



## Cricket Newfoundland and Labrador

### 2017 Summer League – Tournament Format, Rules and Regulations

#### **Responsibilities of Manager/Captain**

1. Representing the team on league committee
2. Ensuring field is prepared in time for prompt starts on schedule; assigning responsibility for field preparation, field clean up, umpires and scorers
3. Taking responsibility for players adhering to disciplinary code
4. **Ensure 50% of match fees is paid to Dave before June 23, 2017 and the other 50% by July 15, 2017.**
5. Communication of schedules and other issues to team members

#### **General ICC T 20 rules summary**

1. Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply. A runner for a batsman when batting is not permitted.
2. No bowler shall bowl more than 4 overs in an innings.
3. Free Hit
  - All modes of no ball) shall be a free hit for whichever batsman is facing it. 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.
  - 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.
  - Field changes are not permitted for free hit deliveries unless:
    - a) There is a change of striker (the provisions of clause 41.2 shall apply),
    - or
    - b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
  - 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.

4. During the powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
5. During the non-powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area
6. A bowler shall be limited to one fast short-pitched delivery per over.
  - a. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
7. Bowling of High Full Pitched Balls-
  - a. Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
  - b. In the event of a bowler bowling a high full pitched ball, the umpire at the bowler's end shall call and signal no ball.
  - c. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning.
  - d. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
  - e. Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
  - f. The bowler thus taken off shall not be allowed to bowl again in that innings.

### **Playing Rules and Conditions**

1. Games will be played at RCAF Field, Torbay Road.
2. All players must be members in order to be covered by insurance, even those brought along to play one or two games.
3. The basic format of the league will be 20 overs/ side under current ICC playing regulations.
4. There will be a new ball provided for each innings. White balls will be used; therefore no team/player shall be wearing whites

5. This is a recreational league and Cricket NL allows all bowlers with doubtful action or who have bowled previously to bowl in any league conducted by Cricket NL. Cricket NL understands that some bowlers have some odd actions which may or may not align with ICC rules, which is fine. However, what we don't want happen is clear throwing or chucking. If this happens, the on-field umpires will make a call: first provide a warning to the bowler and then onwards it will be a no-ball. The baller will be taken off from bowling any further in the match if, has been called of no ball for chucking 3 times in one match.
6. If an umpire has doubts about the legality of any bowler's delivery, they should report it to the Summer League committee so if necessary the coach can work with that player to deal with any issue.
7. Each team must have a nominated captain and a vice captain. The captain must be one of the players.
8. Team will receive 2 points for a win, 0 points for a loss. 1 Point for each team if they don't show up for a scheduled game or cannot get adequate players.
9. The teams will need to submit the names of the team members when they arrive at the venue for the game.
10. 15 Minutes break between each innings
11. Any ball which does not bounce or stay really low will be declared a dead ball, only at umpire's discretion.
12. A game must be completed by less than 3 hours 15 minutes. 90 minutes a side with 15 minutes break between innings.
13. All teams are to be present at their allocated schedule prior to the game, to do toss. All teams must be ready 10 minutes before their allocated fixture time.
14. Each match is allocated 90 Minutes, so punctuality in readiness and avoidance of time wasting during the play is essential.
15. If one team (for Example: team A) is ready with 11 players and the other team (for example Team B) is not ready, the following rules will be followed:
  - a. If Team B is ready within 10 minutes of the scheduled start time, there will be a no penalty for Team B.
  - b. If Team B is not ready within 10 minutes of the scheduled start time, there will be a penalty of 1 over for every 4 min lost 10 minutes after the schedule time.
  - c. After 30 minutes of Scheduled time, Team A will be the winner.

**Please note that each team must have at least 8 members present on the field to start the game.**
16. In case both the teams cannot get the players as per schedule. Each Team will be allotted 1 point and the match will not be replayed.
17. If two teams have equal points then net run rate will determine the next round.

18. No swap between the team members who have played or represented another team during the same league.
19. If any new players needs to be added this shall be informed to the summer league committee and captains at least 2 days prior to the game. Registration fees should be paid to Dave prior to new individual playing their first match.
20. Any new players not registered with Cricket NL will not be able to play a match.
21. Teams can only use players from their team for substituting their fielders.
22. If a team has less than 11 players, no additional fielder from any other team will be permitted to field.

### **Discipline/Playing Decorum**

1. Umpires have the final say in terms of decisions. Where required, the main umpire will discuss the dismissal with the leg umpire. If required the umpires can consult with the scorer.
2. Any kind of dissent shown to the umpire or other players can lead to the suspension of the player or even the abandonment of the team based on the degree of the offense.
3. Any disciplinary issues should be reported as outlined in the discipline policy adopted by Cricket NL.

All the best with the tournament!

Cricket NL Summer League Committee 2017