

NEW JERSEY SOFTBALL CRICKET LEAGUE

RULES AND PLAYING CONDITIONS

2009



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www.njsbcl.com

<u>SECTION 1: GENERAL</u>	3
<u>SECTION 2: FORMAT</u>	3
<u>SECTION 3: THE PITCH</u>	5
<u>SECTION 4: USE OF PROTECTIVE EQUIPMENT</u>	5
<u>SECTION 5: STANDINGS, REPORTS AND POINTS</u>	5
<u>SECTION 6: PERSONNEL MANAGEMENT</u>	7
<u>SECTION 7: PLAYER MOVEMENT</u>	7
<u>SECTION 8: RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN</u>	8
<u>SECTION 9: PRE-GAME PREPARATION</u>	8
<u>SECTION 10: VENUE FOR MATCHES</u>	8
<u>SECTION 11: NORMAL HOURS OF PLAY & INTERVALS</u>	9
<u>SECTION 12:OVERS AND TIME MANAGEMENT</u>	11
<u>SECTION 13: DELAYED OR INTERRUPTED MATCHES</u>	11
<u>SECTION 14: STATUS OF GROUNDS</u>	11
<u>SECTION 15: INSURANCE</u>	12
<u>SECTION 16: UMPIRING</u>	13
<u>SECTION 17: WICKET-KEEPER AND FIELDER MOVEMENT</u>	14
<u>SECTION 18: RESPONSIBILITIES</u>	14
<u>SECTION 19: DISPUTES</u>	15
<u>SECTION 20: PROTEST</u>	15
<u>SECTION 21: SCORING A BOUNDARY</u>	15
<u>SECTION 22: LEG BEFORE WICKET (LBW)</u>	15
<u>SECTION 23: LEG BYES</u>	16
<u>SECTION 24: WIDE BALL</u>	16
<u>SECTION 25: BYE</u>	16
<u>SECTION 26: NO BALL</u>	16
<u>SECTION 27: DEAD BALL</u>	17
<u>SECTION 28: FREE HIT AFTER A FOOT-FAULT NO BALL</u>	17
<u>SECTION 29: HEIGHT</u>	18
<u>SECTION 30: RUN OUT BY “MANKADED”</u>	18
<u>SECTION 31: GAME TIE-BREAKER BY BOWL OUT</u>	18
<u>SECTION 32: UNIFORMS</u>	20
<u>SECTION 33: DISCIPLINE AND OTHER ISSUES</u>	20
<u>SECTION 34: COMMUNICATION ON OUR FORUMS</u>	21
<u>SECTION 34: AWARD TROPHIES & YEAR END CELEBRATION!!</u>	22

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 150\$ 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 33. 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 NJSBCL Championship Division-1 and NJSBCL 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) over's 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:

1. The 52 teams for the season will be divided into TWO DIVISIONS of 26 teams each – Division-1 & Division-2.
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.
3. Division-1 will have 24 teams who went to round 2 of Main league last year plus Platers finalists or semi / quarter finalists from last year
4. Division-2 will have the balance teams from last year's Main league & Platers, plus nine new teams
5. Both divisions will start simultaneously on April 18, 2009 and follow the same format through the season.
6. As a result there will be no Platers this season but all 52 teams will get to play a minimum of 18 games. Refer to detailed schedule for the details.
7. Since this is the first season NJSBCL is using this format, to allow teams that perform extremely well in Division-2 compete for the Division-1 cup this year, top four teams from Division-2 will move into Division-1 play-offs as the wild cards. Simultaneously, bottom four teams from Division-1 will move to Division-2 during the play offs.
8. This also sets the bench mark for next few years as bottom 6 teams from Division-1 will move to Division-2 at the end of the season and top 6 will move to Division 1 at the end of this season, for next year.

Round 2 – Pre-Quarter Finals - In this round, Group AB and Group CD qualifiers play knock-out matches to qualify for the Quarter Finals & then the Semi-Finals.

SECTION 3: THE PITCH

3.1 **Area of pitch:** All league games will use a pitch that measures 22 yards or 20.12 meters 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 yahoogroups 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 respective rounds, 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.

5.4 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 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 a team once the season has started.

7.2 All the teams are expected to register their players before a match. The entire team lineup for teams can be viewed on our website, under the Teams section. Captains / Neutral umpires can request for a photo identification to verify any player in question.

7.3 Any player not registered with the team prior to the match 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.

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 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.

SECTION 11: NORMAL HOURS OF PLAY & INTERVALS

11.1 League recommends that play shall commence no later than 8:45 AM on the days scheduled. Rescheduling of start times is permissible upon mutual consent of opposing captains 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.

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 The following teams have indicated timing restrictions in their grounds. Matches played at their home grounds will have to honor the time restrictions. **This list is not necessarily final; hence any other such time restrictions will also have to be honored, as far as copy of the appropriate ground permit has been submitted to the League.**

Team: Yorkers XI
Ground Info: Dwyer Park
End Time: 10:30 to 11:00 AM

Team:Parsippany Sports Club
Ground Info: Volunteers Park
End Time: Unknown

Team: Jersey Jaguars
Ground Info: Tall Timber
End Time: 10.30

Team: Tiranga CC.
Ground Info: Gordon Road Ground
End Time: NONE

Team: CHEPUS
Ground Info: Woodbridge Township Kennedy Park
End Time: None

Team:Team: Desi Warriors
Ground Info: Buccleah Park
End Time: 10:45 AM

Team: Plainsboro Panthers
Ground Info:Community Park Cricket Field
End Time: None

Team: Invincible
Ground Info:TJ Ground
End Time: 11.00 a.m

Team: Cric8fan Cricket Club
Ground Info:Linwood Middle School Ground
End Time: 10.30 a.m.

Johnson Park : permit until 10:30AM
Normandy : permit until 11:00AM
Weekend Warriors : permit until 11:00AM

SECTION 12:OVERS AND TIME MANAGEMENT

12.1 All matches in the first round 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 the first round. In the semi-final and final rounds each bowler shall be allowed a maximum of (4) four overs.

12.3. Batsmen must be ready to take guard or in position at the bowler's end within 90 seconds of a wicket falling.

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. 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.

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 (typically can be measured by 45 normal steps) or more than 65 yards (typically can be measured by 65 normal steps) from the center of the pitch, to be set by the home team, visiting team and umpire can verify by taking 65 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.

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.

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/fro 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 and submit it to the League Executive Committee. This waiver absolves the league and its management of any liability from injuries caused to players from participating or watching the league games. The registration & waiver form can be downloaded at the league website www.njsbcl.com

15.4 The league recommends teams to take liability insurance. There are insurance firms 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.

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 2009 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, each team will be expected to send two people to serve as neutral umpires to a match assigned. Round 2 onwards neutral umpires for each game will be assigned from two teams. If a team is unable to send a neutral umpire, they are responsible to arrange 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 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 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 he 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

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). And 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. Only a slightest of movement is allowed. If any of these are not met the Umpire could call it to be a DEAD BALL (not a NO BALL) on his own or on upon an objection raised by the players of the opponent team.

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.

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. 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.

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.

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.

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

26.1 Mode of delivery

(a) The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.

(b) Underarm bowling shall not be permitted

(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 Run Out, Hit the ball twice, Handled 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 the center stump. If a foot of the bowler is completely outside the side line while delivering the ball, then it is considered a NO ball.

26.3 One run will be awarded for a No ball.

SECTION 27: DEAD BALL

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

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

28.1 The delivery following a no ball called for a foot fault 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 (this means no stumping).

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 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

29.1 If in the judgment of the bowler's end umpire the ball has passed or would have passed over the batsman's shoulder if he were in his normal batting stance, 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. The bowler's end umpire may consult with his colleague if he feels the need to do so.

29.3 Full tosses above the waist

If in the judgment of the bowler's end umpire the ball has passed or would have passed over the batsman's waist if he were in his normal batting stance without touching the ground, the bowler's end Umpire shall call and signal a No ball.

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: GAME TIE-BREAKER BY BOWL OUT

31.1 In the event of a tied match the teams shall compete in a bowl out to determine the winner. The following procedure will apply should the provision for a bowl out be adopted at only knock-out stages of the tournament – Quarter-Finals, Semi-Finals and Finals.

31.2 Subject to weather conditions the bowl out will take place on the scheduled day of the match at a time to be determined by the umpire. In normal circumstances the bowl out shall commence 10 minutes after the conclusion of the match.

31.3 The bowl out will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.

31.4 A full set of stumps, including bails, if available, will be pitched at one end of the designated pitch by the umpire

31.5 The bowlers will all bowl from the same end. The bowlers will use the same match ball as was used in the last innings of the match for the bowl out

31.6 Five (5) minutes prior to the start of the bowl out, the captains shall toss a coin for the right to decide which team bowls first or second in the bowl out. The umpire will supervise the toss in the normal manner.

31.7 The captains shall nominate their five bowlers in writing to the umpire prior to the toss. Such bowlers must be from the 11 nominated players for that match. The wicket keeper may be one of the nominated bowlers in which case one of the players not nominated as a bowler in the bowl out shall perform the wicket keeping responsibilities during the bowl out.

31.8 Following the toss the nominated bowlers (and, if the captain is not one of the bowlers, the captain) and the wicket keeper from each side will take up a position on the field at mid wicket/extra cover at a reasonable distance away determine by the umpire. The remainder of the players and team officials shall be required to remain beyond the boundary.

31.9 The on-field umpires shall take up their normal positions at the bowler's end and at square leg respectively.

31.10 The nominated bowlers shall each bowl a delivery making a total of 10 deliveries (5 from each team). The deliveries are taken alternatively by the teams. The bowlers must bowl in the same sequence as the list of players nominated and communicated by the team captains to the umpire prior to the toss for the bowl out. The team with the most number of hits after five deliveries each shall be declared the winner.

31.11 If, after both teams have bowled 5 deliveries, both have scored the same number of hits on the wicket, or have not scored any hits, a second series of deliveries must be started with the same players and shall continue until one team has scored a hit more than the other from the same number of deliveries. That team shall be declared the winner. The sequence of bowlers need not be the same as in the previous series and the captain shall have the freedom of

choice at the time of each delivery as to which of the 5 nominated bowlers shall bowl. In the second series, all 5 nominated bowlers shall bowl a delivery before any of them are eligible to bowl a further delivery.

31.12 If any of the nominated bowlers is injured during the bowl out (at any time after the toss has been taken), the injured bowler may be replaced by another player who was a member of the 11 players nominated for the match. For the sake of clarity, the replacement bowler may not be one of the other nominated bowlers.

31.13 The umpires will be responsible for making sure only the nominated bowlers actually bowl, that the correct sequence is followed and that no bowler bowls more than once until permitted to do so.

31.14 The wicket keeper will not be permitted to stand up to the stumps.

31.15 The teams shall be entitled to a warm up period prior to the toss for the bowl out. Players shall be entitled to measure and practice their run ups during this warm up period provided no player shall be entitled to bowl any delivery on the square itself. Once the toss has taken place no further practice deliveries, measurement or practice of run ups shall be allowed (whether on the square or outfield).

31.16 The umpires will be responsible for officially recording the number of 'hits' on the wicket. In the case of an infringement the umpire shall call and signal 'no ball' and the delivery shall be considered a miss and will not be retaken. A hit achieved with a "fair" delivery shall be signaled by the bowling end umpire in the manner of an out dismissal.

31.17 The umpires' decision shall be final as to the fairness of the delivery and the result of the bowl out.

SECTION 32: UNIFORMS

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

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, the umpire shall report him to his captain and if the situation persists the player will be reported to the executive committee.

33.5 Any player who willfully disturbs the wicket, or causes the game to be prematurely ended 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: 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.

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.

SECTION 34: 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.

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.

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.
