

Cricket Newfoundland and Labrador

2022 Summer Leagues – Tournament Format, Rules and Regulations

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

Fees

1. The fees for the 20 over league are \$1300. A non-refundable deposit of \$300 is required to secure entry to the league by 10th May.
2. The fees for the 40 over league are \$950. A non-refundable deposit of \$200 is required to secure entry to the league by 10th May.
3. Deadline for residual fee payments is 1st June.
4. The league committee reserves the right to suspend a team from playing if they are not in good financial standing.
5. 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 format

The seven teams will play a double round robin to decide top 4 positions.

The team that finishes 1st after 12 games will be awarded the President/Saini cup.

The top four teams with the most points qualify for the playoffs. (IPL/PSL format).

Points and net run rate are not carried over into the playoffs.

The team that wins the playoffs will be awarded the Summer League Trophy.

Runner up team will automatically qualify for another final.

The 2 teams that lost the eliminators will play another eliminator to determine the finalist. The winner of the last eliminator vs the playoffs runner up will be awarded the Herringshaw Cup.

40 over league format

The teams will play a single round robin format, with each team playing the others once.

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.
5. Ensuring adherence to COVID protocols.

Umpiring and scoring

1. Umpires will be compensated at a rate of \$40/ match if they have passed the Level 1 Umpiring Exam, \$25 if they have completed the MCC e-learning

- modules on the Laws of the Game and successfully completed the exam with a mark of at least 70% at basic level. They must be prepared to score (in possession of a device capable of running the electronic scoring packages and trained in its use). Umpires who have not completed the course will be paid \$15/match.
2. Umpires will be accountable for enforcing the rules before, during and after the match. If an Umpires fails to implement the proper rules/regulations, they can be subjected to a break from umpiring duties.
 3. Teams are encouraged to provide the names of potential umpires to the league committee in advance.
 4. 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.
 5. Teams are encouraged to provide scorers trained in the use of the recommended electronic scoring package; at minimum the batting team should maintain a paper scorebook, or duplicate electronic scoring to help cross-check the umpire's scoring.
 6. 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. If an umpire has to act as bowler's end umpire at both ends, they will be paid an additional 75 percent of their certified fees. For example, a level 1 certified umpire will be paid 30 dollars extra in a t20 game if they have to be the bowlers end umpire for both ends.
 7. Captains are asked to provide the names of the playing XI on paper or by text to the scorers/ umpires prior to the toss.

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, clearing clippings with grass sweeper.
- 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 cones.

- Pitching stumps, ensuring chalk is present to mark guard, sweeping mat if required
- Ensuring devices are available for electronic scoring
- Setting up scoreboard.
- Unlocking portable toilet and 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 locked, tidy and secure; disinfecting high touch surfaces
- Locking portable toilets

T20 playing 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

Exceptions: Use of Runners

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: -

- 25.5.1 The umpires shall allow a runner for a batsman if they are satisfied
 - 25.5.1.1 that the batsman has sustained an injury that affects his/her ability to run and
 - 25.5.1.2 that this occurred during the match.

Balls pitching off the pitch



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 and the narrow concrete strip; balls pitching on the wooden edge or outside the concrete surface are no-balls.

Over rates and other delays

In-match delays

- The bowling side should be in position to deliver the final over of the innings 90 minutes after the start of the innings.
- The umpire should record the time of the start of the innings and inform the fielding captain of their target time.
- The umpires should update the captain regularly on progress.
- Umpires should also add time for delays that are not the responsibility of the fielding team (lost balls, injuries, drinks for batting team, delays at fall of wicket, batsmen not ready to face); the captain should be informed of the revised finishing time.
- Umpires should manage this with warnings and reminders to avoid applying penalties if possible.

Delays by bowling side in first innings

If at the 90 minutes deadline the team is not ready to bowl the final over of the innings, then their innings will be reduced in overs, with one over removed for every over remaining to be bowled at the time cut off.

Examples:-

- At 90 minutes, the team has changed ends and bowler is ready to bowl the 20th over – no reduction
- At 90 minutes, the 19th over is still in progress – fielding team will have only 19 overs to bat
- At 90 minutes, the 16th over is being bowled – the fielding team will have 16 overs to bat

Note over reduction is added to any reduction of overs already applied due to delays in the start.

Delays by bowling side in second innings

If at the 90 minutes deadline the team is not ready to bowl the final over of the innings, the batting team will be credited with 6 runs for every over remaining to be bowled, but the overs are still bowled out. If the runs penalty results in the batting team's score passing their target, the match is considered over at the 90 minutes deadline.

Examples

- At 90 minutes, the team has changed ends and bowler is ready to bowl the 20th over – no reduction
- At 90 minutes, the 19th over is still in progress – batting team are immediately awarded 6 penalty runs
- At 90 minutes, the 16th over is being bowled – the batting team is immediately awarded 24 penalty runs.

Delays by batting side

Delays by the batting side should be dealt with by the Laws of Cricket.

Delays at start of match

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.

If the start of the match is delayed due to neither team being ready, or any other reason (umpires unavailable etc.) then the overs are to be reduced as follows:-

- up to 10 minutes; no reduction
- 10-18 minutes, 1 over/ side and another over for every 8 minutes after that (i.e. Match starts 11 minutes late- 19 overs/ side; match starts 25 minutes late, 18 overs/ side)

T20 League Playing Rules and Conditions

2. Games will be played at Flyers Field, Torbay Road.
3. All players must sign waiver forms to be covered by insurance, even those brought along to play one or two games. All players should be registered as

- members using the 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 2022 who is not registered risks disciplinary action and must pay a fine of \$30/ instance.
4. The basic format of the league will be 20 overs/ side under current ICC playing regulations.
 5. There will be a new ball provided for each innings. White balls will be used; therefore, no team/player can wear whites. In addition, colored pads or pad covers are required. No batter will be allowed to play with white/grey leg-guards.
 6. Teams are requested to follow a basic dress code- all players should be wearing the same-colored clothing or team uniform, no shorts, and guards to be worn inside clothing.
 7. 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.
 8. This is a recreational league and Cricket NL allows all bowlers with suspect (but not illegal) actions to bowl in the league unless they have been previously reported by umpires. Cricket NL understands that some bowlers have actions that may not clearly align with ICC rules and some latitude will be given. Blatant throwing, however, is not permitted. If this happens, 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.
 9. 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.
 10. Each team must have a nominated captain and a vice captain. The captain must be one of the players.
 11. A team will receive 2 points for a win, 0 points for a loss. Sunday Evening (biweekly) is the reserved slot for cancelled matches. Teams will be provided enough time and opportunity to make arrangements to play their rescheduled match. Still, if any team fails to field a team, the opposing team will be awarded the 2 points with the NRR calculations done based on a walkover.
 12. 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.
 13. The teams will need to submit the names of the team members when they arrive at the venue for the game on paper.
 14. There is a maximum of 15 minutes break between each innings
 15. A game must be completed in 3 hours 15 minutes (90 minutes a side with 15 minutes break between innings).

16. 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.
17. 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.
18. If two teams have equal points, then net run rate will determine the higher position. Even if NRR is same, head-to-head results will be considered.
19. 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).
20. A player who has represented one team in the league already can only switch to another team with the permission of the league committee. A player who has not played a match for their existing team can switch without requiring permission to be granted but must inform the committee. This is only allowed until the mid-season. No transfer of players will be allowed after this and under no circumstances will players be allowed to switch teams before or during play-offs.
21. Non-residents will not be allowed to participate in the playoffs. The committee is in agreement to not let non-residents participate in the summer league in general but this can only be implemented after consultation with the Cricket Canada Umpiring Head, input from other provinces and making a feasible plan.
22. If a club adds any new players, the summer league committee should be informed at least 2 days prior to the game.
23. Teams can only use players from their team for substitute fielders unless the opposing captain agrees otherwise.
24. If a team has less than 11 players, no additional fielder from any other team is permitted.
25. No rescheduling of matches at the request of teams will occur after the schedule is finalized. If a team cannot field a team the match will be defaulted, not rescheduled, irrespective of notice.

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 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 forfeiture of the match by 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.
4. 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.
5. Members who are found guilty of using the pitch/ground without any booking will be subjected to a 1 match ban on the first offense, 2 match ban on the second offense and so on.

40 overs playing conditions

All provisions of the T20 playing conditions shall apply with the following changes:-

- Red balls will be used
- Umpires will be paid \$75 if Level 1 certified, \$50 for MCC certified and \$45 for uncertified.
- Each innings must be completed in 2 hours 45 minutes (umpires have the discretion to allow additional time for exceptional events- injuries etc.).
- The break between innings is 30 minutes maximum.
- Over rate penalties will apply as described in the T20 playing conditions, based on the 2:45 hour time limit.
- Teams can wear coloured clothing unless the dominant colour is red/pink/maroon.
- Pink/Red/Maroon colored leg-guards are not allowed.
- Clubs may include players from other clubs not participating in their squads. However, once such a player has represented a club in 40 overs, they may not switch teams.
- Players can play for a different club in 40 overs than the one they represent in T20, as long as they are part of the squad list provided at the start of season.
- A five-minute refreshment break is taken after 20 overs.

- Maximum overs/ bowler – 8
- A bowler shall be limited to two fast short-pitched deliveries per over.
- Fielding restrictions:
 - Overs 1-8: maximum of 2 outside the circle
 - Overs 9-32: maximum of 4 outside the circle
 - Overs 33-40: maximum of 5 outside the circle

Cricket NL Cricket Programmes Committee, April 2022