

# UC Cricket League- United California Cricket League

## Rules current as of 01/2022

### 1.0 Ethics and Expectations

It is the duty of every player to play the game in the highest tradition of sportsman spirit. The captain of the team is responsible for his players' behavior on and off the field of play. It is the duty of the captain of a team to resolve all problems on the field in an amicable manner. The umpires are required to have high moral grounds in doing their officiating duties. Personal prejudices or their own team benefits should never come into play in any their decisions. There needs to be a basic trust in the umpires and their decisions by both the teams on the field. Fielding teams should resist from excessive appealing, and the batsmen should resist from trying to show up the umpire in case of a mistaken decision. Any complaints about anything must be lodged in writing by the captain rules and governing committee.

### RE-MATCH REGULATIONS

#### 1.1 NOMINATION OF PLAYERS

A) Each Captain shall hand to the umpires their list of 11 playing players written on the paper sheet or select in Cricclub scoring app prior to the toss taking place. All 11 players must be registered with the UCCricket League as being members of the team.

B) Roaster- There is no limit of number of players each team can have in the league, but players must be registered under their team before the match day.

C) Technical issues adding players on the match day DOES NOT PERMIT teams to have player play under different name or by other means. You must register all your players in advance and contact league if any issue prior to match days.

D) If Player is not registered with the team prior to match day he/she cannot play!

#### 1.2 THE TOSS

A) The toss MUST take place no later than fifteen (15) minutes prior to the start of the match. In the event either team has less than seven (7) players dressed and ready to play fifteen (15) minutes prior to the start of the match, the toss shall be awarded to the team that has required number of players on the field ready to play.

B) If any team does not take the field half an hour after the scheduled starting time, it will automatically default the game and penalty of 2 points will be recorded.

#### 1.3 PLAYERS NAME AND VERIFICATION

A) The umpires should verify that the players on the roster are the ones playing. Any player playing under someone else's name shall be reported for disciplinary actions and possible overturning of match result.

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B) Players need to use their real names on the roster not their nick names or assumed names. Real names refer to their legal name as listed on IDs. Any player playing under assumed or nick name may jeopardize his chance for playing in play offs as names may be verified only through IDs not by personal verification!

## 1.4 Delays or Interruptions and Modifications

A) **Late start by A TEAM-** Maximum late start is limited to 30 minutes. If a team does not show up and maximum time has passed, game shall be rewarded to the team that has required players present on the field.

B) **Late start penalties-** For every 5 minutes that the game is delayed, 2 overs will be deducted up to the max late start as in paragraph A of 1.4

C) **Act of nature or God-** if on time start is delayed due to uncontrolled events such as rain, fog, lighting or other nature's act, game shall be played with modified overs as permitted by time. No game shall consist of overs less than 10 per inning. If minimum over as mentioned can not be played game shall be called off and points shall be split for regular league games.

D) **Field Not Ready-** Failing to have a field ready to play at the scheduled time has same enforcement as mentioned in the paragraph **A of 1.4**. It is duty and obligation of the home team to have field ready, all markings done and wickets standing ready to play.

## 1.5) Power play and Restrictions-

A) First 6 overs shall constitute a power play.

B) Maximum 2 fielders are permitted outside the 30-yard circle during power play.

C) Maximum 5 players can be fielded outside 30-yard circle after the power play is over.

D) No more than 2 fielders shall be fielded behind the batter's crease on the leg side.

E) No fielder shall stand in the straight line of the batter's sight; The width of the pitch is considered batter's line of sight!

## 1.6) No Balls

A) **No ball.** Ball pitching outside the playing area (outside the artificial mat) shall be called and given NO BALL

B) **No Ball.** Ball pitched full toss above batter's waist shall be called and given NO BALL.

C) **No Ball.** Bowler hitting the stumps while in his delivery stride shall be called and given NO BALL

D) **NO Ball.** Bowler pitching the bowl above shoulder twice in an over shall be called and given NO BALL.

E) **No Ball.** Any violation of fielding restrictions shall be called and given NO BALL.

F) **No Ball.** If the ball bounces more than twice before it reaches the batsman, or rolls along the ground towards him.

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**G) No Ball.** If the wicketkeeper encroaches beyond the stumps before the ball has been struck by the batsman or has passed the stumps.

**H) No Ball.** The ball stops in front of the batsman without having touched the bat.

**I) No Ball.** The heel of the bowler's front foot lands on or in front of the popping crease.

**J) No Ball.** The bowler's back foot is touching or outside the return crease.

## 1.7) Wide ball, and Penalty.

**A) Updated Lord Cricket Reference for wide-** 22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in 22.1.2, the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal guard position.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

**B) Not A Wide Ball-** The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him/her, as defined in 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

**C) Penalty Runs-** 5 run penalty will be given if ball hitting any object placed by fielding field-ex keeper helmet, bowlers jacket, sunglasses, hats etc.

## 1.8 Dead Balls.

**A)** Whether played or not it becomes trapped between the bat and person of a batter or between items of his/her clothing or equipment.

**B)** it is finally settled in the hands of the wicket-keeper or of the bowler.

**C)** whether played or not it lodges in the clothing or equipment of a batter or the clothing of an umpire.

**D)** The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play.

**E)** Whether the ball is finally settled or not is a matter for the umpire alone to decide.

**F)** one or both bails fall from the striker's wicket before the striker has had the opportunity of playing the ball.

**G)** Many other ways that ball becomes dead can be disputed. If any dispute arises for such acts Umpires shall refer to Lords Cricket rules book section 20.1 and onward.

## 1.8) Player's Code of Conduct.

This is a reminder to players that Cricket is a game which has a rich tradition of sportsmanship behind it. Those who take part in the game are expected to uphold this tradition and the spirit of the game.

**A)** The captains are always responsible for ensuring that play is conducted within the spirit of the game as well as within the rules of respective league(s).

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- B) Players shall not at any time engage in conduct that could bring them or the game into disrepute.
- C) Players must always accept the Umpire's decision.
- D) Players must not show dissent at the Umpire's decision
- E) Players shall not use crude or abusive language (known as "sledging") nor make offensive gestures.
- F) Players shall not AT ANY TIME engage in conduct that may jeopardize use of the ground.
- G) Players shall not consume any alcoholic beverages during the game.

## 1.9) Removal of the player from the field.

- A) Any player continued arguing, using abusing language towards umpires or opponents, being rude to umpires will be removed from field of play for rest of the game by Umpires.
- B) Any player arriving after last ball of the 6<sup>th</sup> over will not be able to play.
- C) Any player breaking the stumps or throwing object in frustration after getting dismissed will be suspended from remainder of the game.
- D) Any Player found to be playing after consuming alcohol will be removed and suspended.
- E) Only Captains, umpires may have discussion during an inning or issue. Any other player stepping into the field for arguments with umpires maybe suspended or removed.
- F) If any player is removed or suspended by umpires for the violation of this section that player can not play any match until cleared by rules and governing body in WRITING.

## 2.0 Umpires and responsibility-

- A) Umpires must arrive no later then 15 minutes prior to start of the game so toss can take place 15 minutes prior to start time.
- B) Umpires need to arrive dressed in colored clothes non-white and non-silver.
- C) Late arrival of umpires causing the toss or game to delay will be dealt with stiff penalties.
- D) Penalty for umpires arriving late; **2 points** deducted out of assigned umpiring team's total points.
- E) Penalty for no-show by umpires; **5 points** deducted out of assigned umpiring team's total points.

**Penalty Conclusions-** We understand errors can be made by umpires in their decisions, we do not have review system. Umpires are from our inner circle, and they can make mistakes. We need to play clean and matured cricket and not act in such a manner that can get any player removed or suspended. We all play for joy and passion of cricket so let us all enjoyed our favorite sports and keep calm, accept, and move on.

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**Reminder to umpires-** Umpires shall refrain from consulting with leg umpires for decisions other than clean catch or fielding restrictions violations. As we do not have review system you should stick to your decisions when in high doubts as cricket standard goes, benefits of the doubt goes to the batter.

## 2022 Genesis T-20 Important notes-

1. Minimum number of matches for any player to qualify for play off is 2.
2. Each win is 10 points.
3. Washed out/ Rain-out games are split points 5/5
4. White clothing is prohibited both on batters and umpires.
5. Protective equipment worn by batter must not be white or silver.
6. Late start will not be tolerated.
7. Start time for all games on any field is sharp 10.00 AM. 1<sup>st</sup> ball must be pitched by 10:01
8. Toss must take place by 9:45 or before.

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