

Cricket Newfoundland and Labrador

Winter Fall League – Tournament Format, Rules and Regulations, January-February 2024

Tournament Format

We will have 12 teams for this tournament.

- Teams will be in two groups based on their Fall League 2023 rankings: Each team will play one match with other teams in the group.
- **Group A** (NL Hurricanes, Newfoundland Lions, NL Wolves, NL Tigers Red, Malang X1, NL Panthers),
Group B (Mavericks NL, NL Eagles, NSK, Tigers Green, NL Stars, NL Engineers).
- The top 2 teams of each group will make it to the semifinals.
- There will be two semi-finals: Group A 1 vs Group B 2, and Group A 2 vs Group B 1

Section 1: Playing Rules and Conditions

- Games will be played at Techniplex.
- New tape balls will be used (tennis balls wrapped in white tape) for each innings.
- Each team must have a nominated captain. The captain must be one of the players.
- 8 overs per innings.
- 10 players/ side
- There will be a substitution method used for this league. 9 players will take thefield. A batter will bat, and a bowler will substitute him for their respective bowling innings.
- Each team is guaranteed a minimum of 5 matches.
- A game must proceed as per the schedule and will need five players from each team to have a valid game.
- The teams will need to submit the names of the team members when they arrive at the venue for the game.
- A game must be completed in 50 minutes, 25 minutes a side.
- All teams are to be present and must be ready 10 minutes before their allocated fixture time, so that toss can take place, and electronic scoring is set up.
- Umpires have a particular responsibility to ensure matches start on time and should be at the venue well ahead of time.
- If one team is present and ready for the toss at the designated time (10 minutes before the scheduled start), or when umpires are ready to conduct the toss later, and the captain or representative of the other team is not present, then the late team will have to play reduced overs. i.e. 7 overs.
- Each match is allocated 50 minutes, so punctuality and avoidance of time wasting during the play are essential. If an umpire believes deliberate time-wasting is taking place, then the matter will be reported to the league committee.

- If the first ball of a match is not bowled until 10 minutes after the scheduled start time, with neither team at fault, the overs/ side must be reduced based on the following guidelines. 10 minutes late- 7 overs/ side; 15 minutes late – 6 overs/ side; 20 minutes late – 5 overs/ side (all bowlers limited to 2 overs). If there has been extra time allocated at the end of the day to deal with possible time over-runs, the umpires at their discretion and in consultation with the league committee may choose not to reduce overs.
- If one team (for Example team A) is ready with 7 players and the other team (for example Team B has less than 4 players) is not ready, the following rules will be followed:
 - If Team B is ready within 5 minutes of the scheduled start time, there will be no penalty.
 - Team B will lose one over from their batting innings for every three minutes lost after 5 minutes of the scheduled start.
 - If Team B does not have enough players to start within 15 minutes after the scheduled time, Team A will be declared the winner.
 - If neither team has enough players to start, each team will be allotted 1 point and the match will not be replayed.
 - In each team one bowler can bowl a maximum of 3 overs, other bowlers are restricted to a maximum of 2 overs.
 - For a tied match a super over will take place – but only if it can be completed prior to the time allocated for the match expiring. If the match is already over time, then the game remains a tie, with each team awarded one point.
 - A batsman cannot be out leg before wicket (LBW).
 - Leg byes cannot be scored.
 - If a match cannot be completed within the scheduled time for whatever reason, then the game will be decided on Duckworth Lewis System based on the Cricket Canada App calculator.
 - The batsmen can be retired hurt or retired but they can only return to bat once everyone else in the team has batted.
 - Wicketkeepers can use wicket-keeping gloves if desired.
 - Fielding restrictions: A maximum of 3 fielders can be behind the bowling end stumps at the moment the ball is delivered.
 - The wickets will be set up in the middle of the arena with 22 yards between wickets.
 - Boundaries– There will be four and six on the front and back boundaries.
 - Batsmen cannot be out caught if the ball strikes the roof, side, or back wall first.
 - If the ball goes under equipment, bleachers etc., passes the curtain to other side- 1 run is scored (the batsmen should change ends) and the ball is

- considered dead (no runouts). The closest umpire should call “dead ball, 1 run”.
- Bowlers are allowed one fast short-pitched ball/ over (over shoulder height); the umpire should indicate this, and subsequent short-pitched balls in the over will be called no-balls.
 - Wides and no-balls are re-bowled. The no-ball law as enforced in T20 cricket applies with regard to high full tosses.
 - A batsman must face at least 2 balls before retiring; if a player cannot bat, the team loses 2 balls before any retired batsman can resume their innings.
 - Shots that hit the side can score runs only by the bats completing a run.
 - No extra runs are scored if an overthrow strikes the side wall.

Section 2: Discipline/Playing Decorum

- Umpires have the final say in terms of decisions and interpretation of the laws, rules, and regulations. Where required, the umpires can consult.
- Any kind of dissent shown to the umpire or other players can lead to the suspension of the player or even the disqualification of the team based on the degree of the offense.
- Umpires should bring any disciplinary issues to the disciplinary committee established by Cricket NL for notice and action.
- Only on-field captains are allowed to discuss decisions with umpires as long as this causes no unreasonable delay. No other players are allowed to do so.
- Any concerns with regard to umpiring should be brought forward to the league committee after the match. It should be noted that such concerns will only be considered if they deal with the interpretation of the laws and regulations. Concerns based on decisions that depend on the opinion of the umpires will not be considered.

Section 3: Other Important Items

- Team managers/captains must ensure that they pay an initial deposit of **\$165** by **11:59 PM** on **Friday, 19th January** and the rest of the fees(**\$515**) to Cricket NL by email transfer at **cricketnewfoundland@gmail.com** by **11:59 PM** on **Friday 16th February 2024**.
- Any players/teams who have not cleared their past dues will not be permitted to participate in the Indoor League unless their accounts are cleared with Cricket NL.
- The captain and manager are responsible for making sure all the team members are aware of the time and location of the matches.
- Re-scheduling of matches is not possible as Cricket NL is liable for the cost of gym time, whether used or not. A team that defaults a match will be fined \$100, payable before their next match. In addition, if umpires were not informed of the default and were present at the venue to umpire the game, the defaulting team is responsible for paying their match fees.

- Please do not litter and respect the facility. In particular please ensure the gym floor is not damaged by striking it with the bat.
- Any player found smoking in or near the facility (in the parking area) will be subject to disciplinary proceedings.
- Players must wear indoor gym shoes. NO OUTDOOR SHOE policy is applied at this facility. Any player found using outdoor shoes after the start of the match will be asked to either replace their shoes and won't be allowed to participate until the shoes are replaced.
- Teams should ensure supporters and spectators observe facility rules.
- The team should submit a list of players prior to the tournament. Players can be added to the playing squad for round-robin games with the permission of the league committee. Playoff teams must consist of players who competed in the round-robin, or who were on the original team list.
- Captains/ Managers of teams should ensure that every player that represents their club must have a profile on the Cricket Canada App.
- Players can transfer between teams if required, as long as the player has not played any match for their original team.
- At least one Cricket NL board member will be available for all the games unless there is an emergency.
- This is a recreational league and bowlers with dubious actions will be treated leniently, especially if previously allowed to bowl in any league conducted by Cricket NL. However, if in the opinion of the umpires, a bowler is clearly throwing the ball (i.e. the action is not dubious but clearly illegal), the umpires will make the captain and bowler aware of this opinion, and the bowler asked to attempt to bowl legally. Umpires then can issue a second warning and call a no-ball. If the bowler still is unable to remedy his action, then on the third instance, no-ball will be called, the bowler must be removed from the attack, and cannot bowl any further in the match.
- In the event any unforeseen issue comes up during the matches, the on-field umpires will use their best judgment based on experience, match situation, and knowledge. The captains/manager shall comply with the decision taken by the umpires.

Section 4: Point system

- 2 points for a win
- 1 point for a no-result or a tie
- 0 points for a loss
- If teams are tied on points, Net Run Rate is the tiebreaker.

In the case of a defaulted match, the team defaulting will be considered to have scored 0 runs in 8 overs and conceded 0 runs from 0 overs. The team who suffered the default will not have the match considered in calculating their net run rate.

Scoring and umpiring

- Umpires should be familiar with the rules through playing at least one tournament in the Techniplex.
- Umpires should be familiar with Cricket Canada's scoring application and ensure they have a device capable of scoring available to them.
- Umpires will be compensated \$10/ match.
- The league committee will assign umpires to matches based on their stated availability.
- Scoring will generally be done by the batting side; umpires may choose to score themselves.

Cricket NL equipment

- A team playing in the last match will be assigned to collect all Cricket NL equipment, including stumps, bats, cones, and balls.
- Teams should cooperate to set up the gym ready for play promptly at the beginning of sessions. This includes the setup of stumps, the use of cones to mark boundaries, and the set-up for scoring.

All the best with the tournament

Cricket NL Indoor League Committee