

NEW JERSEY SOFTBALL CRICKET LEAGUE

RULES AND PLAYING CONDITIONS

2011

www.njsbcl.com



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1 GENERAL:

- a. The competition shall be known as the New Jersey Soft Ball Cricket League Competition, hereafter referred to as the NJSBCL Competition.
- b. The Executive Committee of the NJSBCL, hereafter referred to as EC, shall be responsible for the administration of the competition and shall have jurisdiction for the implementation and interpretation of the rules and playing conditions governing the competition.
- c. All participating teams have to fill a registration form and submit a fee of \$225 towards the yearly participation.
- d. The above fee takes care of the liability insurance for grounds, balls, umpires for knock out rounds, trophies and other arrangements during final award ceremony.
- e. Only NJSBCL approved balls shall be used in the Competition. All the registered and approved teams will be provided with the approved balls by the League prior to the start of the tournament.
- f. The Captain and Vice-Captain of each team, along with all their playing members will have to sign and submit a “Liability Waiver Form” on the NJSBCL web site.
- g. The NJSBCL season will kick off in third/fourth week of April and finals are to be held in mid October and the exact dates will be announced with enough notice to all teams.
- h. Except for those laws that are unique to local playing situations and conditions, the NJSBCL, will abide by the latest available ICC standard playing conditions, and the associated Laws of Cricket document [Code]. The complete and latest ICC code can be found, at ICC’s website. In the event of conflicts, the rules as stipulated by the NJSBCL shall supersede.
- i. In case of inclement weather or any other unforeseen circumstances during the competition, the Executive Committee has the authority to enforce the rescheduling of the game, if necessary.
- j. The League publishes a balance sheet to the forum, on expenses incurred and balances at the end of the season.
- k. **Season Beginning AGM:** NJSBCL conducts an Annual General Body meeting at the beginning of every season around the month of Feb/March. All teams participating in the season are expected to be represented in this meeting, where the season highlights will be presented. Any elections (if required) will also be held during this meeting.

2 DIVISIONS, GROUPS & SCHEDULES:

The NJSBCL has 72 teams registered for the year 2011 season. League grew once again from 66 teams last year. Few more teams had to be said “NO” as we did not have enough grounds to accommodate all. Consistent with the general formatting guidelines published last year, this season also league will be following a two division format.

The general format for this season is as follows: The 72 teams for the season will be divided into two divisions, Division-1 and Division-2. Division-1 is the upper tier division and the count is being restricted to 32 teams and Division-2 is going to have 40 teams.

Based on previous year’s performance, teams from 2010 that registered again were split into the two divisions mentioned above while all the new teams will be playing in Division-2. As announced during 2009 season, there will once again be no mid-season moves between divisions this season.

In 2011, both divisions will start league matches simultaneously on Saturday, April 23 and follow individual formats through the season to accommodate for different number of teams. All teams in Division-1 will get to play at least 18 matches in Round-1 and Round-2 while the Division-2 teams will play at least 19 matches all in Round-1 before the knockout rounds. The top sixteen teams from each division will qualify to knockout rounds and play for their Division Championships.

The knockout rounds are scheduled from mid-September to first week of October. Due to increased match schedules in the regular season the available time for the knock out rounds is short. All teams in playoffs are expected to be flexible with scheduling. If required, teams have to play back-to-back matches on the same weekend or back-to-back matches on the same day. The EC’s decisions will be final during the knockout rounds.

3 LEAGUE SEASON:

The cricket season shall comprise of two competitions as listed below:

1. The NJBSCL Championship for Division-1: Their season will consist of a Round-1 and Round-2 of the regular season followed by the knock-out rounds.
2. The NJBSCL Championship for Division-2: The season will consist of a Round-1 of regular season followed by the knock-out rounds.

Additionally, the league may conduct 8x8 tournaments during the Independence Day and Memorial Day weekends. If weather permits, such tournaments will be scheduled after the end of the regular season also.

4 LEAGUE FORMAT:

The NJSBCL League Championship will be run as follows:

1. All games shall be limited to a maximum of sixteen (16) overs per inning.
2. Ten (10) points shall be awarded for a win.
3. Five (5) points for a Draw or Tie (Tie is defined as both teams scoring the same number of runs regardless of number of balls/over bowled or number of fallen wickets. Draw occurs when the game is called-off by neutral umpires or EC due to un-playable conditions or unforeseen circumstances).

5 STANDINGS AND NET RUN RATE CALCULATION:

5.1 Standings:

The league standings for the teams in each division will be based on the number of points earned throughout the season with 10 points for a win and 5 points for a tie or a washout. If teams are level with scores then their ranking will be based on their Net Run Rate calculated to the third decimal.

5.2 Net Run Rate Calculation:

Net Run Rate (NRR) will be calculated using the formula shown below. The rounding of decimal will be to third decimal.

$$\text{NRR} = (\text{Total runs scored}/\text{Total overs faced}) - (\text{Total runs given}/\text{Total overs bowled})$$

e.g.: A team while batting has scored 678 runs in 147.3 overs in the season at a run rate of 4.597. The team while bowling in the season has given away 466 runs in 150 overs at a run rate of 3.107. Therefore the Net Run Rate (NRR) is; $4.602 \text{ minus } 3.107, = 1.490$. This is the formula being used currently on our website standings.

Note: The overs are considered as shown and so on for calculation purposes: 13 overs 2 balls = 13.33 overs, 13 overs 3 balls = 13.50 overs, 13 overs 4 balls = 13.67. The rounding of overs will be to second decimal.

Note: 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.

6 TIE BREAKERS AND SUPER OVER:

6.1 Tie Breaker Rules:

At the end of the round-1, if two or more teams are tied for any of the top positions, the team that advances shall be determined by applying the tie breaker rules in the following order.

1. The winner of the head to head competition. If still undetermined,
2. The team with the highest net run rate, (TOTAL NRR to third decimal for the round against all teams, as you see on Points table on NJSBCL website). If still undetermined,
3. NRR against common opponents.

6.2 Super Over:

This will be used for knock-out games only (Pre-quarter finals, Quarter finals, Semi finals & Finals). If a knock-out match ends with the scores tied and there must be a winner, the tie is broken with a one over per side "Eliminator" or "Super Over"

1. Each team nominates three batsmen and one bowler to play a one-over per side "mini-match".
2. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.
3. The side with the higher score from their over wins
4. If the teams finish tied on runs scored in that one over, the side with the higher number of sixes in its full innings and in the one-over eliminator will be declared the winner.

5. If the teams are still tied, the one with the higher number of fours in both innings will win.
6. If still tied, the one with higher number of the twos in both innings will win
7. If still tied, another one over will be played following above rules and winner will be decided.
8. Umpires will be responsible for the successful execution of the SUPER OVER. All decisions taken by the umpires will be final, and no further escalation to EC will be entertained

7 PROMOTIONS AND DEMOTIONS:

1. Based on total number of teams registered for 2012 season, the number of teams in Division-1 for season 2012 will be capped at 24 or 32 teams.
2. Teams that move from division-2 to division-1 and vice-versa for 2012 season will be determined using the methods described below.
3. If division-1 team count is capped at 32 for next season, the bottom 6 ranked teams at end of regular season will be demoted to division-2 for the following season.
4. Similarly, the top 6 teams of Div-2 at the end of regular season which include the two finalists will move to division-1. If one or both of the finalists are outside of the Top-6 from Div-2 during the regular season then they will be promoted while still maintaining a total of 6 promotions only.
5. All new teams will be placed in Division-2.
6. If a team takes a break from the league, and returns to participate, it will be considered as a new team and will be placed in Divison-2.

8 LEAGUE INSURANCE:

NJSBCL has taken the liability and personal injury protection insurance for all the teams playing in the league. Where ever required proof of insurance will be provided to teams so that they can acquire a ground permit. All the players who are playing on the field are also covered but they must have accepted and signed off on the liability waiver form.

9 TEAM UNIFORMS:

The League does NOT mandate uniforms for participating teams. Although we think they look pretty cool!

10 PROTESTS:

1. In the event of a protest, the captain shall notify the umpires and the opposing captain during and at the conclusion of the match. Protests must be filed in writing and forwarded to the executive committee within (72) seventy-two hours after the competition of the match.
2. A fee of \$150.00 shall accompany each protest; this fee shall be reimbursed ONLY if the protest is upheld.
3. Protests received by the committee without the applicable fee shall be considered null and void and no action shall be taken by the NJSBCL.

11 DISPUTE RESOLUTIONS:

Disputed games shall be arbitrated by the Dispute Sub-Committee of the Executive Committee of NJSBCL along with representatives of both teams and the officiating umpires.

12 RESPONSIBILITIES:

It is the responsibility of BOTH captains to see that decorum is maintained at all times and the spirit of the game is adhered to.

13 DISCIPLINE AND OTHER ISSUES:

1. Alcoholic beverages are prohibited in all parks. This is a county ordinance; violators are subjected to prosecution by law.
2. The New Jersey Soft Ball Cricket League does not and will not tolerate any un-sportsmanlike behavior from players, teams or club members; the respective captains shall be responsible for taking the appropriate disciplinary action against the offender(s) and notify the executive committee of the steps taken.
3. Members of NJSBCL shall be expected to behave courteously toward others, i.e. players, officials, umpires and spectators via all mediums.

4. If a player behaves in an un-sportsmanlike conduct (abusing umpires, opposition players & spectators, threatening with bodily harm, damaging of property used in the game or public property) during a game, the umpires shall report him to his captain and if the situation persists neutral umpires will have the authority to ask the player to sit out for the remainder of the game. He will also be reported to the league executive committee by the neutral umpires or opposition team captain.
5. If the incident involves a player who was penalized by the league in a previous instance, five points will be deducted from the team's tally as of the end of that game. In addition, that team's captain will also be penalized for not controlling that individual by suspending him for the very next game of the team.
6. If the incident involves a player who was not penalized earlier, neutral umpires / opposition captain will have the option to report the incident / player to the league executive committee.
7. Disputes committee will investigate all such incidents and decide on appropriate actions against the individual and / or team captain including but not limited to debarring from playing in NJSBCL for future games & seasons.
8. Any player who willfully disturbs the wicket, or causes the game to prematurely end shall cause his team to forfeit the game.
9. The executive committee will investigate the disputes reported to them by teams & neutral umpires. If any team is found to have willfully caused disturbance during a cricket match, that team and the players involved would be subject to disciplinary action as deemed fit by the executive committee. Any team or players that do not agree or obey the disciplinary actions handed to them will be subject to additional actions including but not limited to expulsion from the league games for the current and future seasons. Such expelled players or teams will not be allowed to play in the league games for their own team or for other teams in the future.

14 WEBSITE:

NJSBCL maintains a website, www.njsbcl.com. The schedule for the season, EC Member details & Committees, Rule Book, Schedule for the week, Points Table, Score Sheets, Ground Information, Directions, Team Details & Contact Information, all this and whole other wealth of information is available on our website.

We encourage teams to use the site for reporting score sheets, writing to EC, use it for contact info and use all its functionalities. The site also has pictures of past winners, blogs, links to cricket news. Our site was launched in 2007 and we intend to make it one stop shop for all your League information and other cricketing world information.

15 COMMUNICATION ON OUR FORUMS:

Use of appropriate mailing lists for various issues:

15.1 njleague@yahoogroups.com:

This mailing list should be used to: Broadcast information about the league, Arrange practice games, Requests for paid neutral umpires for a game, Request for a neutral ground, Broadcast the result of your match, etc. The njleague@yahoogroups.com mailing list should NOT be used to:

- Communicate start time, driving directions and other details for your match.
- Send opinions or suggestions to the EC (for that use ec@njsbcl.com).
- Report or discuss match disputes. This should be communicated to ec@njsbcl.com.
- Personal or commercial advertisements of any sort.
- Complaints against any rule/policy/league/ team etc.
- Details regarding any other cricket league.

15.2 ec@njsbcl.com

This mailing list to reach the Executive Committee should be used to:

- Report disputes. The EC will gather necessary information, discuss and recommend a resolution in timely fashion.

- Captains wishing to share opinions / suggestions are encouraged to do so ONLY by writing to ec@njsbcl.com. The EC would discuss and inform the league appropriately.

16 TROPHIES , AWARDS & YEAR END CELEBRATIONS:

16.1 Award Ceremony:

NJSBCL will hold an award ceremony at the end of the season. This will be held at the venue where the Finals will be played or in a separate location. After the final matches the following felicitations will be done:

1. Trophy to the winning Team for Div 1 Championship & mementos to team members.
2. Trophy to the winning Team for Div 2 Championship & mementos to team members.
3. Trophy for Man of the Match
4. Trophy to Man of the Series.
5. Trophy for the losing Finalist.
6. Trophy for both Semi Finalists.
7. Any additional trophies or mementos as decided by the Executive Committee.

All the prizes will be decided by the Executive Committee. The finals are a gala affair with live commentary and music. Family and Friends come to watch and cheer the finalists. Snacks are served and photo sessions are held. It is a festive atmosphere where we expect most of the league members to join in to enjoy a good game of cricket and celebrate the culmination of the 6 month long entertainment; Cricket had to offer, for hundreds of our Members.

16.2 Year End Celebration:

We will hold a year-end celebration, a paid event, where folks can come and enjoy with their family and friends. It is kind of a preamble to next year's league season. The date for this event is generally announced around October.

17 NEUTRAL UMPIRING:

All teams will be assigned neutral umpiring responsibilities. Teams will have to send two umpires for each game they are responsible for. The number of matches they will be responsible for umpiring will be slightly more than half the number of matches they play due to the travel teams not having any umpiring responsibilities.

Teams will have to take neutral umpiring responsibility very seriously in terms of making themselves well aware of the league rules and showing up for the umpiring responsibility on time, whenever scheduled. If a team is unable to provide any umpires then it can approach the league for the paid umpires from the ‘Paid Umpires Panel’ or the league at large at \$40 per umpire per match.

If a team does not provide any umpires for a match it will be penalized \$40 and 5 points for every umpire not sent.

18 UPDATING SCORES:

The winning team has to try to broadcast the result of its match by the end of the weekend of the match with brief information as shown in the format/example below:

Subject: Match - India vs. Australia
Toss: India won the toss and elected to bat
India made 95/8 in 16 overs
Australia in response were all out for 85 in 13.4 overs
Result: India won by 10 runs
Highlight: Tendulkar scored 51 in 40 deliveries
Thanks to Shephard and Dickie Bird from England for their umpiring
From Mahendra Dhoni.
Indian Team Captain

Winning captain has to update the complete scorecard by the end of the day Tuesday following the match. In case of a tie or washout either captain can and should update the scorecard. The scorecards should be completed with as much detail as possible including individual statistics. This is extremely important for maintaining the accuracy of the team and individual statistics on the league website for determining the team rankings, Net Run Rate and the individual player standings to determine the awards at the end of the year.

1. Winning teams have to post complete scorecards by midnight of Tuesday night following the match on the weekend.
2. All the defaulting teams will be given friendly reminders and warnings about updating their scorecards. No penalties will be levied during the first 4 weeks of the season to allow for new teams to catch up to speed with the scorecard system. From the fifth week of the season defaulting teams will be penalized 5 points without fail unless an issue has been raised and reported to the EC:-
3. In case of a tie/washout both the teams will be held accountable to update the scorecard and both can be penalized.
4. If there is any discrepancy in match result or a dispute/protest has been filed, the winning team has until the end of 48 hours after a decision has been made for a penalty to be levied.

19 PLAYER MOVEMENT:

1. All the teams are expected to register their players at NJSBCL (by accepting the waiver) before a match. The entire team lineup for teams can be viewed on our website, under the “Teams” section.
2. Any player not registered with the team prior to the match OR not carrying supporting identification, will NOT be allowed to play for the team.
3. The Captains are expected to keep an updated list of all registered players of their team. They should take a print-out from the NJSBCL website. Umpires will verify players’ identity against this list. Players are expected to carry photo identification. Any player not in the list or unable to verify his identity will not be allowed to play the match.
4. A player may not change teams once he has registered and played 2 matches for a team.
5. For a player to attain eligibility to play in knock-out rounds, he should have played in at least 6 (SIX) matches in all prior rounds of his Division.

20 HOSTING LEAGUE MATCHES:

At every stage till knock out rounds, teams get to host approximately 50% of their matches. The host team gets to choose the venue of the match. So the major responsibility of getting a ground for the game rests with the hosting team. It is possible that all teams will not get same number of home matches in spite of having a home-ground due to scheduling constraints. Teams are requested to accept this as it may be unavoidable.

In case of both teams not having grounds they have to communicate it to the league very early in the week to find a ground to play a match in. In this case both teams are responsible for getting a ground for the game. We are a friendly league and all should the work on principle of being accommodating to each other.

21 PRE-MATCH COMMUNICATION:

1. If any of the three teams, involved in every match, has any issues about an upcoming match then it has to communicate to the other two teams involved ASAP and if necessary to the EC, and please do not wait till the last minute.
2. As a general rule, the host team should initiate communication with the visiting team and the umpiring team via email (so that it is on record) or via phone by Tuesday night before the weekend of the game.
3. All the pertinent information about the address for the ground, directions, and match timings should be decided and shared with all teams concerned by Thursday night before the weekend of the game.
4. The umpiring team has to share the names and contact information of the two neutral umpires with the match playing teams by Friday night before the weekend of the game.

22 STATUS OF GROUNDS:

1. We are a friendly League that does not have grounds for play to fit international and professional standards. As a matter of fact, many of the games are played on makeshift baseball fields (of varying shapes and sizes!).
2. The League does not guarantee that all grounds will have the same dimensions.
3. The League also does not guarantee that every match will have a complete (360 degree) field of play.
4. Since every participating team does not have a “home” ground, the League cannot avoid the advantage that some teams may have because they do have a “home” ground. We will, however, through our scheduling cycle, make a conscious effort to minimize such advantages that may be had by having those with “home” grounds play a fair share of “away” games.
5. Each team WILL play on the ground that is assigned to them. Period. No questions. End of discussion.
6. It is each team’s responsibility to survey the grounds and make whatever pre-game preparations they see fit, without violating the ground permit restrictions, well BEFORE the scheduled toss time.
7. Declining to play for reasons such as “we don’t like this ground”, “we have a better ground”, “let’s go and play there”, “we don’t play on baseball grounds” etc., will constitute an automatic forfeiture of the game. Period. No questions. End of discussion.
8. If a ground cannot be found for a game, in spite of all attempts by both teams, the game will be considered as not played, and both the teams will split points.

23 NORMAL HOURS OF PLAY & INTERVALS:

League recommends that play shall commence between 7.30 AM and 8:45 AM on the days scheduled. Rescheduling of start times is permissible upon mutual consent of opposing captains and umpires in writing, taking into consideration ground availability, permit etc. In cases where ground permits are involved and games need to be completed within a specified time, games are to be started at least 3 hours before the specified end time. The start time cannot be earlier than 7.30 a.m. In such cases, copies of ground permits have to be submitted to the njsbcl.com website. The EC will not entertain any negotiations or changes in such situations where an early start is required due to ground situations.

In general, the home team will be responsible to schedule the start time for matches, based on the ground needs. Once a start time is decided (either mutually agreed or fixed due to ground issues), all rules in section “NOMINATIONS & TOSS” will apply, based on this start time.

If only one umpire is available at the stipulated start time, the match can commence with only one neutral umpire, and the batting team providing a leg umpire. If both umpires are not available at the start time, the playing team captains can start the game with umpires from the batting side. This will particularly apply in situations where the game has to start at a specified time due to ground issues.

One break of five (5) minutes shall be permitted at the completion of the 8th over, except under conditions of extreme heat and humidity where the umpires shall permit extra intervals for drinks as they see appropriate. Drinks can be dispensed with, but with prior agreement between all parties before the start of the match.

Where there are ground permit & time issues, neutral umpires will be responsible to ensure that none of the teams waste time in the field for any reason. We do not expect one over to take more than 5 minutes, to expedite the game if umpire feels too much time is being taken in strategy sessions, field placing after very ball or any deliberate slowing of game, umpire can warn and later for repeated delay penalize the offending team by awarding 5 penalty runs to the other team for “delay of game”.

24 MATCHES AFFECTED BY WEATHER AND CIRCUMSTANCES:

The league’s scheduled matches could be seriously affected during the season due to various factors like weather or any other unforeseen circumstances. In such cases the following rules will apply as the case may be. If a situation arises where none of the described situations fit then the “principle behind the rule” will be followed and the EC’s decision will be final.

24.1 Matches Completely Washed-Out:

In the event of a game being completely affected by weather or any unforeseen factors, then both the teams will share the points equally only if:

- a) The ground has become unplayable due to overnight rains etc. (Neutral umpires will decide after evaluating the ground conditions)
- b) The match is completely rained out

The umpires and the team captains have the option of playing the game at a different time within the same day only. In such situations, the players will have to be available at the new time. If possible, both or at least one of the original neutral umpires should be present. All decisions regarding playing at a later time on the same day OR splitting of points due to the above reasons will be taken by the neutral umpires in consultation with both captains. The decision of neutral umpires will be final.

24.2 Matches Interrupted by Weather:

For matches which started as 16 overs match, but get interrupted in between due to weather and weather only, we will require the first innings to be completed in full and a minimum 8 overs to be played by the team batting second. This applies both to situations where it is decided to shorten the 2nd innings, due to weather interruption during the first inning or changeover of the innings, OR the 2nd innings is interrupted by rain at any time during its 16 over time frame. The following D&L formula will be applied:

Quota of Overs	Target Score %
16	100%
15	95%
14	90%
13	85%
12	80%
11	75%
10	70%
09	65%
08	60%

No D&L calculation will be applied for matches truncated for less than 8 overs in the inning. D&L rule will only be applied if first innings was completed and second is played at least till the completion of over no 8.

We would like teams to use the smaller window of time available to have a competitive game and get results. This is being done to make sure teams do not take advantage of “No Rescheduling clause”. If some grounds have drainage problems, Teams on their OWN cannot agree to forego a Match. UMPIRES HAVE TO REACH THE GROUND AND EXPLORE ALL THE ABOVE OPTIONS AND MAKE A DECISION. The Neutral umpires have the authority to decide these aspects as they would be the best judge and an impartial representative to ensure the game is played in the right competitive manner.

24.3 Truncated or Shortened Matches:

NJSBCL will allow truncated matches with a minimum of 8 overs per side. The decision to truncate the match cannot be taken once a ball is delivered in the match. The Umpires will take a decision on the spot and decide whether an 8 to 16 over per side match can be played based on: Ground Availability, Start Time, Permitted Time, Player Availability etc. The umpire's decision on the ground will be FINAL with no subsequent reviews by EC.

This facility is extended to foster spirit of game, and play matches impacted by overnight rains or delayed start due to weather. The objective shall always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs. The calculation for the number of overs to be bowled in a delayed match shall be calculated at the rate of 4 minutes/over. The step by step instructions are given below:

1. The "Time Available to Play" (TAP) will be calculated only after the completion of the match set-up (Wickets, Boundaries, Creases and matting, if being used).
2. Time Available to Play is the total time available after completion of set-up to the cut-off time for the ground or 11:00AM, whichever is earlier.
3. Deduct 10 minutes for calculations and toss and another 10 minutes for the changeover of the innings from the TAP to achieve the "Time Available for Match"(TAM)
4. Halve the “Time Available for Match” to obtain "Time Available per Inning" (TAI).

5. Divide the "Time Available per Inning" by 4 (FOUR) minutes to obtain the "Overs Per Inning" (OPI) in the match while ignoring the fractions.

e.g.:- Set-up was complete at 8:50AM and the cut-off time for the ground is 10:40AM, then

- TAP = 1 hour and 50 minutes = 110 minutes
- TAM = 110 minutes - (10 minutes + 10 minutes) = 90 minutes
- TAI = 90 minutes / 2 innings = 45 minutes
- OPI = 45 minutes / 4 minutes per over = 11 overs.

All rules will remain same except that the each bowler cannot bowl more than 25% of the total number of overs decided, unless it is an odd number. If it is 8 overs, the restriction is 2 overs per bowler, if it is 9, one bowler will bowl 3 and rest 2 each, if it is 10, two bowlers will bowl 3 and rest 2 each, if it is 11, it is 3 bowling 3 and one 2, and at 12 overs it is 3 overs each...and so on...

No complaints or grievances on this issue will be entertained by EC as we believe each and every match situation and ground situation is unique. Umpires on the ground are our representatives and the best judge to take such a decision.

24.4 Matches Interrupted by Unforeseen Factors:

In the event of a match being interrupted due to unforeseen factors like eviction by local cops or parks rangers or encroachment of the field by the softball and baseball league players or soccer players then the teams have the following two options available for them.

1. They can play the match till a result is achieved, on the same pitch or ground or any other ground. This has to be done on the same day and no rescheduling or restarting of match is allowed. (Please, do not try to play there after an eviction by cops or park rangers). If possible, have the same two neutral umpires or at least one; if not the batting teams assume umpiring responsibilities.
2. The two teams can split points, irrespective of the status of the match. No arguments like only 1 run is remaining, only 1 wicket is remaining or only 1 over is remaining, will be entertained by the EC.

25 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.**

1. **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.
2. **Player's Conduct:** In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action 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.
3. **Fair and Unfair Play:** 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.
4. **The Spirit of the Game Involves Respect for:**
 - Your opponents, Your own captain and team, The role of the umpires and 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.
 - Indulge in cheating or any sharp practice, for instance:
 - a. To appeal while 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 to this.

26 GENERAL GUIDELINES FOR UMPIRES

All league umpires must know and remember this most important rule in cricket:

“When you are in doubt, the batsman is not out”

- 1. Never rush a decision!** Nothing makes a batsman feel that he was on the wrong end of a decision more than an umpire who immediately raises his finger upon an appeal. Give yourself *at least 3* and up to 10 seconds if you need to, just to consider EVERY reason behind your decision. The fielding team is not going anywhere, let them wait. Don't let the vociferousness of an appeal pressure you into making the decision quickly that you might later regret. If after you have thoroughly considered all the reasons and you are 100% certain, ONLY then make the decision.
- 2. Don't feel you need to be part of the game:** Your role as umpire is just to keep things fair and neutral, and move the game along and not to have any effect on the game itself. The less you can impact proceedings the better. It is a game between two teams and the captains have the responsibility to ensure that the game is played according to rules and the spirit of the game. As umpire, be involved as little as possible and don't let your ego dictate that you need to have an impact.
- 3. If asked, it is okay to explain to the Bowler why it was not out:** Bowlers feel much better about getting an unfavorable decision if they know WHY you made it. You don't have to be categorical in your answer, just explain why you had a Doubt. Bowlers will understand if explained that way. Although you have no obligation to explain yourself, it helps show everyone that you are genuinely trying to be fair and impartial.
- 4. If the fielding team is appealing frequently don't let it affect you:** Feel free to tell them that appealing on unlikely cases is only HURTING their chances of getting wickets on the good chances! If they don't get the message simply ignore their appeals.
- 5. Be consistent with your calls:** Make sure that whatever calls you make are consistent throughout the game. For example, we use cones/flags as markers to call wides (measured as one bat from the middle stump). If you are going to call a ball that goes over the cone/flag as a wide ball, then consistently call it as such throughout the game. Trust me....the fielding side will catch on pretty quickly.

- 6. If in doubt, consult:** The umpire at the striker's end (square leg umpire) is there to help you. For example, if you are in doubt about a catch (you were blinded because the fielder had his back to you), or whether the ball landed in front of the boundary fence etc, consult (if you need to) with your umpiring colleague and then make your final decision.
- 7. Just do your best:** As long as you are doing your best both teams will appreciate and respect your efforts as an umpire and everyone will understand if decisions are not perfect. Hey...if nothing else, you get to enjoy having a great position to watch a good game of cricket and evaluate your opponents for next year!!
- 8. Altering Decisions:** We are human. We make mistakes. The Laws makes it quite clear that an umpire may change his decision. This would happen only in very unusual circumstances and the Law does say that alterations must be made promptly. Indeed, it should rarely be necessary to change a decision if, as stated earlier, the umpire has not been hasty in answering the appeal. The umpire should not be influenced by the reactions of players to his decision. The changing of a decision should only result from the umpire's realization that, from the events as he saw them, he has made an error. It is a strong umpire who can do this, but it is stressed that if an umpire deliberates a little before giving his decision there should rarely be any need for it to be changed. The captain of the fielding side has the right to seek permission of the umpire to withdraw an appeal. Provided the outgoing batsman has not left the playing area the umpire can, if he sees fit, cancel his decision and recall the batsman.
- 9. Jurisdiction of Calls or Who Calls What:** The striker's end umpire (umpire at square leg) has only three decisions on which he has absolute ruling powers on: (i) Run out at his end (ii) Stumped and (iii) Hit wicket. All other decisions are made by the bowler's end umpire. The striker's end umpire can also call NO-BALL the bowler for throwing or chucking and for height. Either umpire, on their own, can consult with his colleague to achieve a correct decision or to revoke a previous decision.

27 BEFORE THE GAME:

The umpires who show up for neutral umpiring responsibilities must:

1. Must have read and make themselves well aware of the league rules.
2. They must carry a copy of the league rule book (hard or soft copies).
3. Arrive at the ground no later than 20 minutes before the scheduled time to start.
4. Introduce themselves to the respective captains.
5. Verify if the ground is playable. Keep in mind the possibility of injury to the players. We do not want anybody to be injured. Sometimes, the players and/or captains might be ready to play even under bad conditions. The umpires have to use their discretion to decide if the playing conditions are safe. They should not get pressurized by the players or the captains. If the conditions are unplayable either due to rains or any other condition, OR if the game is interrupted by any un-foreseen circumstance, the Umpires can make the call to “call-off” the game, and let the teams share points equally. Please refer to the RULEBOOK for further clarification. The umpires could re-schedule the match to be played at a later time, on the same day OR an alternate venue if it is workable from a condition and time perspective. Any decisions taken by the umpires in this regard will be final.
6. Make sure that the boundaries are marked and ascertain how any obstacles in the field of play will be dealt with. If the obstacles cannot be moved, e.g. a post or a fence etc, the umpires must be sure that the captains agree as to whether or not such obstacles are to be regarded as part of the field of play and how runs/outs will be scored if the ball strikes or goes over those obstacles.
7. Make sure that the pitch length is at 22 yards; that the stumps (bails) are properly positioned, and the creases correctly and visibly marked.
8. Agree and discuss with the captains any special rules and/or conditions which apply to the match.
9. Umpires must check whether each player is registered in the site. He can do so by requesting for a list of registered players from the captains, and verifying each player’s name against a photo ID. Alternately, the umpires can carry a list of registered players of both teams, by themselves.

10. Check that a toss for innings has been made no later than 15 minutes before the start of play.

The umpires do not have to supervise the toss but simply check that it has been made.

11. Collect the ball from the fielding captain and ensure that it is the league approved ball.

12. Five minutes before play is due to start the umpires should tell both captains the time and take the field.

13. Umpires should strictly impose the rules for START time, according to the RULES Book.

14. In case of any disputes/controversies the umpires should try to make an objective decision.

Under the rare situation, where the dispute/controversy cannot be resolved, the umpires should send a written report to EC before the end of the day on the incident/match.

28 PRE-GAME PREPARATION:

1. Both playing teams shall be equally responsible for preparing the pitch which may include but not limited to sweeping, raking and or rolling, marking the boundaries and field restriction area. Each team shall also bring other equipment such as stumps, bails, chalk, broom etc.

2. Each playing team shall be responsible for bringing water and refreshments for their own use. The “home” team will NOT be responsible for doing so. Bringing goodies for your opponents will be seen as a good gesture and will be greatly appreciated!

29 NOMINATIONS & TOSS:

1. Both the teams will have to exchange the match nominations (Playing XI and 12th man if available) before the toss. The toss should take place 15 minutes before the agreed upon match start time. If a captain is not available for the toss a deputy can be used as long as he is one of the nominated players.

2. Toss should preferably take place in the presence of at least one umpire. The side winning the toss should indicate their choice of batting or bowling immediately after winning the toss.

3. For the toss to take place, a minimum of 8 (EIGHT) players from each team should be available at the grounds. The players have to be inside the boundary line and excuses like they are sitting in their cars, they are in the parking lot, they are bringing water, they went to

get coffee, they went to bathroom etc. are not valid. If the team does not have the required 8 players at the scheduled toss time they automatically LOSE THE TOSS to the other team.

4. At the agreed upon match starting time the team not ready to play (i.e. do not have at least 8 players) shall lose 1 (ONE) over for every 10 (TEN) minutes from their allotment of overs up to a maximum reduction of 4 overs. The team that is ready to play, with a minimum complement of 8 players, at the agreed upon match starting time shall be made avail of the entire allotment of overs.
5. The match will commence as soon as the team has at least 8 (EIGHT) players available to play on both sides.
6. A decision to “call-off” the match will be made by the neutral umpires at the ground, if after 45 minutes from the agreed upon start time, one of the teams is not present on the field with at least 8 (EIGHT) players. The umpires can consider it as a FORFEIT of the match, and award full points to the team present with at least 8 (EIGHT) players.
7. If, the game shall be canceled then (10) points shall be awarded to the team that was ready for play with the minimum number of players present in the ground.

The LEAGUE takes FORFEIT of matches very seriously and hence teams FORFEITING matches might be blacklisted from the LEAGUE.

30 OVERS AND TIME MANAGEMENT:

1. All matches shall be limited to (1) one inning of (16) sixteen overs maximum per side.
2. Each over will consist of six (6) legal deliveries.
3. Each bowler shall be allowed a maximum of (4) four overs in an inning (of 16 overs).
4. Batsmen must be ready to take guard or in position at the bowler's end within a reasonable time frame from the time a wicket as fallen, as may be decided by neutral umpires

31 USE OF PROTECTIVE EQUIPMENT:

The league firmly believes in the safety of its participants and encourages the use of protective equipment as each player sees fit, but within the following rules.

1. Protective equipment is any visible item of apparel worn for protection against external blows.
2. For a batsman, items permitted are a helmet, external leg guards (batting pads), and batting gloves.
3. For a fielder, only a helmet is permitted, except in the case of a wicketkeeper, for whom wicket-keeping pads and gloves are also permitted. A wicket-keeper may substitute batting pads for wicket-keeping pads.
4. The wicket-keeper is the only member of the fielding side permitted to wear gloves and external leg guards.
5. The gloves used by a wicket-keeper shall ONLY be those that are permitted under the ICC rules. Law 40, paragraph 2 provides a description of a permissible wicket-keeper glove.
6. Hand warmers, oven mitts, baseball mitts and such other hand coverings are NOT to be substituted as wicket-keeping gloves and are not deemed acceptable as protective gear for a wicket-keeper in the field of play.

32 GROUND DIMENSIONS:

The boundary marking should not be less than 45 yards or 135 feet (typically can be measured by 45 normal steps) or more than 60 yards or 180 feet (typically can be measured by 60 normal steps) from the center of the pitch, to be set by the home team, visiting team and umpire can verify by taking 60 steps.

Considering that we play the games in many make-shift grounds, it cannot be expected that the boundary will be of uniform length on all sides. Hence, the above guideline can be used. The boundary can vary in length on different sides, but has to be within the above specified limits. As long as the boundary is within the above limits, no arguments will be entertained. All teams are strongly recommended to carry a tape measure that will allow for these measurements.

33 PITCH DIMENSIONS:

33.1 Area of Pitch:

All league games will use a pitch that measures 22 yards or 20.12 meters or 66 feet in length. Each team is strongly recommended to carry a tape measure that will allow for the measurement of at least 22 yards.

33.2 Use of Matting:

NJSBCL allows usage of proper cricket mats, both half and full sized. The home team defines whether a mat is used for their ground, as a default for the season. This cannot be selectively defined match to match. Visiting team does not have an option of using mat or not. In the knock out rounds and at neutral venues, in case of a disagreement between the two captains on using a mat, EC will make the decision.

34 OBSTRUCTIONS IN THE FIELD OF PLAY:

If there are any obstructions that are in the field of play (inside the boundary line) the rules for such obstructions and interferences have to be agreed upon before the toss between the two captains and the umpires. As a general rule balls deflecting off in-field obstructions shall keep the ball in play unless “Declared Runs” have been agreed upon before the match. No catch shall be allowed off such obstructions.

If a tree or any other obstruction is located outside the boundary line but overhangs onto the playing area, any contact with the tree or obstruction by the ball or the fielder with the ball shall constitute the ball to be in contact with the boundary and shall be declared as a FOUR or a SIX, as the case may be.

35 CREASES, STUMPS & WIDE MARKERS:

35.1 Creases:

The home team will have to clearly demarcate the bowling and popping creases on both sides of the wicket. The bowling crease shall be the line through the centres of the three stumps at that end. The creases will have to be at least 12 feet wide. The popping crease has to be 4 feet in front and parallel to the bowling crease. A measure of a bat + handle length will be accepted for batting crease in absence of tape measure.

35.2 Stumps:

Three stumps shall be placed at each end and be not more than 28 inches in height off the ground and 28.5 inches with the bails. The three stumps have to be 9 inches wide. It is strongly recommended to have bails at both ends to avoid any controversies during the match. If conditions dictate the bails to be removed, then they need to be removed at both ends. If sufficient bails are not available between the two teams, then the preference is to have them at the batting end.

35.3 Wide Markers:

Markers that will be used for the calling of wide balls shall be placed at 30 inches from the stumps on both sides or one bat length from the middle stump on both sides in absence of tape measure.

36 TAMPERING WITH THE BALL:

Excessive and unnecessary rolling of a new ball before and right after the match begins, either to wear-out the fur or to absorb moisture and increasing the ball weight is not allowed. Any other form of BALL tampering to change the characteristics of the ball is not allowed. Umpires shall have the right to change the ball in such circumstances, either on their own, or as a result of a valid objection raised by the batsmen or batting team captain.

37 RESTRICTIONS ON THE PLACEMENT OF FIELDERS:

There will be no field restrictions enforced.

38 WICKET KEEPER & FIELDER MOVEMENT:

Neither the wicket keeper nor a fielder can move significantly (described as NOT more than 2 steps) after the batsman has taken his stance, which is considered to be a distraction.

For fielders, only regular “taking a start” type of forward movement is allowed. The fielder is not allowed to move significantly such that a deep square leg cannot become a square leg. Same holds good for sideways movement also such that a deep square leg cannot become a deep mid-wicket. A fielder cannot move backwards once the batsman has taken a stance.

A wicket-keeper cannot come close to the stump if he is at a significant distance from the stumps, after the batsman has taken his stance and before the ball passes the batsman. The

wicket keeper can make all the movement he needs before the batsman has taken a stance and he does not have to inform the strikers-end umpire.

If any of these are not met then either Umpire could call and signal a DEAD BALL on their own or upon an objection raised by the batsmen. At the first instance, during the inning, the umpire shall give a warning to the fielding side. For repeat violations, the umpires shall call and signal a No ball. All decisions of Umpires are final.

39 MODES OF DISMISSAL:

In cricket laws there are 10 modes of dismissals as listed below. In our league we will follow the first 9 modes of dismissal only.

1. Bowled
2. Caught
3. Stumped
4. Run-out
5. Hit-Wicket: If the batsman, while the ball is in play, with his bat or by his person puts down his wicket while preparing to receive or in receiving a delivery or while immediately setting off for his first run,
6. Obstruction of Field: Either batsmen is out if he willfully obstructs or distracts the opposing side by word or action. The striker is out if the obstruction is caused by either batsmen while a catch is being made.
7. Hit the Ball Twice: If the batsman intentionally hits the ball again, while it is still in play, with his bat or person except for the purpose of protecting his wicket.
8. Handled the Ball: Either batsman is out if he willfully touches the ball with his hand or hands not holding the bat without the consent of the fielding side.
9. Timed-Out: The incoming batsman must be in position to take his guard or for his partner to be ready to receive the next ball within 3 minutes of a fall of the previous wicket.
10. LBW: We do not consider lbws in our league matches. So, a batsman should never be ruled out on account of lbw.

40 RUN OUT BY “MANKADED”:

When the batsman at the non-striker's end has backed up too far out of his crease and the bowler is in his run-up (but before having entered his delivery stride) removes the bails with the batsman out of his crease, the batsman is said to have been "Mankaded" and the umpire shall give him out run-out. A bowler has to warn the batsman at least once before running him out in this way.

A bowler cannot run out a non-striker once he has entered his delivery stride. The delivery stride is defined as the stride in the course of which the delivery swing is made which starts when the bowler's back foot lands and ends when the front foot lands in the same stride. A bowler has to warn the batsman at least once before running him out in this way.

In simple terms, a bowler cannot run-out the non-striker once he has started to swing his arm to bowl. From the non-strikers perspective stay within the crease until the bowler starts his swing.

41 DEAD BALL:

A DEAD BALL call supersedes any other calls for wide, bowled, stumped, caught etc. In our league the most common occasions when a dead ball shall be called and signaled by either umpire, if necessary, are listed below:

1. The ball becomes dead when,
2. it finally settles in the keepers hands
3. a boundary is scored
4. a batsman is dismissed
5. is trapped in equipment or clothing of batsman
6. If a player or umpire is injured
7. umpire calls an over
8. umpires need to consult with each other or the players
9. In certain grounds half of the pitch may have grass/uneven patch. In such circumstances, the two captains in mutual agreement with the umpires can formulate a rule for dead ball for whenever a ball pitches on the green grass/rough patch. Such agreements have to be made prior to the toss/match.

42 NO-BALLS:

42.1 Mode of Delivery:

(a) The umpire shall find out whether the bowler intends to bowl right-handed or left-handed, over or round the wicket, and then 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. It is the umpire's responsibility to find out what the bowler intends to do at the start of a spell and then it is the bowler's responsibility to inform of any changes during a spell.

(b) Underarm bowling shall not be permitted.

(c) Bowling from behind the umpire is not allowed. The umpire has to be in a position to see if the bowler bowled with the right mode and action.

42.2 Fair Delivery - The Feet:

For a delivery to be fair in respect of the feet, in the delivery stride the bowler's front foot must land with some part of the foot, whether grounded or raised, **behind** the popping crease. If the bowler delivers a ball from behind the umpire it will be called a NO-BALL.

The ball does not become dead at the call of NO-BALL, but batsmen can only be dismissed from such a ball by Run Out, Hitting the ball twice, Handling the ball, or Obstructing the field.

If either of the neutral umpires feels that the bowler is throwing/chucking the ball, he can call a NO-BALL. Giving a warning is totally up to the umpires discretion, and not mandatory.

42.3 Height:

If in the judgment of the neutral umpires the ball has passed or would have passed over the batsman's shoulder if he were in his normal batting stance, then either of the two umpires shall call and signal a NO-BALL.

NOTE: If the strikers-end umpire is from the batting team then the neutral umpire, always at bowlers-end in such cases, can over-rule the decision.

42.4 Full Tosses above the Waist:

If in the judgment of either umpire the ball without pitching (without touching the ground), has passed over the batsman's waist, when the batsman is in his normal batting stance, and inside the crease, then either umpire shall call and signal a NO-BALL. NOTE: If the strikers-end umpire is from the batting team then the neutral umpire, always at bowlers-end in such cases, can overrule the decision.

Additionally the bowler will be given a warning for dangerous bowling if the ball was directed at the batsman's body. These types of deliveries can potentially injure the batsman. Hence, if 2 such deliveries which are directed at the batsman's body are bowled by a bowler, the umpire will stop the bowler from bowling further in the match. If the over is not complete, a different bowler has to complete the over. This bowler should not have bowled the previous over, and will not be allowed to bowl the next over. The number of balls bowled by the new bowler, will be credited to him, and hence will count towards his quota of overs.

NOTE: Since in NJSBCL it is very difficult to ascertain the speed of the ball being bowled accurately, no differentiation will be made between fast and slow balls.

42.5 Free-Hit Following a Foot-Fault NO-BALL:

The delivery following a NO-BALL called for a foot fault shall be a free hit for whichever batsman is facing it. The umpires will signal a free hit by (after the normal NO-BALL signal) extending one arm straight upwards and moving it in a circular motion. 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. Field changes are not permitted for free hit deliveries unless there is a change of striker. A free hit ball is counted towards the number of balls of an over. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. During a free hit, a batsman can be given OUT only by Run out, hitting the ball twice, handling the ball OR obstructing the field. If 6th ball becomes a foot-fault NO-BALL, 7th ball is a free hit ball and as long as the free hit ball is not a wide or another NO-BALL, that is the end of the over.

43 WIDE BALL:

A ball is a wide if it passes so high or wide that it is beyond the reach of the striker. A wide does not count in an over. The umpire should call and signal “wide” as soon as the ball passes the stumps. All runs scored off a wide are recorded as wides, not byes. The umpire shall not call “wide” if the batsman moves to a position so that the ball is beyond his reach or moves to a position so that the ball is within his reach. Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump). The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field.

The ball must pass behind the batsman AND outside the leg stump to be ruled a wide down the leg side. For wides outside the off stump the ball should pass outside the cone or flag marker. If you are going to call a ball on the off-side that goes over the cone/flag as a wide ball, then simply consistently call it as such throughout the game. The umpires are advised to inform the two captains on how they are going to call wides in advance to avoid any controversies.

Obviously if the ball touches the striker’s person a wide would not be called. A batsman is allowed to change his stance either during the bowler’s run up or prior to it. The change in stance can also be in between the deliveries of an over. In a case where the batsman changes his stance prior to the bowler’s run up, he needs to inform the umpire about the change, and the wide call will be based on his current declared stance. On the other hand, if the batsman changes his stance during the bowler’s run up, the wide will be judged based on the stance that he took before the bowler’s run up. This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario.

44 BYES:

A bye is called when a legal delivery passes the stumps without the ball touching either the bat or the batsman’s body.

45 LEG-BYES:

This is easy too! We do not consider leg byes. No runs score on leg byes. The ball is simply ruled dead.

46 SCORING A BOUNDARY:

- (a) A boundary shall be scored and signaled by the umpire at the bowler's end whenever, while the ball is in play, in his opinion:
- (i) The ball touches the boundary, or is grounded beyond the boundary.
 - (ii) A fielder, with some part of his person in contact with the ball, touches the boundary or has some part of his person grounded beyond the boundary.
- (b) The phrases 'touches the boundary' and 'touching the boundary' shall mean contact with either:
- (i) The boundary edge as defined in 2 above or
 - (ii) Any person or obstacle within the field of play which has been designated a boundary by the umpires before the toss.
- (c) The phrase 'grounded beyond the boundary' shall mean contact with either:
- (i) Any part of a line or a solid object marking the boundary, except its boundary edge or
 - (ii) The ground outside the boundary edge or
 - (iii) Any object in contact with the ground outside the boundary edge.
- (d) If the player in contact with the ball is in contact with another player or object which is either fully or partially outside or touching the boundary, it will be considered as a FOUR or SIXER depending on whether the ball bounced or not. This also applies to cases where a fielder takes a catch by leaning against a fence which is considered as the boundary marking.

47 SUBSTITUTIONS:

It is entirely the neutral umpire(s) call to allow substitution, after verifying the reasons for substitution. The opposition team captain has no say in allowing or disallowing a substitution that has been decided by the neutral umpire. Neutral umpire has the final call on allowing or disallowing a substitution.

If a player was substituted and when he comes back into the field, he needs to wait for the number of overs he stayed out, before he can bowl. For e.g. If a player stayed out for 2 overs, he has to field for 2 overs before he can bowl. However, a wicket keeper can come back and start keeping immediately.

47.1 Substitution for an Injury Occurring Before the Match:

Pre-existing injuries should not be considered for substitution. Substitution for any other reason is strictly not allowed. Under rare cases, where a player can prove REAL EMERGENCY, umpires can allow substitution, on mutual consent.

47.2 Substitution for an Injury Occurring During the Match:

Substitution of players will be allowed only when a player is injured during the match/game and can happen at any time during the over. The nominated player can come back whenever practicable and need not have to wait till the end of the over. Either of the two umpires has to be clearly informed of the player going out and the substitute coming in or vice versa.

47.3 Substitution for a Player not Available at the Start of the Match:

In cases where players are not available at the start of the game, substitutions will NOT be allowed. Teams can play with less than eleven (11) players, but more than eight (8). Latecomers can join their team and come on to the field at any time during the match. They can be involved straightaway, as no substitution was allowed for such player. If a player was not available throughout the completion of the first inning he can bat in the second inning at any time after the fall of first wicket.

47.4 Substitution for a Player Leaving Early from the Match:

Substitution will NOT be allowed for players leaving early, for any condition other than emergencies (Reasons like IT release, playing in another league, work call, non-emergency home call etc will not be accepted). Teams will have to play with reduced number of players if a player leaves for a non-emergency reason as determined by the neutral umpire.

47.5 Substituted Player not Coming Back in First Inning:

If a player is substituted during the first inning of the game when his team was bowling and he does not come back during that inning then he will be allowed to bat only after 8 overs have been completed or 5 wickets have fallen in the second innings, whichever happens first.