
SAN RAMON CRICKET ASSOCIATION
SAN RAMON, CA

TABLE OF CONTENTS

Version 3

Brief Summary 4

Awards 5

Grouping and Schedule 5

Umpiring Assignment 5

Umpire Jurisdiction 5

Scheduling of Matches Venue and Time 7

Rescheduling/Cancellation due to bad weather: 7

Cancellation due to lower strength on both sides: 7

Cancellation due to no-show by ONE playing team: 8

Ground preparation 8

Point system for all rounds 8

Bonus Points: 8

Guidelines for Rain Interruptions during Round Robin Phase 8

Ground Not Available or Field Closed situation 8

Guidelines for Rain Interruptions during Playoff Rounds 9

Basic SRCA Rules 9

Delays & Penalties 9

I. Delay by one of the teams 9

II. Delay by both teams 9

III. Umpire late/no-show 10

IV. Umpiring Rules 10

V. Over rate 10

VI. Score sheet updates 11

VII. Dress code 11

VIII. Urinating and Smoking on Grounds 11

IX. Match Time Enforcement where we have 3 games following each other: 12

Weighted Score (WS) 12

Tie resolution 13

Other rules and regulations 14

Player as part of Team list in cricclubs.com\srcausa web site 14

Player coming late 14

Substitutes and runners 15

Team pulling out in middle of tournament 17

Ball hitting wide marker 17

Ball hitting non-playing area (fence, bush, canal etc) 17

Next season Ranking 18

SRCA Roles and Responsibilities 18

Version

S.No	Updated On	Updated BY	Remarks
1	Initial version	Gaming Committee (Murali, Umesh & Ganesh)	Initial version
2	02/19/2013	Gaming Committee (Murali, Umesh & Ganesh)	Murali, Umesh & Ganesh
3	04/19/2013	GC (Umesh, Ganesh and Murali)	included 3 rules in other rules and regulations section
4	08/16/2013	GC (Umesh, Ganesh and Murali)	Added penalty for umpire no show or late show.
5	10/01/2013	GC (Umesh, Ganesh and Murali)	Updated rules for split innings
6	10/17/2013	GC (Umesh, Murali and Ganesh)	Team pulling out in middle of tournament
7	07/11/2014	GC (Umesh, Murali)	Removed split innings and updated umpiring rules.
8	07/22/2014	GC (umesh, murali)	Smoking and Umpire Jurisdiction updates
9	02/17/2015	Umesh	Spring 2015 league updates (Brief summary and Awards)
10	02/22/2016	Umesh	Division format
11.	07/04/2016	GC (Umesh and Vijay)	
12	10/01/16	GC (Umesh)	Winter 2016 tournament format
13	03/03/2017	GC (Umesh)	Spring 2017 updates
14	09/11/17	Roshan S and GC	Winter 2017 tournament
15	02/17/18	GC	criclubs.com and removed TCA reference. Umpire no-show and game time enforcement
16	05/29/18	GC	Tied players, Declared runs
17	02/24/19	GC (Ramana, Umesh)	New PP/Non-PP rules, New Eliminator/Qualifiers for Playoffs, Removed Tied/Un-Tied players option, Mandatory cricclubs app for scoring, Penalty for representing multiple teams, Removed bonus point
18	08/10/19	Bharath	Updated format based on 44 teams

Brief Summary

Format	Round 1: ➢ We have 44 teams participating in Fall 2019 tournament. They are split into 5 divisions (groups). Division A, B, C & D will have 8 teams in each division. Group E will have 12 teams which are further split into 2 sub divisions of 6 each. Each division and teams are based on ranking from previous season. ➢ For Group A, B, C & D each team will get to play within the division and play 7 round 1 league games each (once against each team). For Division E, each team will get to play 6 round 1 league games each against the teams from the other sub division. Play-offs: **Division A/B/C/ D:** Top 4 from each group qualify for Play-offs. **Division E:** Top 8 qualify for QF. Winners of E1vE8, E2vE7, E3vE6, E4vE5 qualify for Play-offs. The winners will be ranked based on their rankings from QL stage. Ex: If E1, E7, E3 and E5 win the QF games, the Top 4 rankings for Playoffs will be E1, E3, E5 and E7. **Semifinals for ALL Divisions:** ➢ Semifinal 1: 1st and 4th ranked team will play Semifinal 1 ➢ Semifinal 2: 2nd and 3rd ranked team will play Semifinal 2. ➢ Finals: Winner of Semifinal 1 and Winner of Semifinal 2 will play.
Innings	20 overs/team, 4 overs/bowler
Boundary Length	165 feet
Inner Circle	75 feet
Pitch Length	64 feet
Bowling crease	4.4 Feet on either side from the middle stump (width) - 4 feet in length
Batting Crease	4 feet in length
Wide marking	3.0 feet on either side from the middle stump
Schedule Details	Excel and cricclubs\srcausa website
Notes	Rules document ordering 1. SRCA Handy guide to describe current season rules 2. This guide (SRCA League / Tournament guide)

Awards

Division Champion – Trophy and Medals are retained by teams. No revolving trophy.

Every game gets - MOM awards

-Will be decided by the umpires

-Each team will nominate one player from their team

-Both winning and losing team member can contest for man of the match

-Man of the match will be awarded with a trophy.

Series awards – Best Batsman, Best Bowler, Best Wicket keeper and Best All Rounder **for each division.** Semi-final and Final games excluded.

Grouping and Schedule

The Round 1 (Qualifying League) Groupings are done based on the team ranking held in previous league. For new teams we have added them in order as they joined.

For groups and other info, you can see as part of the schedule document which will be published after all the team confirmation.

Umpiring Assignment

All teams will have equal umpiring assignment. You can look at the schedule document for the umpiring assignments. During playoffs, playoff teams will umpire games of other playoff teams. There will be umpires assigned from a given team for a given game during Qualifying and super league of the event. There will be 1 umpire assigned for a given game during the Playoffs phase of the event.

NOTE: Playoff rounds include Quarter-finals (for Div D), semifinals for all divisions (including winner of quarter finals from division E)

Schedule for Umpiring in excel and cricclubs\srcausa Website

Umpire Jurisdiction

The following rules define **the jurisdiction of the umpires** on some of the most common situations

1) Either of the 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**.** If there is one straight neutral umpire, the straight umpire can over rule any and all leg umpire decision(s), if needed.

2) If there is a doubt even after the consultation, then the benefit of doubt goes to the batsman. Teams shall NOT pressurize the umpires for consultation, under ANY circumstances; umpires are advised to authoritatively discourage such pressure tactics.

3) 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 (non-striker end)	Obstructing the Field (striker end)
Runout at bowling end	

i) Catches Refer to 1) above

ii) Runs allowed or not based on whether the ball hit the pad or bat Main umpire makes the call but umpires can consult with each other as outlined in 1) above.

iii) Main umpire blinded or unsighted and an appeal for catch is made Main umpire makes the call but umpires can consult with each other as outlined in 1) above.

iv) Main umpire blinded or unsighted and an appeal for run-out at bowlers end Main umpire makes the call but umpires can consult with each other as outlined in 1) above.

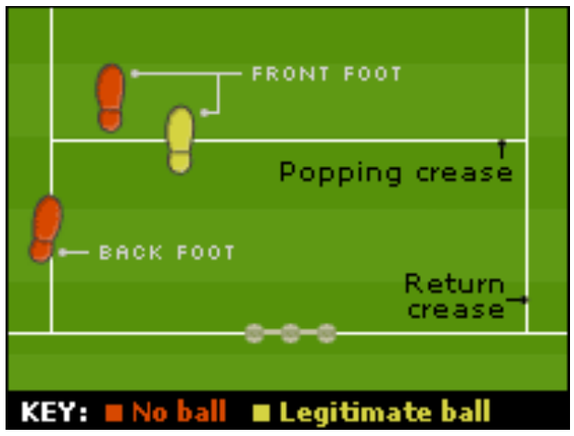
v) No-Ball:

~~a.~~ Height - Includes full tosses and bouncers .The leg umpire makes the call. The umpires can however consult each other as outlined in section 1) above.

b. Foot Fault–

i. Bowler's front foot must land with some part of the foot, (whether grounded or raised) ~~above or~~ behind the popping crease.

ii. Bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.



vi) Bowling Guard: Bowling Guard needs to be ascertained by umpire at the beginning of a new spell. A No-Ball is to be called only if the bowler changes his guard without informing the umpire during his spell. A bowler is not required to give guard to the umpire at the start of a spell though it is customary to do so but not a rule. It is the umpire's responsibility to check with the bowler.

vii) Wides –

a. The main umpire makes a decision in regards to the delivered ball being called a wide using wide marker as reference regardless of the guard of the batsman before and during the instant of delivery.

b. If the batsman reversing his original stance (or fancies some other stance), the decision of the wide ball will be based on his original stance.

viii) If the ball hits the body:

a. The batsman cannot make a run. The umpire will disallow the run.

b. The batsman has to maintain the decorum. He can stumped if he is outside the batting crease.

c. Bat-body and catch **is out**. Body-Bat and catch is **not out**.

d. Body-Bat and run is no run.

e. Body wicket is out.

ix) Mankad Rule - If the runner whilst backing up, leaves the popping crease before the bowler has actually delivered the ball and the bowler may attempt to run the non-striking batsman out in accordance with the laws of the game (no part of his bat or person is grounded behind the popping crease and his wicket is fairly put down by the bowler).

a. A **one-time warning** should be given to the runner before the umpire declares out by Mankad rule.

b. If the batsman has remained within the crease, the delivery is called a dead ball.

Scheduling of Matches Venue and Time

For a scheduled match, all games will be played at Windemere Ground, Gale Ranch, Rancho, Central Park and Sports Park in San Ramon reserved by SRCA (The ground details may change based on the availability from city).

Rescheduling/Cancellation due to bad weather:

Qualifying matches cannot be rescheduled but will have 2 outcomes either – TIE match and points are awarded equally. (Decided by Umpires and 2 captains involved). If any possibility of rescheduling, the matches should be informed by SRCA.

Playoff Round – Have a buffer week to reschedule but SRCA should be informed - See Page 10

Cancellation due to lower strength on both sides:

If a match is cancelled because of low strength on both sides, then it is treated as a forfeit by both the teams and -1 points are awarded.

Cancellation due to no-show by ONE playing team:

If a match is cancelled because of a no-show by one of playing team, then it is treated as a forfeit and -1 points and $100 penalty are awarded to the team which didn't show up.

Ground preparation

- The team responsible for setting up the ground (that includes putting/removing mat, cones, pitch etc) is mentioned in schedule, the ground setup should be done 10 mins prior to the scheduled match.
- Both the teams will carry the responsibility of talking any ground rules such as declared runs etc with umpires before the match. The final decision pertaining to ground rules lies with the neutral umpires.
- If the ground is not prepared by the scheduled start time then there will be over deductions for the responsible party (please refer the Rules section on delayed by teams)

Point system for all rounds

Automatically updated and calculated after each team enters the scoresheet on **cricclubs.com\srcausa** website.

Win	2
Loss	0
Tie (Round Robin games)	1
Forfeit	-1

Bonus Points:

No bonus points are awarded.

Guidelines for Rain Interruptions during Round Robin Phase

SRCA games should only decide as SRCA should allocate the grounds.
Also, if teams are planning to play rain interrupted match again then please inform SRCA Gaming Committee about match postponement along with new game date via email to avoid the penalties for late brief score entry and will not hold up publishing the ranking for the subsequent rounds.
If the game is interrupted due to rain or due to time constraint, wait for the rain to stop. Analyze the ground conditions with umpires to make a sound judgement for play or cancellation of the game. Umpires are sole decision maker to stop or continue the game. Following applies,

Match is cancelled (abandoned) if one innings is NOT complete or less than 10 overs in second innings,

Round Robin Matches – Equal Points

PlayOff Stage – Reschedule the match

IF 10 or more overs have been bowled in second innings, then weighted score is used to determine winner.

Ground Not Available or Field Closed situation

When the ground is not available due to weather conditions per city alert or website or physical closed sign, SRCA teams are expected to abide by city rules, abandon game

and inform GC. GC will try to reschedule the abandoned game. Violating teams will be penalized $100 each and reported to Code of Conduct committee for further action.

Guidelines for Rain Interruptions during Playoff Rounds

There are buffer weekends that are provided for the SRCA League tournament for ***Playoff games only***. Please refer to the excel schedule for the exact dates of buffer weekend

Every effort will be made by the gaming committee to re-schedule any washed out or abandoned games during the playoffs. But to adhere to the time and schedule constraints, playoff games leading to the finals would be decided by the team points in round robin if they cannot be re-scheduled or rain interrupts the rescheduled game as well.

Basic SRCA Rules

All SRCA Tennisball Cricket Laws apply.

Boundary Length : The length of the boundary will be 165 feet for the SRCA League.

Minimum number of players: Minimum of 9 players from both teams are required to start and to continue to play the game. Captains can do toss as they arrive on fields in presence of one of the umpires.

Over deduction: If the match does not start on time, following over deduction rules apply,

Every 10 minutes	1 over
20+ minutes	4 overs
30+ minutes	Forfeit

Overs will be deducted from 20 over quota of the team responsible for the late start of the match; the other team will play their full quota of 20 overs. Umpires will determine the team responsible for late start of the match.

Please refer to the Delays and Penalties section below for more details.

Delays & Penalties

I. Delay by one of the teams

Overs will be deducted from 20 over quota of the team responsible for the late start of the match; the other team will play their full quota of 20 overs. Umpires will determine the team responsible for late start of the match. Please refer to the chart below for more details.

II. Delay by both teams

Overs will be deducted from 20 over quota of the both teams responsible for the late start of the match and over deduction will be split between the teams. Please refer to the chart below for more details.

Delay in Minutes	Delay by one Team & over deducted for the team	Delay by both Teams & over deducted for both the teams
5 to 10 min	1	1
11 to 20 min	2	1
21 to 30 min	4	2
30 + min	Walkover	Abandoned

Umpires will determine the team responsible for late start of the match & could use combination both rules to determine the number of overs to be bowled by each team.

NOTE:

Minimum of 10 overs / side should be bowled to constitute a match.

If no players from either side have arrived within 15 minutes of start time the game will be abandoned and umpires will notify SRCA GC.

If the game is abandoned due to player delays, both teams will lose their game. This will result in a BYE game during the playoffs stage for the tournament.

**Team involved in abandoned matches (only due to late show up) will score -1 points each.

III. Umpire late/no-show

When umpire is not available at the start time but both teams have minimum players then batting team will assign both umpires and request GC members for volunteer umpires. Team managements are responsible for notifying of such delays. In such cases team captains are responsible to resolve any disputes arising in the result of the game.

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

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 minus 1 points for umpiring team that did not show up.

IV. Umpiring Rules

Umpire decision is FINAL. Once the decision is made, no further appeals or arguments are to be entertained.

Only Captains from the teams should talk with Umpires if necessary

Umpire cannot change his decision. If he declare out that's it, no changes to the decision. But keep in mind that benefit of doubt always goes to Batsmen

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.

VERY IMP ROLE: Umpire can EJECT any player from the game. If the player misbehaves on the field (not limited to excess appeal, Arguing with Umpire, using bad language, abuse etc). Also, umpire can give warning to offending player, inform captain and make offending player sit out for x (2,3,5 etc) amount of overs.

V. Over rate

Maximum time allotted per innings is 45 minutes; Guidelines for time usage for teams

90 minutes for 20 overs at 4 min/over

5 min to verify score at end of the innings and start next innings

5 minutes break at the end of 20 overs.

VI. Score sheet updates

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.

Use the score sheet provided in this group ONLY if app is down or having technical issues.

Score sheets must be uploaded to cricclubs.com\srcausa site by the winning team. Brief score card entry by following Monday 11 PM PT and Detail score card Wednesday 11 PM PT. The penalty for brief and detail score card is $10 per day

VII. Dress code

Dress code is required to play in tournament matches. The top shirt should be team color or white. The bottom should be a pant. No shorts allowed. A ~~The~~ penalty ~~is~~ of 5 runs per person ~~can~~ may be applied by the umpire , when claimed by the captain of the other team ~~in~~ at beginning of the match. **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**

VIII. Urinating and Smoking on Grounds

Please note that urinating and smoking in public setting is **strictly prohibited** and deemed to be a very serious violation. This is exacerbated by the fact that SRCA ground reservations will be compromised significantly by such acts. Given the extremely serious ramifications, SRCA will take very strong action against anyone violating these policies. Quite simply put - do not smoke in the restricted area as indicated in the park, and only urinate in a rest-room. There is no expectation that the umpires need to give any warning on this matter. It is the responsibility of the team management to educate all their players accordingly.

Players: 1st Offence

1. The player who commits the offence will be immediately expelled from the game. This is done by mutual agreement between 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.

2. If there are multiple players involved, all of them will incur the same penalty. (Please remember that a team needs a minimum of 9 players to continue the game. if not, team will effectively forfeit the game at that time)

3. The offence need to be proven beyond doubt to the neutral umpire(s) to make the final decision. For example: If the opposition complained and the neutral umpire cannot prove this beyond doubt or feels that he is not sure about identifying the player(s), then he will report it to GC and this will be considered as a first offence without the ban.

Players: Repeat Offender

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.

The Team at fault will be penalized $100 for the repeat offence. The team

captain will be suspended for 1 game for repeat offence. This should be a good motivation for teams to educate everyone including the new player(s).

The offence needs to be proven beyond doubt to the neutral umpire(s) for them to make the final decision. If the first offence was an instance where the player was not identified (but the team was).and a player from the same team does it, this will be considered second offence.

Umpires smoking/Urinating

- First Offence: 100 dollars fine and 1 game ban (he will continue umpiring the current game).
- Second Offence: Banned for 3 games. Note: All the ground/school property including parking lots are included. The only place where smoking is allowed is where city/school considers as ok-to-smoke areas. These will be automatic penalties and no GC deliberations will be warranted unless a team can prove that a fraudulent complaint was made.

IX. 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. The break time is not more than 5 minutes. If not, umpire will enforce the over reduction as mentioned below. Team 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 loosing that game.

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	
30 + min	Forfeit	Abandoned

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.**

Weighted Score (WS)

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.

Tie resolution

In a ***Round 1 Game*** if there is a tie, teams will split points (1 points each). Super Over or WS will not be used for this round.

For ***Playoff stage incl QF***, if the teams are tied, Super Over.

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the umpires. In normal circumstances, the super over tie breaker shall commence right after the conclusion of the game that resulted in a tie.

The procedure followed is shown as under:

1. Each team to select 3 batsman and 1 bowler for the tie breaker.

2. The listing of the players need to be provided to the umpire(s) before the toss.

3. Select the ball to use for the eliminator. If a common consensus is not reached between the teams, then umpire will finalize the balls to be used for the tie-breaker based on the available lot.

4. Have a toss.

5. The loss of two wickets in the over ends the batting team's one over innings.

In the event that the tie-breaker also end up in a tie, then the following hierarchy will be used to determine the winner of the game

1. The team that hit the most number of runs from boundaries (4's and 6's) combined from its two innings: both the main match and the one over per side tie-breaker shall be the winner.

2. If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, then the team which took the most number of wickets combined in both the main match and the one over per side tie-breaker shall be the winner.

3. If still equal for the above 2 conditions, then a count-back from the final ball of the one over tie-breaker shall be conducted. The team with the higher scoring delivery shall be the winner. Please see the example chart below for guidance.

Note 1: If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls.

Note 2 : For this purpose, the runs scored from a delivery is defined as the total runs scored until the next legitimate ball is bowled i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Runs Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

Other rules and regulations

Player as part of Team list in cricclubs.com\srcausa web site

Player should be registered as part of club or team in srca web site (cricclubs.com\srcausa). Only player registered with team in web site can play the tournament and it is the captain's responsibility to enforce the rule.

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.

A player should have played at least ONE Round 1 game for team 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.

Player coming late

If a player is late, a substitute may take his place on field. The fielding team captain need to duly notify the umpire and the opponent team captain of the changes. If the player is late beyond 30 minutes or 5 overs, the player coming late cannot play.

Substitutes and runners

If the umpires are satisfied that a player has been injured or becomes ill after the nomination of the players; they shall allow that player to have…
a substitute acting instead of him in the field.
a runner when batting.

Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, Irrespective of whether play is in progress or not. If the umpires are satisfied that the player was injured prior to being nominated the player shall not be allowed a substitute and runner and the player is advised not to play the game to avoid further aggravating injury.

a) The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the match or at any subsequent time.
b) A player wishing to change his shirt, boots, etc. must leave the field to do so. No substitute shall be allowed for him
c) **Objection to the substitutes**

The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicket-keeper. See 3 below.

d) **Restrictions on the role of substitutes**

A substitute shall not be allowed either to bat or bowl or to act as wicket-keeper or as captain on the field of play.

e) **A player for whom a substitute has acted**

A player is allowed to bat, bowl or field even though a substitute has previously acted for him.

f) Fielder absent or leaving the field

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play…

g) the umpire shall be informed of the reason for his absence.
h) he shall not thereafter come on to the field during a session of play without the consent of the umpire. *See 6 below*. The umpire shall give such consent as soon as is practicable, end of an over or fall of a wicket whichever is earlier.
i) if he is absent from the field during the play, he shall not be permitted to bowl thereafter immediately on his return, until he's been on the field for equal number of overs as he's been off the ground, rounded to a complete over.
j) The restriction in (b) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons as determined by the umpires (other than injury or illness). In the event of a fieldsman already being off the field at the commencement or an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

This is a departure from classical ICC 2.5(c) which requires the fielder to spend equal amount of time on the field as he spent off it before allowing him to bowl. In (b) the clause "end of an over or fall of a wicket whichever is earlier" has been added by SRCA on ensure consistent application of the law.

k) **Player returning without permission**

If a player comes on to the field of play in contravention and comes

into contact with the ball while it is in play,

a. the ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. The ball shall not count as one of the over.
b. the umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
c. the umpires together shall report the occurrence as soon as possible to the appropriate authority (Tournament Committee or the League Committee) and the Umpiring and Appeals Committee responsible for the match, who shall take such action as is considered appropriate against the captain and player concerned.

l) Runner

The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings. The runner shall wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat. The runner will stand behind the crease when the player he is running for is on strike. The runner can only step outside the crease once the striker has played a shot.

m) Transgression of Laws by batsman who has a runner

- A batsman's runner is subject to the Laws. He will be regarded as a batsman except where there are specific provisions for his role as a runner.
- A batsman with a runner will suffer the penalty for any infringement of the Laws by his runner as though he had been himself responsible for the infringement. In particular he will be out if his runner is out under, handled the ball, Obstructing the field or Run out.
- When a batsman with a runner is striker he remains himself subject to the Laws and will be liable to the penalties that any infringement of them demands. Additionally, if he is out of his ground when the wicket is put down at the wicket-keeper's end, he will be out in the circumstances of Run Out or Stumped irrespective of the position of the non-striker or of the runner. If he is thus dismissed, runs completed by the runner and the other batsman before the dismissal shall not be scored. However, the penalty for a No ball or a Wide shall stand, together with any penalties to either side that may be awarded when the ball is dead.

n) When a batsman with a runner is not the striker

i. he remains subject to Laws of Handling the ball and Obstructing the field but is otherwise out of the game.
ii. he shall stand where directed by the striker's end umpire so as not to interfere with play.
iii. he will be liable, notwithstanding (i) above, to the penalty demanded by the Laws should he commit any act of unfair play.
iv. he will be liable, notwithstanding (i) above, to the penalty demanded by the Laws should he commit any act of unfair play.

o) **Batsman leaving the field or retiring -** A batsman may retire at any time during his innings. The umpires, before allowing play to proceed, shall be informed of the reason for a batsman retiring.

p) If a batsman retires because of illness, injury or any other unavoidable cause, he is entitled to resume his innings. If for any reason he does not do so, his innings is to be recorded as 'Retired – not out'.

q) If a batsman retires for any reason other than what's mentioned above, he may only resume his innings with the consent of the opposing captain. If for any reason he does not resume his innings it is to be recorded as 'Retired – out'.

r) If after retiring a batsman resumes his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

s) **Commencement of batsman's innings** except at the start of a side's innings, a batsman shall be considered to have commenced his innings when he first steps on to the field of play, provided Time has not been called. The innings of the opening batsmen, and that of any new batsman at the resumption of play after a call of Time, shall commence at the call of Play.

Team pulling out in middle of tournament

If a team is pulling out in middle of tournament, the $100 deposit plus $100 penalty will be charged to team.

Ball hitting wide marker

Umpires / Players keeping a non-playing ball (applicable to any non-playing thing like water bottles etc.) to make a decision on calling a wide ball**: It is recommended to umpires that they do not use a ball** (there is already a tape sticker for this), and if umpires really wanted to keep the ball for better decision on calling the wide ball then you have to implement the following if for any reason the playing ball hitting this non-playing ball

If the playing ball hitting the non-playing ball

* Case 1: Playing ball released by bowler on his run-up then umpire has to call it as wide ball only (one extra run to the batting team), no other things allowed, that means no extras (like byes), and no outs (batsmen cannot be out if the playing ball hit the non-playing ball and hit the stumps).

* Case 2: When the fielder attempting a run-out and if the playing ball hit the non-playing ball before hitting the stumps directly after that, then batsmen is not out, no extras (over throws etc.).

* Case 3: When the fielder attempting a run-out and if the playing ball hit the non-playing ball before hitting the stumps and collected by keeper/fielder and takes the bails out then the batsmen is not out

* Case 4: When batsmen play the shot and the playing ball hitting the non-playing ball and keeper/fielder takes the catch --> batsmen is not out.

Ball hitting non-playing area (fence, bush, canal etc)

1. 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.
2. If the fence is >= 75 ft (inner circle), it's 2 declared runs for the ball touching the fence or going over fence
3. 4 runs are declared ONLY where boundary is marked (165 ft).

Per above rule, it's 2 runs when the ball hit fence beyond inner circle along the ground or over the fence in Rancho venue.

Next season Ranking

The following relegation/elevation guidelines will be applied for Summer 2019 season per ranking in Spring 2019 league season.

- Top 2 from Division B will move to Division A
- Top 2 from Division C will move to Division B
- Top 2 from Division D will move to Division C
- Bottom 2 from Division A will move to Division B
- Bottom 2 from Division B will move to Division C
- Bottom 2 from Division C will move to Division D

SRCA Roles and Responsibilities

Responsible to kick off and closing

Prize distributions and cup for the winning team

Collect fees from all the teams

Provide balls for each team

Provide score sheet with legends on abbreviations

Sponsors