

2019 SRCA Fall League – HANDY GUIDE

- 1) Minimum 9 players from both the teams are required to start the match. Only players who are registered for team in web site (cricclubs.com\srcausa) **are allowed to** play.
- 2) Ensure **players are registered** in web site. Mandatory for teams to use cricclubs app for real-time scoring. Teams new to SRCA will be excused for their first 2 games to acclimatize with the app. Umpire and/or opposing captain(s) reserve the right and are **encouraged** to levy a penalty of 5 runs if app is not utilized.
- 3) Teams share the playing 11 with opposing captain.
- 4) **A player can represent ONLY one team.** Players found violating this rule will be immediately ejected from the game and banned for the remainder of the season. Additionally, the violating team will be penalized \$100 and the captain will be suspended for one game.
- 5) A player should have played **at least ONE QL (Round 1) game** prior to playing a play-off game for the team. Players found violating this rule will be immediately ejected from the game and banned for the remainder of the season. Additionally, the violating team will be penalized \$100 and the captain will be suspended for one game.
- 6) **Dress code** is required to play in SRCA league \ tournament matches. The top shirt should be team color or white. The bottom should be a pant. Shorts are not allowed for the game. A penalty of 5 runs per person may be applied by umpire(s), when claimed by the captain of the other team at the beginning of the game. If the player with improper dress code arrives after the game has started, the captain of the other team reserves the right to claim the penalty whenever he is made aware of the person with improper dress code or when such a person enters the field, whichever occurs first. **Umpires have the jurisdiction and are encouraged to levy penalty even if the opposing captains do not claim, for the sake of decorum of the league.**
- 7) **Number of overs:** 20 overs per team for all the rounds. 4 overs max per bowler.
- 8) **Bowling Crease:** 4.4 feet on either side from the middle stump (width), 4 feet in length.
- 9) **Batting Crease:** 4 feet in length.
- 10) **Wide Marker:** 3.0 feet on either side from the middle stump.

- 11) **Pitch Length:** 64 feet.
- 12) **Inner circle** is 75 feet from center of the pitch. **Outer circle** is 165 feet from center of the pitch.
- 13) **Power Play (PP):** The FIRST 6 overs are PP overs. There is **NO LIMIT** to the number of overs a bowler can bowl in the PP overs.
- 14) **Power Play field restrictions:**
 - (a) During the PP overs, max of 2 fielders shall be permitted outside the inner circle on either side (off and leg side).
 - (b) There is NO restriction on the number of fielders inside the circle.
 - (c) At any time, there may NOT be more than 5 fielders on the leg side.
- 15) **Non Power Play overs field restrictions:**
 - (a) During the Non-PP overs, no more than 5 fielders shall be permitted outside the inner circle on either side (off and leg side).
 - (b) There is NO restriction on the number of fielders inside the circle.
 - (c) At any time, there may NOT be more than 5 fielders on the leg side.
- 16) If the field restrictions (power play and non power play) are not followed, the umpire will be calling the ball delivery as a no-ball.
- 17) **Fair play reporting:** Umpires are expected to report about game by EOD Monday using the google form link given below:

<https://goo.gl/forms/4Gai5gy7xoloFTCL2>
- 18) If one or two players are showing up late, they have to show up on the ground and report to the umpire officiating the game within 30 Minutes of the scheduled start time of the game or 5 overs whichever is earlier.
- 19) Team captains to toss in the presence of umpire.
- 20) **Ball hitting non-playing area (fence, bush, canal etc):**
 - (a) If there is fence at less than 75 ft distance (inner circle), then declared runs should not be more than 1 irrespective of ball touching the fence or going directly above the fence.
 - (b) If the fence is \geq 75 ft (inner circle), 2 declared runs for the ball touching the fence or going over fence.
- 21) **Umpires need to arrive at least 10 minutes before the start of the match.** If the umpire shows up late (10 minutes after the scheduled start time of the games is considered late), the two captains to proceed with the toss and start the game using the folks on ground and the batting team players as umpires. The other team will have to send in umpires to officiate the game, during their batting innings, for the same amount of

overs for which neutral umpires were absent.

- 22) Umpires showing up after 10 minutes of the scheduled start time of the game will be considered "late show", and their team will be imposed a penalty of \$25 per umpire. Umpire after 30 min late is a no-show. For umpiring team penalty, refer to SRCA League guide.

NOTE: Game has to start on scheduled time with or without an umpire.

- 23) Umpires No-show or showing up late beyond 30 minutes, umpiring team will be fined as mentioned below:

- 1) If one umpire is missing just before the match then the fine will be \$50 which will be given to volunteer umpire.
- 2) If both umpires are missing, there is \$100 penalty **AND - 1 points** for umpiring team that didn't show up.

- 24) If no players from either side have arrived within 30 minutes of start time, the game will be abandoned and umpires will notify GC members of SRCA

- 25) If the walkover is applied to one team who is responsible for delay in start of the game, other team should be declared winners and awarded full points (4).

- 26) If the game is abandoned due to late show by the teams, the teams will be docked 2 points and \$100 penalty.

- 27) If the team cannot play, the team representatives should notify GC and opponent team at least 24 hours in advance, no penalty or points will be reduced and is considered as forfeit. If teams decide to play, they can play on the agreed terms (date, time and any venue).

28) Match Time Enforcement where we have 3 games following each other:

Toss must be complete 5 minutes before scheduled start of the game. Ground Prep team must complete their ground prep 5 minutes before the scheduled start of the game. If not, umpire will enforce the over reduction as mentioned below:

Delay in Minutes	Delay by one Team & over deducted for the team	Delay by both Teams & over deducted
5 to 10 min	1	1

11 to 20 min	3	3
21 to 30 min	5	5
30 + min	Walkover	Abandoned

If both the teams are late, then the neutral umpires officiating the game reserves the right to deduct x overs from the game, based on their wisdom and fairplay.

- 29) Teams must agree to umpire. If the team argue and waste times further, then umpires complain to Gaming committee/SRCA organizers, there is a possibility of game considered as a walkover and the violating team will be announced as losing that game.
- 30) Match must be completed 5 mins before the start of next game. Irrespective of game situation, game should not be allowed on the other game times. Umpires will decide the winner **based on Weighted Score mentioned below.**
- 31) Teams are expected to use score sheet **ONLY if cricclubs app is down or having technical issues.** Umpires should verify completeness of score sheets and sign it. **Umpires should** take a photo of both team score sheet (if manual scoring is used) and umpiring score sheet and **e-mail to both GC (srca_gc@yahoo.com) AND playing team captains after game.** Once the score sheets are signed, there is no going back and asking teams/Organizing Committee to change/verify things on the score sheet, it is a done deal and no more discussions will be entertained. Umpiring scoresheet should be considered as a reference for any and all dispute management.
- 32) Any scorecard correction request by any team winning or loosing for Reviewing by GC will cost \$25 penalty to the team who has done the mistake.
- 33) Any dispute during the game should not exceed 5 minutes. Umpires and Captains are responsible to maintain times.
- 34) If scores are not entered online at venue, Winning team to enter "Brief Score" on the cricclubs.com\srcausa Web site by the following Monday night 11:00 PM and "Detailed Score" by Wednesday night 11:00PM. \$10 per day penalty for brief and detail score card.

35) Please note that **urinating and smoking** in public setting is **STRICTLY PROBIHITED** and deemed to be a very serious violation. These violations should be informed to GC by e-mail after the game. Quite simply put – smoke in area where it is generally/explicitly allowed, and only urinate in a rest-room. Smoking area is 25 feet from park entrance / exit. Smoking in parking lot in both venues are NOT allowed. Smoking area is outside the park closer to road.

First time violation: The player who commits the offence first time will be immediately expelled from the game. This is done by mutual agreement between two neutral umpires.

Repeat violation:

(a) The player who commits the offence will be banned immediately from the game (by mutual agreement with the two neutral umpires, if only 1 neutral umpire available, he will make the call) and the team at fault will play the game without "the player at fault" for the rest of the game. In addition this player will be suspended for 3 games. If there are less than 3 games left in a tournament, the ban will continue to the next tournament. The suspension will begin from the next scheduled game for the team and the current game is NOT counted as one of the games.

(b) The Team at fault will be penalized \$100 for the repeat offence. In addition to the person violating this rule, The team captain will be suspended for 1 game for repeat offence.

36) The following rules defines **the jurisdictions of the umpires** on some of the most common situations

(a) Either of the umpires (assuming there are 2 neutral umpires) can initiate a consultation with the other umpire when there is a doubt in a decision. Ultimately the final decision lay with the umpire having jurisdiction for that decision.

(b) If there is a doubt even after the consultation then the benefit of doubt shall be given to the batsman. Under NO circumstances Teams shall obligate the umpires for consultation; umpires should authoritatively discourage such tactics.

(c) Umpire Jurisdiction Table: the following table enumerates the jurisdiction

Straight Umpire	Leg Umpire
Bowled	Stumped
Caught	Hit Wicket
Handled the Ball	Runout at batting end
No-Balls – Foot fault (popping/return)	No-Balls – Full over waist, Over the shoulder
Wides	
Obstructing the Field (fielder obstructing batsman) - non-striker end	Obstructing the Field (striker end)
Runout at bowling end	

* For rules not in this handy guide, refer to the SRCA League Guide.

37) Weighted Score

If **TEN** or more overs have been bowled in second innings then the match result will be calculated as follows,

Current Run Rate (RRc) for Team B

Required Run Rate (RRr) for Team B

If $RRc - RRr$ is greater than 1.0 (i.e. B is scoring at 1 run more than the required rate), Team B is the winner.

In all other cases weighted score will be used to determine the winner. Also refer to breaking a tie in previous sections.

Assume that Team A and Team B are playing against each other and Team A batted first.

Example 1

Team A scores 53/4 in 20 overs.

Team B scores 44/8 in 16 overs and match is halted because of rain.

RRc for team B = 2.75 (44/16)

RRr for team B = 2.5 (10/4)

$RRc - RRr = 0.25$ which is < 1.0 .

We need to calculate the WS (weighted score) for both the teams to determine the winner.

$WSa = WAa * RRc = 53 / 4 * 2.65 = 35.1125$

$WSb = WAb * RRc = 44/8 * 2.75 = 15.125$

Team A is the winner.