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**Ford Cricket League**

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**FCL**

2011

By-Laws & Tournament Rules

VERSION 4.4

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~ Compiled by the FCL Rules Committee 2011 ~

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## 1 By-Laws

### 1.1. Start and End of Season

The summer league season will officially commence from the week of **May 17, 2011** and run to completion by the mid September **2011**. Please refer to season schedule posted on FCL website for exact match dates and venues.

### 1.2. Team Registration

The registration fee for the season will be \$500.00 per team. A check for this amount should be made out to Ford Cricket League (FCL) and mailed to the League Treasurer's address. After **May 17, 2011** the registration fee can not be refunded.

- At least 11 players per team officially register with FCL before **May 16, 2011**
- At least 1 member of the registered team must participate in FCL operations.

### 1.3. Team Rosters

The team roster will automatically get updated every time a player registers for a specific team for the season using the online facility provided by FCL. A player must represent only one team, multiple submissions may lead to disqualification of a player from the league.

- a) All players joining a club after the initial roster was submitted, and during the course of the season shall register with the FCL at least 24 hours before game time, in order to be eligible for the game.
- b) Only FCL registered players would be allowed to represent the team on any game day.
- c) Once a player is registered with FCL under a team name will not be allowed to play for any other team during the season. This restriction still applies even if the player only registers for a team, but has not participated in any game.
- d) No team will be allowed to have a roster of more than 18 eligible players at any stage of the season.
- e) A player's eligibility to participate under his registered team for any game (group stage, play-offs) will be determined by following factors:
  - Player is registered with FCL at least by 24 hours before the start of the game.
  - Has not registered or played under any other team for **2011** season
  - Player has a valid CDSID on the day of the game.
  - Player must carry a valid Ford badge with picture. In case badge does not have any image, valid state id or driver's license must be carried to verify the identity listed on the badge.
  - In order to play in the quarter-finals, semi-finals or finals stage, each player should play at least 2 games.
- f) The Governing body and Logistics Committee may grant certain teams exemption to add more players beyond the maximum limit of 18 (with an addition of 2 players from a FCL nominated pool) players under special circumstances. For example, termination of work assignment of player(s) due to which eligibility criteria can not be met (Valid CDSID & Valid Ford Badge). In such cases, a written request along with the proof needs to be submitted to the league by the team at the time of the event in order to validate their case. Under no conditions a players in violation to the eligibility rules will be allowed to play in FCL.
- g) Players may register into a FCL nominated pool. Please follow "FCL-POOL team Selection" process document to select players.
- h) Each team can declare a list prior to the start of the game that includes the first twelve players, where any eleven of those players may bat, bowl, or field at any time during the game and is subjected to the regular FCL rules.

## 1.4. Violations to Team Composition Rules

### 1.4.1 Multiple Registrations

Players registered for a club shall, under no circumstances, play for any other club for the entirety of 2011 season. If such an incident is reported, the opposition team will be awarded the game and corresponding points, irrespective of the actual result of the game. The team in violation can not "profit" from a game which it did not play by FCL rules. If the club is reported for such an incident again, they will be disqualified from the League and shall not be allowed to take any further part in the remainder of the season.

### 1.4.2 Unregistered Players

A captain may suspect that a player from the opposing team is playing without being registered. He may request the umpire to check such a player's picture ID. If the umpire finds that in fact the player is not registered with the league, then the following actions shall be taken:

- a) If discovered before the start of the match, such a player shall not be allowed to play under any circumstances. If that player's captain insists on playing him, the umpire will call the game off and award the game and corresponding points to the opposing team.
- b) If such an incident takes place and is discovered during a match in progress, the umpire will have no choice but to stop play, call the game off, and award the game and corresponding points to the opposing team.
- c) If discovered after the game has been completed, the opposing team may file a written complaint to the league. If such a case is found to be true, the offending team will lose the game, and corresponding points will be awarded to the opposing team.

### 1.4.3 Substitute Fielders

In case a playing member of the team becomes "unfit to play" during the progress of the game, the fielding side can use substitute fielders to replace the "injured" player. A team should consider only the registered players in its roster to be available as substitute fielders, and must disclose their names before the start of the game in the Team Declaration sheet.

Umpires and opposition captain reserve the right to disallow substitute fielders for the late arriving playing members of the fielding side.

In case a team is found to violate the rules concerning substitute fielders will have to forfeit the game and points will be awarded to opposition side.

The only exception to the substitute fielder rule is the twelve man rule. For the twelve man rule, each team should declare before the coin toss, a list that includes the first twelve players, where any eleven of those twelve players may bat, bowl, or field at any time during the game and is subjected to the regular FCL/ODI rules. In other words, each team can use the first 12 declared players in any manner. Example, if a team has declared a list of 14 players, then first 12 players listed are subjected to the twelve man rule while the last 2 are subjected to the substitute fielder rule.

## 1.5. Rules & Regulations

### 1.5.1 General

This document presents the rules and regulations for the cricket tournaments conducted by FCL during the 2011 season.

- a) The following will be the order of precedence (from highest to lowest) applicable for FCL tournaments.
  - i. FCL By-Laws 2011 (Contained solely in this document).
  - ii. ICC Laws of Cricket – 2000 Code & 2003 Amendments.
- b) The FCL Rules Committee will be the sole authority for providing interpretations of and rulings on the Rules & Regulations, for the purposes of any tournaments conducted by FCL.
- c) Wherever the terms “The League” or “FCL” appear in this document (except when related with Rules of Play), they shall stand for a majority of the members of the FCL Governing Body.

### 1.5.2 Amendments to FCL By-Laws

- a) FCL Constitution & Rules committee members are responsible to formulate all rules concerning specific circumstances and/or issues, which must be approved by the FCL governing body. FCL will not arbitrarily change any 'rule' after the season has begun but reserves the right to add, modify or delete rules or guideline's during the season if deemed necessary to maintain the integrity of the league. But the rules shall not be amended except at the Annual General Meeting or at an Extraordinary House meeting called for that purpose.
  - i. For the purpose of administrative rule changes like finance, marketing, etc., The FCL Governing Body (**House-1** comprising of the President, Vice-President, Chief Operating Officer and the Head of Committees, total of 11 members) would participate in the voting process. Changes to any Rules of Play are not included in this process.
  - ii. For the purpose of changes to Rules of Play, only the Captains vote (**House-2**). FCL Governing Body members have to be present for voting even though they are not eligible for voting. A quorum of 8 is preferred including atleast the President or Vice-President and Chief Operating Officer.

No such resolution shall be passed unless the same is carried by at least a 2/3rd vote of the eligible voters present. (Clarification: In general, any change to any rule shall require 2/3rd majority to support it and results of the voting is final). Since rule changes are significant, an attempt would be made to contact all members of the FCL Governing Body or the Chartered members (Team Captains), based on the kind of proposal being voted, by the Chief Operations Officer to get their vote if any member is not present at the meeting. Votes can be cast in person, by mail, e-mail or telephone.

- b) In case of any disputes or disciplinary action respective process documents will be followed.

### 1.6. Approved Equipment

- a) All clubs will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating clubs will be required to use only WILSON A1217 Level I, T-Ball.
- b) FCL will provide teams with approved T-Balls which must be used during official games.
- c) **Any club found not using the standardized balls or not in possession of a NEW ball at the start of their bowling inning shall forfeit that game.**
- d) All teams must provide at least 3 stumps before the game is started. Home team and Visitor team each is responsible for 3 stumps each.

### 1.7. Game Scheduling

FCL will present a detailed schedule for 2011 season by **May 15th, 2011**. Participating clubs will be sent a copy of the season's schedule by this date. Requests for rescheduling of games will not be entertained by FCL. There are no planned alternate days or "Rain Day" except for playoff games including quarter finals , semi-finals and finals (**Due to budget constraints FCL-2011 will update backup days plan soon before QF,SF,F games**). In case play is not possible due to weather or unsuitable ground conditions, two (2) points will be shared among both teams and match will be classified as NO RESULT.

## 1.8. Game Venues

All games will take place at pre-approved venues as listed in 2011 schedule. Teams are not allowed to change the venue for any game without approval from FCL. Due to logistics & insurance constraints FCL will entertain any request to change the venue ONLY under special circumstances. The detailed venue guide will be published at FCL web site by **May 14<sup>th</sup>, 2011**.

### Important notes regarding Venues:

- a) By default the same venue will be used for alternate game day unless specific announcement is made by FCL.
- b) In case on a scheduled game day a park is occupied by anybody other than FCL team, Umpires or team captains must show them the permit and request them to leave the playing field. It is advised that home teams must arrive on or before scheduled time of 5:55pm to avoid any delays due to unexpected situations.

## 2 Tournament Format and Rules of Play

### 2.1 FCL Season

The FCL season will consist of Summer League Championship – FCL Cup. The FCL Cup will be awarded at the end of the regular league season to the winner of FINAL game of 2011 season.

### League Format

**Ten (10)** teams will be participating in 2011 season to win the FCL championship cup. The tournament format to be used will be posted on the FCL website [www.fordcricket.org](http://www.fordcricket.org).

### Game Format






- a) All matches will consist of one inning per side. Each inning will be of 20 overs. A bowler will be allowed to bowl no more than 4 overs. In case number of overs gets reduced due to late start or rain, the maximum limit per bowler will still remain 4 overs per inning.
- b) Each team will be required to bowl the allotted overs in no more than 1.5 hours. There will not be any scheduled drinks break during the inning.
- c) Minimum overs requirement (See 2.6) must be satisfied for any game to be considered completed with result.
- d) The run rate of an innings will be calculated by dividing the total runs scored by a team by the total numbers of overs it played. In case a team is all out before completing the allotted overs, its run rate will still be calculated over the all available overs.

### 2.2 Start Time and Duration

- g) Both clubs must arrive at the ground by 5:55pm. Home team is responsible for setting up the field and boundary markers.
- h) At 6:05pm, the toss will be conducted. Immediately following the toss, the toss-winning captain MUST let the opposing captain and umpire know of his team's decision right then and there.
- i) At the time of the toss, if one of the teams is not 'ready to play', which means at least 7 players are not present and accounted for at the ground, then the toss will be awarded to the team that is 'ready to play'.
- j) After the toss is over, if a team is still not 'ready to play' at 6:15pm., the team shall lose an over for every 5-minute delay. If a team is not 'ready to play' by 6:30pm, (three overs loss is maximum

- penalty) the match & points will be awarded to the opponent team, provided the other team is 'ready to play'. The official umpire will make the final decision. (See section 2.7 c)
- k) **A team with "missing players" has a choice to start playing with an "incomplete" team until 6:30 pm to avoid the penalty. Since they have lost the toss by default – the opposite team can very well take advantage of situation by batting first.**
  - l) If both teams are not 'ready to play' at the scheduled time of 6:15pm, the overs will be reduced in order to make up for the time.
  - m) **At 6:30 pm any team not having at least 7 players MUST forfeit the game. (See section 2.7 c)**
  - n) If both teams are not 'ready to play' by 6:15pm, then the match will be counted as a loss for both teams, and no points will be awarded. (Section 2.7 c will be applicable for both the teams)
  - o) The umpire and both the captains should agree to the start time of the game the number of overs to be bowled per innings. The maximum overs per inning can not be modified once the game has already started.
  - p) **All times mentioned in this document are EST (Daylight) times.** All times are to be measured by any Mobile phone and/or acceptable stop watch.

## 2.3 Timeline

- |               |   |   |
|---------------|---|---|
| <b>5:55pm</b> |   | <ul style="list-style-type: none"> <li>• Home Team, Visitor Team and Umpires Arrive</li> <li>• Umpires determine the pitch area</li> <li>• Home Team sets up boundary Flags</li> <li>• Each team must bring at least 3 stumps</li> <li>• On rain affected days, only captains (not teams) are required to be present.</li> </ul>  |
| <b>6:05pm</b> |  | <ul style="list-style-type: none"> <li>• On rain affected days – Umpire takes a decision on whether the ground is fit for play.</li> <li>• Umpire takes a decision on reduction of overs (if required).</li> <li>• The team captains will be given 40 mins to assemble their teams.</li> <li>• Both teams must submit team declaration list of 12 <u>and</u> up to 2 substitute players</li> <li>• Toss is conducted</li> <li>• The winning side must declare their decision to the umpire and opposition captain</li> <li>• Umpires may inspect badges of any playing player at any time</li> <li>• If Umpires assigned for the game do not show up by 6:00pm. The responsible team faces penalty of 1 point</li> <li>• If ground is not Setup to play - Home Team gets penalized for 1 over while batting for delay of every 5 minute BLOCK.</li> </ul> |
| <b>6:15pm</b> |  | <ul style="list-style-type: none"> <li>• Play should commence no later than 6:15pm on normal conditions.</li> <li>• Play should commence no later than 6:45pm on rain affected days.</li> <li>• Any team not having at least 7 players or a team which does not show up MUST forfeit the game</li> <li>• If both teams do not show up or do not have at least 7 players - 1 Point will be deducted. A fine of \$50.00 will also be imposed by FCL. Game will be classified as NO RESULT.</li> </ul>   |
| <b>6:25pm</b> |  | <ul style="list-style-type: none"> <li>• On Rain affected days, Grounds must be set up by this time</li> </ul>  |
| <b>6:45pm</b> |  | <ul style="list-style-type: none"> <li>• Cut-off time for delayed start - Alternate days can only be used for quarter finals, semi-finals and finals as per schedule posted on FCL website.</li> </ul>  |

## 2.4 Completion of Overs & Slow Over Rate

Under normal circumstances, timely start (6:15 -6:20pm) and without rain delays and interruptions, all Teams must bowl their allotted overs in the schedule time as follows:

- a) Under normal circumstances, both bowling sides must finish their 20 overs inning in 90 minutes.
- b) Team bowling first must finish the allotted overs no later than 7:45pm. The last over MUST be in progress at the mentioned time to avoid any penalty.
- c) Umpires will make courtesy announcement at 7:00pm by which 10 overs must be completed. Bowling team captain is advised to consider the time remaining and the overs to be bowled to make necessary adjustments.
- d) Team bowling first will loose one over for their batting turn for every 5 minute (BLOCK) delay. For example: 6 minutes of delay will cost team batting second, 2 overs.
- e) There will be no scheduled drink breaks while the innings is in progress. Batsmen can ask for drink or a bat change only during the change of overs with permission from the Umpires.
- f) The second inning must start by 7:50pm.
- g) At any stage of the inning, if the shortfall is more than 2 overs, the Umpire will warn the Captain of the offending team. If the same trend continues in other games for the same team, a disciplinary action may be taken against the respective team.
- h) Umpires have the final authority to stop or continue the play if an appeal is made for bad light by the batting side. Umpire can direct the game to continue beyond 9:20 pm to have a valid result of the game. Team bowling second may still be penalized for slow over rate if the deadline is not met by 9:20pm.
- i) Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before making a decision if a bowling side needs to be penalized for slow over rate.
- j) Umpire's decision would be final.
- k) In case of time delays, when the ball is lost or a player is injured, it is the duty of the umpire to make note of the time. It is a good practice for both captains to also make a note and remind the umpire. Either way, the umpire's decision, as in all cases, will be final or no requests can be made to reconsider time delay issues.

## 2.5 Team Declaration Sheets

- a) Only official FCL team declaration sheets will be used.
- b) Captains must submit the team declaration sheets duly signed to the umpire before the toss.
- c) No alterations to the team declaration sheet will be permitted after the toss
- d) Team Captains are required to put complete names and CDSIDs of all players including the substitutes.
- e) The umpire shall collect the team declaration sheet and submit the same to the statistician.
- f) Team declaration forms are mandatory for delayed games and should account for the 7 players required for a team to be considered 'ready to play'.

## 2.6 Ready to Play @ 6:05pm

- a) A team shall be considered 'ready to play' if they have seven (7) players present on the ground, and are accountable for the Umpire.
- b) In addition, the home team MUST have the stumps in place, all the necessary markings (creases, boundary, cones/flags), by 6:05 pm –before the toss.
- c) Both team captains must submit a duly signed TEAM DECLARATION sheet to the umpire for any scheduled game before the toss is made. No alterations will be allowed once the TEAM

- DECLARATION sheet is submitted to the Umpire. Both the captains are authorized to review the TEAM DECLARATION sheet along with the umpire.
- d) Names of substitute fielders must also appear on this list.
  - e) The wicketkeeper is allowed to bowl at anytime throughout the game.
  - f) All regular players (first 12 players on declaration list) are required to be present at the start of the game and if any of the first twelve players on a team arrive late then that team captain needs to inform the umpire as soon as possible. The umpire shall duly note the time.
  - g) Any late arriving player on a team, needs to wait the same amount of time (excluding scheduled breaks) for which he was not present since the start of the game. Example: If a game starts at 5:50 pm, and a player arrives at 6:50pm, then that player has to wait until 7:55pm (time for innings break not included) before he can take the field or bat. Additionally, if his team batting, he cannot bat higher than number six position.

**NOTE: For every scheduled game, a home team will be assigned. The team listed first in the schedule is the home team.**

## 2.7 Minimum Overs Requirement

In order to have a valid result for any match the whole first innings must be completed and 50% of second innings overs must be completed.

- a) The regular game will be played for 20 overs per innings. The first innings will consist of maximum allotted overs of 20 and minimum of 15. For rain delayed start, the number of overs will be reduced to cover up for the lost time. For example for a 10-minute delayed start, the match will consist of 19 overs per innings.
- b) Under no conditions the number of overs can be reduced from 15 per innings.
- c) The number of overs per innings must be finalized before the start of the game. Once determined, the maximum allotted overs can NOT be changed at any stage of the game.
- d) If the game is set to be played for 17 or 19 overs (odd number) the 50% overs for the second inning will be computed as 9 and 10 respectively. (rounded off to next integer).
- e) For playoff games (quarter-finals, semi-finals, finals), if minimum overs requirement can not be satisfied on the game day, "rain day" will be used as alternate day for a NEW game.
- f) For playoff games (quarter-finals, semi-finals, finals), if minimum overs requirement can not be satisfied on alternate day, the game will be decided based on section 2.12.
- g) For games for which the minimum overs requirement cannot be satisfied because of FCL error (e.g. Duplicate permit issues, etc.), the game would be re-scheduled to a date best suited for the playing teams, umpires and FCL after consultation with all parties. Every effort would be made to re-schedule the game based on the playing team's convenience. However, final decision on the re-schedule would be based by the FCL and the decision would be binding to both the playing teams and umpiring teams and the decision would be final.

## 2.8 Cancellations & Bad Weather/Bad light/Other non-playable conditions

- a) If affected by bad weather/bad light/other non-playable conditions as determined by FCL, no game may start later than 6:45 p.m. If one of the teams is not ready to play by the adjusted time, they shall lose the game and points will be awarded to the opposing team. If both teams are not ready to play by the adjusted time, then the match will be registered, as NO RESULT to both the teams and 1 point will be deducted from each team and a fine of \$50.00 will be imposed on each team. A

- check for this amount should be made payable to Ford Cricket League (FCL) and mailed to the League Treasurer.
- b) In case of inclement weather the assigned officiating umpire will make the decision regarding the game.
  - c) Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not. Any team giving a walk over or failing to show up for a scheduled game will be considered as "forfeiting the game" and 1 point will be deducted from that team . A fine of \$50.00 will also be imposed by FCL. A check for this amount should be made payable to Ford Cricket League (FCL) and mailed to the League Treasurer.
  - d) If the team captains disagree with the umpire's decision, they may lodge a complaint with FCL, and play under protest. The score sheet has to reflect that they are playing under protest.  
If one of the team captains disagrees with the Umpire's decision and refuses to play, then the game will be awarded to the opponent team. The captain in disagreement may file protest with FCL.
  - h) Teams MUST assemble on the assigned ground as scheduled. Teams will still be expected to arrive on time and penalty for late arrivals will remain in effect.
  - i) If any game is cancelled by FCL for any special reason through official communications from FCL , then the cutoff point for notification to the team captains, and umpires is 3:00 pm EST.

## 2.9 Delayed Games

In the event of delay due caused by rain/light/other non-playable conditions, if much time is lost, a game will have to be decided on the basis of the Rain Rule. A game may have to be shortened in most cases, and in some, the result might have to be determined using this rule. The rules committee will work in conjunction with the umpiring committee to ensure that all umpires are aware of how this rule works.

### Rain Rule:

#### (A) Interruption before the start of the game:

- a) Captains of both Home and Visiting teams should be at the ground by 5:55 PM, no matter how bad the playing condition is. If no such decision is announced, captains are expected to arrive at the grounds on schedule time irrespective of playing conditions.
- b) If one of the captains is not present during the toss (6:05 PM) then match will be awarded to the other team whose captain is present there. Section 2.7 (c) applies.
- c) If both the captains don't show up for a scheduled game by scheduled time, then both teams will be considered as "forfeiting the game" and 1 point will be deducted from each team . A fine of \$50.00 in the form of a check payable to Ford Cricket League (FCL) will also be imposed by FCL
- d) On rain affected days, Umpires will give 40 minutes (from the time playable decision is made) to the captains to assemble their respective teams, setting up the ground.
- e) However play cannot be started after 6:45 PM.
- f) The teams may play a reduced over match (not less than 15 overs) depending on the number of minutes delayed.
- g) On Rain affected days, the start time of a match is 6:45 PM (This is relaxed taking into consideration of setting up the ground, assembling players.) However the Time lines of toss is still the same.
- h) One over will be reduced for every 5 minutes delayed. So if play starts at 6:15 PM we have 30 minutes delay. So both teams will play a 15 over match. (10 overs reduction)
- i) A minimum of 15 overs should be played by the team batting first. In other words there cannot be a 14 over game. If the umpire feels that the team batting first cannot play 15 overs, he can postpone the match to the reserve day, if available.
- j) If schedule allows for a reserved day, the match has to be replayed and not continued from the previous day.
- k) If schedule does not allow for a reserved day, the points will be shared equally.

- l) Venue of the match cannot be changed at any point of time.
- m) Umpires can make the call if play needs to be continued after scheduled time of 9:20pm. At no point of time play can extend beyond 9:30 PM.
- n) The decision on the result of the game would have to be made by the umpires on the ground itself.

Process to be followed is as follows....

1. As per the timeline, All 3 people (2 team captains and 1 umpire) have to be present on the ground and inspect the ground conditions.
2. Umpire has to decide if the game is playable or not
  - If Un-playable then
    - Teams share 2 points each irrespective of players being available on the ground
    - If Playable then
      - Captains are given 40 min to assemble Min. 7 players to start the game.
3. Umpire has to decide how many overs can be played and should convey the same to the team captains before the toss.

**(B) Interruption after the start of the game:**

- a) Umpire has to calculate and decide whether the match can be continued or not. The various factors which influence his decision are
- b) Number of minutes delayed
- c) Whether team batting first can complete the minimum of 15 overs
- d) Whether Team batting second can play for  $X / 2$  overs which is described in the following section.
- e) Whether the play area is in playable condition.
- f) He will reduce 1 over for every 5 minutes delayed.
- g) If the umpires feel that the game cannot be continued, he can call off the game. The result of the game will be determined by the formula specified below in section (C). However if the minimum conditions are not met, the points will be shared equally. The decision on the result of the game would be made by the umpires on the ground itself.

**(C) Result of a game which cannot be completed:**

The team batting second MUST meet the minimum overs requirement for a valid game result. After minimum overs restriction is over, the average run rate will be compared to the team which batted first.

For example:

*Team batting first plays all 20 allotted overs and scores 100/8 wickets. Their average run rate is 5.00 per over or 0.833 runs per ball. (up to 4 decimals rounded to 3)*

*Team batting second must bat for at least 10 overs and in order to win the game must score higher than 5.0 average run rate at the point when the play stops.*

- a) To determine the result of the match, the team batting second should have played  $(X / 2)$  number of overs, where X is the number of overs played by team batting first which will always be greater than or equal to 15.
- b) For e.g.: If team batting first has played 20 overs, Team batting second should have played 10 overs to determine the result of the game
- c) If team batting first has played 15 overs, team batting second should have played  $15 / 2 = 7.5 = 8$  overs, (rounded off to the next highest integer) to determine the result.
- d) The result of the game is calculated by the simple run rate formula which is given below.
  - $X = (\text{Runs Scored by the Team batting first}) \text{ divided by } (\text{the number of maximum allotted balls to which the team would have been entitled}).$  The number of max allocated balls faced by team batting first  $> = 90 \ \& \ < = 120$  ( as min 15 overs is the guideline )

- $Y = \text{Runs scored by the team batting second at the stop of match} / \text{Number of balls faced by team batting second}$ . Number of balls faced by team batting second  $\geq 48$  &  $\leq 60$  (as 8 overs minimum is the guideline )
  - If  $X > Y$  then Team batting first is the winner
  - If  $X < Y$  then Team batting second is the winner
  - If  $X = Y$  then wickets are taken into consideration. Whichever team has lost less number of wickets is declared the winner. If wickets are also equal, then the teams will share the points.

**(D) Interruption on the reserved day (if original schedule allows):**

Rules A, B and C will apply. If still result cannot be determined, the points will be shared equally.

## 2.10 Reduction of Allotted Overs

In case of rain caused delay or any other reason except team's late arrival umpires can announce the reduced overs game in order to compensate for the time lost. The guideline to be used is 1 over per inning reduced for every 5 minute block of delay.

- a) The minimum number of overs per inning can not be reduced beyond 15.
- b) The number of overs per inning must be announced at the prior to the start of the game at toss time. Once decided, it cannot be changed. If the game is interrupted in between, then Rain Rule 2.9 (B) above applies.
- c) If the number of overs is reduced prior to the start of the game, then the maximum number of overs bowled by a bowler will be no more than a fifth of allotted overs per inning. Example, if it is a 15 over game, then the each bowler has a limit of 3. Another example, if 17 overs, then only two bowlers can bowl a max of 4., and the rest of bowlers bowl a max of 3 overs.

## 2.11 Umpiring

- a) FCL certified umpire(s) will conduct all games unless or until otherwise specified.
- b) All teams must submit names at least 4 members who will officiate as league umpires.
- c) All teams agree to provide 3 umpires as indicated under 2011 schedule during the group stage of the tournament.
- d) ONLY FCL certified umpires will be permitted to officiate in league games. If a team is found to use a non-certified umpire for the assignment will receive a penalty of 2 points (equal to no-show by a certified umpire)
- e) If a FCL certified umpire fails to show up for an assigned game (5:45pm CUT OFF time), then his team will lose two (2) points per violation up to two violations. In an incident where a team responsible to send in certified umpires fails to send in any of three umpires, will be disqualified from the league and can not participate in any of the future games for the season.
- f) The officiating umpire MUST show up for the game by 5:30pm on the day of the game. IN case an umpire arrives later than 5:40pm (time to conduct the toss), his team will be penalized one (1) point
- g) Teams responsible for sending certified umpires may request certified umpires from other teams to "fill-in" for them in exchange of umpiring fee of \$25.00 but the team assigned for the job is still responsible in case the "requested" umpire does not show up. FCL will not entertain any disputes arising from any mutual agreements made among teams.
- h) The umpiring assignment also requires the umpire to collect:
  - (i) Team declaration sheets from both sides at the time of toss.
  - (ii) Score sheets signed by captains from both sides at the end of the game.

- (iii) Note down the fall of wickets and runs at fall of wicket at the end of each over in the Umpire's notes to enable them to apply the Rain Rule if needed.
- i) In the absence of an assigned umpire the teams have two options:
  - (i) Provide their own umpires, agreeable to the opposite captains, and play the game.
  - (ii) Call the game off and the teams share the points. If such an event occurs on an alternate day of play, and teams do not reach an agreement to play with their own umpires, then see section 2.12. Please note that due to logistics constraints, FCL will not entertain any special requests regarding the date and/or venue.
  - (iii) Either way, the team assigned to send in neutral umpires will be penalized for 2 points.
  - (iv) In case a game is conducted without an FCL certified umpire present, the winning side captain has the responsibility to send in signed score sheets and team declaration sheets from both sides to FCL statistician by Monday 5:30pm following the game or Wednesday 5:30pm in case game takes place on an alternate day for a semi-finals/finals.
- j) The square-leg umpire can be playing or non-playing member of the batting team.
- k) If the square-leg umpire appears to have made a clear error in judgment, then the official FCL umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he may request to have him replaced.
- l) Teams may request the league for a 2<sup>nd</sup> neutral umpire, as long as they are willing to pay his match fee of \$25. Such a request shall be accepted if an umpire is available.
- m) The league will provide neutral certified umpire for Playoff stage, and two umpires for all semi-final and final games.
- n) Team captains may lodge a complaint with FCL in case they are not satisfied by the standard of umpiring (only if umpire is officiating under the instructions of the league).
- o) No one is allowed to come on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution, the umpire must be notified.

## 2.12 Playing Surfaces & Markers

- a) All games must be played on surfaces approved by FCL. These include grass, or clay surfaces assigned for different parks. Please refer to Venue Guide for details.
- b) If the umpire feels that the surface and the outfield is not fit for the play due to any reason (including surface deterioration due to rain or other causes), he may call off the game. If similar event happens on an alternate day, the points will be shared among teams.
- c) The creases and boundaries shall be distinctly marked by the designated home team
- d) The visitor team must be present at the grounds by 5:55pm to have their input on setting of the field and boundaries.
- e) In case of natural obstructions or the shape restrictions of the field, a DECLARED boundary can be used by mutual agreement of two captains and MUST be approved by the Umpire. Any catch taken outside the declared boundary will be considered invalid. In addition any catch taken as a "re-bound" from natural element (like a tree, fence or a bench) will not be considered valid but batsman can still be "run out" for any obstructed shot.
- f) Umpires are responsible to check the boundary markers and the pitch so as to avoid any controversies.
- g) Players shall not be allowed to wear metal spikes.

## 2.13 Team Rankings

### Regular Group Stage:

The following point system will apply during the regular round stage games:

<b>Win</b>	4
<b>Tie/ No Result</b>	2
<b>Loss</b>	0

Teams are expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not. Any team giving a walk over or failing to show up for a scheduled game will be considered as "forfeiting the game" and 1 point will be deducted from that team. A fine of \$50.00 may also be imposed by FCL.

#### Bonus Point rule

Losing team will be awarded a bonus point if

"Losing team's run-rate is greater than or equal to 90% of Winning team's run-rate"

For example:

Team 1: 100 in 120 balls at the loss of 6 wickets

Team 2: 102 in 116 balls at the loss of 9 wickets

Run-rate of Team 1 (losing team):  $(100/120) = 0.8333$

Run-rate of Team 2 (winning team):  $(102/116) = 0.8791$

90% of Team 2's Run-rate:  $(0.8791 * 90 / 100) = 0.7911$

Since Team 1's run-rate (0.8333) is greater than 0.7911, Team 1 will be awarded a bonus point.

In the event of teams finishing on equal points in either division, the line-up for play-offs will be decided as per the below mentioned criteria: (Pls. note that this process is forward facing and iterative in nature, i.e. teams are ranked thereby removed from consideration to the next step. The remaining teams would form a fresh set within a step or move on to the next step where the process is repeated until we have the ranking established. The process can be repeated within the step or move forward to the next step, and cannot go back to a previous step at any stage of the ranking process. There could be multiple sets of teams within a process step that could go through the forward iterative process separately. But the rules apply the same for all the teams within a set.)

#### Regular Group Stage & Playoff Stage

- Team with higher number of wins will get a higher rank
- When two teams have equal points and equal wins, the team which was the winner of the head-to-head match played between them will be placed in the higher position.
- When more than two teams have equal points and equal wins, the team which was the winner of most number of matches played between those teams will be placed in the higher position. When two or more teams have equal points and equal wins head to head record will be considered first. If head to head record still cannot be decided between remaining teams for unforeseen reasons (tied game / abandoned game / teams not playing with each other because of schedule / cyclic win situation or any other unforeseen reason) then next step below which is overall net run rate would be considered for placing in higher position.
- If still equal, the team with the higher net run rate (overall NRR considering all the matches played at that point) will be placed in the higher position (refer to NRR section below for the calculation of net run rate).
  - If still equal, the team with the higher number of wickets taken will be placed in the higher position.
  - In the highly unlikely event that teams cannot be separated by the above this will be done by lucky draw.

For FCL 2011, at the end of Regular Group stage, the top two teams earn the right to play in Semifinals and the next four teams earn the right to play in Quarterfinals TOP 3 vs TOP 6 and TOP 4 vs TOP 5. The seeding in Semifinals is based on the finals standings of the teams at the end of Regular Group stage (Quarterfinal results do not change the seeding).

### **Semi Finals or Quarter Finals**

If a Semi-final or quarter final is tied or there is a no result even after scheduling one alternate days for game, the head-to-head record between teams will determine the winner. If head-to-head game was tied or had no result then, the team that finished higher at the end of the GROUP stage round shall proceed to the next stage.

### **Finals**

Alternate days allocated for the finals are for washed out matches only.

If there is no result in the two alternate days allocated, the Trophy will be shared by the finalists.

In the event of a tied Final at any time, there will be no re-match and both teams will be declared as joint winners of the league.

### **Net Run Rate (NRR) Calculations**

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the group stage matches, the average runs per over scored against that team throughout the group stage matches.

NRR Formula:  $(Runs\ Scored/Balls\ Faced - Runs\ Scored\ Against/ Balls\ Bowled)$

- a) 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.
- b) Only those matches where results are achieved will count for the purpose of net run rate calculations.
- c) In case a match is awarded to a team because an opposite team violated league rules (e.g. forfeiture of games) the NRR would be computed for the side (receiving awarded game) will be equal to their best NRR up to that point in the tournament. The side in violation will be assigned the negative of the opposition's best NRR up to that point in the tournament, such that the NRR for a specific game is always summed to 0.00.
- d) If the game in question is the very first game for any side, the next best NRR will be used for this purpose.

## **2.14 Game Results**

- a) The team scoring the greater number of total runs in the allotted overs shall be declared the winner.
- b) If a regular round game is cancelled due to bad weather/bad light or any other non-playable conditions are deemed by FCL, the game will not be rescheduled to "rain day". If a playoff game (quarter-finals, semi-finals) is canceled due to bad weather on the alternate day of play, then both teams will split the points (see section 2.12). **There would be one alternate day reserved for quarterfinals and semi-finals, while two days are reserved for finals.**
- c) If any game is cancelled because of FCL error (e.g. duplicate permit issue, etc.), the game would be re-scheduled to a day best suited to the teams, umpires and FCL within the limitations of the FCL schedule for the calendar year. Refer 2.7 (g).
- d) In case a game has to be shortened due to weather, the minimum overs requirement **MUST** be satisfied for it to constitute a complete match. In case minimum overs requirement cannot be completed the Rain Rule may decide the result.
- e) In case of a tied game, the winner will be decided on the basis of the following criteria:
  - (i) The team having lost fewer wickets shall be awarded the game (If number of wickets are also same, then use ONE of the following options.)

- (ii) For group stage games, both teams will gain 2 points each
  - (iii) For Quarter-finals, Semi-Finals & Playoff stage, the head-to-head record will determine the winner. If head-to-head game was tied or had no result then team with higher rank will be the winner of the game.
- f) In the event of a tied Final at any time, there will be no re-match and both teams will be declared as joint winners of the league.

## 2.15 Field Setup / Power Play / Pitch Length

- a) **The pitch length should be 22 yards Stumps to Stumps.**
- b) The pitch length should be verified by both captains and umpire BEFORE the start of the game and can not be modified once the play has started.
- c) **As per ICC regulations, the batting crease should be 4ft from the stumps. Both return creases should be 4ft 4ins from the middle stump.**
- d) The suggested boundary limit is 66 yards maximum unless restricted by the shape of the field. On sides where full length boundary can not be setup, declared boundary can be used by mutual agreement of captains and must be approved by the Umpire. Umpire's decision will be final in case captains can not reach an agreement.
- e) There is NO limitation on placement of fielders as long as they do not cause obstruction to the batsman.
- f) **There is a mandatory three (3) consecutive overs of power play for each game innings and can be taken at any time of the innings by the batting captain. The batting captain will inform the umpire of the start of the power play and the umpire will announce the start of the power play to the fielding captain. For the power play, there shall be only nine (9) players on the field at any time and no bowler is allowed to bowl more than one (1) over during the power play. The umpire shall call a no-ball if the power play conditions are not met. The power play will become mandatory for the last three (3) overs of the game innings if it was not taken before by the batting team and the umpire will then enforce the power play.**  
**In the event that the game is inadvertently interrupted for any reason in the second innings, and the power play is not yet taken by the batting team, even the game result will be considered fair and valid and therefore cannot be changed.**

## 2.16 Wide Ball Rule

### The Laws of Cricket, 2000 Code - Law 25, Wide ball

#### 1. Judging a Wide

- (a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if according to the definition in (b) below, in his opinion, the ball passes wide of the striker where he is standing and would also have passed wide of him standing in a normal guard position.
- (b) The ball will be considered as wide of the striker if it passes the stumps wider than **24 inches on off side** (marked by wide flags) and **for any ball going down the leg side (with respect to batsman).**

#### 2. Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide

- (a) if the striker, by moving, either (i) causes the ball to pass wide of him, as defined in 1(b) above

or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.

(b) If the ball touches the striker's bat or person.

### **3. Call and signal of Wide ball**

(a) If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant of delivery, even though it cannot be called Wide until it passes the striker's wicket.

(b) The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person.

(c) The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See [Law 24.10 \(No ball to over-ride Wide\)](#).

### **4. Ball not dead**

The ball does not become dead on the call of Wide ball.

### **5. Penalty for a Wide**

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked (see 3 above), this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

### **6. Runs resulting from a Wide – how scored**

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of a 5 run penalty, all runs resulting from a Wide ball shall be debited against the bowler.

### **7. Wide not to count**

A Wide shall not count as one of the over. See [Law 22.4 \(Balls not to count in the over\)](#).

### **8. Out from a Wide**

When Wide ball has been called, neither batsman shall be out under any of the Laws except [Law 33 \(Handled the ball\)](#), [Law 35 \(Hit wicket\)](#), [Law 37 \(Obstructing the field\)](#), [Law 38 \(Run out\)](#) or [Law 39 \(Stumped\)](#).

## **2.17 No-Ball Rule**

### **The Laws of Cricket, 2000 Code - Law 24, No ball**

#### **1. Mode of delivery**

(a) The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker.

It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case, the umpire shall call and signal No ball.

(b) Underarm bowling shall not be permitted except by special agreement before the match.

#### **2. Fair delivery – the arm**

For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below.

Although it is the primary responsibility of the striker's end umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball if he considers that the ball has been thrown.

(a) If, in the opinion of either umpire, the ball has been thrown, he shall

(i) call and signal No ball.

(ii) Caution the bowler, when the ball is dead. This caution shall apply throughout the innings.

(iii) Inform the other umpire, the batsmen at the wicket, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of what has occurred.

(b) If either umpire considers that after such caution, a further delivery by the same bowler in that

innings is thrown, the umpire concerned shall repeat the procedure set out in (a) above, indicating to the bowler that this is a final warning. This warning shall also apply throughout the innings.

(c) If either umpire considers that a further delivery by the same bowler in that innings is thrown, (i) the umpire concerned shall call and signal No ball. When the ball is dead he shall inform the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side of what has occurred.

(ii) The umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.

The bowler thus taken off shall not bowl again in that innings.

(iii) The umpires together shall report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

### **3. Definition of fair delivery – the arm**

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

### **4. Bowler throwing towards striker's end before delivery**

If the bowler throws the ball towards the striker's end before entering his delivery stride, either umpire shall call and signal No ball. See [Law 42.16 \(Batsmen stealing a run\)](#). However, the procedure stated in 2 above of caution, informing, final warning, action against the bowler and reporting shall not apply.

### **5. Fair delivery – the feet**

For a delivery to be fair in respect of the feet, in the delivery stride

(i) the bowler's back foot must land within and not touching the return crease.

(ii) The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.

If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.

#### **5.1 Free Hit Rule**

The Free Hit Rule applies after a No ball was declared by the umpire because of 'Fair delivery – the feet' violation. For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No ball, even if the delivery is called a wide. If the delivery for a Free Hit is not a legitimate (any kind of No ball or wide ball), then the next delivery will become a Free Hit for whichever batsman facing it.

Further details on Free Hit rule is in section 24.2 in the following link

[http://l.yimg.com/t/iccricricket/pdfs/odi\\_playing\\_conditions.pdf](http://l.yimg.com/t/iccricricket/pdfs/odi_playing_conditions.pdf)

Free hit can be applied only when a No ball happens due to feet violation. Please refer to section 5 of the following link that provides details on feet violation.

<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-24-no-ball,50,AR.html>

Run-out rule should be applied during a Free Hit. Run-out can be given only when the batsman attempts to go for a run. Stumped out rule should not be applied during a Free Hit. Following links provide further details on Run-out rule and Stumped out rule.

<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-38-run-out,64,AR.html>

<http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-39-stumped,65,AR.html>

#### **6. Ball bouncing more than twice or rolling along the ground**

The umpire at the bowler's end shall call and signal No ball if a ball which he considers to have been delivered, without having previously touched the bat or person of the striker, either (i) bounces more than twice or (ii) rolls along the ground before it reaches the popping crease.

#### **7. Ball coming to rest in front of striker's wicket**

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

#### **8. Call of No ball for infringement of other Laws**

In addition to the instances above, an umpire shall call and signal No ball as required by the following Laws.

[Law 40.3 - Position of wicket-keeper](#)

[Law 41.5 - Limitation of on side fielders](#)

[Law 41.6 - Fielders not to encroach on the pitch](#)

[Law 42.6 - Dangerous and unfair bowling](#)

[Law 42.7 - Dangerous and unfair bowling – action by the umpire](#)

[Law 42.8 - Deliberate bowling of high full pitched balls.](#)

#### **9. Revoking a call of No ball**

An umpire shall revoke the call of No ball if the ball does not leave the bowler's hand for any reason.

#### **10. No ball to over-ride Wide**

A call of No ball shall over-ride the call of Wide ball at any time. See [Law 25.1 \(Judging a Wide\)](#) and [25.3 \(Call and signal of Wide ball\)](#).

#### **11. Ball not dead**

The ball does not become dead on the call of No ball. Also, if the bowler hits the stumps while bowling, and in delivery stride it is not a dead ball. The ball becomes dead however, if the striker pull away **before** bowler reaches his delivery stride.

#### **12. Penalty for a No ball**

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked this penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

#### **13. Runs resulting from a No ball – how scored**

The one run penalty for a No ball shall be scored as a No ball extra. If other penalty runs have been awarded to either side, these shall be scored as in [Law 42.17 \(Penalty runs\)](#). Any runs completed by the batsmen or a boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they also shall be scored as No ball extras.

Apart from any award of a 5 run penalty, all runs resulting from a No ball, whether as No ball extras or credited to the striker shall be debited against the bowler.

#### **14. No ball not to count**

A No ball shall not count as one of the over. See [Law 22.4 \(Balls not to count in the over\)](#).

### 15. Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Laws except [Law 33 \(Handled the ball\)](#), [Law 34 \(Hit the ball twice\)](#), [Law 37 \(Obstructing the field\)](#) or [Law 38 \(Run out\)](#).

## 2.18 Bouncer & Full Pitch Balls

- a) The bouncer shall be called a no-ball if, in the judgment of the umpire, the batsman could not have played a normal cricketing shot off of it. **No prior warnings need to be given to the bowler.**
- b) The accepted height of a bouncer will be below the shoulder height, when batsman is playing a normal cricketing shot or in his normal stance.
- c) Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. Such delivery will be regarded as NO ball.
- d) A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. A no ball will be called.
- e) The leg umpire shall signal a NO BALL to the main umpire, the batsman and the bowler.

## 2.19 Fair & Unfair Play

The Laws of Cricket, 2000 Code - Law 42, Fair and unfair play

### 1. Fair and unfair play – responsibility of captains

The responsibility lies with the captains for ensuring that play is conducted within the spirit and traditions of the game, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.

### 2. Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws, to be unfair, he shall intervene without appeal and, if the ball is in play, shall call and signal Dead ball and implement the procedure as set out in 18 below. Otherwise the umpires shall not interfere with the progress of play, except as required to do so by the Laws.

### 3. The match ball – changing its condition

- a. Any fielder may:
  - i. polish the ball provided that no artificial substance is used and that such polishing does not lead to wastage of time.
  - ii. Remove mud from the ball under the supervision of the umpire.
  - iii. Dry a wet ball on a towel.
- b. It is unfair for anyone to rub the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.
- c. The umpires shall make frequent and irregular inspections of the ball.
- d. In the event of any fielder changing the condition of the ball unfairly, as set out in (b) above, the umpires after consultation shall :
  - i. Change the ball forthwith. It shall be for the umpires to decide on the replacement ball, which shall, in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.
  - ii. Inform the batsmen that the ball has been changed.

- iii. Award 5 penalty runs to the batting side. See 17 below.
- iv. Inform the captain of the fielding side that reason for the action was unfair interference with the ball.
- v. Inform the captain of the batting side as soon as practicable of what has occurred.
- vi. Report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.
- e. If there is any further instance of unfairly changing the condition of the ball in that innings, the umpires after consultation shall:
  - i. Repeat the procedure in (d)(i), (ii) and (iii) above.
  - ii. Inform the captain of the fielding side of the reason for the action taken and direct him to take off forthwith the bowler who delivered the immediately preceding ball. The bowler thus taken off shall not be allowed to bowl again in that innings.
  - iii. Inform the captain of the batting side as soon as practicable of what has occurred.
  - iv. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

#### **4. Deliberate attempt to distract striker**

It is unfair for any member of the fielding side deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

- a. If either umpire considers that any action by a member of the fielding side is such an attempt, at the first instance he shall:
  - i. Immediately call and signal Dead ball.
  - ii. Warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
  - iii. Inform the other umpire and the batsmen of what has occurred.
  - iv. Neither batsman shall be dismissed from that delivery nor shall the ball not count as one of the over.
- b. If there is any further such deliberate attempt in that innings, by any member of the fielding side, the procedures, other than warning, as set out in (a) above shall apply. Additionally, the umpire at the bowler's end shall:
  - i. Award 5 penalty runs to the batting side. See 17 below.
  - ii. Inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
  - iii. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

#### **5. Deliberate distraction or obstruction of batsman**

In addition to 4 above, it is unfair for any member of the fielding side, by word or action, willfully to attempt to distract or to obstruct either batsman after the striker has received the ball.

- a. It is for either one of the umpires to decide whether any distraction or obstruction is willful or not.
- b. If either umpire considers that a member of the fielding side has willfully caused or attempted to cause such a distraction or obstruction he shall:
  - i. Immediately call and signal Dead ball.
  - ii. Inform the captain of the fielding side and the other umpire of the reason for the call.

Additionally,:

- iii. Neither batsman shall be dismissed from that delivery.
- iv. 5 penalty runs shall be awarded to the batting side. See 17 below. In this instance, the run in progress shall be scored, whether or not the batsmen had

crossed at the instant of the call. See Law 18.11 (Runs scored when ball becomes dead).

- v. The umpire at the bowler's end shall inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
- vi. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

## 6. Dangerous and unfair bowling

- a. Bowling of fast short pitched balls
  - i. The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker, irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.
  - ii. Any delivery which, after pitching, passes or would have passed over shoulder height of the striker standing upright at the crease, although not threatening physical injury, is unfair and shall be considered as part of the repetition sequence in (i) above.
  - iii. The umpire shall call and signal No ball for each such delivery.
- b. Bowling of high full pitched balls
  - i. Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. Such delivery will be regarded as NO ball.
  - ii. A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is ALSO to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. A no ball will be called.

## 7. Dangerous and unfair bowling – action by the umpire

- a. In the event of dangerous and/or unfair bowling, as defined in 6 above, by any bowler, except as in 8 below, at the first instance the umpire at the bowler's end shall call and signal No ball and, when the ball is dead, caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall continue to apply throughout the innings.
- b. If there is a second instance of such dangerous and/or unfair bowling by the same bowler in that innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is a final warning. Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- c. Should there be a further instance by the same bowler in that innings, the umpire shall:
  - i. Call and signal No ball.
  - ii. Direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
  - iii. Report the occurrence to the other umpire, the batsmen and, as soon as practicable, the captain of the batting side.
  - iv. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

**8. Deliberate bowling of high full pitched balls**

If the umpire considers that a high full pitch which is deemed to be dangerous and unfair, as defined in 6(b) above, was deliberately bowled, then the caution and warning prescribed in 7 above shall be dispensed with. The umpire shall:

- a. call and signal No ball.
- b. Direct the captain, when the ball is dead, to take the bowler off forthwith.
- c. Implement the remainder of the procedure as laid down in 7(c) above.

**9. Time wasting by the fielding side**

It is unfair for any member of the fielding side to waste time.

- a. If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall warn the captain, and indicate that this is a first and final warning.
- b. Inform the other umpire and the batsmen of what has occurred.
- c. If there is any further waste of time in that innings, by any member of the fielding side, the umpire shall take this as a deciding factor against fielding side when determining if a fielding side needs to be penalized for slow over rate at the end of the innings.
- d. If the nature of time wasting is such that the normal proceedings of the match are being affected, Umpire has the authority to grant 5 penalty runs to the batting side for every 5 minutes of delay caused by the fielding side after first warning.
- e. If the waste of time is during the course of an over, when the ball is dead, direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
- f. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

**10. Batsman wasting time**

It is unfair for a batsman to waste time. In normal circumstances the striker should always be ready to take strike when the bowler is ready to start his run up.

- a. Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run up or when the ball is dead, as appropriate, the umpire shall:
  - i. Warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
  - ii. Inform the other umpire, the other batsman and the captain of the fielding side of what has occurred.
  - iii. Inform the captain of the batting side as soon as it is practical to do so.
- b. If there is any further waste of time in that innings, by any member of the batting side, the umpire shall take this as a deciding factor in favor of the fielding side when determining if a fielding side needs to be penalized for slow over rate at the end of the innings.
- c. If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead:
  - i. Award 5 penalty runs to the fielding side. See 17 below.
  - ii. Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, and the captain of the batting side, of what has occurred.
  - iii. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

**11. Damaging the pitch – area to be protected**

- a. It is incumbent on all players to avoid unnecessary damage to the pitch. It is unfair for any player to cause deliberate damage to the pitch.
- b. An area of the pitch, to be referred to as 'the protected area', is defined as that area contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5ft/1.52m in front of each and on the sides by imaginary lines, one each side of the imaginary line joining the centers of the two middle stumps, each parallel to it and 1ft/30.48cm from it.

**12. Bowler running on the protected area after delivering the ball**

- a. If the bowler, after delivering the ball, runs on the protected area as defined in 11(b) above, the umpire shall at the first instance, and when the ball is dead,
  - i. Caution the bowler. This caution shall continue to apply throughout the innings.
  - ii. Inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b. If, in that innings, the same bowler runs on the protected area again after delivering the ball, the umpire shall repeat the above procedure, indicating that this is a final warning.
- c. If, in that innings, the same bowler runs on the protected area a third time after delivering the ball, when the ball is dead the umpire shall:
  - i. Direct the captain of the fielding side to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
  - ii. Inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side, of what has occurred.
  - iii. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

**13. Fielder damaging the pitch**

- a. If any fielder causes avoidable damage to the pitch, other than as in 12(a) above, at the first instance the umpire shall, when the ball is dead,
  - i. Caution the captain of the fielding side, indicating that this is a first and final warning. This caution shall continue to apply throughout the innings.
  - ii. Inform the other umpire and the batsmen.
- b. If there is any further avoidable damage to the pitch by any fielder in that innings, the umpire shall, when the ball is dead,
  - i. Award 5 penalty runs to the batting side. See 17 below.
  - ii. Inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of what has occurred.
  - iii. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

**14. Batsman damaging the pitch**

- a. If either batsman causes avoidable damage to the pitch, at the first instance the umpire shall, when the ball is dead,
  - i. Caution the batsman. This caution shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
  - ii. Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, and the captain of the batting side.
- b. If there is a second instance of avoidable damage to the pitch by any batsman in that innings
  - i. The umpire shall repeat the above procedure, indicating that this is a final warning.

- ii. Additionally he shall disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. The batsmen shall return to their original ends.
- c. If there is any further avoidable damage to the pitch by any batsman in that innings, the umpire shall, when the ball is dead,
  - i. Disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable.
  - ii. Additionally award 5 penalty runs to the fielding side. See 17 below.
  - iii. Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of what has occurred.
  - iv. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

#### **15. Bowler attempting to run out non-striker before delivery**

The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker.

#### **16. Batsmen stealing a run**

It is unfair for the batsmen to attempt to steal a run during the bowler's run up. Unless the bowler attempts to run out either batsman – see 15 above and Law 24.4 (Bowler throwing towards striker's end before delivery) – the umpire shall:

- a. call and signal Dead ball as soon as the batsmen cross in any such attempt
- b. Return the batsmen to their original ends.
- c. Award 5 penalty runs to the fielding side. See 17 below.
- d. Inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of the reason for the action taken.
- e. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

#### **17. Penalty runs**

- a. When penalty runs are awarded to either side, when the ball is dead the umpire shall signal the penalty runs to the scorers as laid down in Law 3.14 (Signals).
- b. Notwithstanding any provisions elsewhere in the Laws, penalty runs shall not be awarded once the match is concluded as defined in Law 16.9 (Conclusion of a match).
- c. When 5 penalty runs are awarded to the batting side, under either Law 2.6 (Player returning without permission) or Law 41 (The fielder) or under 3, 4, 5, 9 or 13 above, then :
  - i. they shall be scored as penalty extras and shall be in addition to any other penalties.
  - ii. They shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery, and shall be in addition to any runs from those deliveries.
  - iii. The batsmen shall not change ends solely by reason of the 5 run penalty.
- d. When 5 penalty runs are awarded to the fielding side, under Law 18.5(b) (Deliberate short runs), or under 10, 14 or 16 above, they shall be added as penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 penalty extras shall be added to its next innings.

#### **18. Players' conduct**

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticizing his decisions by word or action, or showing dissent, or generally

behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire. The Umpire shall:

- a. Inform the player's captain of the occurrence, instructing the latter to take action.
- b. Warn him of the gravity of the offence, and tell him that it will be reported to higher authority.
- c. Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

**A first offense shall meet with a warning. If another incident occurs the umpire may do any of the following:**

- The umpire has the authority to send offending players off the field for a 5 over period, unless the umpire feels that a warning is sufficient. In case there are less than 5 overs to be bowled, the offending team will be penalized for 5 runs.
- If more than just one player is misbehaving, the umpire shall warn the team captain. If the captain fails to control his team and more incidents occur, the umpire may penalize the offending team by 5 runs for each incident.
- If the umpire feels that the situation is not under control and may turn into a hostile situation, even after warning the captain twice, he may call off the game and award the game to the opponent team followed by reporting to FCL Disciplinary Committee regarding the behavior of team in violation. FCL Disciplinary committee will deal with any misconduct allegations seriously and has the authority to impose points penalty or disqualification of a team from the league.

## 2.20 Scores Cards & Umpire Reports

- a) Only official FCL score card will be used.
- b) Scorecards for all association games must include the full batting, bowling, and fielding records.
- c) It is the sole responsibility of the winning captain to provide the FCL statistician with the scorecards no later than the Monday after the scheduled game. In case the game is moved to the "rain day", the deadline for submitting the scorecards is Wednesday 5:30pm, after the game. Umpires **MUST** sign a completed scoresheet and insure that both captains also sign it.
- d) Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their battings and the other team's bowling and fielding details).
- e) Teams are urged to put names of fielders involved in a dismissal on the score sheets.
- f) If a game is played under protest, this should be mentioned on the report. Any and all other issues (e.g., delays, misconduct, umpire incompetence, etc.) **MUST** also appear on the score sheet.

## 2.21 Umpire Evaluations

- a) Team captains should fill in the evaluation for the official FCL umpire at the space provided in the score card. The umpiring shall be evaluated on a scale from 1 to 5 with 5 being excellent and 1 being worst.
- b) Detailed Evaluations of the official umpires should be sent to the FCL Logistics committee.

## 2.22 Trophies

- a) The winning side of the final game shall be awarded the FCL Cup.
- b) Each registered player of winning side will receive the "2011 champions" trophy
- c) Each registered player of runners-up side will receive the "2011 Runners-up" trophy

## 2.23 Awards

- a) Awards will be given based on the following categories:
- (i) Most Valuable Player (MVP)  
*The player from the season, who has made the most significant contributions in a consistent manner, all through the season. Teams may nominate up to 3 names before the Final game.*
  - (ii) Best Batsman (Most Runs in season)  
*In case of a tiebreak, the batsman with the better average shall receive the award. If still tied, then the award shall be shared.*
  - (iii) Best Bowler (Most Wickets in season)  
*In case of a tiebreak, the bowler with the better average shall receive the award. If still tied, then the award shall be shared.*
  - (iv) Best All-Rounder (MIN of 100 runs and 10 wickets)  
*The following index will be used to determine the best all-rounder:  
Each run scored = 1 point  
Each wicket taken = 10 points*  
  
*In case of a tiebreak, the better batting average shall decide the award. If still tied, then the better bowling average shall decide the award. If still tied, then the award will be shared.*
  - (v) Best Fielder (Most Catches with a MIN 5 catches)
  - (vi) Best Wicket-Keeper (Catches + Stumping with MIN 10 dismissals)
  - (vii) Highest Individual Innings
  - (viii) Best Bowling in a game (# of wickets)
  - (ix) Appreciation Awards for volunteers
- b) A player will only qualify for these individual awards if he has represented his club in at least 50% of their total scheduled games.
- c) If no player meets the minimum standards for any particular award, then the award for that category shall not be given
- d) FCL Governing Body holds the authority to make final decisions on awards.

## 2.24 Protests & Complaints

- a) All protests and complaints must be submitted to the Disciplinary committee via email no later than one working day following the game. Send an email with all related details to [JREDDY9@ford.com](mailto:JREDDY9@ford.com) (Reddy, Jagan (J)).
- b) Copies of the complaint will be forwarded by [JREDDY9@ford.com](mailto:JREDDY9@ford.com) to the officiating neutral umpires and club in question.
- c) The opposing team should also send [JREDDY9@ford.com](mailto:JREDDY9@ford.com) in a relevant response to the protest no later than 1 day after receiving the complaint of team.
- d) No protests or complaints will be valid if a game is played without an official FCL umpire.
- e) The decision of the Disciplinary committee will be final and be made known to all parties involved not more than 3 work days after the offence.
- f) No protests or complaints will be considered unless proper procedures and above guidelines are followed.

### 3 Spirit of the Game & Code of Conduct

#### Laws of Cricket, 2000 Code - The Preamble, 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.*

#### 3.1 Responsibility

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. The responsibility for the team's conduct firmly lies on the captain.**

Player's conduct

**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.**

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the 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.

1. For the guidance of players and captains the FCL Disciplinary committee has defined the following 3 levels of discipline breaches in increasing level of seriousness.
  - a) The FCL disciplinary committee will be the sole judge of the seriousness of an offence and will issue a ruling based on reports from the umpire, captains and any other witnesses of the offence.
  - b) The descriptions and suggested penalties below are only for the guidance of the teams, players and captains and is not meant to be an exhaustive list or replace the judgment of the FCL disciplinary committee.
  - c) For any level of offence the umpire may at his discretion apply a 5 run penalty for each infraction after an initial warning in order to allow play to take place in the spirit of the game.
  - d) Beyond that the league may take further action as described below.
  - e) Level 1: Minor breaches of discipline
    - i. Example: Excessive appealing, disputing umpires calls, minor violations of city ordinances etc.
    - ii. League will issue reprimand to the player and the team and may impose \$20.00 fine for each infraction
  - f) Level 2: Disruptive behavior
    - i. Examples: Verbal abuse directed towards umpires, opposing players or spectators, Repeated and intentional delays of game etc. Behavior continues after umpire issues official warning to both the concerned player and to his captain.
    - ii. 1 game suspension for 1<sup>st</sup> offence. Repeated offences will result in increased number of game suspensions.

- g) Level 3: Violent/Dangerous behavior
- i. Physical violence directed at players, umpires or spectators.
  - ii. Player will be suspended for rest of the season. Disciplinary committee may also recommend banning player from all FCL activities

### 3.2 Disputes with Boundaries and Boundary Catches

In case of a possible dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground.

**Benefit of doubt shall always go to the batsman.**

### 3.3 Fairness of Play

According to the Laws 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.

Umpires must intervene for:

- a) Deliberate wasting of time
- b) Damaging the pitch
- c) Dangerous or unfair bowling
- d) Tampering with the ball
- e) Assessing a situation when a batsman gets injured or dehydrated and asks for a runner. The umpire's decision is final in case of an injury during the game but in case of dehydration the umpire shall ask the batsman to retire if he can't perform his task and shall allow the retired batsman to come back anytime during the innings.
- f) Any other action that they consider to be unfair

### 3.4 Respect

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

### 3.5 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
- To indulge in cheating or any sharp practice, for instance:
  - to appeal 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
- **There is no place for any act of violence on the field of play.**

### 3.6 Proper Clothing

It is very important that players present themselves in proper attire when on the field of play.

**3.7 Record of Revisions**

Revision Number	Date	Revision Author	Description
1	2002-03	<i>Gurinder Singh</i>	
2	2002-08	<i>Sai Prasad. Viswanatha</i>	
3	2007	<i>Nedunuri, Goutham (G.K.)</i>	
4	2002-08	<i>Allen, Philip (P.)</i>	
5	2008	<i>Purushotham Madhu</i>	
6	2009	<i>Purushotham Madhu</i>	Clarifications on Rules of Play, Inclusion of Free Hit and other changes.
7	2009	<i>Ganesh Alla</i>	Timeline, bonus point, 7 player rule
8	2010	<i>Philip Allen, Purushotham Madhu, Ganesh Alla</i>	Tied Finals, Game Interruption after Start
9	2010	<i>Philip Allen Purushotham Madhu Ganesh Alla</i>	Mandatory Power Play Rule
10	2010	<i>Philip Allen Purushotham Madhu Ganesh Alla</i>	Team Rankings - Regular Group Stage & Playoff Stage
11	2011	<i>Bodhan, Srinivas (S.) Philip Allen</i>	Modification to Wide ball rule.