

NEW JERSEY SOFTBALL CRICKET LEAGUE

RULES AND PLAYING CONDITIONS

2016

www.njsbcl.com



NEW JERSEY SOFT BALL CRICKET LEAGUE

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1 GENERAL:

- a. The competition shall be known as the New Jersey Soft Ball Cricket League Competition, hereafter referred to as the NJSBCL Competition.
- b. The Trustees & Executive Committee of the NJSBCL, hereafter referred to as EC, shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.
- c. All participating teams have to fill a registration form and submit a fee of \$255 towards the yearly participation. The team captains or managers have to accept an insurance waiver that indicates that they will allow only players of age 18 and above, to register and play in their team.
- d. The above fee takes care of the liability insurance for grounds, balls, umpires for knock out rounds, trophies and other arrangements.
- e. Only NJSBCL approved balls shall be used in the Competition. All the registered and approved teams will be provided with the approved balls by the League prior to the start of the tournament. A minimum of 14 players need to accept waivers for a team to be eligible to play the NJSBCL league.
- f. The Captain and Manager of each team, along with all their playing members will have to accept and submit a “Liability Waiver Form” on the NJSBCL web site.
- g. The NJSBCL season will kick off in April and finals are to be held in middle of October. The exact dates will be announced with enough notice to all teams.
- h. Except for those laws that are unique to local playing situations and conditions, the NJSBCL, will abide by the latest available ICC standard playing conditions, and the associated Laws of Cricket document [Code]. The complete and latest ICC code can be found, at ICC’s website. In the event of conflicts, the rules as stipulated by the NJSBCL shall supersede.
- i. In case of inclement weather or any other unforeseen circumstances during the competition, the Executive Committee has the authority to enforce the rescheduling of the game, if necessary.
- j. The League publishes a balance sheet to the forum, on expenses incurred and balances at the end

of the season.

- k. Season Beginning AGM: NJSBCL conducts an Annual General Body meeting at the beginning of every season around the month of March/April. All teams participating in the season are expected to be represented in this meeting, where the season highlights will be presented. Attendance in AGM is mandatory for all teams. A non-represented team at the AGM would start with minus 5 points in the points table. Any elections (if required) will also be held during this meeting.
- l. The team captain and manager should keep track of league communications via:
Website: www.njsbcl.com
Member Forum: <http://groups.yahoo.com/group/NJSBCL>
Facebook: www.facebook.com/njsbcl

We encourage multiple members of a team to join our forum on yahoo groups and like our page on Facebook to keep up with details

2 DIVISIONS, GROUPS & SCHEDULES:

The NJSBCL has 116 teams registered for the 2016 season. Going forward, EC reserves the right to not admit new teams without grounds into the league. Consistent with the general formatting guidelines published last year, this season also league will be following a two division format.

The general format for this season is as follows: The 116 teams for the season will be divided into two divisions, Division-1 and Division-2. Division-1 is the upper-tier division and the count is being restricted to 40 teams and Division-2 is going to have 76 teams.

Based on the previous year's performance, teams from 2016 that registered again were split into the two divisions mentioned above while all the new teams will be playing in Division-2. There will be no mid-season moves between divisions.

In 2016, both divisions will start league matches simultaneously on Saturday, April 16 and follow individual formats through the season to accommodate for different number of teams. Division-1 teams will play 20 matches in the round-robin stage (one against each team from opposite pool)

and

Division-2 will play 19 matches in the round-1 . (Top 8 ranked teams from each pool) will qualify for the knockout rounds in their respective divisions, and play for their Division Championships.

The knockout rounds are scheduled from mid-September to first week of October. Due to increased match schedules in the pre-playoff rounds, the available time for the knock-out rounds is short. All teams in the playoffs are expected to be flexible with scheduling. If required, teams have to play back-to-back matches on the same weekend or back-to-back matches on the same day. The EC's decisions will be final during the knockout rounds.

3 LEAGUE SEASON:

The cricket season shall comprise of two competitions as listed below:

3.1. The NJBSCL Championship will consist of a round-robin stage, followed by the knock-out round.

Additionally, the league may conduct 8x8 tournaments during the Independence Day and Memorial Day weekends. If weather permits, such a tournament will be scheduled after the end of the regular season also.

4 LEAGUE FORMAT:

The NJSBCL League Championship will be run as follows:

4.1. All games shall be limited to a maximum of sixteen (16) overs per inning.

4.2. Ten (10) points shall be awarded for a win.

4.3. Five (5) points for a Draw or Tie (Tie is defined as both teams scoring the same number of runs regardless of number of balls/over bowled or number of fallen wickets. Draw occurs when the game is called-off by neutral umpires or EC due to un-playable conditions or un- foreseen circumstances).

4.3. Bonus points (2.5 points). See section 51 for details on bonus points.

5 FORFEITS:

The LEAGUE takes FORFEIT of matches very seriously. Following points are to be noted –

- (a) If a team forfeits, they will be fined \$150. Additionally, they will have to pay a caution deposit of \$150 to continue to play in the league for any tournament of the current season.
- (b) The team that forfeits will get zero points, while the opposing team will get full ten points.
- (c) Div-1 teams that forfeit for the first time will be demoted to Div-2 for the next season, and will have to pay a caution deposit of \$150. Div-2 teams that forfeit for the first time will be admitted to the next season only with a caution deposit of \$150.
- (d) Teams that forfeit for a second time, will lose any caution deposit amount, and will also be blacklisted from future seasons and tournaments of NJSBCL.

6 MATCH TIE BREAKER AND SUPER OVER:

6.1. Round-robin matches (pre knockout / pre playoff rounds)

During a match in the Round-robin league format, if both teams score the same number of runs at the end of their innings OR at the end of the scheduled number of overs, the match will be declared a tie and both teams will be awarded 5 points each.

6.2. Knock-out or Play-off matches

During a match in the Knock-out OR Play-off round, if both teams score the same number of runs at the end of their innings OR at the end of the scheduled number of overs, the match will be declared a tie, and will proceed to a SUPER OVER as shown below, to decide the winner.

Super Over:

This will be used for knock-out games only (Pre-quarter finals, Quarter finals, Semifinals & Finals). If a knock-out match ends with the scores tied and there must be a winner, the tie is broken with a one over per side "Eliminator" or "Super Over"

- 6.2.1. Each team nominates three batsmen and one bowler to play a one-over per side "mini-match".

- 6.2.2. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.
- 6.2.3. The side with the higher score from their over wins
- 6.2.4. If the teams finish tied on runs scored in that one over, the side with the higher number of sixes in its innings plus the number of sixes in the one-over eliminator, will be declared the winner.
- 6.2.5. If the teams are still tied, the one with the higher number of fours in both innings will win. If the team scores five runs due to an overthrow, it will be deemed as a boundary for calculation purpose.
- 6.2.6. If still tied, the one with higher number of the twos in both innings will win, this will Include three's also.
- 6.2.7. If still tied, another one over will be played following above rules and winner will be decided.
- 6.2.8. Umpires will be responsible for the successful execution of the SUPER OVER. All decisions taken by the umpires will be final, and no further escalation to EC will be entertained

7 GROUP / DIVISIONAL RANKINGS AND PLAY-OFF SELECTION

During the Round-robin format (pre knockout / pre playoff), the rankings of teams will be based on the number of points achieved by each team. If the number of points is same, the teams are ranked based on NRR calculations shown in the section below. Any penalty points and bonus points will be adjusted into the final tally of points. This ranking will be available in the Points table at njsbcl.com

The teams that make it to the play-off round is decided as explained below.

Play-Off Selection for 2016 season:

The format for the tournament is as per the schedule published.

In Div-1 & 2 the top 8 teams from each group will qualify for the knockouts. (Even if the 9th and lower ranked teams in each group have higher points than the 8th team in the other group)

At the end of Round-1, if two or more teams are tied with the same points, the ranking amongst those teams shall be determined by applying the tie breaker rules in the following order:

7.1.1. The winner of the head-to-head competition (in round-1) will be ranked higher, provided that the team has beaten all the other teams tied at the same points. In the following two examples, Teams A, B & C are tied on points.

Example 1:

- Team a beat Team B

- Team a beat Team C

- Team B tied/washed-out/evicted with Team C

RESULT: Team A ranked higher than B & C because they have beaten both B & C. Teams B & C will be ranked based on their NRR. In case of a tie of 4 teams, one team has to beat 3 other teams for Head-to-Head to be considered for ranking.

Example 2:

- Team a beat Team B

- Team a tied/washed/out/evicted with Team C

- Team B beat Team C

RESULT: Head-to-head will not be used. All three teams will be ranked based on their NRR.

7.1.2. The team with the highest net run rate, (TOTAL NRR to fifth decimal for the round against all teams, as you see on Points table on NJSBCL website). (The website may display only 3 decimals)

- 7.1.3. NRR against common opponents that tied teams have played. If a match is washed out for one of the tied teams (say against team A), all the matches for the tied teams against that team (A) will be ignored in calculating the NRR.

Net Run Rate Calculation:

Net Run Rate (NRR) will be calculated using the formula shown below. The rounding will be to the fifth decimal. (The website may display only 3 decimals)

$$\text{NRR} = (\text{Total runs scored}/\text{Total overs faced}) - (\text{Total runs given}/\text{Total overs bowled})$$

e.g.: A team, while batting, has scored 678 runs in 147 overs and 3 balls (147.5) in the season at a run rate of 4.59661. The team while bowling in the season has given away 466 runs in 150 overs at a run rate of 3.10667. Therefore the Net Run Rate (NRR) is; 4.59661 Minus 3.10667 = 1.48994. This is the formula being used currently on our website standings.

Note: The overs are considered as shown and so on for calculation purposes: 1 ball = 0.17, 2 balls = 0.33 overs, 3 balls = 0.50 overs, 4 balls =0.67 and 5 balls=0.83. The rounding of overs will be to second decimal.

Note: In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

8 PROMOTIONS AND DEMOTIONS:

- 8.1. Based on the total number of teams registered for the current season, the number of teams in Division-1 for next season will be capped at 40 teams.
- 8.2. Teams that move from division-2 to division-1 and vice-versa for the next season will be determined using the methods described below.
- 8.3. The top 8 teams of Div-2 will move to division-1, based on the following –

- a) The four semifinalist will automatically qualify for movement to Division 1 for the next year.
- b) The four top teams from each group (A, B, C &D) at the end of round 1, after playing 19 matches will also move to division 1. If a semifinalist team is also a group leader, then the second best team from that group will move to Div. 1 based on points and if still a tie NRR.
- c) If there is a need to move more than 8 teams from Div. 2 to Div. 1, because of a div 1 team dropping out from top 32 teams in div 1, the 9th team will be the next best after the group stage, from all the groups combined, based on points if that does not resolve, then NRR.
- d) If, out of the teams who were to remain in Div. 1, some (N) drop out of the league, then the additional number of teams (to make Div. 1= 40 teams) from Div. 1 will remain in Div-1. Ranking of the (N) teams for this purpose will be the points at the end of round-robin in the recent/last season, and, if still undetermined, then NRR.

8.4. All new teams will be placed in Division-2.

8.5. If a team takes a break from the league, and returns to participate, it will be considered as a new team and will be placed in Division-2.

8.6 The demotion of teams from Div-1 is based on the round-robin stage. The bottom four teams from each pool will be demoted to Div-2. Ranking of teams is determined by total points in the round-robin stage. In the case of a tie, rule 7 will apply.

8.7 The method to determine which teams go to which pool is as follows: Finalists go to different pools. 1 from Div. 2 goes to pool with 2 in Div. 1. 2 from Div. 2 goes with 1 in Div. 1. Then 3 from Div. 2 goes with 2 from div 2, and 4 from div 2 goes with 1 from div 2. Remaining 4 are distributed randomly, by lots or by ground sharing restrictions and determined by Scheduling and Rules committee. If no such restrictions are there, they will be divided as 1,4,5, 8 and 2,3,6,7 ranks. This can be changed by scheduling committee and EC every year.

9 LEAGUE INSURANCE:

NJSBCL has taken general liability insurance for all the teams playing in the league, for Covering entities providing grounds. Where ever required proof of insurance will be provided to teams so that they can acquire a ground permit. It has to be noted that this insurance does not cover medical coverage for any of the members, but is just liability insurance coverage for

All the members of the teams participating in the league are required to accept and electronically sign on a liability waiver form.

10 TEAM UNIFORMS:

The League does NOT mandate uniforms for participating teams. Although we think they look pretty cool!

11 PROTESTS:

- 11.1. In the event of a protest, the captain shall notify the umpires and the opposing captain during and at the conclusion of the match. Protests must be filed in writing and forwarded to the executive committee within (72) seventy-two hours after the competition of the match.
- 11.2. A fee of \$150.00 shall accompany each protest; this fee shall be reimbursed ONLY if the protest is upheld.
- 11.3. Protests received by the committee without the applicable fee shall be considered null and void and no action shall be taken by the NJSBCL.

12 DISPUTE RESOLUTIONS:

Disputed games shall be arbitrated by the Dispute Sub-Committee of the Executive Committee of NJSBCL, OR any other task-force, along with representatives of both teams, and the officiating umpires.

13 RESPONSIBILITIES:

It is the responsibility of BOTH captains to see that decorum is maintained at all times and ensure that play is conducted within the Spirit of the Game as well as within the Laws.

14 DISCIPLINE AND OTHER ISSUES:

- 14.1. Alcoholic beverages are prohibited in all parks/grounds. This is a county ordinance; Violators are subjected to prosecution by law.
- 14.2. Teams are encouraged to directly work with other teams OR approach the appropriate entity to avail a field/ground wherever applicable. The list of team grounds is available on the njsbcl.com website. In the event a field/ground of interest is already in use for cricket by a team in any cricket league, the applying team will have to back-off, and not proceed with any application that would jeopardize existing arrangements. Instead the team has to find ways to work with NJSBCL or the other teams/leagues using the field to see if any sharing arrangement can be made. Since the number of teams without grounds has further increased this season, the Executing Committee reserves the right not to allow new teams without grounds from participation in the league, for the season.
- 14.3. If any team approaches OR obtains permit from an Entity for an existing field utilized by a team in NJSBCL, OR tries to grab a field already in use by another NJSBCL team, the team shall be given a warning and instructed to back-off from the said field. Only one warning will be provided, and subsequent violations will result in the team being expelled from NJSBCL. The team should instead work with other teams and the league to get a sharing arrangement, as explained in 14.2 above.
- 14.4. Similarly, any complaints regarding abuse of facilities, un-clean grounds, appropriate requirements like mat not being used etc., from any of the leather ball leagues OR townships OR counties OR teams etc., will be taken very seriously, and violating teams will be fined \$150 for first time violation, and expelled for repeat violations.
- 14.5. The New Jersey Soft Ball Cricket League does not, and will not tolerate any un-sportsmanlike behavior from players, teams or club members; the respective captains shall be responsible for taking the appropriate disciplinary action against the offender(s) and notify the executive committee of the steps taken.
- 14.6. Members of NJSBCL shall be expected to behave courteously toward others, i.e. players,

Officials, umpires and spectators via all mediums.

- 14.7. If a player behaves in an un-sportsmanlike conduct (abusing umpires, opposition players & spectators, threatening with bodily harm, damaging of property used in the game or public property) during a game, the umpires shall report him to his captain and if the situation persists neutral umpires will have the authority to ask the player to sit out for the remainder of the game. He will also be reported to the league executive committee by
The neutral umpires or opposition team captain.
- 14.8. If the incident involves a player who was penalized by the league in a previous instance, five points will be deducted from the team's tally as of the end of that game. In addition, that team's captain will also be penalized for not controlling that individual by suspending him for the very next game of the team.
- 14.9. If the incident involves a player who was not penalized earlier, neutral umpires / opposition captain will have the option to report the incident / player to the league executive committee.
- 14.10. Disputes committee will investigate all such incidents and decide on appropriate actions against the individual and / or team captain including but not limited to debarring from playing in NJSBCL for future games & seasons.
- 14.11. Any player who willfully disturbs the wicket, or causes the game to prematurely end, shall cause his team to forfeit the game.
- 14.12. The executive committee will investigate the disputes reported to them by teams & neutral umpires. If any team is found to have willfully caused disturbance during a cricket match, that team and the players involved would be subject to disciplinary action as deemed fit by the executive committee. Any team or players that do not agree or obey the disciplinary actions handed to them will be subject to additional actions including but not limited to expulsion from the league games for the current and future seasons. Such expelled players or teams will not be allowed to play in the league games for their own team or for other teams of NJSBCL in the future.

15 WEBSITE:

NJSBCL maintains a website, www.njsbcl.com. The schedule for the season, EC Member Details & Committees, Rule Book, Schedule for the week, Points Table, Score Sheets, Ground Information, Directions, Team Details & Contact Information, all this and whole other wealth of information is available on our website.

We encourage teams to use the site for reporting score sheets, use it for contact info and use all its functionality. The site also has pictures of past winners, blogs, links to cricket news. Our site was launched in 2007 and we intend to eventually make it a one-stop shop for all your League information, and other cricketing world information.

Additionally, the league also has a presence in Facebook at www.facebook.com/njsbcl. Teams can use this forum also to provide more LIVE-MODE communication like score updates while games are in progress etc., However, please note that this forum is not be used for any formal communication, upload of final score sheets etc.,

16 COMMUNICATION ON OUR FORUMS:

Use of appropriate mailing lists for various issues is required:

16.1. njsbcl@yahoogroups.com:

This mailing list should be used to: Broadcast information about the league, Arrange practice games, Requests for paid neutral umpires for a game, Request for a neutral ground, broadcast the result of your match, etc. **Please note that EC will not be constantly monitoring this forum, to provide responses to questions etc., Hence, this forum should not be used for any formal communication that requires action or response from EC.**

The njsbcl@yahoogroups.com mailing list should NOT be used to:

- ✦ Communicate start time, driving directions and other details for your match.
- ✦ Send opinions or suggestions to the EC (for that use ec@njsbcl.com).

- ⌘ Report or discuss match disputes. This should be communicated to ec@njsbcl.com.
- ⌘ Personal or commercial advertisements of any sort.

✧ Complaints against any rule/policy/league/ team etc.

✧ Details regarding any other cricket league.

Noncompliance of these rules will invoke one warning and then elimination from the forum

16.2. ec@njsbcl.com

This mailing list to reach the Executive Committee should be used to:

✧ Report disputes. The EC will gather necessary information, discuss and recommend a resolution in timely fashion.

✧ Captains wishing to share opinions / suggestions are encouraged to do so ONLY by writing to ec@njsbcl.com. The EC would discuss and inform the league appropriately.

17 TROPHIES, AWARDS & YEAR END CELEBRATIONS:

17.1 Award Ceremony:

NJSBCL will hold an award ceremony at the end of the season. This will be held at the venue where the Finals will be played or in a separate location. After the final matches the following felicitations will be done:

1. Trophy to the winners of both Divisions & mementos for team members.
2. Trophy for Man of the Match for finals of each Div.
3. Trophy to best all-rounder, best bowler and best batsman for each Div.
4. Trophy for the losing Finalist and mementos for team members.
5. Trophy for both Semi Finalists.
6. Any additional trophies or mementos as decided by the Executive Committee.

All the prizes will be decided by the Executive Committee. The finals are a gala affair with live commentary and music. Family and Friends come to watch and cheer the finalists. Snacks are

Served and photo sessions are held. It is a festive atmosphere where we expect most of the League members to join in to enjoy a good game of cricket and celebrate the culmination of the 6 Month long entertainment; Cricket had to offer, for hundreds of our Members.

17.2 Determination of Best player:

1. Only those who have scored at least 100 runs and taken at least 10 wickets shall be considered.
2. Points shall be awarded for each of the following
3. Runs Scored = 1 point each
4. Wickets taken = 7 points each
5. Catches = 3 points
6. Run outs (fielder) = 3 points each
7. Bonus for 100 runs = 10 bonus points
8. Bonus for 50 runs = 5 bonus points
9. Bonus for 5 wickets = 5 bonus points
10. All the points above shall be added. The player with the highest total points will be The Best player.
11. Any manipulation of scores by a team, names of players, changing fielder name in a run out or catching, will automatically disqualify all the team members from consideration of the awards of best batsman, bowler, and best player. This will be in Addition to other penalties that are allowed as per the rule book.
12. The best batsman and best bowler are not eligible for the best player award.
13. Each team will email photo of score sheet (or screen shot if using an app) after the game to EC. This is mandatory.

Note: The stats for all the season games before **the playoffs** would be used to determine the best player. **The playoff games will not be included.**

17.2 Year End Celebration:

We will hold a year-end celebration, where folks can come and enjoy with their family and friends. ~~It is kind of a preamble to next year's league season. The date for this~~

event is generally announced around October.

18 NEUTRAL UMPIRING:

All teams will be assigned neutral umpiring responsibilities. Teams will have to send two umpires for each game they are responsible for.

Teams will have to take neutral umpiring responsibility very seriously in terms of making themselves well aware of the league rules and showing up for the umpiring responsibility on time, whenever scheduled. If a team is unable to provide any umpires then it can approach the league for the paid umpires at \$50 per umpire per match.

If a team does not provide any umpires, OR fails to find paid umpires for a match it will be penalized \$50 and 5 points for every umpire not sent.

Teams have no say in the assignment of umpires and cannot demand a change in umpires. This applies in cases where the umpire is from the teams having responsibility to umpire as well as when umpires as assigned by EC for any match.

If one umpire is not experienced in our league rules, the teams may request the other umpire to be the bowler's end umpire for the whole match. However, the umpires may or may not accept the request.

19 UPDATING SCORES:

The batting team has to nominate a scorekeeper & record scores. The fielding team can validate score after every over. The winning team has to try to broadcast the result of its match in the yahoo group, by the end of the weekend of the match with brief information as shown in the format/example below:

Subject: Match - India vs. Australia

Toss: India won the toss and elected to bat
India made 95/8 in 16 overs

Australia in response were all out for 85 in 13.4 overs
Result: India won by 10 runs

Highlight: Tendulkar scored 51 in 40 deliveries

Thanks to Shephard and Dickie Bird from England for their umpiring

From: Mahendra Dhoni. Indian Team Captain

- 19.1 Winning captain has to update the complete scorecard by the end of the day Tuesday following the match. In case of a tie or washout either captain can and should update the scorecard. The scorecards should be completed with all details including names of all 22 players, fielder names, individual statistics etc., Captains/Managers uploading the scorecards should ensure complete accuracy, particularly with reference to the names of the players who played the game. If a team has played with less than 11 players, only those players who played should be included in the score card. The Captains/Manager will be held fully accountable for accuracy of the scorecards uploaded, and strict penalties will be imposed on the captain/ manager/ whoever responsible, and the team if any discrepancies are found at any point of time. These penalties would include banning the captain/manager/whoever responsible for two games/matches, banning any players in question for the season, and financial penalty of \$150 for the team. If such offenses are repeated the Captain/manager/whoever responsible will be banned for the season. This is extremely important for maintaining the accuracy of the team and individual statistics on the league website for determining the team rankings, Net Run Rate and the individual player eligibility, and standings. It is advisable that the Captains preserve the physical scorecards or retain a photo of the same for future submission to the website or EC.
- 19.2. After submission of the scorecard, if it is found that changes have to be made, then the captains and managers have the ability to unlock the scores sheets and make corrections until FRIDAY of the week (following the match). The corrected score sheets should be submitted again by end of Friday. No changes are possible in score sheets after that deadline.
- 19.3. All the defaulting teams will be given friendly reminders and warnings about updating their scorecards. No penalties will be levied during the first 4 weeks of the season to allow for new teams to catch up to speed with the scorecard system. From the fifth week of the season (Weekend of May 11, 2013) faulting teams will be

Penalized 5 points without fail unless an issue has been raised / reported in advance, and accepted by EC

- 19.4. In case of a tie/washout both the teams will be held accountable to update the scorecard, and both will be penalized if scorecards are not uploaded.
- 19.5. If there is any discrepancy in match result or a dispute/protest has been filed, the winning teams have until the end of 48 hours after a decision has been made, for fulfilling the decision.

20 PLAYER MOVEMENT:

- 20.1. All the teams are expected to register their players at NJSBCL (by accepting the waiver) before a match. The entire team lineup for teams can be viewed on our website, under the “Teams” section.
- 20.2. Any player not registered with the team prior to the match OR not carrying supporting identification, will NOT be allowed to play for the team.
- 20.3. The Captains are expected to keep an updated list of all registered players of their team. They should take a print-out from the NJSBCL website. Umpires will verify players’ identity against this list. **Player’s pictures can be validated at njsbcl.com.** Players are expected to carry photo identification. Any player not in the list or unable to verify his identity will not be allowed to play the match. The captains can request Umpires to verify any particular player’s identification, if they suspect foul play.
- 20.4. A player may not change teams once he has registered and played 4 matches for a team, or after the completion of Round-1.
- 20.5. For a player to attain eligibility to play in knock-out rounds, he should have played in 1/3 of the total number of pre-knockout/pre-playoff matches played by the team, rounded to the nearest decimal point. One to four will be rounded to the lower full number, while 5 to 9 will be rounded to the higher full number (Rounding Example: 1.1 to 1.4 will be rounded to 1, while 1.5 to 1.9 will be rounded to 2). All matches where the toss occurred OR at least ONE ball was bowled, and score-cards with player names have been uploaded will be considered for this count. Only completely

washed-out and abandoned matches where no toss or a single ball was bowled will not
Be considered for this count.

21 HOSTING LEAGUE MATCHES:

At every stage till knock out rounds, teams get to host approximately 50% of their matches. The host team gets to choose the venue of the match. So the major responsibility of getting a ground for the game rests with the hosting team. It is possible that all teams will not get same number of home matches in spite of having a home-ground due to scheduling constraints. Teams are requested to accept this as it may be unavoidable.

If a match is schedule on a non-360-degree ground, it is the shared responsibility of both teams to find a 360 ground. Host team has first choice to select/secure a 360 ground. If host is unable to find a 360 ground and visiting team has a 360 ground available, teams should agree to play on that. As a last resort the teams can contact the EC by the Wednesday before the match to check whether a 360-degree-ground can be assigned to them for that match. If EC is able to assign a 360 ground, the host team is responsible for the fees to be paid for the ground permit and setup of the ground like their home ground. Both teams are responsible for the cleanliness of the ground.

In case of both teams and EC not having grounds they have to communicate it to the league very early in the week, to find a ground to play a match in. In this case both teams are responsible For getting a ground for the game. We are a friendly league and all should work on the Principle of being accommodating to each other.

In the event that both teams scheduled to play a match do not have grounds, as explained above, they need to reach out to other teams to find grounds. Grounds might be offered/available at a different time on the same day, in which case the teams must be willing to play at the different timing. In such cases, umpiring teams must try their best to accommodate the changed timing. If the umpiring team cannot send umpires, the playing teams should play the game with their own umpires. However, EC or the league will not get involved if any disputes arise. All and any disputes occurring on the field, has to be resolved by the two teams. If a proper result is not declared by both teams, then such a match will be considered as un-decided, and 5 points will be awarded to both teams. EC will not entertain

Any further discussions on the topic, and its decision will be final. Such a situation could potentially render some teams at an advantage or disadvantage. Unfortunately, the EC cannot help such cases, and they will have to be treated as ill-luck.

The EC further reserves the right of denying participation in the league to such teams for future tournaments.

22 PRE-MATCH COMMUNICATION:

22.1. If any of the three teams, involved in every match, has any issues about an upcoming match then it has to communicate to the other two teams involved ASAP and if necessary to the EC, and please do not wait until the last minute.

22.2. As a general rule, the host team should initiate communication with the visiting team and the umpiring team via email (so that it is on record) or via phone by Tuesday night before the weekend of the game.

22.3. All the pertinent information about the address for the ground, directions, type of surface (turf/half-mat/full-mat) and match timings should be decided and shared with all teams concerned by Thursday night before the weekend of the game.

22.4. The umpiring team has to share the names and contact information of the two neutral umpires with the match playing teams by Friday night before the weekend of the game.

22.6. The League does not guarantee that all grounds will have the same dimensions.

22.7. The League also does not guarantee that every match will have a complete (360 degree) field of play.

22.8. Since every participating team does not have a “home” ground, the League cannot avoid the advantage that some teams may have because they do have a “home” ground. We will, however, through our scheduling cycle, make a conscious effort to minimize such advantages that may be had by having those with “home” grounds play a fair share of “away” games.

22.9. Each team WILL play on the ground that is assigned to them. This cannot be changed unless ground is unfit for play or permit is lost, or teams are evicted for any reason. (Also see rule about 360 degrees ground in rule 21. Rule 21 overrides)

22.10. It is each team's responsibility to survey the grounds and make whatever pre-game preparations they see fit, without violating the ground permit restrictions, well BEFORE the scheduled toss time.

22.11. Declining to play for reasons such as "we don't like this ground", "we have a better ground, let's go and play there", "we don't play on baseball grounds" etc., will constitute an automatic forfeiture of the game.

22.12. If a ground cannot be found for a game, in spite of all attempts by both teams, the game will be considered as not played, and both the teams will split points. Please refer to section-21 above for further details.

22.13. It is the responsibility of the host team to ensure that they have permit for the ground. If it is found that the host team miscommunicated about having permit and the game could not be played there due to permit issue, the host team will forfeit the game and other team will be awarded 10 points. In case EC assigned grounds, if the township withdraws permission due to any reason, attempts will be made to find alternative grounds. When all attempts to make the game happen have failed, the points will be split.

23 NORMAL HOURS OF PLAY & INTERVALS:

League recommends that play shall commence between 7.30 AM and 8:45 AM on the days scheduled. Rescheduling of start times is permissible upon mutual consent of opposing captains and umpires in writing, taking into consideration ground availability, permit etc. In cases where ground permits are involved and games need to be completed within a specified time, games are to be started at least 3 hours before the specified end time. The start time cannot be earlier than 7.30 a.m. In such cases, copies of ground permits have to be submitted to the njsbcl.com website. The EC will not entertain any negotiations or changes in such situations where an early start is required due to ground situations.

In general, the home team will be responsible to schedule the start time for matches, based on the ground needs. Once a start time is decided (either mutually agreed or fixed due to ground issues), all rules in section “NOMINATIONS & TOSS” will apply, based on this start time.

If only one umpire is available at the stipulated start time, the match can commence with only one neutral umpire, and the batting team providing a leg umpire. If both umpires are not available at the start time, the playing team captains can start the game with umpires from the batting side. This will particularly apply in situations where the game has to start at a specified time due to ground issues.

One break of five (5) minutes shall be permitted at the completion of the 8th over, except under conditions of extreme heat and humidity where the umpires shall permit extra intervals for drinks as they see appropriate. Drinks can be dispensed with, but with prior agreement between all parties before the start of the match.

Where there are ground permit & time issues, neutral umpires will be responsible to ensure that none of the teams waste time in the field for any reason. We do not expect one over to take more than 5 minutes, to expedite the game if umpire feels too much time is being taken in strategy sessions, field placing after very ball or any deliberate slowing of game, umpire can warn and later for repeated delay penalize the offending team by awarding 5 penalty runs to the other team for “delay of game”.

24 MATCHES AFFECTED BY WEATHER AND CIRCUMSTANCES:

The league’s scheduled matches could be seriously affected during the season due to various factors like weather or any other unforeseen circumstances. In such cases the following rules will apply as the case may be. If a situation arises where none of the described situations fit then the “principle/spirit behind the rule” will be followed and the EC’s decision will be final.

24.1 Matches Completely Washed-Out:

In the event of a game being completely affected by weather or any unforeseen factors, then both the teams will share the points equally only if:

- a) The ground has become unplayable due to overnight rains etc. (Neutral umpires will decide after evaluating the ground conditions)
- b) The match is completely rained out

The umpires and the team captains have the option of playing the game at a different time within the same day only. In such situations, the players will have to be available at the new time. If possible, both or at least one of the original neutral umpires should be present. All decisions regarding playing at a later time on the same day OR splitting of points due to the above reasons will be taken by the neutral umpires in consultation with both captains. The decision of neutral umpires will be final. If the teams decide to play the match without neutral umpires, EC will not entertain any potential disputes happening. If not clear result is available, EC will split points between the two teams (5 points each)

24.2 Matches Interrupted by Weather:

For matches which started as 16 overs match, but get interrupted in between due to weather and weather only, we will require the first innings to be completed in full and a minimum 8 overs to be played by the team batting second. This applies both to situations where it is decided to shorten the 2nd innings, due to weather interruption during the first inning or changeover of the innings, OR the 2nd innings is interrupted by rain at any time during its 16 over time frame. The following D&L formula will be applied:

Quota of Overs	Target Score %
16	100%
15	95%
14	90%
13	85%
12	80%
11	75%
10	70%

09	65%
08	60%

No D&L calculation will be applied for matches truncated for less than 8 overs in the inning. D&L rule will only be applied if first innings was completed and second is played at least till the completion of over no 8.

We would like teams to use the smaller window of time available to have a competitive game and get results. This is being done to make sure teams do not take advantage of “No Rescheduling clause”. If some grounds have drainage problems, Teams on their OWN cannot agree to forego a Match. UMPIRES HAVE TO REACH THE GROUND AND EXPLORE ALL THE ABOVE OPTIONS AND MAKE A DECISION. The Neutral umpires have the authority to decide these aspects as they would be the best judge and an impartial representative to ensure the game is played in the right competitive manner.

24.3 Truncated or Shortened Matches:

NJSBCL will allow truncated matches with a minimum of 8 overs per side. The decision to truncate the match cannot be taken once a ball is delivered in the match. The Umpires will take a decision on the spot and decide whether an 8 to 16 over per side match can be played based on: Ground Availability, Start Time, Permitted Time, Player Availability etc. The umpire's decision on the ground will be FINAL with no subsequent reviews by EC.

This facility is extended to foster spirit of game, and play matches impacted by overnight rains or delayed start due to weather. The objective shall always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs. The calculation for the number of overs to be bowled in a delayed match shall be calculated at the rate of 4 minutes/over. The step by step instructions are given below:

24.3.1. The "Time Available to Play" (TAP) will be calculated only after the completion of the match set-up (Wickets, Boundaries, Creases and matting, if being used).

24.3.2. Time Available to play is the total time available after completion of set-up to the cut-off time for the ground or 11:00AM, whichever is earlier.

24.3.3. Deduct 10 minutes for calculations and toss and another 10 minutes for the changeover of the innings from the TAP to achieve the "Time Available for Match"(TAM)

24.3.4. Halve the "Time Available for Match" to obtain "Time Available per Inning" (TAI).

24.3.5. Divide the "Time Available per Inning" by 4 (FOUR) minutes to obtain the "Overs per Inning" (OPI) in the match while ignoring the fractions.

e.g.:- Set-up was complete at 8:50AM and the cut-off time for the ground is 10:40AM, then

✂ TAP = 1 hour and 50 minutes = 110 minutes

✂ TAM = 110 minutes - (10 minutes + 10 minutes) = 90 minutes

✂ TAI = 90 minutes / 2 innings = 45 minutes

✂ OPI = 45 minutes / 4 minutes per over = 11 overs.

All rules will remain same except that the each bowler cannot bowl more than 25% of the total number of overs decided, unless it is an odd number. If it is 8 overs, the restriction is 2 overs per bowler, if it is 9, one bowler will bowl 3 and rest 2 each, if it is 10, two bowlers will bowl 3 and rest 2 each, if it is 11, it is 3 bowling 3 and one 2, and at 12 overs it is 3 overs each...and so on...

No complaints or grievances on this issue will be entertained by EC as we believe each and every match situation and ground situation is unique. Umpires on the ground are our representatives and the best judge to take such a decision.

24.4 Matches Interrupted by Unforeseen Factors:

In the event of a match being interrupted due to unforeseen factors like eviction by local cops or parks rangers or encroachment of the field by the softball and baseball league

players or soccer players then the teams have the following two options available for

Them.

- 24.4.1. They can play the match till a result is achieved, starting from the point it was interrupted, on the same pitch or ground or any other ground. This has to be done on the same day and no rescheduling or restarting of match is allowed. (Please, do not try to play there after an eviction by cops or park rangers). If possible, have the same two neutral umpires or at least one; if not the batting teams assume umpiring responsibilities.
- 24.4.2. The two teams can split points, irrespective of the status of the match. No arguments like only 1 run is remaining, only 1 wicket is remaining or only 1 over is remaining, will be entertained by the EC.
- 24.4.3. In such cases D&L will not be applicable and considered, since the interruption is due to unforeseen factors other than rain.

25 THE SPIRIT OF CRICKET:

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.**

- 25.1. Responsibility of Captains: The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.
- 25.2. Player's Conduct: In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.
- 25.3. Fair and Unfair Play: The umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.
- 25.4. The Spirit of the Game Involves Respect for:

Your opponents, your own captain and team, the role of the umpires and the game's traditional values

25.5. It is Against the Spirit of the Game:

- ✂ To dispute an umpire's decision by word, action or gesture.
- ✂ To direct abusive language towards an opponent or umpire.
- ✂ Indulge in cheating or any sharp practice, for instance:
- ✂ To appeal while knowing that the batsman is not out.
- ✂ To advance towards an umpire in an aggressive manner when appealing.
- ✂ To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side.

25.6. Violence: There is no place for any act of violence on the field of play.

25.7. Players: Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

26 GENERAL GUIDELINES FOR UMPIRES

All league umpires must know and remember this most important rule in cricket:

“When you are in doubt, the batsman is not out”

- 1. Never rush a decision!** Nothing makes a batsman feel that he was on the wrong end of a decision more than an umpire who immediately raises his finger upon an appeal. Give yourself *at least 3* and up to 10 seconds if you need to, just to consider EVERY reason behind your decision. The fielding team is not going anywhere, let them wait. Don't let the vociferousness of an appeal pressure you into making the decision quickly that you might later regret. If after you have thoroughly considered all the reasons and you are 100% certain, ONLY then make the decision.
- 2. Don't feel you need to be part of the game:** Your role as umpire is just to keep things fair and neutral, and move the game along and not to have any effect on the game itself. The Less you can impact proceedings the better. It is a game between two teams and the captains have the responsibility to ensure that the game is played according to rules and the spirit of the game. As umpire, be involved as little as possible and don't let your ego dictate that you need to have an impact.
- 3. If asked, it is okay to explain to the Bowler why it was not out:** Bowlers feel much better about getting an unfavorable decision if they know WHY you made it. You don't have to be categorical in your answer, just explain why you had a Doubt. Bowlers will understand if explained that way. Although you have no obligation to explain yourself, it helps show everyone that you are genuinely trying to be fair and impartial.
- 4. If the fielding team is appealing frequently don't let it affect you:** Feel free to tell them that appealing on unlikely cases is only HURTING their chances of getting wickets on the good chances! If they don't get the message simply ignore their appeals.
- 5. be consistent with your calls:** Make sure that whatever calls you make are consistent throughout the game. For example, we use cones/flags as markers to call wides (measured as one bat from the middle stump). If you are going to call a ball that goes over the cone/flag as a wide ball, then consistently call it as such throughout the game. Trust me....the fielding side will catch on pretty quickly.

- 6. If in doubt, consult:** The umpire at the striker's end (square leg umpire) is there to help you. For example, if you are in doubt about a catch (you were blinded because the fielder had his back to you), or whether the ball landed in front of the boundary fence etc, consult (if you need to) with your umpiring colleague and then make your final decision.
- 7. Just do your best:** As long as you are doing your best both teams will appreciate and respect your efforts as an umpire and everyone will understand if decisions are not perfect. Hey...if nothing else, you get to enjoy having a great position to watch a good game of cricket and evaluate your opponents for next year!!
- 8. Altering Decisions:** We are human. We make mistakes. The Laws makes it quite clear that an umpire may change his decision. This would happen only in very unusual circumstances and the Law does say that alterations must be made promptly. Indeed, it should rarely be necessary to change a decision if, as stated earlier, the umpire has not been hasty in Answering the appeal. The umpire should not be influenced by the reactions of players to his decision. The changing of a decision should only result from the umpire's realization that, from the events as he saw them, he has made an error. It is a strong umpire who can do this, but it is stressed that if an umpire deliberates a little before giving his decision there should rarely be any need for it to be changed. The captain of the fielding side has the right to seek permission of the umpire to withdraw an appeal. Provided the outgoing batsman has not left the playing area the umpire can, if he sees fit, cancel his decision and recall the batsman.
- 9. Jurisdiction of Calls or Who Calls What:** The striker's end umpire (umpire at square leg) has only three decisions on which he has absolute ruling powers on: (I) Run out at his end (ii) Stumped and (iii) Hit wicket. All other decisions are made by the bowler's end umpire. The striker's end umpire can also call NO-BALL the bowler for throwing or chucking and for height. This bowler's end umpire can also make the call for height no-ball, either on his own or in consultation with the striker end umpire. Either umpire, on their own, can consult with his colleague to achieve a correct decision or to revoke a previous decision. The striker end umpire can, on his own, walk up to the bowler's end umpire to consult or advice. In all cases other than Striker end run-out, stumped and hit wicket, the bowler end umpire has the power to over-rule a call made by the striker end umpire

26.10 Umpire changing decision: Umpire can reverse any decision until the next ball is being bowled (bowler starts his run up).

27 BEFORE THE GAME:

The umpires who show up for neutral umpiring responsibilities must:

1. Must have read and make themselves well aware of the league rules.
2. They must carry a copy of the league rule book (hard or soft copies).
3. Arrive at the ground no later than 20 minutes before the scheduled time to start.
4. Introduce themselves to the respective captains.
5. Verify if the ground is playable. Keep in mind the possibility of injury to the players. We do not want anybody to be injured. Sometimes, the players and/or captains might be ready to play even under bad conditions. The umpires have to use their discretion to decide if the playing conditions are safe. They should not get pressurized by the players or the captains.
If the conditions are unplayable either due to rains or any other condition, OR if the game is interrupted by any un-foreseen circumstance, the Umpires can make the call to “call-off” the game, and let the teams share points equally. Please refer to the RULEBOOK for further clarification. The umpires could re-schedule the match to be played at a later time, on the same day OR an alternate venue if it is workable from a condition and time perspective. Any decisions taken by the umpires in this regard will be final.
6. Make sure that the boundaries are marked and ascertain how any obstacles in the field of play will be dealt with. If the obstacles cannot be moved, e.g. a post or a fence etc., the umpires must be sure that the captains agree as to whether or not such obstacles are to be regarded as part of the field of play and how runs/outs will be scored if the ball strikes or goes over those obstacles.
7. Make sure that the pitch length is at 22 yards; that the stumps (bails) are properly positioned, and the creases correctly and visibly marked.
8. Agree and discuss with the captains any special rules and/or conditions which apply to the match.
9. Umpires must check whether each player is registered in the site. He can do so by requesting

For a list of registered players from the captains, and verifying each player's name against a photo ID. Alternately, the umpires can carry a list of registered players of both teams, by themselves.

10. Check that a toss for innings has been made no later than 15 minutes before the start of play. The umpires do not have to supervise the toss but simply check that it has been made.
11. Collect the ball from the fielding captain and ensure that it is the league approved ball.
12. Five minutes before play is due to start the umpires should tell both captains the time and take the field.
13. Umpires should strictly impose the rules for START time, according to the RULES Book.
14. In case of any disputes/controversies the umpires should try to make an objective decision. Under the rare situation, where the dispute/controversy cannot be resolved, the umpires should send a written report to EC before the end of the day on the incident/match.

28 PRE-GAME PREPARATION:

1. Both playing teams shall be equally responsible for preparing the pitch which may include but not limited to sweeping, raking and or rolling, filling pot-holes or puddles with sand, marking the boundaries and field restriction area. Each team shall also bring other equipment such as stumps, bails, chalk, broom etc. Both captains, along with the umpires have to ensure that the playing area/field is safe, and suitable for cricket.
2. Each playing team shall be responsible for bringing water and refreshments for their own use. The "home" team will NOT be responsible for doing so. Bringing goodies for your opponents will be seen as a good gesture and will be greatly appreciated!

29 NOMINATIONS & TOSS:

1. Both the teams will have to exchange the match nominations (Playing XI and 12th man if available) before the toss. The toss should take place 15 minutes before the agreed upon match start time. If a captain is not available for the toss a deputy can be used as long as he is one of the nominated players.
2. Toss should preferably take place in the presence of at least one umpire. The side winning the toss should indicate their choice of batting or bowling immediately after winning the

Toss

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3. For the toss to take place, a minimum of 8 (EIGHT) players from each team should be available at the grounds. The players have to be inside the boundary line and excuses like they are sitting in their cars, they are in the parking lot, they are bringing water, and they went

To get coffee, they went to bathroom etc. are not valid. If the team does not have the required 8 players at the scheduled toss time they automatically LOSE THE TOSS to the other team.

4. At the agreed upon match starting time the team not ready to play (i.e. do not have at least 8 players) shall lose 1 (ONE) over for every 10 (TEN) minutes from their allotment of overs up to a maximum reduction of 4 overs. The team that is ready to play, with a minimum complement of 8 players, at the agreed upon match starting time shall be made avail of the entire allotment of overs.
5. The match will commence as soon as the team has at least 8 (EIGHT) players available to play on both sides.
6. A decision to “call-off” the match will be made by the neutral umpires at the ground, if after 45 minutes from the agreed upon start time, one of the teams is not present on the field with at least 8 (EIGHT) players. The umpires can consider it as a FORFEIT of the match, and award full Ten (10) points to the team present with at least 8 (EIGHT) players.

30 OVERS AND TIME MANAGEMENT:

1. All matches shall be limited to (1) one inning of (16) sixteen overs maximum per side.
2. Each over will consist of six (6) legal deliveries.
3. Each bowler shall be allowed a maximum of (4) four overs in an inning (of 16 overs).
4. Batsmen must be ready to take guard or in position at the bowler's end within a reasonable time frame from the time a wicket as fallen, as may be decided by neutral umpires
5. It is expected that each innings does not go over One & Half hours including the 5 minutes break after 8 overs. If the umpires feel that a particular team is delaying things, which would result in an inning taking longer, they can warn the captain. If even after TWO warnings, the delays continue, umpires can deduct overs or runs for the defaulting team. All

decisions of umpires are FINAL.

31 USE OF PROTECTIVE EQUIPMENT:

The league firmly believes in the safety of its participants and encourages the use of protective equipment as each player sees fit, but within the following rules.

1. Protective equipment is any visible item of apparel worn for protection against external blows.
2. For a batsman, items permitted are a helmet, external leg guards (batting pads), and batting gloves.
3. For a fielder, only a helmet is permitted, except in the case of a wicketkeeper, for whom wicket-keeping pads and gloves are also permitted. A wicket-keeper may substitute batting pads for wicket-keeping pads.
4. The wicket-keeper is the only member of the fielding side permitted to wear gloves and external leg guards.
5. The gloves used by a wicket-keeper shall ONLY be those that are permitted under the ICC Rules. Law 40, paragraph 2 provides a description of a permissible wicket-keeper glove.
6. Hand warmers, oven mitts, baseball mitts and such other hand coverings are NOT to be substituted as wicket-keeping gloves and are not deemed acceptable as protective gear for a wicket-keeper in the field of play.

32 GROUND DIMENSIONS:

The boundary marking should not be less than 45 yards or 135 feet (typically can be measured by 45 normal steps) or more than 55 yards or 165 feet (typically can be measured by 55 normal steps) **from the CENTER of the Pitch, i.e. 33 feet from either wicket** to be set by the home team. Visiting team and umpires can verify, if needed. The boundary can be marked with CONES, FLAGS or any other visible markers. A straight line between two consecutive boundary markers is considered as the boundary, and not a curve.

Considering that we play the games in many make-shift grounds, it cannot be expected that the boundary will be of uniform length on all sides. Hence, the above guideline can be used. The boundary can vary in length on different sides, but has to be within the above specified limits. As long as the boundary is within the above limits, no arguments will be entertained. All teams

Are strongly recommended to carry a tape measure that will allow for these measurements.

33 PITCH DIMENSIONS: Area of Pitch:

All league games will use a pitch that measures 22 yards or 20.12 meters or 66 feet in length. Each team is strongly recommended to carry a tape measure that will allow for the measurement of at least 22 yards.

Use of Matting:

NJSBCL allows usage of proper cricket mats, both half and full sized. The home team defines whether a mat is used for their ground, as a default for the season. This cannot be selectively defined match to match. Visiting team does not have an option of using mat or not. The HOME team needs to ensure that the MAT used is in good condition, and does not risk any injuries. If the visiting team's captain and/or the umpires feel appropriate, the mat can be changed OR Game played without a mat. Umpires decision in this regard will be FINAL. In the knock out rounds and at neutral venues, in case of a disagreement between the two captains on using a mat, Umpires / EC will make the decision.

34 OBSTRUCTIONS IN THE FIELD OF PLAY:

If there are any obstructions that are in the field of play (inside the boundary line) the rules for such obstructions and interferences have to be agreed upon before the toss between the two captains and the umpires. As a general rule balls deflecting off in-field obstructions shall keep the ball in play unless "Declared Runs" have been agreed upon before the match. No catch shall be allowed off such obstructions.

If a tree or any other obstruction is located outside the boundary line but overhangs onto the playing area, any contact with the tree or by the ball or the fielder with the ball shall constitute the ball to be in contact with the boundary and shall be declared as a FOUR or a SIX, as the case may be.

35 CREASES, STUMPS & WIDE MARKERS:

35.1 Creases:

The home team will have to clearly demarcate the bowling and popping creases on both sides of the wicket. The bowling crease shall be the line through the base of the three stumps at the bowling end. The creases will have to extend 4ft 4in from the center stump on either sides, OR A bat + handle length from the corner stump on either side (if a tape is not available)

The popping crease has to be 4 feet in front and parallel to the bowling crease. A measure of a bat + handle length will be accepted for popping crease in absence of tape measure. The length of the popping crease will be the same as the bowling crease.

Return creases / side-lines will have to be drawn perpendicular and between the bowling & popping creases. The side creases will be at a distance of 4ft 4 in from the center stump on each side, OR A bat + handle length from the corner stump on either side (if a tape is not available).

35.2 Stumps:

Three stumps shall be placed at each end and be not more than 28 inches in height off the Ground and 28.5 inches with the bails. The three stumps have to be 9 inches wide. It is strongly recommended to have bails at both ends to avoid any controversies during the match. If conditions dictate the bails to be removed, then they need to be removed at both ends. If sufficient bails are not available between the two teams, then the preference is to have them at the batting end.

35.3 Wide Markers:

Markers that will be used for the calling of wide balls shall be placed at 30 inches from the stumps on both sides or one bat length from the middle stump on both sides in absence of tape measure, on the batting side.

36 TAMPERING WITH THE BALL:

Excessive and unnecessary rolling of a new ball before and right after the match begins, either to wear-out the fur or to absorb moisture and increasing the ball weight is not allowed. Any other form of BALL tampering to change the characteristics of the ball is not allowed. Umpires shall have the right to change the ball in such circumstances, either on their own, or as a result Of a valid objection raised by the batsmen or batting team captain.

37 RESTRICTIONS ON THE PLACEMENT OF FIELDERS:

There cannot be more than 5 fielders on any ONE side of the wicket. This means that, at all times, the ratio of fielders between the two sides of the wickets should be 5:4. This rule will be applicable for all games including the round-robin stage for the current season.

If the game is played on a non-360-degree ground, the umpires have the authority to suspend the fielding restriction (5:4) rule using their better judgment. The umpires may consult with the two captains in this regard.

If the fielding team violated the field restrictions and this was discovered after the delivery of the ball but before the run-up for the next delivery, the umpire will treat the former delivery as a No Ball (without free hit) and signal it as such. For example, consider the scenario where, on a 360-degree ground, the fielding team has a 6:3 field set and the umpires did not spot this. A bowler delivers a ball and gets a wicket. The umpire gives it out. Then, one of the batsmen notices that the field placement is not 5:4 and requests that the decision to be reviewed. If the umpire agrees that the placement was not 5:4, then he can and should change his previous decision and call it a No Ball.

38 WICKET KEEPER & FIELDER MOVEMENT:

The wicket keeper cannot move significantly (described as NOT more than 2 steps towards the stumps) after the batsman has taken his stance and before the batsman had a chance to play the ball (ball passing the batsman)

For fielders, only regular “taking a start” type of forward movement is allowed. The fielder is not allowed to move significantly such that a deep square leg cannot become a square leg.

Or a deep square leg cannot become a deep mid-wicket. A fielder cannot move backwards or sideways once the batsman has taken a stance.

A wicket-keeper cannot come close to the stump if he is at a significant distance from the stumps, after the batsman has taken his stance and before the ball passes the batsman. The wicket keeper can make all the movement he needs before the batsman has taken a stance.

If any of these are not met then either Umpire could call and signal a NO BALL on their own or upon an objection raised by the batsmen. Giving a warning is up to the umpire and is not mandatory.

39 MODES OF DISMISSAL:

In cricket laws there are 10 modes of dismissals as listed below. In our league we will follow the first 9 modes of dismissal only.

If the ball hits the body/pad and then hits the bat or vice versa, the batsman can be given out only by BOWLED & CAUGHT.

39.1 Bowled

39.2 Caught

39.3 Stumped

39.4 Run-out

39.5 Hit-Wicket:

If the batsman, while the ball is in play, with his bat or by his person puts down his wicket (batting side) while preparing to receive or in receiving a delivery or while immediately setting off for his first run. Hit wicket is applicable only if the delivery bowled is a legal delivery, and not a No-BALL.

Hit-Wicket does not apply to the bowler end stumps, and does not apply once the batsmen have started running between the wickets. It does not apply when a batsman is trying to avoid being run-out or stumped out.

39.6 Obstruction of Field:

Either batsman is out if he willfully obstructs or distracts the opposing side by word or action. The striker is out if the obstruction is caused by either batsman while a catch is being made.

39.7 Hit the Ball Twice:

If the batsman intentionally hits the ball again, while it is still in play, with his bat or person except for the purpose of protecting his wicket. The double sound shot heard during a shot attempt, is not considered as hit the ball twice intentionally.

39.8 Handled the Ball:

Either batsman is out if he willfully touches the ball with his hand or hands not holding the bat without the consent of the fielding side.

39.9 Timed-Out:

The incoming batsman must be in position to take his guard or for his partner to be ready to receive the next ball within 3 minutes of a fall of the previous wicket.

39.10 LBW:

We do not consider lbws in our league matches. So, a batsman should never be ruled out on account of lbw.

40 RUN OUT BY “MANKADED”:

When the batsman at the non-striker's end has backed up too far out of his crease and the bowler is in his run-up, but before entering his delivery stride, removes the bails with his hand holding the ball or by throwing the ball, with the batsman out of his crease, the batsman is said to have been "Mankaded" and the umpire shall give him out run- out. Please note that this is in line with the MCC rule and is being changed from previous year.

Clarifications: Definition of Delivery stride and deliver swing as taken from the laws of cricket.

Delivery stride: Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride.

Delivery Swing: is the motion of the bowler's arm during which he normally releases the ball for a delivery.

The bowler cannot delay the delivery of the ball to create a mankading situation. This means if the bowler is past the stump line or the bowling crease, he cannot stop, turn around and try to run out the non-striker.

41 DEAD BALL:

A DEAD BALL call supersedes any other calls for wide, bowled, stumped, caught etc. In our league the most common occasions when a dead ball shall be called and signaled by either umpire, if necessary, are listed below:

The ball becomes dead when,

1. It finally settles in the keepers hands
2. A boundary is scored
3. A batsman is dismissed
4. It is trapped in equipment or clothing of batsman
5. If a player or umpire is injured
6. Umpire calls an over
7. Umpires need to consult with each other or the players
8. In certain grounds half of the pitch may have grass/uneven patch. In such circumstances, the two captains in mutual agreement with the umpires can formulate a rule for dead ball for whenever a ball pitches on the green grass/rough patch. Such agreements have to be made prior to the toss/match.

42 NO-BALLS:

When a NO-BALL has been called, a batsman can be given OUT only by Run out, hitting the ball twice, handling the ball OR obstructing the field.

42.1 Mode of Delivery:

(a) The umpire shall find out whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and then inform the striker. It is the umpire's responsibility to find out what the bowlers intends to do at the start of a spell and then it is the bowler's responsibility to inform of any changes during a spell. In the case where the bowler does not indicate a change of guard during a spell, the umpire shall call and signal NO-BALL.

(b) Underarm bowling shall not be permitted, and will be called as NO BALL.

(c) Bowling from behind the umpire is not allowed. The umpire has to be in a position to see if the bowler bowled with the right mode and action. If not, the umpire can call a NO BALL.

42.2 Legal Delivery - The Feet & Action:

For a delivery to be legal in respect of the feet, in the delivery stride the bowler's front foot must land with some part of the foot, whether grounded or raised, **behind** the popping crease, else it will be called a NO-BALL. If the bowler delivers a ball from behind the umpire it will be called a NO-BALL. If on the deliver stride, the back foot lands on the return crease line (touching) or outside the Return crease/side-line, it will be

Called a NO- BALL.

The ball does not become dead at the call of NO-BALL, but batsmen can only be dismissed from such a ball by Run Out, Hitting the ball twice, Handling the ball, or Obstructing the field.

If either of the neutral umpires feels that the bowler is throwing/chucking the ball, he can call a NO-BALL. Giving a warning is totally up to the umpires discretion, and not mandatory.

42.3 Height:

If in the judgment of the neutral umpires the ball, after bouncing has passed or would have passed over the batsman's shoulder if he were in an upright position, then either of the two umpires shall call and signal a NO-BALL. **Even if the batsman steps out of the crease, the ball can be called a no ball, based on the judgment of the umpires that it WOULD have been above the batsman's shoulder, had he remained in his crease in An upright position.**

NOTE: The neutral umpire at bowlers-end can over-rule the NO-BALL call made by the Striker side umpire.

42.4 Full Tosses above the Waist:

If in the judgment of either umpire the ball without pitching (without touching the Ground), has passed or would have passed over the batsman's waist, when the batsman is In an upright position, and inside the crease, then either umpire shall call and signal a NO-BALL. **Even if the batsman steps out of the crease, the ball can be called a no ball, based on the judgment of the umpires that it WOULD have been above the batsman's waist, had he remained in his crease in an upright position.**

NOTE: The neutral umpire at bowlers-end can over-rule the NO-BALL call made by the Striker end umpire.

Additionally the bowler will be given a warning for dangerous bowling if the ball was

Directed at the batsman's body. These types of deliveries can potentially injure the batsman. Hence, if 2 such deliveries which are directed at the batsman's body are bowled by a bowler, the umpire will stop the bowler from bowling further in the match. If the over is not complete, a different bowler has to complete the over. This bowler should not have bowled the previous over, and will not be allowed to bowl the next over. The number of balls bowled by the new bowler, will be credited to him, and hence will count towards his quota of overs.

NOTE: Since in NJSBCL it is very difficult to ascertain the speed of the ball being bowled accurately, no differentiation will be made between fast and slow balls.

42.5 Bowler disturbs/breaks the stumps at bowler's end during bowling:

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride and delivers the ball.

However no free hit will result from such a no ball.

42.6 Free-Hit Following a Foot-Fault NO-BALL:

FOR NO BALLS, Due to foot fault, (over stepping the bowling crease or back foot landing on return crease) the Subsequent ball shall be a free hit. The umpires will signal a free hit by (after the normal NO-BALL signal) extending one arm straight upwards and moving it in a circular motion. 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. Field changes are not permitted for free hit deliveries unless there is a change of striker. A free hit ball, if legal delivery, is counted towards the number of balls of an over. 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. **During a free hit, a batsman can be given OUT only by Run out, hitting the ball twice, handling the ball OR obstructing the field.** If 6th ball becomes a foot-fault NO-BALL, 7th ball is a free hit ball and as long as the free hit ball is not a wide or another NO-BALL, that is the end of the over. Free hit will not apply

To other types of NO BALL calls such as action, height, breaking the stumps at the bowling end, etc.

43 WIDE BALL:

A ball is a wide if it passes the wide marker (cone). A wide does not count in an over. The umpire should call and signal “wide” as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. Use a cone or a flag as a marker to call wides (measured as one bat length from the middle stump). **The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field.**

The ball must pass **BEHIND** the batsman AND outside the leg stump to be ruled a wide down the leg side. For wides outside the off stump the ball should pass outside the cone or flag marker. If you are going to call a ball on the off-side that goes over the cone/flag as a wide ball, then simply consistently call it as such throughout the game. The umpires are advised to inform the two captains on how they are going to call wides in advance to avoid any controversies.

Obviously if the ball touches the striker’s person a wide would not be called. A batsman is allowed to change his stance either during the bowlers run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman changes his stance prior to start of the bowler’s run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance. On the other hand, if the batsman changes his stance during the bowlers run up, the wide will be judged based on the stance that he took before the bowler started his run up. This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario.

44 BYES:

A bye is called when a legal delivery passes the stumps without the ball touching either the bat or the batsman's body.

45 LEG-BYES:

This is easy too! We do not consider leg byes. No runs score on leg byes. The ball is simply

Ruled dead, after it hits the body of the striker.

The only exceptions are if the ball hits the body of the batsman and then hits the batting side stumps/wickets, in which case the batsman is considered bowled out. OR the ball hits the body/pad, then hits the bat, and carries on the full to a fielder/keeper/bowler, who completes the catch, in which case the batsman is considered caught out. Stumping is allowed off a ball that came off the batsman's body. For all other cases, the ball is considered dead, if it strikes any part of the batsman's body other than the hand below the wrist (gloves area). Run outs are not allowed in this case.

46 SCORING A BOUNDARY OR SIXER:

- (a) A boundary shall be scored and signaled by the umpire at the bowler's end whenever, while The ball is in play, in his opinion:
 - (i) The ball touches the boundary, or is grounded beyond the boundary.
 - (ii) A fielder, with some part of his person in contact with the ball, touches the boundary or has some part of his person grounded beyond the boundary.
- (b) The phrases 'touches the boundary' and 'touching the boundary' shall mean contact with Either:
 - (I) the boundary edge as defined in 2 above or
 - (ii) Any person or obstacle within the field of play which has been designated a boundary by the umpires before the toss.
- (c) The phrase 'grounded beyond the boundary' shall mean contact with Either: (I) any part of a line or a solid object marking the boundary, or
 - (ii) The ground outside the boundary edge or
 - (iii) Any object in contact with the ground outside the boundary edge.
- (d) If the player in contact with the ball is in contact with another player or object which is either fully or partially outside or touching the boundary, it will be considered as a FOUR or SIXER depending on whether the ball bounced or not. This also applies to cases where a fielder takes a catch by leaning against a fence which is considered as the boundary marking. If the ball crosses the boundary mark without bouncing, then it is called as a

47 SUBSTITUTIONS:

It is entirely the neutral umpire(s) call to allow substitution, after verifying the reasons for substitution. The opposition team captain has no say in allowing or disallowing a substitution that has been decided by the neutral umpire. Neutral umpire has the final call on allowing or disallowing a substitution.

If a player was substituted and when he comes back into the field, he needs to wait for the number of overs he stayed out, before he can bowl. For e.g. If a player stayed out for 2 overs, he has to field for 2 overs before he can bowl. However, a wicket keeper can come back and start keeping immediately.

47.1 Substitution for an Injury Occurring Before the Match:

Pre-existing injuries should not be considered for substitution. Substitution for any other reason is strictly not allowed. Under rare cases, where a player can prove REAL EMERGENCY, umpires can allow substitution, on mutual consent.

47.2 Substitution for an Injury Occurring During the Match:

Substitution of players will be allowed only when a player is injured during the match/game and can happen at any time during the over. The nominated player can come back whenever practicable and need not have to wait till the end of the over. Either of the two umpires has to be clearly informed of the player going out and the substitute coming in or vice versa.

If the umpires are not convinced about the injury, they can dis-allow substitution. In such case, a fielding team will have field with a player short. All decisions of umpires shall be final.

47.3 Substitution for a Player not Available at the Start of the Match:

In cases where players are not available at the start of the game, substitutions will NOT be allowed. Teams can play with less than eleven (11) players, but more than eight (8).

Latecomers can join their team and come on to the field at any time during the match. They can be involved straightaway, as no substitution was allowed for such player.

47.4 Substitution for a Player Leaving Early from the Match:

Substitution will NOT be allowed for players leaving early, for any condition other than emergencies (Reasons like IT release, playing in another league, work call, non-emergency home call etc. will not be accepted). Teams will have to play with reduced number of players if a player leaves for a non-emergency reason as determined by the neutral umpire.

47.5 Substituted Player not Coming Back in First Inning:

If a player is substituted during the first inning of the game when his team was bowling and he does not come back during that inning then he will be allowed to bat only after 8 overs have been completed or 5 wickets have fallen in the second innings, whichever happens first.

48 Retiring a Batsman

48.1 Retired Hurt:

If a batsman is injured or falls ill while batting, he may retire and resume his innings at the dismissal or retirement of another batsman. If he cannot return by the end of the innings, the batting side must close its innings after all other batsmen are dismissed (excluding the not-out batsman). This can occur if the batsman requires medical attention away from the ground. It is therefore possible for the side batting last in a match to lose despite only losing nine (or potentially fewer) wickets. For the purposes of calculating a batting average, a scorecard entry of 'Retired, hurt' or 'Retired, ill' is considered not out.

48.2 Retired out

A batsman retires out if he retires without the umpire's permission, and does not have the permission of the opposing captain to resume his innings. This can happen if the Umpires do not agree with an injury or illness of the batsman, and feel that it is not justifiable for him to retire. For the purpose of calculating averages, a retired out batsman is considered as being OUT.

49 Switch-Hit

A batsman is allowed to change his stance when the bowler has not started his run-up or after the bowler enters his delivery stride. In a case where the batsman changes his stance prior to start of the bowler's run-up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance. On the other hand, if the batsman changes his stance after the bowler enters his delivery stride, the wide will be judged based on the stance that he took before the bowler's run-up.

If the batsman changes his stance after the bowler starts his run up but before he enters his delivery stride, the bowler can stop and not bowl. At the first instance, the batsman will be warned. The umpires must convey the warning to the captains of both sides. **More than 3 (three) stoppages can delay the game and umpire can inform the batsman to refrain from switch hit. Failure to abide by this instruction will result in 5 penalty runs on the batting side. The batting team's final score will be reduced by 5 runs. Similarly if a bowler repeatedly pulls out of run up due to anticipated switch hit after his delivery stride, the umpire can warn the bowler and repeat of such incidents can result in 5 penalty runs to the bowling side..**

If a batsman changes his stance after the bowler has entered his delivery stride, that is a legal shot and no action needs to be taken.

50 Bowling action / Chucking

In general Chucking/throwing is not allowed while bowling. A call regarding this is totally left to the discretion of the umpires, who can stop a bowler who is chucking from continuing to Bowl in the game. When this happens, if any balls are remaining in the over, they will have to be bowled by another bowler.

51. Bonus points

If a team wins by a difference of run rate of 3.0 or greater, the winning team is awarded an additional 2.5 points.

Example:

If team A has run rate of 4.5 (scores say 72 runs) and Team B wins with a run rate of 7.5 or

Greater (scores 73 in 9.33 overs (9 overs 2 balls) = run rate 7.82), then Team B will be awarded the bonus points. However if they score 73 in 9.83 overs (9 overs and 5 balls) the run rate will be 7.42 and Team B will not be awarded the bonus points. So the winning team in this match will earn 12.5 points instead of 10 points.

In case team A batting first scores at 6 runs per over (say 96 runs) and bowls the second team out for 48 runs or less, the run rate for second team is then 3.0 and Team will earn the bonus points.

NOTE: the last winning run or runs will be accounted for in the usual way. Any manipulation of runs or run rate by any team will be viewed seriously and the team and its members (limited to the playing 11 for that match + regular captain and manager if not playing) will be severely penalized, including being barred from participating in the current and any future tournament

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52. Double Elimination- No double elimination round in 2016.