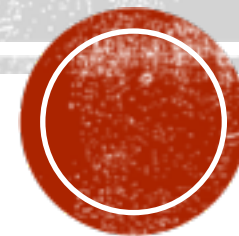




ADVANCED OFFSHORE JCA LEAGUE 2020 PLAYING CONDITIONS

6th January 2020





ADVANCED OFFSHORE JCA LEAGUE 2020 : FORMAT

Division 1



Each team plays 7
40 overs games

+

Each team plays 7
T20 games

Top team wins DIVISION 1 CUP, 2ND
team is DIV1 Runners-Up
Bottom 2 teams get relegated to Div2
for next season

Division 2



Each team plays 7
40 overs games

+

Each team plays 7
T20 games

Top Team wins DIVISION 2 CUP, 2ND
team is DIV2 Runners-Up
Top 2 teams get promoted to Div1 for
next season





B. POINTS, PENALTIES & RANKING CRITERIA

		For the 40 Over Games	For the T20 Games
B.1	Points System: Same for Both Formats WIN: 12 points; LOSS: 0 points; TIE/ NO-RESULT: 6 points	Same points system	Same points system
B.1.1	Forfeit Penalty: Penalty for Teams that forfeit games <ol style="list-style-type: none">1. In the event where a team is unable to field a side (minimum 7 players present at the ground at time of toss), the match shall be automatically be forfeited). The opposition team would be awarded the game as a WIN (12 points) and the defaulting team would be marked as Lost the game (no points)2. In addition to losing the game, the forfeiting team will also have to face a further Points penalty under the following conditions<ol style="list-style-type: none">1. If it is a Sunday game that is forfeited, then an automatic 6 point forfeit penalty applies2. If it is a Saturday game that is forfeited, then the 6 points penalty applies only if the forfeiting team doesn't inform the Opposition captain, the umpires of the game & the Secretary of JCA before 6pm on the previous day (Friday).3. If both teams fail to have atleast 7 players (per side) at the time of toss, the Umpires in consultation with the captains will decide on whether the game is called-off, or there is possibility of a delayed start.4. Forfeit penalty will also apply to games where Player eligibility is violated (see)	<p>6 point penalty for Sunday game forfeit</p> <p>6 point penalty for Saturday game forfeit only if JCA not informed before 6pm on Friday.</p>	<p>6 point penalty for Sunday game forfeit</p> <p>6 point penalty for Saturday game forfeit only if JCA not informed before 6pm on Friday.</p>
B.1.2	Scoring Penalty: Penalty for Teams not complying with Scoring requirements <ol style="list-style-type: none">1. All teams have to use the Crichq live scoring app for live scoring the games2. Teams have to ensure that any changes/ corrections are made to the scoresheets on crichq within 72 hours of the game finishing3. Any team found to be guilty of not doing either or both of the above would be fined/ docked 3 points for that game	3 points penalty to team for not live scoring and/or correcting scorecards as needed within 72 hours (3 days) of game finishing.	3 points penalty to team for not live scoring and/or correcting scorecards as needed within 72 hours (3 days) of game finishing.
B.1.3	TEAM RANKING SYSTEM FOR LEAGUE RANKING: The following Order of criteria will be used for the ranking <ol style="list-style-type: none">1. Total Points2. Most Wins: If tied on points, most wins will determine ranking3. Net Run Rate (total): If teams tied on Points & number of wins, NRR would determine the Ranking4. If all the above still leads to a tie between teams, then the NRR in games between the tied teams will be used for ranking5. If teams are still tied, rank determined by toss of coin		





C. MATCH TIMINGS & INTERRUPTED GAMES

		For the 40 Over Games	For the T20 Games
C.1	MATCH TIMINGS In both formats, toss would be held 10min before the start . A game cannot start if either or both teams have less than 7 players at the time of the toss. The game will constitute a Forfeit (see B.1.1) in both the 40 overs & T20 formats In order to calculate Overs in case of rain-affected games would be 4.5 minutes per over . For both formats, the timings can be extended maximum till 5pm to allow for rain-delays etc. Drinks breaks: In 40 overs games (2 breaks of 5min each after 14th & 27th overs). In T20 games (1 break of 5min at end of 10 th over) If 1 st innings finishes earlier than scheduled, the innings break will be taken immediately	Cibubur & GMIS - MATCH START: 8.00 AM 1st Session: 8-11.20am (incl. 2 drinks breaks) Lunch break: 11.20am to 11.40am 2nd Session: 11.40 to 3.00pm Maximum cut-off time for day: 5.00 pm – Cibubur, GMIS In Purwakarta- MATCH START: 9.00 AM 1st Session: 9-12.20am (incl. 2 drinks breaks) Lunch break: 12.20am to 12.40am 2nd Session: 12.40 to 4.00pm Maximum cut-off time for day: 5pm	1st MATCH: 8.00 AM to 11.30 AM 1 st Session: 8.00-9.35am (incl.1 5min drinks breaks) Innings break: 9.35 am to 9.50am 2 nd Session: 9.50-11.25am (incl.1 5min drinks breaks) In Rain impacted case, cut-off time for 1st game: 12.30pm & 2 nd game start pushed by 1 hour 2nd MATCH: 11.30 AM to 03.00 PM 1 st Session: 11.30-1.05pm (incl.1 5min drinks breaks) Innings break: 1.05pm to 1.20pm 2 nd Session: 1.20-2.55pm (incl.1 5min drinks breaks) Maximum cut-off time for 2 nd game: 5pm
C.2	DELAYS IN COMPLETION OF INNINGS 1. 1 ST Innings Delay: If the innings continues beyond the agreed/ scheduled time, then the Umpires will allow the innings to continue till it ends. The umpire will then dock overs (after deducting any time wasted due to Batting side/ batsmen, Search of balls, Injury etc.) based on 4.5 minutes per over. Decimal places to be rounded-off. 2. 2 nd Innings Delay: If the 2 nd innings continues beyond agreed/ scheduled close of play, the play shall continue till innings ends (unless light is so bad that umpires feel game cant be played anymore in which case DL will decide outcome)	e.g. if 1 st innings finishes at 11.45 am (delay of 15 minutes). Umpire feels time lost due to batsmen taking too much time/ injury delay/ search of balls etc is 5 minutes So total delay is 10 min = 15min – 5min Number of overs docked is 2 overs as 10 min/4.5 = 2.2 overs. So, bowling side will chase the Target in only 38 overs	e.g. if 1 st innings finishes at 9.45 am (delay of 10 minutes). Umpire feels time lost due to batsmen taking too much time/ injury delay/ search of balls etc is 5 minutes So total delay is 5 min = 10min – 5min Number of overs docked is 1 over as 5 min/4.5 = 1.1 overs. So, bowling side will chase the Target in only 19 overs
C.3	ACTIONS DURING RAIN-HIT GAMES: UMPIRES ARE FINAL DECISION MAKERS 1. If either innings of the game is delayed or interrupted due to Rain or any other reason, the umpires shall re-arrange the game to <u>a reduced over game</u> based on an average of 4.5 minutes per over (plus minimum of 10 minutes time for innings-break), provided each team gets to bat for the same number of overs and/ or the team batting second doesn't bat more overs than the team batting first. 2. The lunch break between innings could be reduced to a minimum of 10 minutes. The time/ number of drinks breaks can also be reduced by the umpires.	The minimum time needed to have a game is 145 minutes ((15 overs per side x 2 sides x 4.5 min/over) + 10min for innings break). So with extended cut-off time of 5 pm, there cant be a game if it doesn't start before 2.35pm	The minimum time needed to have a game is 55 minutes ((5 overs per side x 2 sides x 4.5 min/over) + 10min for innings break). So with extended cut-off times 1 st game: There cant be a game if it doesn't start before 11.35am 1 st game: There cant be a game if it doesn't start before 4.05pm
C.4	USE OF DUCKWORTH-LEWIS (DL) FOR DECIDING RAIN-HIT GAMES 1. The Duckworth-Lewis Par scores would be used as the basis for deciding Rain-hit games 2. CricHQ live-scoring automatically calculates DL scores every over and that would be the basis of adjudicating targets & winners for shortened games. In case crichq not usable, the technical committee members would be available on call to advice targets 3. Keeping track of the DL par scores is the team's responsibility	A minimum of 15 overs completed by both the teams batting is Essential to constitute a RESULT	A minimum of 5 overs completed by both the teams batting is Essential to constitute a RESULT

40 OVER GAME SPECIFIC CHANGES

For the 40 overs games in order to speed up the game to be complete on time, the JCA has decided to enforce the following system of bowling which will save time during the game.

Teams start the 40 over game bowling from the end chosen by the bowling captain and continue bowling upto the 10th over from the same end with the batsman changing ends after each over, the next set of 10 overs to be bowled from the opposite end and so on.

Over 01-10 - to be bowled from end the bowling captain chooses first (this is also the end of the powerplay)

Over 11-20 - to be bowled from the other end

Over 21-30 - to be bowled from the first end

Over 31-40 - to be bowled from the other end

Two balls will be used per innings. The balls will be alternately used every over.





D. PLAYER ELIGIBILITIES & TRANSFER RULES

D.1 PLAYER ELIGIBILITIES: ONLY The following persons are eligible to play in the JCA league across the formats:

- **Indonesian Nationals**
- **Refugees:** Provided they have applied for UNHRC refugee status
- Players who have played in the JCA LEAGUE in the past as local residents (had resident visas) but now are no longer residents in Indonesia are allowed to play as **EX-PLAYERS** provided:
 - The player should have played in at least 3 previous JCA league tournaments as a local player, with a minimum of 1 game per league tournament, and the 3 previous league tournaments do not need to be 3 consecutive tournaments
- For foreign nationals in the absence of the above qualifications: All players, irrespective of whether they are KITAS holders or not, shall be eligible to play in the upcoming JCA league on condition that they fulfil any one of the following player eligibility requirements:
 - The player should have been in Indonesia for a minimum period of 45 consecutive days prior to his first game in the 2020 league and once this requirement has been fulfilled, the player will be eligible to play for the duration of the entire league.
 - The player should have been in Indonesia for a minimum period of 90 days in the previous 365 days, counting backwards from his first league game in the 2020 season.
- JCA will question the validity of a **player only upon receipt of an official complaint** from the opposition captain provided the complaint is made **within 3 days** of the game in question. JCA will not on its own check or validate documents.
- Any person playing in the league should be able to prove that he is really living here and produce documentary evidence in case JCA committee asks for the same. We will not entertain privacy/confidentiality as a good enough reason for not providing proof if asked for.
- Any team found abusing the player eligibility rule including forgery of documents shall be **penalized 6 points** for the game for which complaint has been made.
- The JCA shall declare this **game as a forfeit** and the other team (which has not abused this rule) shall be declared the winner. If both teams in the game found guilty of breaking the rule, 0 points will be awarded to each team for that game and both penalized 6 points each.

D.2 PLAYER REGISTRATIONS:

It is the responsibility of each team to register its players with the JCA by entering the Name & details of the player on their Club & Team page on CricHQ. A player who has not registered with JCA or whose name is not showing up on the Club Team page on CricHQ **before the start of the game will not be eligible to play the game**. Hence, do ensure you register in time.

D.3 PLAYER TRANSFERS:

A player is allowed to change his team **only ONCE** during the league season, subject to the following conditions:

- a) The player should make a personal request for the transfer to the JCA committee ON or **BEFORE 31st March 2020**, with copy to his current team captain. If a player has already played 2 or more games for one team on or before 31st December 2017, then the player **cannot request** for a transfer.
- b) Once a player changes his team, his individual statistics of his previous team shall be nullified and will not be considered for any awards. His individual statistics shall start afresh for his new team. Once a player changes his team and plays for a new team, he shall remain with the new team for the remainder of the league season.
- c) No player can play **more than 14 games** (across teams) in the Round-Robin phase of the league.





E. SUBSTITUTIONS & RULES

		For the 40 Over Games	For the T20 Games
E.1	RULES FOR SUBSTITUTES: <ol style="list-style-type: none">1. If a player doesn't take to the field or is not present in the ground before the start of the 15th over of the first innings (for 35 overs game) or before the start of the 5th over of the first innings (for T20) he shall not be allowed to play the game as a player. He could however play as a substitute. This rule is applicable to both teams whether fielding first or batting first.2. A substitute player cannot bat, bowl or keep wickets.3. Any player may be eligible to play as a substitute in a match irrespective of which team he is registered with, or plays for	Player must be in the field (for fielding side) and on the ground (for batting side) before start of 15th over of 1 st innings	Player must be in the field (for fielding side) and on the ground (for batting side) before start of 5th over of 1 st innings
E.2	TIME CALCULATIONS FOR SUBSTITUTES: <ol style="list-style-type: none">1. Any fielder can leave the field, but do so only after informing & taking consent of the umpire. The umpire also needs to be informed when the player returns back to the field.2. If he returns to the field within 8 minutes of leaving the field, he doesn't need to wait before starting to bowl again. If he has been off the field for more than 8 minutes, than he has to wait for that amount of time before he bowls again3. If a player/s leave the field and do not return until the end of the innings (fielding side), then he/she would need to wait for the same amount of time totally spent off the field before he/she can come to bat (not including the lunch interval).4. So example a fielder leaves the field at 11.15 and does not return to the field before the completion of his fielding innings , lets say at 12.10. In order to come to bat he/she would have to wait for 55 minutes after the start of his teams batting innings before he/she can come in to bat	If time off-field less than 8 minutes, no weighting time needed. If more than 8 minutes off field, need to wait that total amount of time	If time off-field less than 8 minutes, no weighting time needed. If more than 8 minutes off field, need to wait that total amount of time
E.3	BATSMAN RETIRING <ol style="list-style-type: none">1. If a batsman wishes to discontinue batting and leave the field (for any reason including injury), he can return to bat again but only at the fall of the second-last wicket (valid for both formats). We would urge teams & players to not misuse this for recovery from fatigue etc.	Retiring batsman can bat only at fall of second-last wicket	Retiring batsman can bat only at fall of second-last wicket
E.4	CODE OF CONDUCT: <ol style="list-style-type: none">1. It is MANDATORY for all batsmen to wear helmets with protective grills at all times during batting. Wicket-keepers are also MANDATED to wear helmet with protective grill while standing up to the stumps. The JCA does not take any responsibility and is not liable for any injury caused to any player during the game or on the field. On behalf of each and every player who is registered with a team, the Captain of that team needs to sign a waiver confirming that the JCA shall not be held responsible for any injury caused to him or any player of his team while playing any game in the JCA league or any JCA tournaments.2. Catches or stumpings that occur from ricochets from Fielder or Keeper's helmet will now constitute legal catches or stumpings (new MCC rule)3. Players are required to adhere to the ICC Code of Conduct guidelines. Any violations of the same could result in Match or Tournament bans4. All players are Required to wear JCA provided/ approved Cricketing dress only during all the games.5. There are forms available on the Website for both Umpires (Umpires Report) & Captains (Captains Report) to provide feedback or report incidents/ issues to the JCA. These should be addressed to the President & Secretary, JCA.	JCA has no liability on injuries sustained during games Match bans for Improper conduct MUST wear JCA provided shirts/ pants	



F. FIELD RESTRICTIONS & EXTRAS

		For the 40 Over Games	For the T20 Games
F.1	FIELD & BOWLING RESTRICTIONS: <ul style="list-style-type: none">There will be only 1 Mandatory Power-Play in both Formats. During this Mandatory Power Play, only a maximum of 2 fielders are allowed outside the 30 yards circle.During the Non-Power Play overs, only a Maximum of 5 players are allowed outside the 30 yards circle. This applies across both the formats.At the time of delivery, there shall not be more than 5 fieldsmen on the leg side. No more than 2 fielders can be set behind square-leg line of a batsman on the leg-side. These restrictions are applicable throughout the game across both formatsThere is a restriction on the Maximum number of Overs a bowler can bowl in an inningsANY ABOVE VIOLATION WILL BE CALLED A 'NO-BALL' BY EITHER OF THE UMPIRES	Mandatory Power Play: Till end of first 10 overs Each bowler can bowl a maximum of 8 overs	Mandatory Power Play: Till end of first 6 overs Each bowler can maximum bowl 4 overs
F.2	NO-BALL RULES: <ol style="list-style-type: none">Foot-fault: If a bowler oversteps the popping crease (no part of the foot landed behind the popping crease), If the back foot of the bowler cuts or falls outside the Return crease (the sides of the pitch/ mat in our grounds) then it shall be called a NO BALL.A short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the batsman standing upright at the crease. If a bowler bowls more than 1 such ball an over, it shall be called a No-BallAny FULL TOSS delivery bowled (whether Fast or Slow), and which passes or would have passed above the WAIST height of the batsman standing upright at the crease shall be signaled a NO BALL by the umpire.If this over-the-waist Full-toss delivery also would have been dangerous (fast & hit or could have hit the batsman, then the Bowler will get One final warning. More than 1 just dangerous above-waist full toss by the bowler anytime in the innings would lead to the bowler being banned from bowling any further in the matchIf bowler hits the stumps while delivering the ball, it would be a No-ballAn umpire may call a NO BALL if any part of the wicketkeeper crosses the striker's stumps before the ball has touched the striker or crossed the stumps.If the ball pitches on the pitch edge or outside the Mat it will be called a No-Ball (new MCC rule)If the ball bounces more than once before reaching the striker's popping crease, it would be a No-ball	Only 1 short-pitched over the shoulder delivery allowed per over	Only 1 short-pitched over the shoulder delivery allowed per over
F.3	FREE-HIT RULE: <ol style="list-style-type: none">ANY NO BALL shall be followed by a FREE HIT.A batsman cannot be Out when facing a Free Hit delivery, unless he is RUN OUT.If the delivery for the Free Hit is not a legitimate delivery (i.e. it is a wide or no-ball), then the next delivery shall also become a Free Hit for whichever batsman facing it, irrespective whether it is the same bowler or not (incase a bowler is called off due to bowling a 2nd dangerous delivery which is a no-ball, then the first ball bowled by the next bowler completing the over will be a free hit)During a FREE HIT the field placing CANNOT be changed if the same batsman is still facing the FREE HIT delivery to whom the no-ball was bowled at.A WIDE / NO-BALL / FREE-HIT delivery shall have to be re-bowled and shall continue till such a time that a legitimate delivery is bowled by the bowler.	Every No-ball is a free hit, not just foot-faults	Every No-ball is a free hit, not just foot-faults



G. UMPIRING & SCORING

		For the 35 Over Games	For the T20 Games
G.1	UMPIRING RESPONSIBILITIES: <ul style="list-style-type: none">• The JCA will be appointing neutral umpires from the AUSCI panel of umpires for all games.• In order to evaluate and provide feedback to foster the development of this panel of umpires, it is mandatory for both captains of every game to individually submit an Umpire feedback form for each of the umpires officiating that game.• The form (in soft copy format) needs to be submitted/ e-mailed within 72 hours of completion of the game		
G.2	SCORING RESPONSIBILITIES: <ol style="list-style-type: none">1. All teams have to use the Crichq live scoring app for live scoring the games2. Teams have to ensure that any changes/ corrections are made to the scoresheets on crichq within 72 hours of the game finishing3. Any team found to be guilty of not doing either or both of the above would be fined/ docked 3 points for that game	3 points penalty to team for not live scoring and/or correcting scorecards as needed within 72 hours (3 days) of game finishing.	3 points penalty to team for not live scoring and/or correcting scorecards as needed within 72 hours (3 days) of game finishing.
G.3	MATCH HIGHLIGHTS RESPONSIBILITIES: TO AID IN JAKARTA POST COVERAGE & REPORTING <ol style="list-style-type: none">1. The Winning captain needs to Whatsapp/ email Suresh Subramanian (Media coordinator) with the following information before 7pm on Sunday:<ol style="list-style-type: none">a. The Man of the Match (MoM)b. Key Highlights of the game (even as bullet points is fine)c. Pictures of Winning team/ MoM		
G.4	LEAGUE BALLS: <ol style="list-style-type: none">a. JCA would provide the Balls for the League to each team. Only these balls would be allowed for use in the League. If the ball is lost/damaged/ not fit for play (as per umpire) then the ball can be changed with another 4-piece ball preferably a JCA competition ball and the choice of the ball should be at the sole discretion of the umpire		





H. NET RUN RATES & LEAGUE AWARDS

H.1 POINTS & NET RUN RATES:

- To determine League Rankings, points will be Accumulated (added) Across the 2 formats. Even for Net Run Rate, it would be Accumulated across the 2 formats
- A team's Net Run Rate is calculated by **(Run Scored by team/ Maximum Overs allowed) – (Runs Scored against team/ Maximum Overs allowed)**
- Team A scores 140 runs from its 40 overs (Average Runs = $140/40 = 3.5$). Team B scores 141 runs from 25.667 overs (25 overs and 4 balls), Average runs = $141/25.667 = 5.4934$
- Team A's Net Run Rate = $3.5 - 5.4934 = -1.9934$ (negative Net Run Rate); Team B's Net Run Rate = $5.4934 - 3.5 = +1.9934$ (positive Net Run Rate)
- A team's Net Run Rate is aggregated through the season, match after match to determine its Net Run Rate at any given time during the season. Aggregation is based on **(Total Runs Scored by team across all matches / Total Maximum Overs across all matches allowed) – (Total Runs Scored against the team across all matches/ Total Maximum Overs across all matches allowed)**

H.2 SEASON AWARDS:

1. FOR EACH DIVISION: WINNERS & RUNNERS-UP AWARDS
2. MOST PROMISING INDONESIAN PLAYER
3. INDIVIDUAL AWARDS: FOR EACH DIVISION
 - a. Overall MVP (based on CricHQ calculations)
 - b. Best Batsman: Most Runs scored
 - c. Best Bowler: Most Wickets Taken
 - d. Best Wicket-keeper: Most number of Dismissals

H.3 GRANT FOR TEAMS PLAYING INDONESIAN PLAYERS:

1. The JCA has decided to incentivize teams for playing Indonesian players. An incentive calculated based on Rp 500,000 for each Indonesian player (player of Indonesian Origin who has played at least 7 games for one team during the League Season). This incentive will be given at the end of the year to the team.
2. For the player to be incentive to be reimbursed, a copy of the players proof of Nationality should be submitted to the JCA executive committee by the players team in charge.





MANDATORY OVERS FOR REDUCED OVER GAMES

In circumstances where the number of overs for the game is reduced for either side, the number of overs for restriction in Section F.1 shall be reduced proportionately in accordance with the table below.

40 over games- Total overs in Innings	Number of Mandatory Power play overs
15-18	4
19-22	5
23-26	6
27-30	7
31-34	8
35-38	9
39-40	10

T:20- Total overs in Innings	Number of Mandatory Power play overs
8 - 10	3
11 - 13	4
14 – 16	5
17 - 20	6

- In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than 1/5th (one fifth) of the total overs bowled
- Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- In the event of a bowler being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.





KEY CONTACTS

JCA Committee	Name	Mobile Phone	email
President	William Noronha	+62 81514123467	william.eureka@gmail.com
Secretary	Raj Kapadia	+62 8981131313	rajkapadia13@gmail.com
Treasurer	Govind Sodani	+62 81546564655	govindsodani@gmail.com
Media Coordinator	Suresh Subramanian	+62 8129936829	advaitappa@gmail.com
Fixtures & Scoring Coordinator	Anji Katta	+62 85880965109	anji.katta@gmail.com
Facilities Coordinator	David Surjit	+62 89636134192	davidsingha@gmail.com
Facilities Coordinator	Manickavasagan	+62 81510873057	gmvasagan@gmail.com
Umpiring Coordinator	Anwar Pasha	+62 81322568555	anwarlulu@yahoo.co.in
Event Coordinator	Sombit Deb	+62 81280301175	sombit.deb@gmail.com
Event Coordinator	Chandrasekar	+62 816999143	chandroomail@gmail.com
Event Coordinator	Vishnu kumar	+62 8551150650	vidvi707@gmail.com
Technical Committee	Dhiraj, Gopal, Randy, William		

Send score updates, photos & Man of match to: Suresh Subramanian & in his absence, William Noronha

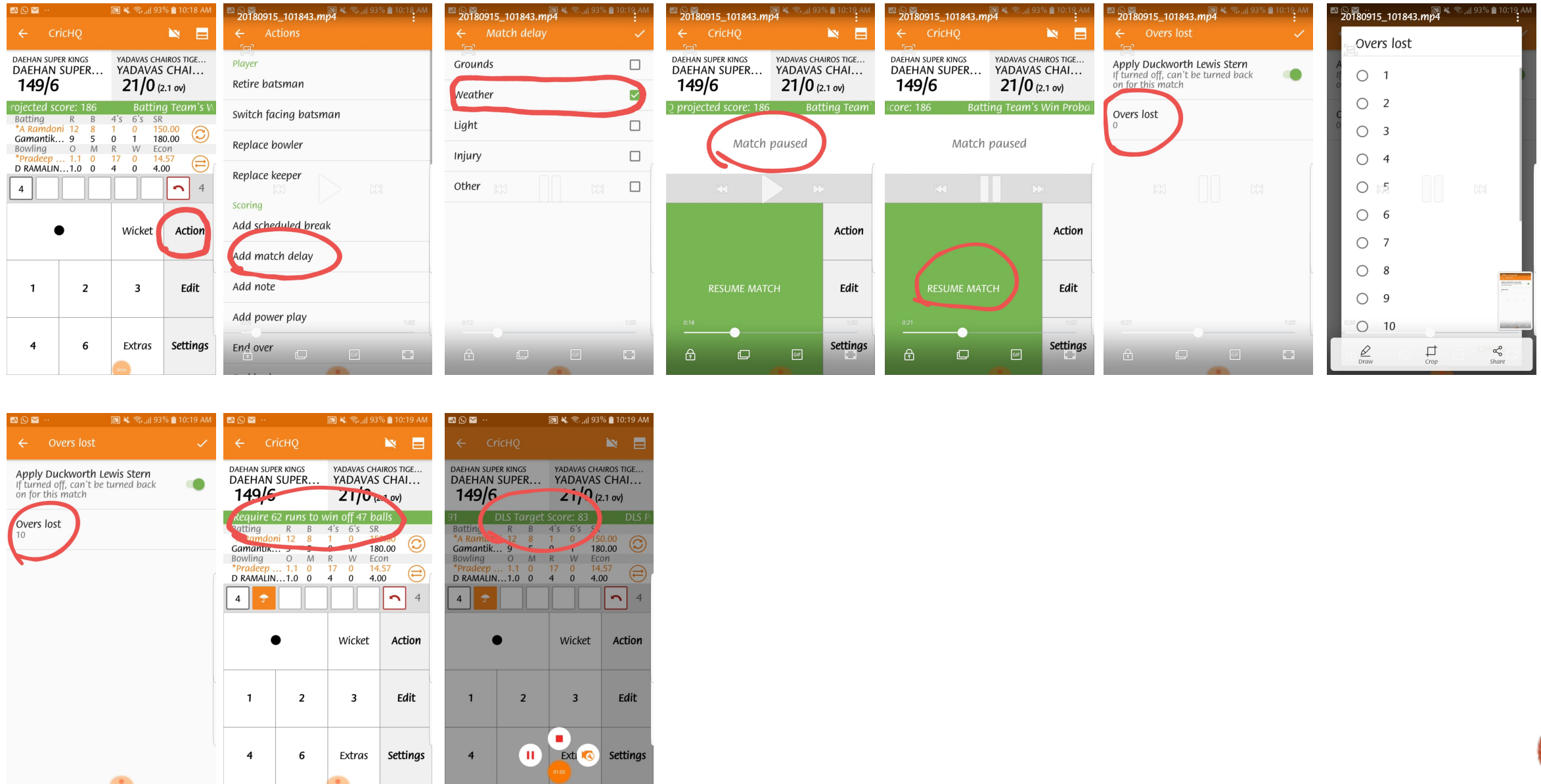
Duckworth Lewis helpline: Anji, Suresh, Dhiraj

Division 1	Captain	Contact	Mobile Phone	Email
Jakarta Barbarians	Eki Antaria	Josh Van Vianen	081282870982	josh.vanvianen@gmail.com
Jaguar CC	Anwar Pasha	Bhagat Singh Londhe	082165293648	Bhagatlondhe@gmail.com
Metro Indians	Prabhukaliraj	Srivatsan Kannan	081519305098	vbsrivathsanhai@gmail.com
Yadavas Chairors Tigers	Fernandes Nato	Afie Fiermansyah	087782548207	fiermansyahafie@gmail.com
TKCC Royals	Gorav Pathak	Swaroop Chavan	081586271005	goravpathak@hotmail.com
Wisci Wanderers	William Noronha	Deepak Singh	08119772790	deepaksingh.9@gmail.com
Challengers CC	Chandrashekar R	Manickavasagan	081322568555	chandroomail@gmail.com
Menara CC	Faheem Butt	Deepak Khullar	08119403344	deepak_khullar72@yahoo.co.in

Division 2	Captain	Contact	Mobile Phone	Email
Ceylon CC	Baba Sivasankaran	Mufasil PM	08119130126	mufasil@gmail.com
Rawamangun CC	Repen Desnika	Widyarso	082111434326	widyarso@ymail.com
Rebels CC	Anwesh Bose	Vivek Elankannan	08119329676	anwesh.bose@gmail.com
NTT CC	Ahmad Abbas Khan	Sathya Gorla	081908271618	satyanarayana.gorla@gmail.com
Indorama CC	Vishwajit Tripathi	Nitin Joshi	081546500505	njoshi@indorama.com
Mavecrics CC	Padmakar Surve	Sandeep Gaikwad	08159907747	sg.indo@yahoo.com
WPP India XI	Partha Kabi	Dhiraj Nagpal	0816740088	dhiraj-nagpal@hotmail.com
Senayan CC	Syed Kabir	Raj Kapadia	08981131313	rajkapadia13@gmail.com



USING DLS IN CRIC-HQ: ADDING MATCH DELAYS



The following steps illustrate the process of adding a match delay using the DLS method in the CricHQ app:

- Access Actions:** From the match screen, tap the 'Action' button (circled in red).
- Add Match Delay:** Select 'Add match delay' from the 'Actions' menu (circled in red).
- Select Reason:** Choose 'Weather' as the reason for the delay (circled in red).
- Match Paused:** The match is paused, and a 'Resume Match' button is visible (circled in red).
- Resume Match:** Tap 'Resume Match' to proceed (circled in red).
- Overs Lost:** Select the number of overs lost (e.g., 10) (circled in red).
- Apply DLS:** Tap 'Apply Duckworth Lewis Stern' to calculate the target score (circled in red).
- Target Score:** The app displays the required runs to win (e.g., 'Require 62 runs to win off 47 balls') and the DLS Target Score (e.g., 83) (circled in red).
- Match Summary:** The updated match score and target are displayed (circled in red).





SOME SCORING HELP

Score-book entries



Event	Symbol	Cross-off Tally	Notes
Captain	*		Entered wherever the captain's name is recorded.
Wicket-keeper	†		Entered wherever the wicket-keeper's name is recorded.
Wicket - Bowler's credit - as bowler	W	None	The bowler gains credit – no runs are scored, debited or credited.
The batsmen do not run	• Dot	None	No runs are scored, debited or credited.
No signal - The batsmen complete run/s	1 2 3 etc	The run/s	All runs scored off the bat are debited against the bowler & credited to the striker.
No ball signalled – The batsmen do not run	○	1 for the No ball	The extra is debited against the bowler & credited to the batting side as a No ball.
No ball signalled - The batsmen complete run/s	① ② ③ ④ or ⑥	1 for the No ball plus the run/s	The extra is debited against the bowler & credited to the batting side as a No ball. All runs scored are debited against the bowler & credited to the striker
No ball / Bye signalled - The batsmen complete run/s	☉ ☼ ☺ or ☻	1 for the No ball plus the run/s	The extra and all runs are debited against the bowler & credited to the batting side as No balls
Wide signalled - The batsmen do not run	+	1 for the Wide	The extra is debited against the bowler & credited to the batting side as a Wide.
Wide signalled - The batsmen complete run/s	⦿ ⦿ ⦿ or ⦿	1 for the Wide plus the run/s	The extra and all runs scored are debited against the bowler & credited to the batting side as Wides.
Wide signalled – Striker dismissed - Stumped or Hit-wicket	⦿ _w	1 for the Wide	The extra debited against the bowler & credited to the batting side as a Wide.
Bye signalled - The batsmen complete run/s	△	The run/s	All runs scored are debited against the wicket-keeper & credited to the batting side as Byes - Do not add numerals to this symbol.
Leg bye signalled – The batsmen complete run/s	▽	The run/s	All runs scored are debited against the wicket-keeper & credited to the batting side as Leg-byes - Do not add numerals to this symbol.
Did not bat	At the conclusion of an innings, any team members who did not bat, enter Did not bat .		
Unable to bat	At the conclusion of an innings, any team member unable to bat because of absence, injury or illness, enter Absent		
Maiden over or Wicket Maiden	M or W	A completed over in which the bowler concedes no runs - Byes & Leg byes are not runs conceded	
An acceptable alternative is to record in the Striker's line only the runs scored to his credit - Byes, Leg-byes & No balls are balls faced; Wides are not			

