

SJCL-2017

ST JOSEPH CRICKET LEAGUE

Rules & Bylaws

Prepared by SJCL Committee

Rules Version Control

Version	Date	Author	Change Description
3.0	04/28/2017	Committee 2017	Final
3.1	05/19/2017	Committee 2017	Beamer rule clarification
3.2	8/2/2017	Committee 2017	Fielder absent or leaving the field

SJCL COMMITTEE

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St Joseph Cricket League 2017 Rules

1. All the matches will be played with hard tennis ball.
2. Each innings of the Match is limited to 12 overs, with each bowler can bowl up to a maximum of 3 overs. Playoffs will be played for 15 overs with 3 bowlers bowling a max of 4 overs.
3. If a player's injury is not recoverable within 5 minutes, he shall be granted a substitute fielder/ is considered retired out.
4. Apart from the runs off the bat, following are the scoring options:
 - i. One run and extra delivery for a no ball.
 - ii. One run and extra delivery for a wide.
 - iii. Can pick up runs for byes (could be as part of a normal delivery or wide or no ball).
 - iv. Overthrows are considered runs for the batsman.
 - v. There are no leg byes in SJCL.
5. Definition of Leg bye:
 - i. Ball hits only the body and deviates.
 - ii. Ball hits the body and then hit the bat - BOWLED, RUN OUT, STUMPED, CAUGHT are considered OUT.
 - iii. Runs can be scored when ball hits the bat first and then body.
6. The ball will be considered no ball
 - i. If the Bowler oversteps the Popping crease.
 - ii. If some part of the bowler's back foot in the delivery stride touches/passes the return crease.
 - iii. If ball goes over the shoulder height in the Batsman's normal stance after bouncing. If the batsmen steps out of the crease (front foot), then above head is a no ball
 - iv. If ball goes over the waist height on the full to Batsmen at popping crease. If the batsmen steps out of the crease (front foot), then above shoulder is a no ball (beamer)
 - v. If the fielding restrictions are not followed
 - vi. More than 5 fields on Leg side - No Ball including bowler if he is bowling around the wicket
 - vii. If any of the fielder speaks/shouts/Claps during the delivery of the ball (includes the run-up of bowler).
 - viii. If any of the fielders move sideways.
 - ix. Guard not Mandatory - if Bowler doesn't mention Guard before bowling. - Not a no ball umpire has to ask for the Guard
 - x. If bowler hits the stumps during his run up to bowl.
 - xi. If a ball bounces more than twice before reaching batsman's popping crease
<https://www.lords.org/mcc/laws-of-cricket/laws/law-24-no-ball/>

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7. A ball will be considered a wide
 - I. If it goes down the leg side.
 - II. If it is very wide of the off stump which the player cannot reach.
 - III. If it is off the pitch
 - IV. Wide markers should be set up before the start of the game and should be set up with help of the fixture provided. The umpire will verify the setup.
 - V. Any ball over the marker is not considered a wide.
 - VI. Wide should be called by the main umpire if he feels the ball crossed the plane of the batsman outside the marker. It does not matter where the batter is at that time.
 - VII. All ICC rules for scoring, counting the number balls bowled in an over and getting out to a wide ball are valid.
 - VIII. No matter what movement or other attempt by the batsman to manipulate the line of the bowling the umpire should judge a fair delivery based on the normal stance of the batsman. Remember the wide line does not move with the batsman
8. A ball will be considered a dead ball
 - i. One or both bails fall from the Striker's wicket before he receives delivery.
9. There are no leg-byes hence the ball is dead as soon as it deflects away from the Stumps after hitting the batsmen's body, however a batsmen can be stumped or run out.
10. A ball will be considered as a beamer

In judging whether a delivery is a beamer the umpire must decide the height at which the ball passes or "would have passed" the batsman.

 - a) If it's directly aimed at batsman or hits the batsman above waist without bouncing on pitch.
 - b) The "would have passed" phrase means that the umpires judgement is not to be influenced by either the batsman's position or posture or by whether he hits the ball. The direction is not a consideration, the ball might be delivered straight at the batsman or it might be several feet wide of him, its height is all that matters.
<http://www.umpiretraining.co.uk/glossary/beamer.html>
 - i. Bowler will be given a warning for first beamer.
 - ii. Bowler is not allowed to bowl in a particular match after the second beamer.
 - iii. Beamer qualifies as no ball.
11. Bails will be played on every match. Any controversies on bails will be left to sole discretion of field umpires.
12. Batsman will not be allowed a 'By-Runner'.
13. There is no 'Retired Hurt' in SJCL. Batsman will be given 'Retired Out' in case he can't continue batting.
14. Main Umpire can always overturn the ruling after discussing with the leg umpire. Main umpire's decision is final, he has the power to overrule leg umpire's decision.
15. There will be power play with the fielding restrictions for 4 over's.
 - i. Mandatory 2 overs power play in a game are the first two overs
 - ii. During a power play, there can be only 2 fielders outside the inner circle.
 - iii. One over for bowling side can be called by the bowling captain.

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- iv. One over for batting side can be called by the batting captain.
 - v. In case batting/bowling side didn't call the power play, the last 2 overs of the innings are treated as mandatory power plays. Umpires have to remind the captains of the same. In case umpires forget to do so then it's considered normal play until it's identified so. Ex: if umpires/captains realize after 2 balls of 12th over then from 3rd ball onwards it becomes power play, already bowled '2 balls' will not be overturned as no-balls.
- 16. Fielding Restrictions:**
- i. At any time during the match, only 5 fielders are allowed on the leg side including the bowler if he is bowling over the wicket.
- 17. Batsman can run until the ball is considered dead.**
- 18. Bowler can run out a non-striker who has stayed outside the crease after bowler starts his run up, but before he has entered his delivery stride. One Warning per Batsman per innings is allowed. – Mankading.**
- 19. Playing 9 information should be exchanged between the captains before the start of each game.**
- 20. Umpires will answer only Captain of the team (on the match day) and vice versa. They may ignore others questions and/or comments.**
- 21. No rule for obstacles (except for a non-playing human interference), play will continue. For any non-playing human interference it is umpire's call.**
- 22. It is unfair if the wicket-keeper standing back makes a significant movement towards the wicket after the ball comes into play and before it reaches the striker. In the event of such unfair movement by the wicketkeeper, either umpires can call and signal no ball.**
- 23. Scoring needs to be done by batting team in a book provided by the Committee and the fielding team can do the same in a scoring paper.**
- 24. If Ball is lost we will use a new ball.**
- 25. Runout - when bails are removed, one has to raise the wicket along with the ball.**
- 26. Fielder absent or leaving the field - This doesn't change the minimum 6 players required to start the game. Minimum 6 players should be on the field to start the game and also through out the game.**
- i. 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, the umpire shall be informed of the reason for his absence, and he shall not thereafter come onto the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.
 - ii. If the player is absent from the field for longer than 1 over.
 - 1 the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing overs for which he was absent.
 - 2 the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of overs for which he has been absent or, if earlier, when his side has lost four wickets.

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- 3 The restriction in Clauses 26.i.1 and 26.i.2 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 earlier in the match and consequently been forced to leave the field
- 4 In the event of a fieldsman already being off the field at the commencement of 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(5 min as 1 over), provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

Awarding Points:

- I. In group stage, there will be 2 points awarded for a win, 0 points for a loss and 1 points for each team in case of a tie/no result.
- II. If any scheduled match is cancelled due to rain/unforeseen reason/ weather conditions with both the captains approving and the umpire taking the final call that playing is not possible then it is considered as tie/no result and 1 points for each team will be awarded.
- III. The minimum number of players per side to start a match is 6
- IV. 15 minutes after scheduled start time, if there are not enough players (minimum 6) then the points will be awarded to the team having enough players. Match will be considered tie, if both teams does not have enough players.
- V. All the team members who are going to play in the match should be in the ground within the first 5 overs. Captains have to monitor and are responsible.
- VI. A player in starting lineup can be substituted for fielding (In case of any injury).
- VII. The team with not enough players (unavailable 8th /9th player) can take assistance of fielding. There is no restriction on who can substitute as fielder however he can only field and will not be allowed to either bowl, bat, keep the wickets. THIS RULE IS NOT APPLICABLE FOR PLAYOFF'S, cannot have substitutes from other teams.
- VIII. In case of rain/any interruption in play the
 - a) Duckworth Lewis method will be used to determine the winner only after 5 overs are complete in the second innings. If 5 overs are not complete then it is considered as tie/no result and each team will be awarded a point. <http://www.boltoncricket.co.uk/DLcalc.html> to be used.
 - b) Note: Apart from the above rules it is at the discretion of the umpires during the match for the on-field decisions and the organizers for the tournament related rules.

Important Rules for the captain:

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- Cleaning Ground (Winning Team) includes packing the umpire kit, removing the cones, bottles from the ground.
- Team playing First Match should set up the ground and pitch as specified by the committee.
- Umpires (From the schedule. Responsibility of the captain).
- Committee Call is the Final on all Disputes.
- Only captain will talk to Committee.
- Team Jerseys are mandatory for all the Matches.
- 12 overs Cricket Match
- Minimum 6 players must be present to start the match, if not it will be walkover. Remaining Players can join the team before completion of 5 overs.
- When the booked ground is not available (Time can be altered). Committee will take a call about this.
 - Friday game – 6:00 pm – 8:30 pm Saturday First Match 7:30am – 10:00am second Match 10:00am - 13:00 pm.
 - Toss time is 6:15 pm (Friday game), 7:45 am (1st Match) & 10:15 (2nd Match) Saturday.
 - Games should start at 6: 30 pm, 8 am & 10:30 am, if not for every 5 minutes delay, an over for the team delaying/responsible will be reduced.
- Captains need to choose Vice-Captain.
- Every Player should at least play 4 matches in the League. (Captain's Responsibility)
- Scoring Need to be taken care by Batting Team.
- Man of the Match is to be decided by the Umpire (No more discussions on that)
- Online updates need to be done by the winning captains. Losing captain will send the correction to the winning captain and winning captain will update the scoresheet online.
- Captains are responsible to pick up the kits for the match a day before (morning teams). Umpires/Captains are responsible for marking the pitch, inner circle and boundary with the help of the playing teams.
- The captains are responsible all the times for ensuring that play starts on time considering that time will play an important factor especially for the Friday games.
- Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its laws but also within the spirit of the game. Any action, which is seen to abuse the spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

Rules and Regulations

- I. SJCL committee members are responsible to formulate all rules concerning specific circumstances and/or issues.
- II. Most of the rules are covered by this document. The SJCL committee reserves the right to add, modify or delete any rule or guideline during the season if deemed necessary to maintain the integrity of the league.

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- III. Any changes made to the rules during the season will be communicated to all the participating captains.
- IV. If an issue arises and the committee has to go for a vote, then the votes of the committee members who are also a part of the teams involved will not count.

Approved Equipment

- I. All teams will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating teams will be required to use TORNADO tennis ball.
- II. SJCL will provide teams with approved Tennis balls which must be used during official games.
- III. Any team found not using the above specified ball will forfeit that game.

Terminology

- Umpire: Any use of the word umpire in this document means a neutral umpire, i.e., an umpire not belonging to the two playing teams

Misconduct Warning

- The neutral umpires are empowered to overlook the behavior of the team during the game. In case of dissent shown by any player during the game such as using abusive language, fighting on the field, too many appeals to the umpires, vehemently disagreeing with the umpires decision, the committee reserves the right to call the captain of the team involved in such an act and warn the particular player involved.
- To dispute an umpire's decision by word, action or gesture.
- To direct abusive language towards an opponent or umpire.
- To indulge in cheating or any sharp practice, for instance:
 - I. to advance towards an umpire in an aggressive manner when appealing
 - II. to seek to distract an opponent either verbally or by harassment with persist
- Remember urinating where prohibited during a game will be dealt severely. Any player found guilty of such an offense will be suspended from the league indefinitely.

Disputes regarding Boundaries and Boundary catches

- In case of a potential or real dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground. Benefit of doubt shall always go to the batsman.

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Fair and Unfair play

- I. The neutral umpire(s) is/are the sole judge(s) of fair and unfair play.
- II. The umpire(s) may intervene at any time and it is the responsibility of the captain(s) to take action where required.
- III. Umpires must intervene for:
 - Deliberate wasting of time by either team.
 - Damaging the pitch by either team.
 - Dangerous or unfair bowling by either team.
 - Tampering with the ball by either team.
 - Any other action that the umpire(s) may consider to be unfair.

Protests and Complaints

- I. All protests and complaints must be properly signed and submitted to the committee no later than Thursday following the game. The complaints should be emailed to stjosephcricketleague@gmail.com
- II. No protests or complaints will be valid if a game is played without an approved SJCL umpire.
- III. The decision of the committee will be final.
- IV. No protests or complaints will be considered unless proper procedures are followed.

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FAQ

1. Can one submit a waiver form day(s) before the league begins?
 - By all means. That would actually be the most convenient way and help the committee as well as the web site moderator.
2. What are the penalties if a player plays without submitting a waiver?
 - Remember, one mistake could threaten this league with a lawsuit which could affect the elected body, volunteers and the sponsors. In order to protect SJCL interests, the penalties will be stiff. The player will be suspended for the entire season and the fate of the team captain will be decided by committee.
3. What would one do if one loses a signed form?
 - It is the responsibility of the captain to get the forms signed again and submit them. If by any chance the forms are lost, please make sure to have them resigned and resubmit by the dead line.
4. Do umpires and volunteers have to sign a waiver form?
 - Absolutely. Any participant affiliated with league activities is expected to sign a waiver form.
5. Do I have to submit waiver forms of a player for every game?
 - No. Only one waiver form per player is required per season.

Website

- I. Winning Captains to upload scores in cricclubs.
- II. If a team is not able to upload the score card due to unavailability of the website then the same should be communicated to the committee before the deadline.
- III. It is the sole responsibility of captains to input the scores. Umpires must sign a completed scorecard and ensure everything is on par.

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NOTES:

1. Teams are required to read SJCL rulebook and follow instructions as mentioned. If a team fails to spend time to review these rules, they may run into a disadvantage.
2. All communications will be sent to Captains (& Vice Captains). They are responsible to share these details with their respective team members. If any team member fails to respond during deadline given, it will be assumed that the team is in agreement with suggestions made by Committee.
3. Team(s) are required to keep a track of schedule for games and umpiring assignments and show up for games as without any notification. Everyone is requested to adhere to schedule.
4. If umpires fail to arrive by the decided game time, teams are requested to start the game using players from their squad as umpires. Teams tasked for umpiring are required to adhere to schedule and required to do an honest neutral effort on the field.
5. Committee will provide match balls before the match starts.
6. Each team is responsible for their own match kit (bats, stumps, bails, Keeping Gloves, food, water, etc.).