

Club Cricket Committee

Rules & Playing Conditions for the Iris Smart Technologies Cricket League

September 2009



Introduction

This document represents the prevailing bye-laws for the running of the Iris Smart Technologies Cricket league (hereafter referred to as The League). As with all games of cricket the running of the game is founded on the Laws of Cricket as issued by the MCC and all players should ensure they are fully familiar with these laws.

It has been decided to reproduce the new “Spirit of Cricket” preamble to the MCC laws of cricket to emphasise the importance of Fair Play in our treasured game.

This is followed by the CCC rules which expand and clarify the laws of cricket as applicable to the League.



Spirit of Cricket: Preamble to the Laws

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.

1. There are two Laws which place responsibility for the team's conduct firmly on the captain.

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.

Player's conduct

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

2. Fair and unfair 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.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain
- The roles of the umpires
- The game's traditional values



5. It is 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:
 - (a) to appeal knowing that the batsman is not out
 - (b) to advance towards an umpire in an aggressive manner when appealing
 - (c) 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

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution towards this.

© MCC



The CCC Playing Rules

1. Title

The competition shall be known as the Iris Smart Technologies Cricket League 2009. The sponsors name should be included in the league title in the first reference to the league in any article, and thereafter as appropriate.

2. Registration of Players

2.1 Each player nominated to play must have been registered with the CCC. Teams must submit lists of players registered to them at the start of the season as directed. Players may be added subject to seven days notice to the CCC Secretary. This may be done by email and the date of receipt will be taken as the date of registration; eligibility commences seven days thereafter. i.e. to play on the forthcoming Saturday, the registration must be received by Midnight of the Friday preceding by seven full days. To play on the forthcoming Sunday the notification must be received by midnight on the preceding Saturday on the same terms.

2.2 A player who has taken to the field in any capacity or been included in another team's team list for any CCC match may not be registered for any other team during the same season. This includes listing as 12th man.

2.3 There is no limit to the number of players that a team may register.

2.4 Note the distinction between club and team: a player must be registered for a specific team entered into the league by the club and may not transfer to any other team entered by the same club in any one season.

2.5 It is each teams own responsibility to ensure all of their own players listed in their team list submitted before every match are correctly registered with the CCC in accordance with the above clauses.

2.6 Any team fielding ineligible players forfeits all points & beneficial NRR gained from the match. A team defeating a team fielding an ineligible player may retain points & positive NRR from the match; if the team loses all negative NRR effects are erased. For clarity where team A fields a legitimate team and team B fields one (or more) ineligible players the effect is:

2.6.1 A defeats B (with or without bonus point): Points & RR stands for both teams.

2.6.2 B defeats A (with or without bonus point): No points awarded to Team B; No RR applied to league table. Team A is awarded 4 points.



2.7 The CCC may declare such forfeiture at any stage up until the end of the season; to assist all teams should alert the CCC at their earliest opportunity of any eligibility infringements.

3. Umpires and Match Referees

3.1 The CCC shall appoint 2 Umpires, a match referee & a scorer for every match. Umpires are selected from the ACUSN roster and will be responsible for the general conduct of the game.

3.2 The Match Referee is the representative of the CCC governing body at the match and is responsible for ensuring that all aspects of the match outside of the umpires control are conducted in accordance with the CCC rules and playing conditions. He will report to the CCC on any matters concerning the conduct of the captains, players, umpires, scorers, groundsmen and any other persons involved in the match.

4. Lunch & Drinks

The CCC shall arrange for lunch and drinks for players and officials during the tournament. Lunch & Drinks are provided “as is” and no meal options are available.

Drinks breaks shall be taken within the boundary rope; it is not permitted to leave the playing area at this time without the umpires permission.

5. Liabilities of Participating Teams

Each club shall be responsible for all its expenses including transportation and medical.

6. Playing Conditions

Except as specially provided for hereafter, the 2000 Code of Laws of Cricket- 3rd Edition -2008 shall apply in all matches.

The matches shall employ a WHITE ball and team strips shall be coloured. Pads may be Black or Coloured to suit the team strip. Sight Screens shall be Black.

7. Nomination of Players

The following extracts from the Laws of Cricket are reproduced hereunder for emphasis:

Law 1.2: “Each captain shall nominate his players in writing to the umpires before the toss. No player may be changed after the nomination without the consent of the opposing captain”.



The full names of the 11 nominated players and the 12th man shall be submitted to the umpires before the toss for innings. This list may be examined by the opposing captain, his representative or any other party at any time.

8. Duration of Each Match

The matches will consist of one innings per side and each innings will be limited to a maximum of 50 overs for Division One and Forty overs for Division Two. Matches may be reduced to a minimum of 35 overs at the start of the game at the discretion of the umpires. This is especially pertinent for late starts at Unilag and for matches delayed by Sanitation Day

The following programme is applicable to the start of all matches:

- a) Submission of Team Sheets: 09:30
- b) Toss by captains/ representatives (must be a player): 09:45
- c) Match commences: 10:00

In all cases the toss shall be taken or forfeit at 9:45 sharp and the match shall commence 15 minutes later with no deviations. Failure to start the match 15 minutes after the toss is made or forfeit will result in the docking of one point from the team causing the delay.

If a team does not submit a team list and/ or have 8 players present (who must be included on the team list) by 9:45 that team forfeits the toss. If neither team has 8 players present, the one with most players present at 9.45 wins the toss by default. If both teams have the same shortfall the toss is taken at 9:45.

Complete teamlists must be submitted to the umpires prior to the toss and it is reiterated that players may only be substituted from the team list with the approval of the opposing captain (see clause 7 above).

If a team does not have 8 players present by 10:30 then the match is forfeit. If neither team has 8 players present by 10:30 then the match is abandoned. The match will not be replayed.

In Summary:

- ❖ The Toss will always happen at 9:45
- ❖ A team with less than 8 players (ie 7 or less) at 10:00 cannot commence the game and is docked a point. As soon as they have 8 players the game may start with reduced overs as dictated by the umpires. The point remains docked.



- ❖ If neither team has 8 players by 10:00 both are docked a point. The game may start subsequently as above, but again the points deduction remains.

Teams consistently failing to attend the match on time with full teams may be sanctioned by the CCC. It is the responsibility of the umpires to note & record teams failing to meet (in full) the three deadlines above.

All sides are expected to complete bowling of their overs in accordance with the following schedule, inclusive of two water breaks (maximum 5 minutes each)

50 Over Match: 3 hours 30 minutes

40 Over Match: 2 hours 50 minutes

35 Over Match: 2 hours 30 minutes

In the events of the fielding team failing to complete their allocated overs in the allotted time, they will be docked 1 point or 2 points if the overrun exceeds 30 minutes.

The umpires at their discretion may make allowances for any exceptional circumstances, such as lost ball, injury, time wasting by the batting side, and any other events out of the fielding team's control

In a match where the start is delayed or play is suspended during the innings of the team batting first, the minimum number of overs to be played by the team batting first shall be 20 overs unless it is all out in less than 20 overs. The team batting second shall not bat for more than 20 overs.

When playing time has been lost the number of overs lost shall be calculated based on a rate of 15 overs per hour. The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

In a match where it is not possible to obtain a result, the umpires shall declare the match to be abandoned. The match will not be replayed.

9. Hours of Play

Normal hours of play (50 overs) will be from 10.00 a.m. to 17:40 p.m.

First Innings: 10:00-13:30

Lunch: 13:30- 14:10

Second Innings: 14:10- 17:40

And for 40 over matches:



First Innings: 10:00-12:50
Lunch: 12:50- 13:30
Second Innings: 13:30- 16:20

If the innings of the team batting first ends more than 30 minutes before lunch time, a 10 minute break will be taken and the team batting second will commence their innings. Lunch will be taken at the scheduled time. Teams causing delay of the resumption of the game after lunch will be docked one point.

Water break of 5 minutes shall be taken at the end of the first and second hours play in each innings. In a reduced overs match the water breaks shall be at the discretion of the umpires.

10 Bowling: Restrictions, Wides & No-Balls

10.1 No bowler shall bowl more than one fifth of the allotted overs, which equates to the following:

50 Overs: 10 overs per bowler
40 Overs: 8 over per bowler
35 Overs: 7 overs per bowler

In the event of a bowler being unable to complete an over for any reason, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only insofar as each (ie both) bowler's limit is concerned.

10.2 Wides, No Balls & Free Hits

Umpires are instructed to apply very strict and consistent interpretation in regard Law 25 in order to prevent negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

For additional clarification all deliveries outside of leg stump and not contacting the bat or batsman are to be called wide.

The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.



For any free hit, the striker can be dismissed only under the circumstances of a no ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 12 shall apply).

10.3 Restrictions on bowling- Bouncers & Beamers

A bowler shall be limited to one fast short-pitched delivery per over, defined as a ball which passes or would have passed above the shoulder height of the striker standing **upright** at the crease

Note that a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide. For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.

In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand and follow the procedure laid out in Law 42.7 as if the delivery had fallen within the ambit of law 42.6 (a).

12 Restrictions on Placement of Fieldsmen

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side, of whom a maximum of 2 may be behind square.

Outside of Powerplay overs there may never be more than 5 fielders outside of the restricted fielding area defined below.

There shall be three powerplays taken as follows:

P1: The first 10 overs of the match (for 50 over matches; 20% of the overs for other durations)

P2: Bowling Powerplay: 5 overs (or 10% of the allotted overs, rounded UP) taken at the discretion of the Fielding captain.

P3: Batting Powerplay: 5 overs (or 10% of the allotted overs, rounded DOWN) taken at the discretion of the Batsmen.

Summary for reference:

50 over match: 10/5/5



40 over match: 8/4/4

35 over match: 7/4/3

A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.

During the first Powerplay only TWO fieldsmen shall be permitted outside of the fielding restriction area at the instant of delivery.

During the second and third Powerplay only THREE fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

The restricted fielding area comprises two circles each 30 yards (27.4 meters) radius from each middle stump, joined by a straight line parallel to the pitch. Where pitches are not marked out the approval of field placings is at the umpires discretion.

Furthermore during Powerplay 1 (only) there shall be a minimum of TWO fielders in Catching Positions. This is defined as being with 15 yards (13.7 metres) of the facing batsman's middle stump. Fielders in Slip, Leg Slip or Gulley positions may field deeper than this if necessitated by a fast bowlers pace. Again this is at the umpires discretion.

The Umpires shall clearly indicate the commencement of a powerplay and ensure that the scorer has recorded this.

13 The Result

There are three possible results to any match, Win, Loss or Tie. Furthermore a bonus point is available to the winning team for achieving the criteria below. No other bonus points are applicable.

FOUR (4) points are awarded for a Win, ZERO (0) points are awarded for a Loss, and TWO (2) points for a Tie. In the event of an Abandonment, TWO points (2) are awarded to each team.

A tied match arises when the scores are equal on completion of the match, regardless of how many wickets fell for either team or how many overs were bowled. No bonus point is accrued.

A match is abandoned when it is not possible to complete the game (as defined above) and is distinct from a forfeit match or a walkover.



Abandoned matches will be rescheduled where possible, except where the abandonment is due to neither team having the required numbers of players present as section 8 above.

A winning team scores a bonus point by achieving a Run Rate (RR) 25% superior to that of the losing team. RR is calculated by dividing each team's runs scored by overs batted (remembering to convert cricket notation into correct decimal notation). If a team is all-out then the total overs available is used as the divisor.

Interrupted/ shortened matches are to be decided by the Duckworth-Lewis method (professional edition). The Match Referee is responsible for administering Duckworth-Lewis calculations.

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie.

If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

14 League Format

The league format will be determined from year to year at the ExCo's discretion. The format will be confirmed before the first game.

For 2009/10 Division One teams will play each other twice. Division Two teams will play each other once with only the top four at the completion of these games continuing to the second half of the programme in which they will play each other a further time.

The top team in Division Two will be promoted and the bottom team in Division One relegated.



Teams tied on points are split by comparison of Net Run Rate (NRR). NRR is calculated by subtracting the opponents total RR from the team's own total RR. Total RRs are calculated on the general RR procedure above using all runs scored and all overs faced/ due to be faced.

The team with the higher NRR is ahead on the table.

15 Settlement of Disputes & Disciplinary Procedure

The CCC has the full power to decide any questions of dispute or interpretation, which might arise during the course of the tournament.

In the event of any disciplinary action, the Disciplinary Committee (Discom) will meet within 7 days of the incident inviting team captains, umpires and match officials to attend and give verbal accounts. A decision will be made and circulated including any sanctions applicable within a further seven days.

Thus in the normal circumstances any sanctions applied will become applicable in the second game following the incident.

Only written notification of any incident will be taken as evidence and further more this written notification must be included within the captain's or match official's report. Verbal evidence will only be accepted at the DisCom meeting at the request of the DisCom members.

15 Completion & Recording of a Match

A match is deemed complete when all reports are received by the Match Referee.

Scoresheets (x2)
Captains Reports (x2)
Team Lists (x2)
Umpires Reports (x2)
Match Referee's Report (x1)

The scorer is responsible for submitting a scoresheet for each innings to the Match Referee. Note that the loose A4 CCC scoresheets are to be used for all matches, not the old bound scorebooks.

The captains are responsible for submitting their reports to the Match Referee.



The Umpires are responsible for submitting their own reports to the match referee.

The match referee is responsible for submitting his report along with all the reports received from the Umpires as above to the Tournament Coordinator. The match referee is also responsible for communicating the match result to the CCC's nominated person within 24 hours of the end of the match, to enable the league tables to be updated promptly.

In all cases official CCC report sheets, team lists & scoresheets must be used. The CCC is not obliged to accept any other format.

The match referee is also responsible for collecting balls used in the match.

