

Kerala Cricket League USA (KCL USA) Match Rules



**Last Updated: 05/01/2024
KCL USA MATCH RULES 2024**

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Kerala Cricket League USA (KCL)

Rules and Regulations

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 this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1 The Laws of Cricket

- 1) The Marylebone Cricket Club (MCC) has been accepted as the authority for revising and giving decisions on the Laws and the Code of the game of Cricket. KCL USA shall use **MCC Laws of Cricket 2017 Code** as the default regulations for governing the play in KCL USA Twenty20 tournament, except as varied hereunder. ICC regulations for ODI playing conditions shall be used when there are no regulations specified in KCL USA laws.
- 2) The Executive Committee shall have the power to arbitrate and interpret the Laws and below regulations as it sees fit subject to the approval of the Board of Directors.
- 3) Exceptions to the 2000 Code 4th Edition – 2010 of the Laws of Cricket: The new laws do not allow the marking of the boundary with objects at separated points like flags or cones. Flags and cones will still be allowed in the KCL USA. Any ball hitting the flag or cone on the full will be considered a six.

2 Players

- 1) All players must be registered by their club before participating in any KCL USA cricket match.
- 2) Each club is responsible for providing a roster of names and addresses of all their players to the league. This roster should be updated on KCL USA website. (<http://www.kclusa.com/>)
- 3) All players must be registered to the team roster on or before July first Saturday.
- 4) No player shall be registered for more than one team.
- 5) A player may transfer between teams once on or before July first Saturday All transfers should be performed through transfer feature of KCL USA website. Please contact KCL official to arrange the transfer.

- 6) Captains of both teams shall write down the names of their 11 (or fewer) players before the toss for the innings and bring that list to the pre match conference for the inspection of the umpire and the other captain. The list cannot be changed after the conference without the consent of the umpire(s) and the other captain.
- 7) A player not on the list provided by his captain may not bat, bowl or keep wicket but may substitute for a missing player as allowed by the Laws of Cricket.
- 8) Umpires and Teams have the right to request proof of identity in case of suspicion. Umpires and Teams have the right to request proof of identity anytime during the game. Umpire shall check proof of identity at the earliest possible time, at the end of an over or at end of an innings break.
- 9) A player must play at least 30% (rounded down) of total games of the team he represents (excluding rained out games without a ball bowled) in round-robin to be eligible to play in the playoff games.
- 10) In case of player transfers, a player must play at least 30% (rounded down) of total games of the new team. The number of games the player played for the old team would not count towards his playoff eligibility.

3 Umpires

- 1) The League will do its best to appoint at least one neutral umpire for all games. The umpiring sub-committee shall make all appointments.
- 2) If there is one neutral umpire, he will stand at the bowlers end throughout the match. The batting side will provide a square-leg umpire. All the decisions given by the square-leg umpire (like No ball above shoulder high or Waist High Full toss or run out or stumping, or other such decisions within his power) at his end will be binding on both the teams and both the captains should fully abide by that. There shall be no arguments or comments by either side. In cases where the neutral umpire thinks that the decision given by the square-leg umpire (representing the batting side) is not in the fairness of the game, the Neutral umpire appointed by KCL USA shall have the power to overrule such decisions in fairness of the game.
- 3) If the league provides two neutral umpires, they will normally take alternate ends after 13/12 overs unless the umpires and captains agree otherwise before the toss.
- 4) Throughout these regulations the word umpire/umpires shall refer to the neutral umpires.

- 5) The match shall be controlled by the Umpires, and they shall be responsible for ensuring the conduct of the match is strictly in accordance with the Laws and these regulations. They shall be sole judges of fair and unfair play.
- 6) The neutral umpire(s) shall be the judge of the fitness of the grounds, weather and light for play as prescribed by the Laws of Cricket (MCC). He shall also come to an agreement with the captains regarding local ground rules e.g. trees infringing on the ground etc.
- 7) Neutral umpires shall be paid an umpiring fee as prescribed by the EC / BOD at the beginning of the game irrespective of whether a game takes place or not.
- 8) Umpires should take fully into account the deliberate slowing down of the tempo of either the batsmen or fielders where it may be seen to be a disadvantage for the opposition.
- 9) If in the opinion of the umpires there is a deliberate waste of time by the batsman or any member of the fielding side, the umpires are authorized to take action as under:
 - a. In the first infringement, a severe warning to the batsman or the player concerned
 - b. If the warning is unheeded, umpire should notify the executive committee about the offending team and/or player(s).
 - c. Executive shall have the power to take necessary actions against the offending team and/or player(s).
- 10) The umpires are authorized to assess the time that was wasted in arriving at the number of overs bowled short.

4 Hours of Play

- 1) Unless otherwise modified by the league or by the umpires on the field, the duration/hours of play shall be as follows:

Event	Timeline
Coin Toss	15 minutes prior to scheduled game time.
First Session	120 Minutes (4.8 minutes per over)
5-Minute Break	End of 13th/12th over
Innings Break	15 Minutes
Second Session	120 Minutes (4.8 minutes per over)
5-Minute Break	End of 13th/12th over

Table 1.0

- 2) Both the Captains should have the list of their players with their substitutes and present it to the umpires before the toss. The Home team should have laid down the mat, fixed stumps and bails, marked the crease, 30-yard and boundaries before the Toss.
- 3) The coin toss shall be completed 15 minutes prior to the scheduled game time. All games are likely to be scheduled to start at 9:00 AM or 2:30 PM. For the game to begin both teams must be ready & must have at least 7 players in proper clothing by toss time. Players not in the playing area or pavilion shall not be counted towards these 7 players.
- 4) If a team is not ready for the toss by the scheduled time, the offending team will lose the toss.
- 5) In addition, if one of the teams is not ready at scheduled time, the offending team will be penalized the number of overs it bats at the rate of 1 over for every 5 minutes. There is an upper limit of 12 overs for the penalty. The offending team is however required to bowl its full quota of 25 overs within the time mandated by the league or face further penalty for failing to bowl the required overs short as per clause 3 below.
- 6) The game can start at a **different timeline** under the following circumstances.
 - a. The captains with the agreement of the umpires choose to have a delayed start and play the full quota of 25 overs per side. Umpires shall allow such a change provided the change will not delay the second game (if any) for either of the teams.
 - b. The captains with the agreement of the umpires choose to have a delayed start due to a rain delay. The captains and the umpire may choose not to reduce the overs. The umpire has the final authority in this regard and may insist on reducing the overs. Umpires shall allow such a change provided the change will not delay the second game (if any) for either of the teams. Umpires can choose to go along with the 2 captains or may choose to reduce the overs appropriately.
 - c. A match can have delayed start due to ground availability and play the full quota of 25 overs per side provided the home team have prior approval from EC / BOD. In such a case umpires cannot reduce the quota of overs.
 - d. A match can have delayed start due to late arrival of the umpire(s). The captains may choose to play the full quota of 25 overs or reduce the overs. The umpire(s) does not have the authority to reduce the overs in such a scenario, unless such a change will not delay the second game (if any) for either of the teams.
- 7) The number of overs for all the calculation will be based at the **rate of 4.8 minutes per over**. For a full quota of 25 overs, each innings will be played for 120 minutes with the 5-minute break.

- 8) Innings break will be for 15 minutes as defined in Table 1.0. If the innings of the side batting first comes to an end prematurely the second innings will continue after a mandatory innings break.
- 9) When the start of the match is delayed on account of weather or light conditions or the ground not fit or not available to start the match on time or for any other genuine reason in the opinion of the umpire(s), the hours of play will be rescheduled by the umpire(s). In such cases, innings break can be reduced to 5 minutes. This is solely up to the umpire(s) discretion. Also, the calculation of the number of overs for each side will be based on the time of 4.8 minutes per over and the game shall be rescheduled in such a way that both the teams shall get to bat a minimum of 12 Overs each.
- 10) Depending upon the situation and in the fairness of the game for both the teams, the Neutral Umpire(s) designated by the Umpire's committee or by the league will have the more power than the umpire from the batting side.

5 Length of an Innings

5.1 In an Uninterrupted match

- 1) The matches will consist of one innings per side and each innings will be 25 overs.
- 2) To constitute a match, a minimum of **12 overs** have to be bowled to the side batting second, unless a result has been achieved earlier.

5.2 In a Delayed or Interrupted match [due to weather and/or ground conditions]

- 1) The objective should be to rearrange the number of overs so that both the teams have the opportunity of batting for the same number of overs (minimum of 12 overs each team).
- 2) The calculation of the number of overs to be bowled shall be based on an average rate of 4.8 minutes per over in the total time available for the play.
- 3) In a truncated match, if both the teams do not get the opportunity of batting for 12 overs, the match will be treated as "No Result".
- 4) In a truncated match, if the match is started on the minimum overs of 12 overs each (or more than 12 overs a side as the case may be), it will be governed by the rules already enunciated.
- 5) In the circumstances mentioned, if the team batting second does not get the opportunity of batting 12 overs, it will be treated as a "No Result".

- 6) If the team batting second does not get an opportunity of batting for the same number of overs as the team batting first, due to interruptions, a target score will be set by the umpires as per the DUCKWORTH LEWIS calculations, based on the number of overs that can be bowled (not less than 12 overs) within the time available. Target score shall be strictly based on the umpire's interpretation of the DUCKWORTH LEWIS calculations and any penalty runs if applicable, will be added. Both the captains should abide by the umpire's interpretation of the target score.
- 7) In addition to the above clauses (1) to (6), any rearrangement made in the number of overs will be based on the total time available for play within the scheduled hours of play, so that the time available is utilized to the maximum extent.

5.3 Umpire(s) role / responsibility in accessing penalties

1. The umpire shall be the sole person in assessing the reason for the shortage in number of overs and the team responsible for the shortage before penalizing the teams. Umpires decision will be final and will be binding on both the teams.
2. If in the opinion of the umpire, the shortage in number of overs was as a result of delay due the batting side rather than the bowling side, in other words, the batting side was deliberately wasting time; only the batting side will be penalized. The bowling side will not be penalized.
3. If in the opinion of the umpire, the shortage in number of overs was as a result of delay due the bowling side rather than the batting side, in other words, the bowling side was deliberately wasting time, only the bowling side will be penalized. The batting side will not be penalized.
4. If there were delays or time lost due to legitimate cricketing reasons like lost ball, or ball losing shape, or a player or umpire getting injured, or the stumps or bails being broken and needed replacement or any other purely cricketing reasons, the umpires shall take note of the time lost and no penalty will be imposed on either or both the teams for such time lost. Umpire's assessment of the situation and decision is final and binding on both the teams.
5. The umpires shall keep an account of the actual number of overs bowled as opposed to the agreed number of overs (at the rate of 4.8 min per over) and inform the batting side and the fielding side of the same after every 5 overs, while giving a stern warning to the offending side if the scheduled number of overs are not completed within the scheduled cessation of play.

6 Innings / Drinks Break

- 1) There shall be Innings break of 15 minutes at the end of first session. If the innings of the side batting first comes to an end prematurely the second innings will continue after a mandatory innings break.
- 2) There shall be a drinks break for 5 minutes after 13th/12th Overs of each session.

7 Pitch, Ground, Weather, Light Conditions

- 1) The Umpires shall be the sole judges of the pitch, ground, weather and light conditions.
- 2) When there are obstructions within the field of play like a goal post or boundary markings over lapping or trees or any such obstructions that cannot be removed or is not allowed to be removed by the ground authorities, the Umpire(s) will contact the captains (or their representative) of both the sides before the beginning of the game, and will instruct them on how runs will be scored in case the ball hits any obstruction within the field of play. Umpire's decision is binding on both the sides and will be final. (Either or both the teams shall not be allowed to keep or be responsible for keeping any obstructing things within the field of play).

8 Team Responsibilities

8.1 Home Team Responsibilities

- 1) Pitch, Mat and Crease setup: The Home team is responsible for ensuring that the pitch, outfield and boundaries, crease markings are prepared before the Toss and the scheduled start of the match. This includes laying the mat safely and securely marking the creases clearly, pitching the wickets correctly, marking wide area on the mat, and putting cones or flags around the boundary.
- 2) 30-Yard Circle and Boundary setup: The Home team is responsible for ensuring that 30-yard circle and boundaries are marked before the Toss and the scheduled start of the match. 30-yard circle should be setup as below.
 - a. With the middle stump as center, a semi-circle of 30 yards radius on both ends shall be marked. The two ends of the semi-circle shall be joined by straight lines on both side and parallel to the length of the pitch to form the 30-yard circle

- b. The 30-yard circle may be marked with small cones, chalk, foam-core, rubber or plastic markers at 5-yard intervals and must be clearly visible from the umpires' stations. Flags should NOT be used for marking 30-yard circle.
 - c. Big cones/Flags should be used to mark the boundary. Any ball hitting the flag or cone on the full will be considered a six. Boundary line will be a straight line between cones or flags.
- 3) Provide Directions in advance: The home team must provide clear and concise directions to the ground at least 2 days prior to the game. These must be emailed or reside on KCL USA website. The home team captain should more importantly get in touch with the Umpire's committee and with the individual umpire(s) nominated for the game and give them directions to the ground, at least 2 days prior to the game.
 - 4) Ground permits: Ensure that the home side has the relevant permits for the ground.
 - 5) Home team must contact the opposing captain and umpires and the KCL USA secretary and confirm all aspects of the game at least 2 days prior to the scheduled start. When conditions of ground weather or light make it evident well before the scheduled starting time that play will not be possible, it is important to avoid needless travel to attend a match that cannot take place. The home team must communicate with the opposing captain and the umpires when the conditions are doubtful

8.2 Visiting Team Responsibilities

- 1) Visiting team must contact the opposing captain and umpires and the KCL USA secretary and confirm all aspects of the game at least 2 days prior to the scheduled start.

8.3 Garbage disposal at the playing field

- 1) Ground will be inspected by the Umpire 15 minutes after the close of play. Umpire would sign off on the cleanliness. In case there is garbage left, executive committee will take necessary actions against offending team and captain.

9 Number of Overs Per Bowler

In a normal 25 overs match, each bowler is restricted to a maximum of 5 overs. 5 bowlers must be bowled in a match. If the numbers of overs are rescheduled for each side at the beginning of the innings, the maximum number of overs to be bowled by each bowler should not exceed one fifth of the total numbers of overs allocated for each team. Fractions in such cases need to be ignored.

Example: If the play was restricted to 18 over each side, only 3 bowlers may bowl a maximum of 4 overs each, while the remaining bowlers may not bowl more than 3 overs each.

10 Fielding Restrictions

1. There shall not be more than five fielders (Wicket Keeper and bowler are not considered as fielders) on the ON side at the instant of a delivery right throughout the match.
2. There shall not be more than two fielders other than wicket-keeper behind the popping crease on the ON side (behind square-leg) at the instant of a delivery throughout the match.
3. During the entire innings, a minimum of 4 fielders other than wicket-keeper and bowler must be within the 30-yard circle at the instant of delivery of the ball.
4. During Powerplay, the first 7 overs of a 25 overs game, a minimum of 7 fielders (excluding wicket- keeper and bowler) must be within the 30-yard circle at the instant of delivery of the ball. 2 players may be positioned outside the 30-yard limit if there are 9 players inside the 30-yard circle.
5. In the event of a game being shortened, 30-yard field restrictions should be calculated as below:

Overs	Power Play Overs
24-25	7
21-23	6
18-20	5
14-17	4
12-13	3

6. In the event of any infringement of the above rules, the square leg umpire (or the Neutral Umpire standing at the bowler's end) shall call and signal "NO BALL".
7. There will be no batting or bowling powerplay.

11 Clothing and Footwear

- 1) All teams must wear colored cricket clothing. Cricket Whites will not be allowed. Individuals wearing. Cricket Whites will not be allowed to participate in the game.
- 2) Even though it is not mandatory, KCL USA prefers all batsmen to wear colored batting pads.
- 3) On matting wickets, use of spiked shoes or any kind of shoes by the bowlers and the batsman, that in the opinion of the umpire, is likely to damage or cause damage to the pitch are not

permitted. The umpires on such occasion shall inform the captain of the respective side, to have the footwear of the infringing player, changed. If the player does not agree to change the footwear upon umpire's insistence, the umpire has the right to not let the player continue further with the game till such changes are made. In such cases no substitutes are permitted.

12 Balls

- 1) All teams must use league provided white balls.
- 2) **Fielding teams are responsible for providing balls for the innings of the game.**
- 3) Teams should bring spare balls in varying conditions to matches so that in the event of a ball being lost or unfit for play a suitable replacement can be made without wasting time.

13 New Ball

There shall be no provision for a second new ball in an innings in this tournament.

14 Inspection of Ball

When a ball is dead, the ball will be handed over to the umpire who will inspect the condition of the ball before the commencement of the over. In addition, the umpires shall make further frequent and irregular inspections of the condition of the ball and the ball shall remain in the possession of the umpire at the fall of the wicket and each drinks interval or any break or interruption in play.

15 No Ball

In addition to MCC rule 24, a No ball shall be called in the following situations:

- 1) **Mode of Delivery:**
 - a. The umpire shall ascertain whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball. It is not necessary to inform the mode of delivery, if the bowler continues in the same end without any break.
 - b. Underarm bowling shall not be permitted under any circumstances.
- 2) **Fair delivery – the arm:**
 - a. For a delivery to be fair in respect of the arm, the ball must not be thrown. Although it is the primary responsibility of the square-leg umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball if he considers that the ball has been thrown.

- 3) **Fair delivery – the feet (Foot Fault):** For a delivery to be fair in respect of the feet, in the delivery stride:
- The bowler’s back foot must land within and not touching the return crease.
 - The bowler’s front foot must land with some part of the foot, whether grounded or raised, behind the popping crease
 - If the umpire at the bowler’s end is not satisfied that both these conditions have been met, he shall call and signal No ball.
- 4) **High Full Pitches:**
- If a full pitched delivery regardless of its pace passes or would have past above the waist height of the striker standing upright at his crease, the umpire at the bowler’s end shall call and signal the “no ball”. This may be in consultation with the umpire at the square-leg but the final call rests with the umpire at the bowler’s end.
 - If the umpire at the bowlers end further judges that a high full-pitched delivery is fast he shall adopt the procedure of warning, final warning and removal of bowler as prescribed in Law 42.7 of the Laws of Cricket
 - If the umpire judges that a high full pitched delivery is being bowled deliberately at the striker, he shall ask the captain to remove the bowler immediately without adopting the procedure above.
- 5) **Short pitched Bowling:**
- If a short pitched delivery regardless of its pace passes or would have past above the shoulder height of the striker standing upright at his crease after the limit of one bouncer allowed in an over, the umpire at the bowler’s end shall call and signal the “no ball.”** This may be in consultation with the umpire at the square-leg but the final call rests with the umpire at the bowler’s end.
 - If the umpire at the bowlers end further judges that a short-pitched delivery has been bowled deliberately he shall adopt the procedure of warning, final warning and removal of bowler as prescribed in Law 42.7 of the Laws of Cricket. However, the relative skill of the batsman shall be taken into account.
 - If the umpire at the bowler’s end is not satisfied that both these conditions have been met, he shall call and signal No ball.
- 6) **Violation of fielding restrictions.**
- 7) **Free Hit after a no-ball**

- a. The delivery following a no-ball (all no-balls) shall be a free hit for whichever batsman is facing it.
- b. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
- c. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- d. Field changes are not permitted for free hit deliveries unless there is a change of striker.

16 Wide Balls

1) Judging a Wide:

- a. If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position or would have passed above head height of the batsman. Umpire shall adjudge a delivery a no-ball for all the deliveries which passes head height after the limit of one bouncer in an over.
- b. The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

2) Delivery not a Wide: The umpire shall not adjudge a delivery as being a Wide:

- a. If the striker, by moving, either (i) causes the ball to pass wide of him, as defined in 1(b) above or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.
 - b. If the ball touches the striker's bat or person.
- 3) If the umpire considers a bowler is **bowling down the leg side as a negative tactic**, the umpire is entitled to call leg side deliveries with even greater stringency; under these circumstances a ball delivered on the leg side and landing clearly outside the leg stump going further away may be called a wide, and this may be used as a guide for other leg side deliveries. In keeping with the 2000 Code of the Laws of Cricket, the one run penalty for a wide will be added to any other runs scored on the ball.
- 4) KCL USA may decide to help matters in this regard with markings 2 feet outside off stump and 6 inches (one half foot) outside leg stump on the matting.

17 Declaration

Declaration shall not apply in this competition. The Captain of the batting team may not declare his innings closed at any time during the course of the match.

18 Forfeiture

The following situations can result in a forfeit

- 1) **Insufficient players:** If there are less than 7 players present by 30 minutes from the schedule start of play, the offending team shall forfeit the match. All points from the game will be awarded to the opposing team.
- 2) **No Show:** If a team does not show up for a scheduled league match without notifying the Fixtures Secretary, or the umpires concerned or a member of the EC of its inability to field a team within 45 minutes of the scheduled time, match all points will be awarded to the opposing team. The team shall be liable for the umpiring fees that would have been levied for the game

19 Lost Ball/Dead Ball

- 1) **Lost Ball:** 6 runs unless more have been run by the time it is declared Lost. The ball to be replaced should be approved by the umpire and it shall be of same make and similar wear and tear as the ball lost.
- 2) **Dead Ball:**
 - a) The ball is considered dead when it finally rests in the hands of the wicket keeper. If the keeper tries to run the batsman out instead of giving the ball to the bowler, the ball is still considered live. The ball is live again once the bowler starts his run up.
 - b) The ball is considered dead, when the ball pitches twice before it reaches the batsman's crease after the bowler has delivered the ball. Umpires will be responsible for deciding if the ball pitched twice or if the ball had kept low.

20 Abandonment

- 1) If a match is abandoned before the side batting second has faced its required quota of overs and it has not been all out nor has it passed its opponents score, the result shall be decided using the Duckworth Lewis method, providing that the team batting second has faced at least 12 overs.

- 2) If a result cannot be achieved as stated above the match shall be considered a washout and the teams shall be awarded two points each.

21 Interruptions for Unfit Ground Weather or Light

- 1) Play will be interrupted for bad light unfit ground or weather as prescribed in the Laws of Cricket Law Sections 8-10.
- 2) The captains and the umpires must be in agreement for these interruptions to occur. Umpires will have the final say in case the captains are not in an agreement.
- 3) A match should not be abandoned for unfit conditions until a minimum of 12 overs for each innings is not possible.
- 4) Where there are interruptions the umpire and captains shall use the Duckworth Lewis method to recalculate the runs required. The league shall explain this ruling to all team representatives.

22 Substitutions

- 1) For players injured in the game the umpire may allow a substitution. The Substitute is allowed to field and may not bowl wicket-keep or bat.
- 2) **Runners for batsman will only be allowed with the consent of fielding captain.**
- 3) **A batsman may leave after his batting, but a substitution for the player will only be allowed if he has an injury (Batsman's Team batting first).**
- 4) **If a batsman is absent for the entire duration of fielding, he may only bat after 5th down (Batsman's Team batting second). However, a substitution for the player won't be allowed during the team's fielding. If the player field for at least one over he may bat at any number.**

23 Player Disability

- 1) A player who suffers an external injury (e.g. an external cut as opposed to an internal injury, pulled muscle, hamstring, and cramp) that requires he leaves the field for medical attention shall be permitted to bowl immediately upon his return to the field, regardless of the length he has been absent.

- 2) All other injuries and circumstances the bowler will only be allowed to bowl after the exact amount of overs he was absent. For instance, if a bowler joins the game after 5th over of the innings, he will only be allowed to bowl after 10th over or if a bowler leaves the field after 5th over and joins back at 10th over, he will only be allowed to bowl after 15th over.

24 Incoming Batsmen

- 1) A batsman shall be considered to have commenced his innings once he has stepped into the field of play. There shall be not more than two minutes for each new batsman to reach the wicket, so that, **the incoming batsman must pass the outgoing batsman on the field of play.**
- 2) If the incoming batsman's allotted time to get to the wicket has expired, the Umpire shall call him timed out if there is an appeal from the fielding team. If the team refuses to play, after the umpire reaches his decision, it shall lose the match.
- 3) Incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 2 minutes of the fall of the previous wicket.

25 Obstructing Umpire's View

- 1) If a bowler on his bowling follow through comes either deliberately or by accident, directly in line of sight of the umpire and the striker, thereby obstructing umpire's clear view and making it difficult for the umpires to make any judgment to give decisions, an unofficial warning will be given to the offending bowler and the captain of the bowling team will be informed.
- 2) If the bowler continues to interfere in umpire's line of sight on his bowling follow through, the umpire will give a first official warning to the bowler and inform the captains or representatives of both sides.
- 3) If any bowler from the team continues to interfere in umpire's line of sight on his bowling follow through, the umpire will give a second official warning to the bowler and inform the captains or representatives of both sides. That bowler cannot further bowl in the game. Benefit of doubt for all decisions in such cases will go to the batsman.

26 Results

- 1) A completed match will either be a win for one side (by runs or wickets) or a tie. There will be no provision for a tiebreaker during first round (round robin) of the tournament. The team that scores the most runs (includes scores calculated using D/L method in the event of a reduced overs match) wins the match.
- 2) An incomplete match where fewer than 12 overs were bowled in the second innings is considered a draw/no result. This includes games not played because of unplayable ground conditions or bad weather/light conditions. In the event of a washout the games will not be replayed during first round of the tournament.
- 3) An incomplete match in which 12 overs or more are bowled will be decided using the Duckworth Lewis method.
- 4) Teams would be awarded points after each game; they would be as below:
 - a. 2 Points - Win
 - b. 1 Points - Tie/No Result
 - c. 0 Points - Loss/Forfeiture
- 5) Points table to decide the top teams/rankings will be as follows:
 - a. Total Points
 - b. Most Wins
 - c. NRR
 - d. Head-to-Head
- 6) Tie Breaker Rules from play-off stage onwards will be as follows
 - a. A Match is considered a Tie when both teams end up with same runs at the end of their allotted overs or at the on a Duckworth Lewis Calculation.
 - b. One Over Per Side (**Super Over**) Eliminator will be adopted in a match that ends up in a Tie. Subject to weather conditions the Super Over eliminator will take place on the scheduled day of the match at a time to be determined by the Umpire. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
 - c. If the Super Over eliminator cannot be started before the scheduled or rescheduled cut-off time for the completion of the match, it shall not be played. For the avoidance of doubt, the cut-off time for starting the eliminator will include any previously unused extra time remaining at the end of the match.
 - d. Prior to the commencement of the Super Over eliminator each team **elects three batsmen and one bowler**. The nominated players should be given in writing to the Umpire.

- e. The umpire(s) shall choose which end to bowl and both teams will bowl from the same end.
- f. Each team's over is played with the same fielding restrictions applicable for a non-Powerplay over (i.e. Only 4 fielders inside 30-yard circle restrictions will apply.)
- g. The team batting second in the match will bat first in the super over eliminator.
- h. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the super over.
- i. The loss of two wickets in the over ends the team's one over innings.
- j. In the event of the teams having the same score after the Super Over eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the Super Over eliminator shall be the winner.
- k. If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the Super Over eliminator shall be the winner.
- l. If the number of boundaries from the two innings in both the main match and the Super Over eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.
- m. If still equal, a count-back from the final ball of the one over eliminator 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 unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, 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

27 Scorecards

- 1) Both Captains and the umpires shall sign the scorecard at the end of the match. Scorecards must be filled in legibly and completely.
- 2) **It is the winning team's responsibility to submit the scorecard on the website. Should a match end in a No Result the responsibility will fall on the home team.**
- 3) Match result should be submitted by Monday 8 PM for that weekends match.
- 4) Full scorecard of the match should be submitted by Wednesday 8 PM.

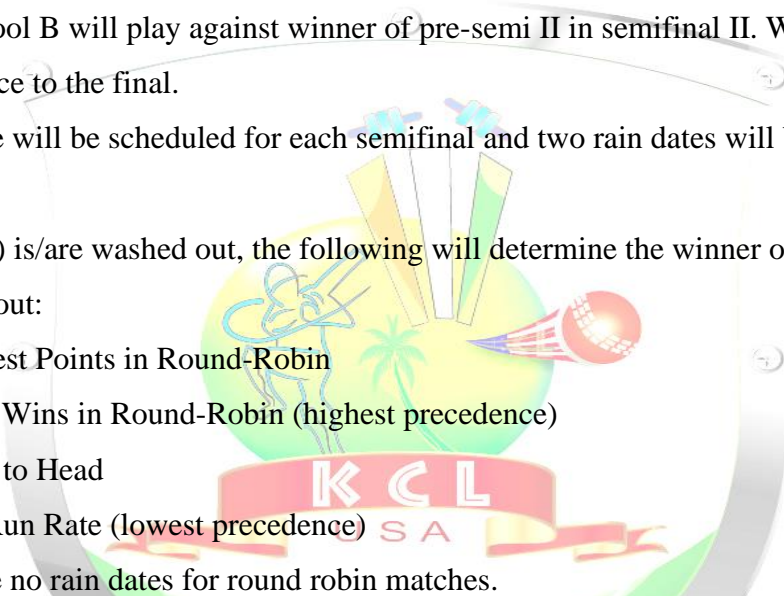
28 Player's Conduct & Discipline

- 1) The captains are responsible at all times for ensuring that the game is played within the Spirit of the Game. Captains must be aware that they are responsible for their own actions and for those of their teammates and their officials or anyone associated with their team. Dissent shown to the Umpires by the captains or the batsman or fielding side or any member of either of teams, including officials of the teams, will not be tolerated by KCL USA.
- 2) Players and Team officials including the captains, shall not at any time engage in conduct which could bring them or the game to disrepute.
- 3) While captains may on occasion find it necessary to discuss matters of concern with the umpire during play, they should ensure that other members of the side do not, except as allowed by the Laws or the regulations herein.
- 4) Sledging and cursing in any language not acceptable and can result in the removal from the game. This is up to the discretion of the umpire.
- 5) Entering the field of play by the players and officials, arguing with the umpires on and off the field and abusing the umpires by the players, captains and officials either on or off the field, before or during or after the match, will be treated as misconduct.
- 6) **Penalty for the Player's Conduct & Discipline:** The Umpire(s) will at all times during and after the match, watch the behavior for any player(s) or captain(s) or team official(s) or any individual(s) associated with the team(s).

- a. **First Warning:** If in the opinion of the umpire(s) there has been a violation of discipline by any member(s) of the either team, the umpire(s) at the first instance will issue the **First Warning** to the captain(s) of the offending side(s) to control this team and continue with the game after taking necessary action.
- b. **Second or Final Warning:** If in the opinion of the umpire(s) there has been further violation(s) by the team (not necessarily the same offender as before), the umpire(s) at the instance will issue a **Second and Final Warning** and inform the captain(s) of the offending side(s) of awarding the match to the opposite side.
- 7) If the violation is by a bowler, the umpire shall suspend the bowler from further bowling in that innings, and allow another bowler to complete the over at the same end, provided this bowler shall not bowl two overs or part thereof consecutively in that innings. No substitute shall be allowed in his absence.
- 8) If the violation is by a fielder, the umpire shall suspend the offending team member from direct the captain of the fielding side to send the concerned fielder out of the field for that session and no substitute shall be allowed in his absence.
- 9) If the violation is by a member of batting team at the wicket, the umpire shall suspend the offending batsman from further batting in that innings and direct the batting side captain or his deputy to send in other team member to bat, provided this batsman shall not have batted previously. No substitute shall be allowed in his absence.
- 10) In addition, the umpire(s) shall report the occurrence to the captain concerned and to the BOD/EC/ Umpiring coordinator, who shall then take appropriate action against the report.
- 11) In spite of the **second and final warning** as above, if the captain does not comply with the decision of the umpire(s) to send the player/players off the field or discipline his team members or any individuals associated with his team, the umpire(s) will report to the BOD/EC/DC for appropriate action.
- 12) Any disciplinary issue must be brought before the EC/BOD within 48 hours of the incident.
- 13) In the Event KCL USA Disciplinary committee slaps a Level 2 penalty or above, the team shall not be allowed to continue in the rest of the tournament.

29 League Format

- 1) All teams will be divided into 2 pools. Each team will play opponents from same pool twice and all other teams once in the round robin stage. Top three (3) teams from each pool would then qualify for playoffs.

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- 2) Playoffs will consist of pre-semis, semifinals, and final.
 - 3) After the round robin, first-seed team from each Pool will qualify directly to the semifinals. Second-seed team from Pool B will play against third-seed team from Pool A in pre-semi I and second-seed team from Pool A will play against third-seed team from Pool B in pre-semi II. First-seed team from Pool A will play against winner of pre-semi I in semifinal I and first-seed team from Pool B will play against winner of pre-semi II in semifinal II. Winners of semifinals would advance to the final.
 - 4) One rain date will be scheduled for each semifinal and two rain dates will be scheduled for final.
 - 5) If rain date(s) is/are washed out, the following will determine the winner of the game which was washed out:
 - a. Highest Points in Round-Robin
 - b. Most Wins in Round-Robin (highest precedence)
 - c. Head to Head
 - d. Net Run Rate (lowest precedence)
 - 6) There will be no rain dates for round robin matches.

30 Recognition of BOD / EC / Disciplinary Committee

BOD / EC / Disciplinary Committee will be the final authority of all cricketing matters within the KCL USA. All team members having read these rules agree to be bound by them and recognize the BOD/EC as the final arbitrator in all cricketing matters that pertains to the league and all sanctioned KCL USA activities.