

Cricket Newfoundland and Labrador

2020 Summer League – Tournament Format, Rules and Regulations

Any questions or clarifications on these rules and regulations should be addressed to the Summer League committee.

COVID-19

Note: all provisions of the Return to Play plan relating to the COVID-19 virus must be complied with.

General playing conditions (T20 and T40)

Responsibilities of Manager/Captain

1. Representing the team on the league committee.
2. Ensuring field is prepared in time for prompt starts on schedule; assigning responsibility for field preparation, field clean up, and scorers.
3. Taking responsibility for players adhering to disciplinary code.
4. Communication of schedules and other issues to team members.

Umpiring and scoring

For T20 matches, umpires will be compensated at a rate of \$20/ match if they have completed the MCC e-learning modules on the Laws of the Game and successfully completed the exam at intermediate level. They must be prepared to score (in possession of a device capable of running CricHQ, and trained in its use). Umpires who have not completed the course will be paid \$15/match. For T40 matches, the rates are \$30/\$25. If teams do not provide scorers, the umpire responsible for scoring will be paid an additional \$5.

1. Teams are encouraged to provide the names of potential umpires to the league committee in advance.
2. Umpires are responsible for collecting used balls at the end of each innings and providing them to a league committee member; failure to do so will result in a reduction of \$5 in umpiring fees for each umpire.
3. Teams are to provide scorers; ideally both teams will have a scorer with one scorer maintaining the official CricHQ scorecard and the other scorer maintaining a paper scorebook, or duplicating the electronic scoring as a check. If only a batting team scorer is available, then the umpires will also keep score.
4. The League Committee will do its best to provide two neutral umpires for each match. If only one neutral umpire is available they will stand as bowling end umpire at both ends, with the batting team providing a square leg umpire.
5. To maintain social distancing captains should provide the names of the playing XI on paper or by text to the scorers/ umpires prior to the toss.
6. The official electronic scoresheet should be uploaded to CricHQ within 12 hours of the end of the game.

Set up and tear down

The schedule outlines club responsibilities for Friday ground preparation, set up prior to games and clean up afterwards.

Friday responsibilities

- Mowing field using lawn tractor. A minimum of the 30 yard circle must be cut, but ideally the entire field.
- Ensuring that the grass belonging to the SPCA is cut.
- Ensuring that the lawn tractor is left full of gas and replenishing gas if gas can is empty.
- Ensuring creases are properly marked.
- Repairing and rolling bowler's run up areas if required.
- Disinfecting high touch surfaces.

Failure to perform this work without good reason may result in fines of up to \$50 being imposed by the league committee.

Set up responsibilities (should be complete 15 minutes before scheduled start):

- Ensuring boundary markers are out.
- Marking 30 yard circle with mower or cones.
- Pitching stumps, ensuring chalk is present to mark guard, sweeping mat if required
- Setting up scoreboard
- Disinfecting high touch surfaces

Tear down responsibilities:-

- Collecting boundary markers and stumps, storing in shed.
- Ensuring RCAF is cleared up and free of garbage
- Storing scoreboard in shed
- Ensuring shed is tidy and secure; disinfecting high touch surfaces

Playing conditions

1. Games will be played at RCAF Field, RCAF Road.
2. All players must sign waiver forms in order to be covered by insurance, even those brought along to play one or two games. All players should be registered as members using Cricket NL on-line registration. Any club who fields a team containing a player who has played more than two matches (indoor or outdoor) in 2020 who is not registered risks disciplinary action, and must pay a fine of \$30/ instance.
3. This is a recreational league and bowlers with suspect actions are treated leniently. Blatant throwing, however, is not permitted. If in the opinion of the umpires a bowler is clearly throwing (as opposed to a dubious action), the on-field umpires will first provide a warning to the bowler and captain. For subsequent infractions blatant throws will be called as a no-ball. The bowler will be taken off immediately and cannot bowl further in the match if they have been no-balled three times for an illegal delivery.
4. If an umpire has doubts about the legality of any bowler's delivery (a dubious action, rather than a blatant throw), they should report it to the Summer League committee so if necessary the coach can work with that player to deal with any issue.
5. Each team must have a nominated captain and a vice captain. The captain must be one of the players.

6. The teams will need to submit the names of the team members when they arrive at the venue for the game on paper.
7. Teams are to be present at the field 10 minutes ahead of the scheduled start of the match for the toss, and set up of scoring.
8. If no member of a team is present for the toss at least 10 minutes prior to the scheduled start, the toss is awarded to the other team.
9. If one team (e.g. 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 to play within 10 minutes of the scheduled start time, there will be a no penalty for Team B.
 - b. If Team B is not ready to play within 10 minutes of the scheduled start time, there will be a penalty of 1 over for every 4 minutes lost 10 minutes after the scheduled time.
 - c. If Team B is not ready to play within 30 minutes of scheduled start time, Team A will be declared the winner.
 - d. "Ready for play" means ready to take the field, not ready to take the toss.

Please note that each team must have at least 8 members present on the field to start the game.
10. A player who has represented one club in the league already can only switch to another club with the permission of the league committee. A player who has not played a match for their existing club can switch without requiring permission to be granted but must inform the committee.
11. If a club adds any new players the summer league committee should be informed at least 2 days prior to the game.
12. Clubs can only use players from their team for substitute fielders unless the opposing captain agrees otherwise.
13. If a team has less than 11 players, no additional fielder from any other club is permitted without the permission of the opposing captain.
14. No rescheduling of matches at the request of clubs will occur after the schedule is finalized. If a club cannot field a team the match will be defaulted, not rescheduled, irrespective of notice.
15. A player with a pre-existing injury is allowed a runner only with the permission of the league committee, obtained in advance. For injuries occurring during play, Law 25 applies, not the International T20 playing conditions. This states the umpires shall allow a runner for a batsman if they are satisfied
 - a. that the batsman has sustained an injury that affects his/her ability to run and
 - b. that this occurred during the match.
16. Law 21.7 of the Laws of Cricket will apply: any ball that wholly or partially pitches off the artificial surface will be considered a no-ball. The artificial surface is defined at RCAF as being the actual mat itself; balls pitching on the concrete surface but off the mat are no-balls.

Weather and cancellation policy

In the case of poor weather, the league committee has responsibility for deciding whether matches go ahead up to the evening before the scheduled time. If the weather is uncertain, and the match was not cancelled the previous day, teams should plan for the match to go ahead as usual and be at the field ready to play.

The umpires should consult with both captains if field conditions and weather are dubious.

- If both captains agree to play, and the umpires believe conditions are safe to play, then the match will start as scheduled.
- If both captains agree that conditions do not permit the match to be played the game is cancelled, and may be re-scheduled if possible.
- If captains disagree on the suitability for play, then the umpires determine if the match should go ahead. The umpires' decision is final in this regard. If a team does not want to play when the umpires decide play is possible, then the match is forfeited
- Once a match has started all decisions relating to stopping play due to weather or pitch conditions are made by the umpires, as per the Laws of Cricket.

Discipline/Playing Decorum

1. Umpires have the final say in terms of decisions. Where required, the bowler's end umpire can consult with the square leg umpire. If required the umpires can consult with the scorer to verify the correct score, or ball-count.
2. Any disciplinary issues should be reported as outlined in the discipline policy adopted by Cricket NL.
3. Umpires should apply the provisions of Laws 41 and 42, including the awarding of penalty runs and removal of players from the field in the case of unfair play, or player misbehavior.

T20 league

Format

The seven teams entered will each play each other in the first round after which they will be split into Division A with the top 4 teams in the standings after the first round; and Division B with the lower three. The divisions then will play a double round robin to decide final placement. Points and net run rate are not carried over into divisional play. For 2020, the Cup Finals will not be played due to the shortened season.

Fees

1. The fee for entering a team to the T20 league is \$1,300. \$1000 of the registration fee of \$1200 must be paid by July 1 and with the balance by July 15. If a team wishes to pay in full by July 1, an early payment discount of \$50 is applied, with a total fee of \$1250.
2. The fees for the 40 over league are yet to be determined.
3. The league committee reserves the right to suspend a team from playing if they are not in good financial standing.
4. Any team that defaults a match (cannot field a team without providing 14 days notice to the league committee) must pay a fine of \$75. Note that even if notice is provided the match will not be re-scheduled.

T20 League Playing Rules and Conditions

Unless otherwise specified here, current ICC T20 playing conditions apply to the T20 competition. Main points include:-

- Maximum of 4 overs/ bowler/ innings

- Only 2 fielders outside fielding circle in first six overs; maximum of 5 at other times. If overs are reduced the Powerplay is also reduced as per ICC regulations. If a team has less than 11 players, the limitation is on number of fielders outside the circle, not the number inside.
- Limit of one fast pitched short delivery/ over

Other league specific playing conditions

1. There will be a new ball provided for each innings. White balls will be used; therefore no team/player can wear whites. In addition coloured pads or pad covers are recommended.
2. In exceptionally wet conditions, the umpires may decide to allow a change of ball after 10 overs; the replacement ball should be a used ball with equivalent wear. If this is permitted then it must apply to both innings of the match. Captains may request that this be applied but the final decision lies with the umpires.
3. A team will receive 2 points for a win, 0 points for a loss. 1 point for each team will be awarded if both teams cannot field a team for a scheduled match and the match will not be replayed. If a game is cancelled for weather and cannot be re-scheduled each team is awarded 1 point.
4. If teams are tied at the end of the match, a Super Over can be played to decide the winner, but only if time permits. If another match is scheduled, and the Super Over would result in a late start, the match will be tied and the points shared.
5. There is a maximum of 15 minutes break between each innings; there are no breaks for drinks within each innings unless the umpires believe exceptional conditions merit them.
6. Players bringing water on to the field for the batsmen can only enter with the permission of the umpires.
7. A game must be completed by less than 3 hours 15 minutes (90 minutes a side with 15 minutes break between innings).
8. Each innings is allocated 90 minutes, so punctuality and avoidance of time wasting during the play is essential.
9. Umpires are instructed to report any team that contributes to an innings not being completed in 90 minutes to the league committee; this will normally be the bowling side but it is recognized that the batting team may also contribute to time wasting. Umpires should take into consideration lost balls, injuries and other circumstances beyond the team's control before making a report. The league committee is empowered to take disciplinary action with recommended penalties of: two instances- a formal warning; three instances, suspension of the captain for one game.
10. If two teams have equal points then net run rate will determine the next round. Points and run rates are not carried over from the first round into the Division A/ B system.
11. If a team defaults a match then they will be considered, for the purposes of net run rate calculations, to have scored 0 runs from 20 overs, and conceded 0 runs from 0 overs. The net run rate of the team to which the match was awarded remains unaffected (i.e. they score and conceded 0 runs from 0 overs).

T40 League

Fee

To be determined

Format

The league will consist of a single round-robin with no finals. Four teams are entered.

T40 League Playing Rules and Conditions

Unless otherwise specified here, current ICC playing conditions apply to the T40 competition.

Main points include:-

- Matches will be played with red balls when available.
- Clubs are permitted to add players registered with another club for the T40 league but only if that club is not fielding a team in the T40 league.
- Net run rate will be used to determine positions if clubs are tied on points.
- If a team defaults a match then they will be considered, for the purposes of net run rate calculations, to have scored 0 runs from 40 overs, and conceded 0 runs from 0 overs. The net run rate of the team to which the match was awarded remains unaffected (i.e. they score and conceded 0 runs from 0 overs).
- Maximum of 8 overs/ bowler
- Each innings must be completed in 2 hours 45 minutes (umpires have the discretion to allow additional time for exceptional events- injuries etc.).
- A five minute refreshment break is taken after 20 overs.
- A bowler shall be limited to two fast short-pitched deliveries per over.
- Fielding restrictions:
 - o Overs 1-8: maximum of 2 outside the circle
 - o Overs 9-32: maximum of 4 outside the circle
 - o Overs 33-40: maximum of 5 outside the circle

All the best with the tournament!

Cricket NL Summer League Committee