should consider the **Imaginary** height at which the ball **would** have passed the batsman had he been standing upright at the popping crease.

In case the leg umpire is unsure, consult the main umpire and take the correct decision. (Refer to Umpiring guidelines mentioned later in this document).

22. In case of a **No-ball**, a batsman can be given out **only** if the batsman is attempting to take a run – “**RUNOUT**”.

Scoring

1. CricClubs app should be the default method for scoring. Instructions for scoring using the app are located.
2. Dot ball scoring is the norm for SCCL matches. Dot ball scoring is defined as the recording of every ball received by each batsman, as well as every ball bowled by each bowler.
3. First and Last names of all players shall be recorded in the score sheets with the captain (*) and wicketkeeper (+) of each side identified.
4. Extras scored in each innings, separated by byes, wides and no balls.
5. Fall of wickets and over # for each wicket that falls and the batsman the got out.
6. The names of players effecting a dismissal shall be recorded. This includes players taking a catch or affecting a run out dismissal.
7. If live scoring was not used, it is recommended that you update match summary with both teams' scores in match summary.

Players

1. A match shall be played with a minimum of 7 players from each team.
2. To qualify to play in a Semi Final or Final, the player should've played at least 1 game during the league phase.
3. A team can register a new player at any time but can only play from that team once played first game.
4. Player must not in any case, comment/taunt on any player's caste, creed, color, nationality, religion, or personal life.
5. Player can't switch team after playing 1st match. If his team is out of SCCL for any rea-son, he will have to wait for next season to be able to take part in SCCL again.
6. Captains must enforce discipline within the Team and avoid player confronting with opposition team player.
7. Uniform requirement: All players must be in colored uniforms. Players cannot wear white colored jerseys.

Umpires

1. Teams need to send umpires as mentioned in the schedule, failure to do so will lead in a penalty of 5 points from the tally per umpire.
2. Umpires are recommended to be on ground 15 minutes earlier. Umpires should toss no later than 5 minutes before match start time & clarify boundaries with Captains.
3. Umpire should monitor discipline throughout the game. Foul words, bad behavior should be reported to SCCL committee. Umpires should give 1st warning to player and Captain of his team. 2nd warning to Captain of his team, and if same offence repeats, umpires have full rights to disqualify that player immediately from that game.
4. If umpires are splitting main umpiring and leg umpiring duties, umpires shall follow a consistent split across both the innings. E.g., One umpire officiating first innings as main umpire and the other umpire officiating second innings as main umpire is not a recommended practice.
5. Leg umpires should stand in the line of stumps. Leg umpires has important jobs like monitoring height no ball, short run, runouts, stumping etc.

6. Umpire's decision will be FINAL. They are advised to take their time and consult the other umpire if needed before making the decision.
7. If Umpire is in doubt? Umpires are the FINAL decision makers for any occurrence during SCCL matches and it's recommended that they follow below guideline when in doubt.
 - a. First consult with the other umpire
 - b. If needed consult the rules by calling your teams captains or SCCL committee members.
 - c. Feel free to revert your decision.
 - d. Decision will not be reverted after the next ball is bowled or the game is complete.

Dispute Resolution Committee (DRC)

1. A dispute resolution committee has been formed and all conflicts will be their decision will be reviewed by this committee and their decision will be final.
2. In case DRC is unable to conclude, SCCL committee members will take the final decision.