

MATCH RULES OF THE KANTO CRICKET LEAGUE

(Attached as "Annex A" to the Constitution of the Kanto Cricket league)

(Refer to Revision History at the end of the document for the revisions made from time to time)

1. DRESS

- a. During Kanto Cricket League games, players should dress in cricket attire meaning white or cream long pants and a white or cream shirt with collar.
- b. Colored shirts may be worn provided:
 - i. That the entire team wears the same color shirts; and
 - ii. That the shirts are designed for playing cricket.
- c. Under no circumstances may jeans, T-shirts or other inappropriate clothing be worn (except in exceptional circumstances, such as injury resulting in the need for a substitute who does not have suitable clothing).
- d. If a team or player is doubtful whether their selection of clothing is appropriate, it or he should first seek the approval of a committee member, unless the opposition captain and senior umpire have no objection.

2. PLAYERS LIST

- a. Before a match begins, each captain will present a team list to the opposing captain, who may approve or reject the list, and the senior umpire present. If the list is approved, the match will proceed. If the list is rejected and the captain who submitted the list does not amend the list to the satisfaction of the opposing captain, the matter will be referred to the Committee for decision (if a Committee member cannot be immediately contacted, the game will start, but a team later found to be in breach of the regulations risks deduction of points or other penalty at the discretion of the Committee). In the case of any objection, it should be given in writing to the senior umpire present.
- b. Except as mentioned above, once the match begins, the team list will be deemed approved by the opposing captain and he cannot raise any subsequent objection about eligibility of players.

3. TRANSFER OF PLAYERS

- a. Players can only register and play for one team in the KCL, unless the Committee gives advance written permission for a player to transfer to a different club. The same rule will apply to players playing in different competitions arranged by the KCL, in other words a player may not play for one team in one KCL competition and another team in another KCL competition, without Committee permission as above.
- b. Failure to Comply - Any team found to be abusing rules related to player eligibility will be subject to disciplinary procedures by the Committee, which may include disqualification from the competition, in which case the club in question would have to reapply for entry the following season.

4. COMPETITION FORMAT

- a. Laws of Cricket

All matches will be played in accordance with the current edition of the Laws of Cricket as published in English by the MCC. An official "Laws of Cricket" handbook will be issued to each team upon request and all participants in the KCL are expected to familiarize themselves with the contents. In addition, the following laws will also be applied to games played under the auspices of the KCL:

 - i. Any delivery passing to the leg-side of the batsman and the stumps shall be declared a wide, unless it passes over part of the batsman's body outside leg stump, in which case the decision is up to the umpire's discretion.
 - ii. 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

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- iii. 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 that apply for a no-ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker, in which case the field may be changed to the opposite version. 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.

b. Starting time of Matches

Matches shall start at the time appointed by the Committee (except see paragraph d. below). Except in special circumstances, this will be from 10.00AM. In case of a change in the starting time from the time initially set, confirmation of the new starting time must be obtained in writing from both teams (unless it is changed too close to the actual starting time, in which case both teams must confirm by telephone to the opposition captain, a member of the committee or the senior umpire for the match).

c. Duration of Matches

A match will consist of 40 overs per side and any one bowler will be allowed a maximum of 8 overs. Each bowler's allocation will be proportionally reduced in the event of a time-reduced match. Each match should be started at the appointed time, but no later than 12 noon in case of adverse weather.

d. Rain Affected matches

In the event of a match being shortened due to rain the following steps should be taken:

- i) Assess the total time lost in blocks of 30 minutes.
- ii) Reduce the match by 10 overs (5 overs per side) for each 30 minute block of lost time.
- iii) This will apply up to a total lost time of 120 minutes (20 overs per side).
- iv) When the total of lost time reaches 121 minutes the match should be abandoned as a draw.

However, if both captains and the umpires agree, the start of the match may be delayed beyond the 120 minutes limit, and the match reduced to a duration which can be completed within the estimated amount of time remaining, taking into account the light conditions. However, a match must be of minimum 20 overs per side duration in order to be accepted as an official KCL game.

e. Calculating Targets

- i. A match result will be recognized after 20 overs have been bowled to the team batting second. If a game is abandoned after 20 overs have been bowled to the team batting second, the result will be decided according to the Duckworth Lewis Rules
- ii. Rain affected match rules: The Duckworth Lewis Rules will be applied, with the Committee's decision on the correct application being final.

f. Rained-out matches

As far as possible, rained-out matches (either matches which never started or those which started but which could not be completed, but with preference given to the former) will be allocated one further date for a replay. Replayed matches will be played at such places and dates (and in such manner) as is decided by the Committee. The Committee will do its best to allocate such places and dates so as to be as fair as possible to all teams. The Committee reserves the right to call for replayed matches to be played in another format (e.g. Twenty20), so as to enable as many matches to be replayed as possible.

g. Power Play

Where situations permit the teams are allowed to use the 30 yard circle for Power Play. There will be only one Power Play and it will be the first 8 overs.

h. Change of Rules

During the course of a season if a new rule comes into effect or an existing rule is changed by the ICC, KCL may not implement that rule immediately. All teams are required to continue with the same set of rules that existed at the start of the season. No change in rules are allowed to be implemented by the teams unless they are announced by the Committee. Any disputes arising out of the use of the new rules will be dealt with in accordance with the rule(s) that existed prior to the change.

i. Player Eligibility for Knock-Out Stage Matches

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A player is eligible to play the Quarter, Semi and Final matches only if that player satisfies the condition below:

- i. Played at least one match during the league stage

For avoidance of doubt, no player is deemed to have played that match if a match was washed out.

5. GROUPS

Each year the AGM shall decide if the tournament be conducted by segregating the teams into two groups based on the number of teams available in that year. In the event of two groups, the following guidelines shall apply in deciding teams in each group:

- i. The teams that played the semi-final matches in the previous year will not be put in the same group. In other words, if Team A played Team D in the semi-final match in the previous year, they will be placed in different groups
- ii. The teams that played the final match in the previous year will not be put in the same group. In other words, if Team A played Team C in the final match in the previous year, they will be placed in different groups
- iii. Other teams in each group may be decided based on their relative strength and other conditions such as proximity to a particular ground, having own ground etc.

6. POINTS

a. Points will be awarded as follows:

Condition	Winner	Loser
Completed match	6	0
Tied/Drawn match	3	3
Abandoned match	2	2
Concession / Forfeiture	6	-1

Economy Rate (as explained in the following sentence) will be considered in case two or more teams end up with the same number of points. The order of teams shall be calculated by dividing the total number of runs scored by each team by the number of wickets lost by that team, the higher the figure, the higher the place in the order.

b. Bonus Points

In addition to the points that a team may earn from a match they are eligible for additional bonus points if they satisfy any of the following conditions:

A team that bowls out the opposition – 1 point

A team that bowls out the opposition for 50% or less no. of runs they scored – 1 point

Achieving a run rate of 1.25 times that of the opposition – 1 point

A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

As a result of this, potentially a winning team can get up to 3 bonus points from a match in addition to the points for a win and losing team can get 1 bonus point (for bowling out the opposition) even though they lost the match.

c. Play-offs and Final (KCL Trophy) to decide the Winner

- i. In the event of two groups in a season, the winner of Group A will play the runner-up in Group B and the winner of Group B will play the runner-up in Group A, and the winners of these games will contest the Final.

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- ii. In case of a single group, the team maximum number of points will play the fourth placed team and the second placed team will play the third placed team
 - iii. The Play-offs and Final are to be played under the same rules as are specified for group matches.
- d. Tie Breaker in Knock Out stages
If a game ended in a tie during the knock-out stages the winner will be decided by playing a Super Over. The Super Over is played as below:
- The team batting second in the main match will bat first in the Super Over
 - The bowler of the batting team cannot both bat and bowl in the same Super Over
 - Each side has three nominated batsmen, meaning that the loss of two wickets ends the Super Over

If the Super Over also ends in a tie, then the winner shall be determined by tossing a coin.

7. MATCH SCHEDULES

- a. The Scheduler will distribute a schedule of KCL matches.
- b. Matches may only be rescheduled due to unavailability of a ground on the scheduled day, except in special circumstances at the discretion of the Committee; for the avoidance of misunderstanding, the unavailability of key players will not be accepted as a valid reason for rescheduling a match.
- c. Prior to the scheduled day, teams may relocate their match to a different venue provided:
 - i. Both captains consent to the change
 - ii. The Committee is notified in advance in writing of the proposed change and gives his written consent, and
 - iii. The change does not affect any other game in any way whatsoever.
- d. Teams, which contravene any rule contained in this clause, face immediate disqualification or other disciplinary action.

8. COMMENCEMENT OF PLAY

- a. Prior to the match, the captains will decide at what time play will commence (taking into account the likely duration of the match, weather conditions etc.) If a match commences later than the agreed time, the team responsible for the delay will lose one over (from the number of overs allotted when they bat) for every three minutes the match is delayed.
- b. In the event that neither team is able to commence at the scheduled time, the captains may agree to reduce the number of overs per side provided that the number of overs bowled to each team is not less than 20.
- c. Team captains will be responsible for:
 - i. Anticipating delays which may arise due to traffic, travel distance etc.
 - ii. Contacting the opposing captain to agree a reasonable starting time.
 - iii. Ensuring all team members arrive before the agreed starting time.
- d. Any dispute arising from delayed matches should be referred to the Scheduler or, in his absence, a member of the Committee. For the avoidance of doubt, in the case where the ground conditions cannot be verified and one team wants to play while the other team does not, both teams must arrive at the ground and the umpire will decide whether the conditions allow the game can be held or not. The team that does not arrive at the ground shall forfeit the match and the points shall be awarded to the team on the ground. In the case of rain interruption too, the umpire's decision will stand.
- e. Before the toss, the captain of the home team should explain to the captain of the visiting team and the umpire(s) any local ground rules to be followed. If there is no "home" team, then the captains and umpires should mutually decide on any local ground rules.
- f. Before the toss both captains and umpires should agree the time of any breaks in play. There will normally be a drinks break after 20 overs, but this can be eliminated depending on the weather and/or state of the game. More frequent drinks breaks can also be scheduled in case of extreme weather conditions, but if additional drink breaks should be as brief as possible and take place without the

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players leaving the playing area. A break for lunch of no more than 30 minutes duration should take place between innings, but this can be shortened by mutual agreement between the captains, especially if there is a risk of bad light.

9. SCORING

- a. Scoring of KCL matches should be accurate and, where possible, teams should provide a scorer who is not participating in the game.
- b. Any person scoring during a Kanto Cricket League match should familiarize themselves with the Laws of Cricket and scoring methods.
- c. Disputes arising from scoring of matches will be referred to the Committee whose decision will be final.
- d. Umpires and scorers should liaise closely to ensure that the score is maintained as accurately as possible. If a scoreboard is available, it should be updated at the end of each over.

10. BALLS

Balls provided by the KCL shall be used in all KCL matches (one new ball for each innings). Balls will be provided to all clubs and should be retained after use while still in useable condition, for possible use in case balls are lost or replacements are required during a match.

11. UMPIRES

- a. The KCL Committee will designate one or two umpires who:
 - i. Have a sound knowledge of the laws of cricket; and
 - ii. Will fulfill their duties as umpires in a fair and unbiased way.
- b. If only one umpire is designated by the KCL, he shall officiate as the main umpire for the whole duration of the game. The batting team will provide a square leg umpire, and it is the responsibility of the captain of the batting team to instruct that umpire to act in accordance with the laws and spirit of cricket.
- c. The traveling, lunch & drinks costs (if any) of one (only) umpire will have to be paid jointly by the two teams taking part in the game

12. CONDUCT OF MATCHES

- a. The captains jointly bear the responsibility of ensuring that any dispute arising on the field is dealt with quickly and equitably so that the game can continue in the correct spirit.
- b. Any player found to be intimidating an umpire or otherwise making it difficult or unpleasant for an umpire to fulfill his duties will face severe disciplinary action.
- c. The Umpire(s) designated by the KCL Committee will submit a written report (by fax or e-mail) on the game to the Committee within 48 hours if he feels it is necessary for any reason.

13. SCORESHEETS/MATCH REPORTS

- a. Within 2 days of the completion of a match, one score sheet - filled out in the prescribed manner and signed by both captains and at least one umpire – shall be sent to the Statistician. The Statistician may stipulate the form required for the Score sheet.
- b. Teams should do their best to complete full, accurate and legible score sheets, failing which, the team at fault, in the opinion of the Committee, may suffer a loss of points. Before deduction of points a team must first be given an official warning by the Committee. Additionally, it is the personal responsibility of the captain of each team to ensure that score sheets are completed as above, and any captain failing to do so may face penalties at the discretion of the Committee.
- c. The Committee may also request teams to provide match reports within 5 days after completion of a game.
- d. For the ease and accuracy of scoring, teams are permitted to use a scoring application approved by the Committee.

14. DISPUTE RESOLUTION

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Any dispute arising between players or administrators of the KCL should as far as possible be resolved in a gentlemanly manner in the spirit of cricket. However, the decision of the Committee shall always be final.

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Revision History

March 2015

6(b) – Bonus point system added

Feb 2016

6(d) – Tie Breaker condition added

8(d) – Modified to clarify disputed ground conditions

4(g) – Power Play added

4(h) – Guideline to implement new rules added

4(i) – Player Eligibility criteria for Knock-Out stages added

13(d) – Scoring applications are permitted