

# SJCL-2017

## St Joseph Cricket League 2017 Knockout rules

- Each innings of the Match is limited to 15 overs, with three bowlers who can bowl up to a maximum of 4 overs.
- There will be powerplay of 4 overs (similar to the round robin games).
- The team with not enough players (unavailable 7th/ 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. The first choice of substitute will be from the playing team, we cannot have a player substituting from a different team, if there is already a reserved/benched player available from the playing team unless the player from the playing team is injured.
- Main and Leg Umpires will be picked by the Committee for Knockouts & Finals.
- If Weather Stops Play at Designated Time, then the next time slot for checking weather is  
**Playoff 1:** Saturday 7:30 AM, 1:30 PM, 4 PM  
 Sunday 7:30 AM, 10 AM, 1:30 PM, 4 PM  
**Playoff 2:** Saturday 10 AM, 1:30 PM, 4 PM  
 Sunday 7:30 AM, 10 AM, 1:30 PM, 4 PM  
**Finals:** Saturday & Sunday 8:30 AM, 10 AM, 1:30 PM, 4 PM  
 Captains to notify teams to be available for the entire weekend for these games.
- If **80%** game is finished and then weather interrupts play and if game doesn't continue on a subsequent time slot over the weekend duckworth lewis will decide the output of the game. Since its a **30 over** game combining both innings, duckworth lewis will be applicable only after **24 overs( 15+9)** to determine a result.
- If there is a tie result for the **semi-finals** or if we cannot have games during the playoff weekend in the given time slots then **Points table, Net Run- rate & head on games** will be considered to determine a winner in that order.
- Finals** will have a super over, if there is a **tie** with the batting team having **2 wickets** & the bowling team having **one over** to bowl, the team batting second in the match will bat first in the super over.
  - If there is a tie in the super over then the no of boundaries will be considered and compared during the entire game including the super over, if the number of boundaries hit by both teams is equal, the team who scored more boundaries during its innings in the main match (ignoring the super over) shall be the winner. If still equal, a count back from the final ball of the super over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowed deliveries will be counted as dot balls.

### Example:

SCORED FROM:	TEAM 1	TEAM 2
Ball 6	1	1
Ball 5	4	4

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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.
9. Captains need to notify their respective team players to be available for the entire weekend to account for weather conditions. Teams should be available
  10. Apart from these additional rules, rest all regulations to be followed as the original SJCL-2017 rulebook.