

NEW JERSEY SOFTBALL CRICKET LEAGUE

RULES AND PLAYING CONDITIONS

2010

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NEW JERSEY SOFT BALL CRICKET LEAGUE

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SECTION 1: GENERAL

1.0 The competition shall be known as the New Jersey Soft Ball Cricket League Competition [hereafter referred to as the NJSBCL competition]. The Executive Committee of the NJSBCL 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.

1.1 Except for those laws that are unique to local playing situations and conditions, the New Jersey Soft Ball Cricket League, 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.

1.2 Only NJSBCL approved balls shall be used in the Competition. Each team will be required to purchase the approved balls from the League prior to the start of the tournament.

1.3 In case of inclement weather or other unforeseen circumstances during the competition, the Executive Committee has the authority to enforce the rescheduling of the game. See Delayed or Interrupted Matches under section 13

1.4 Participating teams have to fill a form and submit \$175 towards yearly participation. Captain and Vice-Captain, along with all the team members will have to sign and submit a Waiver. The league participation fee takes care of the Balls, trophies and other arrangements during final award ceremony as mentioned in SECTION 36. The league kicks off in third week of April and finals are held in mid October. The League publishes a balance sheet to the forum, on expenses incurred and balances at the end of the season.

SECTION 2: FORMAT

2.1 The cricket season shall comprise of two competitions: The NJBSCL Championship Division-1 and NJBSCL Championship Division-2. Also, if weather permits we will schedule an 8-A-Side 8-Overs tournament.

2.2 The NJSBCL League Championship will be run as follows

2.3 All games shall be limited to a maximum of sixteen (16) overs per inning.

2.4 Ten (10) points shall be awarded for a win. Five (5) points for a draw or tie (defined as both teams scoring the same number of runs regardless of number of balls/over bowled or number of fallen wickets OR the game called-off by neutral umpires due to un-playable conditions).

2.5 FORMAT:

The NJSBCL has 66 teams registered for this year. League grew by 30% year over year. 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 –

2.5.1. The 66 teams for the season will be divided into TWO DIVISIONS as announced last season – Division-1 count is being increased to 32 teams and Division-2 to 34 teams.

2.5.2. Based on last year's performance, old teams would be split into the two divisions. New teams will be starting off in Division-2.

2.5.3. Division-1 this year will have 26 teams who went to round-2 of Division-1 last year plus four teams that moved from Division-2 to Division-1 mid-season last year, and the two Division-2 finalists from last year

2.5.4. Division-2 will have the balance teams from last year's Division-2, plus eighteen new teams

2.5.5. Both divisions will start simultaneously on April 17, 2010 and follow the same format through the season.

2.5.6. As announced last season, there will be no mid-season moves between divisions this season.

2.5.7. In the schedule for this season, maximum teams will get to play a minimum of 16 games in the season which will run through mid September.

2.5.8. Based on total number of teams registered for 2011 season, # of teams in Division-1 for season 2011 will be capped at 24 or 32 teams. Teams that move from division-2 to division-1 for 2011 season will be determined using the below two methods –

2.5.8(a) If division-1 team count is capped at 32 for next season, bottom 6 ranked teams at end of round-3 (27 to 32) will move to division-2 for next season. In this instance, top 6 teams of Div-2, which include the two finalists, will move to division-1. All new teams will be placed in Div-2.

2.5.8(b) If division-1 team count is capped at 24 for next season, bottom 4 ranked teams at end of round-3 this season (21 to 24) will move to division-2 for next season. In this instance, top 4 teams from Div-2, which include the two div-2 finalists of 2010 season will move to division-1 for next season. (This is put in place to enable a move between two divisions from season to season). All new teams will be placed in Div-2.

This also sets the bench mark for next few years as bottom 4 or 6 teams from Division-1 will move to Division-2 at the end of the season and top 4 or 6 teams will move to Division-1 from Division-2 at the end of this season, for next year.

NOTE: 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 Division-2.

SECTION 3: THE PITCH

3.1 **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 encouraged to carry a tape measure that will allow for the measurement of 22 yards or a piece of rope/string that is cut to an exact measure of 22 yards (or both!)

3.2 **Wide markers:** Markers that will be used for the calling of wide balls shall be placed at one bat length from the **middle** stump.

SECTION 4: 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.

4.1 Protective equipment is any visible item of apparel worn for protection against external blows.

4.2 For a batsman, items permitted are a helmet, external leg guards (batting pads), and batting gloves.

4.3 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.

4.4 The wicket-keeper is the only member of the fielding side permitted to wear gloves and external leg guards.

4.5 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.

4.6 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.

SECTION 5: STANDINGS, REPORTS AND POINTS

5.1 The winning Team Captain will be responsible for submitting score sheet/s with results of the game to the NJSBCL within 24 hours after completion of the game. The score sheets must be submitted in the format provided by the NJSBCL (provided in a separate document).

- For a match played over weekend, by the end of following Monday, The winning captain needs to send brief a summary email to NJLeague@yahoogroups.com and ec@njsbcl.com Stating, total score for both teams, overs played, wickets lost and the margin of victory.
- For a match played over the weekend, by end of Tuesday, a detailed score sheet in the prescribed format should be uploaded to the njsbcl.com website. The format is available on yahoo groups folder or our website www.njsbcl.com. The winning team captain is responsible for uploading the result and the losing team captain should approve the uploaded file.
- This is extremely important for getting scores, run rates, and recognition of consistent performers with suitable awards at the end of the League. Failure to Comply to with this ruling will lead to:

: Points not being awarded.

: Repeated failure will lead to disciplinary action, which in extreme cases could be debarment from future rounds, competition.

5.2 **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 as follows, **By applying the TIE BREAK rules in the following order.**

- a) The winner of the head to head competition. If still equal
- b) The team with the highest net run rate, (TOTAL NRR for the round against all teams, as you see on Points table on NJSBCL website)
- c) If we have a TIE on NRR to third decimal place, we will use NRR against common opponents to break the TIE

The calculation will use the following formulae:

- a. Net Run Rate (NRR) = (Runs scored / Overs Played) – (Runs conceded / Overs Bowled). This is formula being used currently on our website standings.

EXAMPLE: [Team “A” scored 678 runs in 147.3 overs, for a run rate of 4.602. Team opposing “A” has scored 466 runs in 150 overs, a run rate of 3.107. Therefore the Net Run Rate (NRR) is; 4.602 minus 3.107, or 1.495]

The rounding of decimal will be to third decimal as shown above. The overs are considered as 1.2 overs = 1.47, 1.4 overs =1.67 and so on for calculation purpose. The rounding of overs will be till 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.

5.3 For Tie-breaking at end of round-2: -- After ranking all the teams from both pools of each Division, if two teams are tied at the same points, to determine the qualifier for pre-quarter finals the following rules will be applied -

(a) The winner of head to head competition for all combinations of the teams tied. If there is no clear winner based on H2H result for all combinations, then

(b) The team with the highest net run rate, (TOTAL NRR for combination of round-1 & round-2 against all teams, as you see on Points table on NJSBCL website)

(c) If we have a TIE on NRR to third decimal place, we will use NRR against common opponents to break the TIE

The calculation will use the following formulae:

- a. Net Run Rate (NRR) = (Runs scored / Overs Played) – (Runs conceded / Overs Bowled). This is the formula being used currently on our website standings.

Please note - If games between tied teams were washed out, then H2H cannot be applied as a TIE-BREAKER. Similarly, if some of the tied teams have not played each other, then H2H cannot be applied.

5.4 Tie breaker by Super Over for knock-out games (Pre-quarters, Quarters, Semi & 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"

* Each team nominates three batsmen and one bowler to play a one-over per side "mini-match".

* 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.

* The side with the higher score from their over wins

* 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.

* If the teams are still tied, the one with the higher number of fours in both innings will win.

* If still tied, the one with higher number of the twos in both innings will win

* If still tied, another one over will be played following above rules and winner will be decided.

* 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

SECTION 6: PERSONNEL MANAGEMENT

6.1 To maintain a level playing field for the competition, we ask that teams not include players that participate in any other Cricket Association or League without the approval of the Executive Committee.

SECTION 7: PLAYER MOVEMENT

7.1 A player may not change teams once he has registered and played 3 matches for a team.

7.2 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.

7.3 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.

7.4 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.

7.5 For a player to play in Round-2, he should have played atleast two matches in Round-1, and for playing in the knock-out round, he should have played atleast ONE match in Round-2.

SECTION 8: RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

8.1 There will be no field restrictions enforced

SECTION 9: PRE-GAME PREPARATION

9.1 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.

9.2 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!

9.3 Captains or their designee must **exchange lineups prior to** spinning the toss. The toss must be spun no later than 15 minutes prior to the scheduled start of the game. At the scheduled start time both teams must be present on the playing field with at least 8 players at which time the standing umpire will call play.

9.4 At the stipulated starting time the team not ready to play shall lose one (1) over every five (5) minutes from their allotment of overs. The team that is ready to play, with a minimum complement of 8 players, at the stipulated starting time shall be made avail of the entire allotment of overs.

9.5 If after 45 minutes from the scheduled start time one of the teams is not present on the field with at least 8 players, the game shall be canceled and (10) points shall be awarded to the team that was ready for play.

SECTION 10: VENUE FOR MATCHES

- 10.1 At every stage till knock out rounds teams get to host 50% of their matches. In case of odd number of matches the higher ranked teams gets to host one extra game.
- 10.2 The host team gets to choose the venue of the match. So the responsibility of getting a ground for the game rests with the hosting team.
- 10.3 The host team should communicate information about the venue to the visiting team and the neutral umpires by Wednesday before the weekend of the game.

SECTION 11: NORMAL HOURS OF PLAY & INTERVALS

11.1 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.

Once a start time is decided (either mutually agreed or fixed due to ground issues), all rules in Section-9 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. These rules will particularly apply in situations where the game has to start at a specified time due to ground issues.

If umpires do not show-up, the rules as per section 16.4

11.2 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.

11.3 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 with reducing overs / runs as per the batting order.

11.4 In general, the home team will be responsible to schedule the start time for matches, based on the ground needs.

SECTION 12:OVERS AND TIME MANAGEMENT

12.1 All matches shall be limited to (1) one inning of (16) sixteen overs maximum per side. Each over will consist of six (6) legal deliveries.

12.2 Each bowler shall be allowed a maximum of (4) four overs in an inning (of 16 overs).

12.3. 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.

SECTION 13: DELAYED OR INTERRUPTED MATCHES

13.1 In the event a game is curtailed by rain, bad light, or any other weather related factors, the following rules shall apply:

13.2 Both the teams will share the points equally only if :

- a) It is completely rained out
- b) If it is rendered unplayable by overnight rains etc. **(Neutral umpires will decide after evaluating the ground conditions)**
- c) If it is interrupted by unforeseen factors like eviction, rain etc.

The umpires and the team captains would have an option of playing the game or completing the game at a different time within the same day. In such situations, the players will have to be available at the new time. It is preferable that same umpires be present.

All decisions regarding playing at a later time 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.

13.3 A minimum of 8 players from each team should be available at the grounds on the specified start time. A decision to "call-off" the match will be made by the neutral umpires at the ground. If any team does not have a minimum of 8 players at the specified start time, the umpires can consider it as a FORFEIT of the match, and award full points to the team present with 8 players. The LEAGUE takes FORFEIT of matches very seriously, and hence teams FORFEITING matches might be blacklisted from the LEAGUE.

13.4 NJSBCL may allow to play truncated matches with a minimum of 8 overs per side. This facility is extended to foster spirit of game, and play matches impacted by overnight rains or delayed start due to weather.

13.4.1. Shortened Matches:

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 Umpires will take on the SPOT decision, whether an 8/10/12 or whatever number is suitable 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.

The calculation of the number of overs to be bowled shall be based on an average rate of 11 overs per hour in the total time available to play. So, if only 2 hours of play is possible, the match would be shortened to 10 overs per inning.

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, Umpire on the ground is our representative and the best judge to take such a decision.

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...

13.4.2. Interrupted Matches:

For matches which start as 16 overs match, but get interrupted in between, we will require 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 OR the 2nd innings is interrupted by rain. 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 truncated/less than 8 over inning matches. D&L rule will only be applied if first inning was completed and second is played at least till 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.

Again 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.

SECTION 14: STATUS OF GROUNDS

14.1 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!).

14.2 The League does not guarantee that all grounds will have the same dimensions.

14.3 The League does not guarantee that every match will have a complete (360 degree) field of play.

14.4 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.

14.5 Each team WILL play on the ground that is assigned to them. Period. No questions. End of discussion.

14.6 It is each team’s responsibility to survey each of the grounds and make whatever pre-game preparations they see fit BEFORE the day of the game.

14.7 Declining to play for reasons such as “we don’t like this ground”, “we have a better ground...lets 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.

14.8 The boundary marking should not be less than 45 yards or 135 feet (typically can be measured by 45 normal steps) or more than 55 yards or 165 feet (typically can be measured by 55 normal steps) from the center of the pitch, to be set by the home team, visiting team and umpire can verify by taking 55 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.

14.9 Teams are expected to place as many boundary marking cones as possible. In case of dispute regarding exact positioning of the boundary line – a straight line should be drawn between two adjacent cones. No imaginary circular line should be considered in such cases.

14.10 If a ground cannot be found for a game, inspite of all attempts by both teams, the game will be considered as not played, and both the teams will split points.

14.11 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.

SECTION 15: INSURANCE

15.1 The League is not responsible for accidents or injuries that a player may suffer while traveling to/from the grounds, while playing, or even simply spectating a game.

15.2 The League or members of the Executive Committee will not be held liable for any accidents or injuries that a player may suffer while traveling to/from the grounds, while playing, or even simply spectating a game.

15.3 All the players, including the captain, vice captain & manager of the teams should sign the registration & waiver form before the first game of the season. This waiver absolves the league and its management of any liability from injuries caused to players from participating or watching the league games. The player liability waiver form **MUST** be submitted **online only** at the league website www.njsbcl.com, before a player plays his first match of the league

15.4 The league recommends teams to take liability insurance. There are insurance firm who provide these services and typically charge around 100-150 dollars for the coverage. It helps cover Team liability and is an important factor in getting grounds assignment from township, as this is a basic requirement. NJSBCL now provides insurance for teams at discounted rates under its umbrella policy. Please contact the Executive Committee for further details

SECTION 16: UMPIRING

16.1 Appointment of umpires

The neutral umpires shall be appointed before the match, to conduct and control the game as required by the Laws, with absolute impartiality. The umpires shall be present on the ground at least 15 minutes before the commencement of the play.

It is mandatory that the neutral umpires read the Rule Book 2010 and Umpiring Guidelines documents before officiating their first match.

Umpire Qualification: Umpires should be well versed with the rules of the League, and general ICC rules. They should be mature, and capable of taking objective decisions at times of dispute/controversy. They should be capable of separating their umpiring duty from friendship. It is preferred that the umpires sent must have played in the League for at least ONE season.

16.2 The umpire's decision is final. He/she must write any disputes on the score-sheet (scorebook) and submit a written report to the NJSBCL within seventy-two hours of any incident.

16.3 As part of the schedule, each team has been assigned games that they are mandated to umpire. For Round-1, 2 & 3, each team will be expected to send two people to serve as neutral umpires to a match assigned. If a team is unable to send a neutral umpire, they are responsible to arrange for a Neutral Umpire from the League pool or by seeking availability from the other teams. They shall pay a fee of \$40 to each umpire who agrees to the duty on their behalf. **The onus of arranging an umpire lies with the Captain of the team assigned to do umpiring duty, not the EC.** The Umpire will be responsible for timely executing the match as per the schedule.

16.4 If a team fails to send an umpire for the assigned game (from the neutral umpire pool or from their own team), they will be penalized 5 points and a fine of \$40 per umpire per game.

16.5 In the event both captains agree in advance and take complete responsibility of finishing the match cordially, EC will allow to use own umpires who shall officiate the game

16. 6 UMPIRES DECISIONS ARE FINAL. Even if you do not like or agree with the decision of the umpires, you accept it and move on. No cursing, no screaming, no calling names (in any language), no filing protests, nothing that violates the spirit of the game. Period. No questions. End of discussion.

16.7 Umpires are required to carry a copy of the DL chart given below –

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

16.7 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play on the field.

1. Umpires shall impose penalties on any player who does not comply with standards of the game as they deems fit.
2. The player who violates the spirit of the game as mentioned above will be given a warning first time by the neutral umpire after informing the captain. If the player repeats the offence, the neutral umpire will have the authority to ask the player to leave the field for the remainder of the game. He will not be allowed to bat/bowl or field in that game for the rest of the match. Neutral umpire will inform both the captains of the same. Umpires shall report such occurrences to the Executive Committee
3. Any team, which has two or more such individual player or team complaints against them, could attract team penalties from the league. These team penalties can include fines, deduction of points, or even debar from the season or league, depending on the type and number of violations.

SECTION 17: WICKET-KEEPER AND FIELDER MOVEMENT

Neither of them can move significantly (NOT more than 2 steps) after the batsman has taken his stance, which is considered to be a distraction. The fielder is not allowed to move significantly (a

deep square leg cannot become a square leg). Same holds good sideways (a deep square leg cannot become a deep mid-wicket). For fielders, only regular "taking a start" type of forward movement is allowed. 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. If any of these are not met the Umpire could call it to be a DEAD BALL on his own or on upon an objection raised by the batsman or captain of the opponent team. A choice to provide a warning is totally upto the umpire's discretion, and is not mandatory. For repeated such movements/violations, the umpires can call a No ball. All decisions of Umpires are final.

SECTION 18: RESPONSIBILITIES

18.1 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.

SECTION 19: DISPUTES

19.1 Disputed games shall be arbitrated by the executive committee NJSBCL along with representatives of both teams and the officiating umpires.

SECTION 20: PROTEST

20.1 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.

20.2 A fee of \$150.00 shall accompany each protest; this fee shall be reimbursed **ONLY** if the protest is upheld.

20.3 **Protests received by the committee without the applicable fee shall be considered null and void and no action shall be taken by the NJSBCL.**

SECTION 21: 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 boundary 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.

SECTION 22: LEG BEFORE WICKET (LBW)

This one is easy! We do not consider lbws in our games. So, a batsman should not be ruled out on account of lbw.

We do not consider leg byes. No runs score on leg byes. There are no run outs, but if the ball brushes any part of the body including leg and hits the stumps its OUT and also stumping is allowed even if it brushes any part of the body. However, RUNOUTS are not allowed if the ball hits the leg/pad. The Square Leg umpire gets to decide if it was a genuine stumping (a batsman was out of the crease during the act of play or lost his balance while trying to play) or the batsman made an attempt to run, because there are no run outs.

If the ball hits the leg/pad, and then hits the bat, then it is considered as fair play. In such cases, only BOWLED and STUMPED are declared OUT. No runs, No Run-outs and NO Caught OUTs are given for such a ball. This rule is included to eliminate any uncertainty or ambiguity.

All decisions of umpires are final!

SECTION 23: LEG BYES

This is easy too! We do not consider leg byes. No runs score on leg byes. The ball is simply ruled dead. So there are no run outs on those balls too.

All decisions of umpires are final !

SECTION 24: WIDE BALL

24.1 Use a cone or a flag as a marker to call wides (measured as one bat from the middle stump). A ball is a wide if it passes so high or wide that it is beyond the reach of the striker. 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 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.

24.2 The umpire shall not call "wide" if the batsmen 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. A wide does not count in an over.

24.3 The striker may be out five ways off a wide: Run out, stumped, hit wicket, handled the ball and obstructing the field. 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. Obviously if the ball touches the striker's person a wide would not be called. One run is given to a wide ball that has no other runs scored off it.

24.4 Wide when Batsman changes his stance: A batsman is allowed to change his stance either during the bowlers 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 bowlers 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 bowlers run up, the wide will be judged based on the stance that he took before the bowlers run up. This change in stance during the run up will be considered as the equivalent to a reverse sweep scenario.

SECTION 25: BYE

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

SECTION 26: NO BALL (non height based)

26.1 Mode of delivery

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

Note: Every time the bowler comes back after a break in his spell, he is required to inform his guard (which hand, and which side of the wicket) to the umpire. If not, the umpire can call a NO BALL.

(b) Underarm bowling shall not be permitted, and it shall be called a NO BALL

(c) 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. A simple rule of thumb would be.....If umpire can see the popping crease behind the bowler's front foot (toe, heel and all!), then it is NO BALL.

(d) The ball does not become dead at the call of No ball, but batsmen can only be dismissed from a No ball by Run Out, Hitting the ball twice, Handling the ball, or Obstructing the field.

26.2 A side crease shall be drawn on either side of the stumps at the bowlers end. The line is measured as one and half bat length from either of the corner stumps. If a foot of the bowler is completely outside the side line while delivering the ball, then it is considered a NO ball. Stepping on the line of the side crease is not a NO BALL! The bowler is expected to bowl from within the popping box (the area enclosed by the popping crease, side crease and the bowling crease/line), so that the umpire can see his bowling action and stepping. If the bowler delivers a ball from behind the umpire, or from outside the BOX, it will be called a NO BALL. Thus, the bowler is expected to bowl from inside the box.

26.3 If the Main umpire or neutral leg umpire feels that the bowler is throwing/chucking the ball, he can call a NO BALL. Giving a warning is totally upto the umpires discretion, and not mandatory. The main umpire can consult the leg umpire and over-rule any decision of leg umpire. The main umpire will have the final say!

26.4 One run will be awarded for a No ball.

26.5 Such NO BALLS are followed by a FREE-HIT as explained in Section-28 below.

SECTION 27: DEAD BALL

A dead ball is either if the ball pitches more than ONCE or rolls before it reaches the batsman.

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, when a ball pitches on the green grass/rough patch. Such agreements have to be made prior to the toss/match. A DEAD BALL call supersedes any other calls for wide, bowled, stumped, caught etc.

SECTION 28: FREE HIT AFTER A FOOT-FAULT NO BALL

28.1 The delivery following a no ball called for a foot fault (**including side crease**) 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.

28.2 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 RUNOUT, hitting the ball twice, handling the ball OR obstructing the field.

28.3 Field changes are not permitted for free hit deliveries unless there is a change of striker.

28.4 A free hit ball is counted towards the number of balls of an over.

28.5 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 a no-ball, that is considered end of the over.

28.5 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

SECTION 29: HEIGHT based NO BALLS

29.1 If in the judgment of the bowler's end umpire the ball after pitching (touching the ground), has passed over the batsman's shoulder, when the batsman is in his normal batting stance, and inside the crease, then the bowler's end umpire shall call and signal a No ball.

29.2 NO ball calls on height shall be made only by the bowler's end umpire or a neutral leg umpire. The bowler's end umpire may consult with his colleague if he feels the need he could over-rule his call. The bowler's end umpire will have the final say!

29.3 Full tosses above the waist

If in the judgment of the bowler's end 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 the bowler's end Umpire shall call and signal a No ball. Additionally the bowler will be given a warning for dangerous bowling if the ball was directed at the batsman's body. These type 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. This can be done by the umpires on their own, OR on request from the batsmen or batting team's captain. 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 # 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.

29.4. Height based NO Balls are not followed by a Free-hit.

SECTION 30: RUN OUT BY "MANKADED"

30.1 When the batsman at the non-striker's end has backed up out of his crease and the bowler 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". Technically, the dismissal falls under the run-out category.

30.2 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: it 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.

30.3 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.

SECTION 31: UNIFORMS

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

SECTION 32: SUBSTITUTION

32.1 Substitution of players will be allowed only when a player is injured during the match/game. 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. 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 / disallowing a substitution

32.2 If a player is substituted due to any of the above conditions, when he comes back into the field, he needs to wait for the number of overs he stayed out, before he can bowl. For Eg. If a player stayed out for 2 overs, he has to field for 2 overs before he can bowl. (this is not applicable if the player is a wicket keeper. He can come back and start wicket keeping immediately)

32.3 In cases where players are not available at the start of the game, no substitution will be allowed. Teams can play with less number of players (minimum of 8 players is required). Latecomers can join the team and come on to the field till 8 overs are complete. Once, 8 overs of an inning are complete, no new player will be allowed to join the team. In this case, the team will have to play with whatever players they have. Any players joining the team late, has to wait for atleast 2 overs, before bowling. The GAME has to commence in time with all conditions as per clauses 9.3, 9.4 & 9.5 still applicable.

32.4 No substitution will be allowed for players leaving early, for any condition other than the ones explained above in 32.1. (this includes reasons like IT release, playing in another league, work call, non-emergency home call etc) 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

32.5 If a player is substituted during the first innings of the game when his team is bowling and he comes back in the second innings of the game when his team is batting, he will be allowed to bat only after 8 wickets have fallen in the second innings or only when there are just two overs to be completed in the batting team's innings, whichever happens first. Please note that the conditions in 32.1 will apply here also.

SECTION 33: DISCIPLINE AND OTHER ISSUES

33.1 Alcoholic beverages are prohibited in all parks. This is a county ordinance; violators are subjected to prosecution by law.

33.2 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.

33.3 Members of NJSBCL shall be expected to behave courteously toward others, i.e. players, officials, umpires and spectators.

33.4 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.

33.4.1 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.

33.4.2. 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.

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.

33.5 Any player who willfully disturbs the wicket, or causes the game to prematurely end shall cause his team to forfeit the game.

33.6 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.

SECTION 34: 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.

SECTION 35: COMMUNICATION ON OUR FORUMS

Use of appropriate mailing lists for various issues:

njleague@yahoogroups.com

This mailing list should be used to:

- Broadcast information about the league.
- Arrange practice games.
- Requests for neutral umpires for a game
- Broadcast the result of your match,
 - Subject: Match Result - India Vs Australia
 - 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
 - India won by 10 runs
 - Highlight: Tendulkar scored 51 in 40 deliveries

Thanks to England (Shephard and Dickie Bird) for their umpiring

-Mahendra Dhoni.
Indian Team Captain

This 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 again 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

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.

WEBSITE- NJSBCL maintains a website, www.njsbcl.com. The schedule for the season, EC members, Rule book, Schedule for the week, points table at the end of each match, score sheets, ground information, directions, Team details contact information, all this and whole 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.

SECTION 36: AWARD TROPHIES & YEAR END CELEBRATION!!

NJSBCL will hold and 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.

Post match the following felicitations will be done:

1. Trophy to the winning Captain for Division 1 & Division 2 Championships with mementos to the teammates.
2. Trophy for Man of the Match
3. Trophy to Man of the Series.
4. Trophy for the losing team.
5. Trophy of both Semi Finalists.

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 has to offer, for hundreds of our Members.

Year End Celebration: We 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 league. The date for this event is generally announced around October.

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.
