

Brooklyn Cricket League - 2011

Final Rules of Competition

The following are the Playing Conditions governing the Cricket Competition run under the aegis of the Brooklyn Cricket League . Except as varied hereunder the Laws of Cricket (2000 Code 2nd Edition 2003) shall apply.

1. DURATION OF MATCHES

- a. Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to [thirty five \(35\) overs](#).
- b. A minimum of 15 overs per team shall constitute a match.
- c. No bowler is allowed to bowl more than the allocated overs (1/5).
- d. Knock Out Matches will be 20 overs per side.

2. HOURS OF PLAY, INTERVAL

Toss

- a. [The toss shall be spun a minimum of fifteen \(15\) minutes before the scheduled / rescheduled start of play in the presence of an umpire. The winning captain/representative shall notify the losing captain/representative of his decision to bat or field immediately.](#)

- b. **Start and Cessation of Play**

Normal hours of play will be: Knock Out starting times will be: 1:30 pm. Regular games starting times will be: First Session 1:30 PM - 4:30 PM ([cut off time will be 4:30 pm](#))
Interval 4:30 PM - 4:45 PM
Second session 4:45 PM - 7:45 PM ([cut off time will be 7:45 pm](#))

September games shall commence at 12:30 PM and all the intervals adjusted accordingly.

- c. **Late Start by default**

If by 1:30P.M. (12:30 for all September games) a team is not ready to take the field, in addition to losing the toss, the defaulting team shall lose one over for every four (4) minutes of delay, until 2:00P.M. (1:00P.M. for all September games). The non-offending team shall be awarded full points. The defaulting team will be fined the equivalent of twice the umpire's fee, plus additional charges, **payable before the next scheduled game**. The non-offending team shall pay one umpire and the League will pay the other. **The League shall reimburse the non-offending team.**

- d. **Late Start due to Umpire's Lateness**

If an umpire is late, the umpire's fees will be reduced by a percentage. In 2011 that deduction will be \$5 per fifteen (15) minutes.

If a game cannot be played due to rainout, field or pitch conditions or such situations, and the umpire (s) shows up at the field, a travel allowance fee of \$40 is to be paid to said umpire (s) by the teams. This fee must be paid by teams present. The League and umpire coordinator will try and anticipate severe weather and call off games and inform teams and umpires as appropriate.

e. **Interval for Drinks**

Two drinks break per session shall be permitted at the end of the fifteen- (15) and thirtieth (30) overs. Breaks shall be limited to a maximum of five minutes. The Umpires shall in case of extreme heat, permit an addition drink break (limit of 5 minutes).

No drink is to be taken unto the field of play without the consent of the presiding umpire.

f. **Excuse from game**

Any team that wishes to be excused from a game must contact the League at least five (5) days before the game so that the opposing team and the umpire's coordinator may be notified. The game will be forfeited and not rescheduled except in extenuating circumstances.

3. APPOINTMENT AND PAYMENT OF UMPIRES

- i. The Umpires' Committee of the League and the Umpire's Coordinator shall appoint all umpires for the games. No team will have a right to an object of an umpire's appointment.
- ii. Umpires shall be paid promptly between innings. The umpire fee shall be \$80.00 each, and the fee for 20/20 games shall be \$45.00
- iii. In the case of one assigned umpire officiating in a game, such umpire shall officiate at the bowlers end throughout the game. The stand-in umpire shall officiate at square leg. On the consent of both captains, however, the stand-in umpire may officiate at the bowlers end, and be paid a full umpires fee. If the assigned umpire officiates both ends, he/she shall receive the better of a \$110 / \$50 split of the total umpires' fees.

4. TEAM DECLARATION

A complete list of players (full name - no aliases), selected for each game, **MUST** be given to the umpire before the toss is spun. That list will be the property of the league and will be used in the event of disputes or at any other times that the league requires.

5. LENGTH OF INNINGS

- a. Each team shall bat for thirty five (35) six ball overs unless all out earlier. A team shall not be permitted to declare its inning closed.
- b. If a team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, the innings shall end at 4:30 pm. If the last wicket falls within two (2) minutes of 4:30 pm (4:28), then the team batting second will be limited to the same number of overs bowled at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The second innings shall cease at 7:45pm.

c. If a team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the inning of the team batting second shall be limited to the same numbers of overs bowled to the team batting first at the scheduled time for the interval (The over in which the last wicket falls to count as a completed over.)

d. If the team batting first is dismissed in less than thirty five overs, the team batting second shall be entitled to bat for thirty five overs except as provided in (c) above.

ii. **DELAYED OR INTERRUPTED MATCHES**

a. The object shall always be to arrange the number of overs so that both teams have the opportunity of batting for the same number of overs **within the same time. The calculation of the cessation of play in the first session, hence the start of play for the second session, should be based on the following formula:**

End of first session4:30P.M.

Interval.....15 minutes

If for any reason the game cannot start at 1:30 pm due to no fault of either team present, the game must be played if it can start by 3 pm. However the first innings must conclude at 4:30 pm and at least 15 overs must be bowled.

iii. **MINIMUM OVERS PER MATCH**

A minimum of 15 overs has to be bowled to the team batting second to constitute a match, subject to Clause 5(i)(b). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the total time available for play. Fractions are to be ignored in all calculation re the number of overs.

6. RESTRICTION ON PLACEMENT OF FIELDSMEN

i. Two semi-circles shall be marked on the field of play. The semi-circles have as their center the middle stump at either end of the pitch. The radius of each of the semi-circle is 30 yards. The ends of each semicircle are joined to the other by a straight line on the field on the same side of the pitch.

ii. At the instance of delivery, and throughout the game, there may not be more than five (5) fieldsmen on the leg side, throughout the entire game. In a full 35 overs game: For the first 7 overs (1st power play) not more than two fieldsmen are permitted to be outside the circle. For the the 2nd power play (4 overs length) no more than 3 fieldsmen are to be outside the circle. For the 3rd power play (3 overs long) no more than 3 fieldsmen outside the circle. For rain affected and shortened games, see chart (6.v) for power play restrictions.

iv. For the remaining overs not more than five fieldsmen are permitted to be outside the field restriction marking at the instance of delivery, when power play is not in effect

v. In the circumstances where the number of overs for the team batting first is reduced, the Power play overs in regard to the restriction in 5(iii) shall be reduced proportionally in accordance with the table following:

Innings	1 st power play	2 nd power play	3 rd power play
15 - 17	3	2	2
18 - 19	4	2	2
20 - 21	4	2	2
22 - 23	5	2	2
24 - 26	5	3	2
27 - 28	6	3	2
29 - 31	6	3	3
32 - 33	7	3	3
34 - 35	7	4	3

The fielding power play (2nd) must be taken by the 29th over, and the final power play (batting) taken by the 33rd over, in a full 35 overs game. Adjustments must be made based on time remaining and foreseeable game completion time for power play overs.

- vi. Where the number of overs for the team batting second is reduced (including under the provision of clause 4(i)(b) and/or 4 (i)(c), the restriction will apply for the same proportion of the second innings as applied in the first innings.
- vii. In the event of an infringement of any of the above field restrictions, the square-leg umpire shall call and signal No Ball.

In the 20/20 game, the power play shall be for the first 6 overs, with no more than 2 fielder out side the circle, and there after no more than 5 fielders outside the circle.

7. NUMBER OF OVERS PER BOWLER

- i. No bowler shall bowl more than 7 overs in an innings (35) & 4 overs (20). In a delayed or interrupted match where the overs are reduced for both team or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of clause 4(i)(b) have been applied.
- ii. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each limit is concerned.

8. NO BALL

- i. If a short pitched ball passes or would have passed above shoulder height of the striker standing upright at the crease, the presiding umpire shall issue a warning to said bowler. In the event of the same bowler bowling another such delivery, the presiding umpire shall call No Ball and is a final warning. If a third such delivery is made a no ball is called and the captain will be told to remove that bowler and he cannot bowl again. Another bowler will finish said over which counts as one over each for that bowler and the bowler who completes the over, However said over will count as only one over for the team.

- ii. If a full pitched ball passes or would have passed waist height of the striker standing upright at the crease, the presiding umpire shall call and signal No Ball.

9. WIDE BALL

Umpires are instructed to apply a very strict and consistent interpretation in regards to this law in order to prevent negative bowling wide of the wicket.

Any offside or leg side delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called WIDE.

10. THE BALL

Only four piece balls shall be used in all matches. All Brooklyn League Teams are require to use only the official Brooklyn League ball. Umpires are instructed to inspect all balls at the start of the game in order to implement this rule. A team failing to comply with this rule shall forfeit the game.

11. WICKET AND GROUND PREPARATION

- i. At the start of the season the league shall decide how the wicket preparation will be done. Whether by teams to a ground, or by the League. No team shall be allowed to use any other ground not assigned to them without first obtaining permission from the league. Failure to comply may result in the match being awarded to opposing team.
- ii.

Assignments	Ground
Ground "A"	Marine Park 1 – next to bathroom
Ground "B"	Marine Park 2 – middle of park next to # 1
Ground "C"	Marine Park 3 – Ave U & East 33 Street
Ground "D"	Marine Park 4 – Ave U & East 33 Street
Seaview	Sea View Ave & East 108 Street
- ii. The home team shall be responsible for the preparation of the pitch before each game. The team that is named first on the schedule shall be considered the **HOME TEAM**, and shall provide water for the game. The pitch shall be made suitable for play by the **HOME TEAM**, By sweeping etc. before the matting is put down.
- iii. The home team shall be responsible for covering **THE ENTIRE PITCH** and bowler's run up in the event of inclement weather. The covers should extend at least twenty five (25) feet beyond each bowling crease. Failing to satisfy this requirement, the game shall be awarded to the opposing team. **TEAMS MUST HAVE THEIR COVERS WITH THEM AT ALL GAMES.**

FREE HIT : For a foot fault no ball, a "free hit" shall be called. The batter cannot be out except by the run out rule. The field placement must stay the same if the same batter is on strike. The ball after a free hit must be a fair ball or the free hit will continue until a fair ball is bowled.

12. RESCHEDULING OF GAMES

Rescheduling of games shall only be done by the Executive of the League. Teams shall not be permitted to reschedule game.

13. RESULTS

A result can be achieved **ONLY** if both teams have had the opportunity of batting for at least 15 overs; subject to the provision of clause 4(i)(b) and 4(ii)(b), unless one team has been all out in less than 15 overs, or unless the batting second, score the required runs to win in less than 15 overs. ALL matches in which both teams have not batted for a minimum of 15 overs, due to light or weather conditions, the game shall be declared abandoned, and each team awarded 4 points. If an official game (1.a) ends prematurely, (weather , light) the run rate per Over will determine the winner. (1st team full innings run rate, 2nd team up to final over run rate).

14. TIE

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of clause 4(i)(b) and 4(ii)(b), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a TIE, and no account shall be taken of the number of wickets that have fallen.

In a KnockOut 20/20 game if the scores are equal at the end of both innings, each team shall select 3 batsmen to bat for one super over, providing that the 3 batsmen are not all out. If the scores are still tied, the team that made the most 6's wins, if still tied the most 4's wins for that super over. If still tied there shall be one bowl off super ball, to decide the winner.

15. ALLOCATION OF POINTS

Win	10 points
Loss	0 Points
Tie	5 points each
Abandoned / Rain out *	4 points

Score sheets should be submitted no later than the next week following the game.

- i. Interrupted Games - For the # of runs to **WIN** the game see attached scheduled (APPENDIX)
- ii. If a team becomes disbanded before the 4th month of the competition(August), all points gained from matches played against that team will be disregarded in the final tally of points.
- iii. Teams are required to use the Brooklyn League score books, and turn in the original (top white) sheet of both innings to the League. Games are to be scored properly, from the heading of the score sheets, to the full names of participants, runs scored, how out and by whom and totaling all scores and having the umpires sign both innings score sheets.

16. STRUCTURE

The tournament will be played on a round robin basis. At the end of the regular tournament the teams shall be ranked in order of their point standing. Teams ranking one through eight shall proceed to the playoff. The teams shall be paired accordingly:-

i **Playoff**

- | | | | |
|----|---------|----|--------|
| 1. | Eight | vs | First |
| 2. | Seventh | vs | Second |
| 3. | Sixth | vs | Third |
| 4. | Fifth | vs | Fourth |

ii. **Semi-Final**

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|----|--------------------------------------|----|---------------------------------------|
| A. | Lowest ranked Winner | vs | Highest ranked Winner |
| B. | 2 nd lowest ranked Winner | vs | 2 nd highest ranked Winner |

iii. **Final**

Winner of A vs Winner of B

If there is a tie in the points standing, the team who gained points from the other (between affected tied team(s)) shall be placed ahead, if still tied, the regular season run rate in games played between the affected teams (total runs / total overs or overs played) shall be used. The winner of the regular season Championship, shall be given a \$550 credit towards the following years League dues.

In the **KO** competition, if there is an even number of teams, there shall be a “pull” to determine the schedule. If there is an odd number of teams, the previous year champion shall get a 1st round bye. If there is no previous Year winner, a bye will be placed with the letters to be pulled. The winner of the Knock Out Competition, shall be given a \$ 400 credit towards the following years League dues.

17. REGISTRATION AND ELIGIBILITY OF PLAYERS

- a. [Clubs must register their players with the league at the beginning of the season, but no later than June 30, or as soon as a new player becomes available to the club. This must be done in writing or e-mail to the Secretary. With regards to new players, the President or Secretary of the League must be notified immediately or at least 24 hours prior to the start of the match.](#)
- b. [No player who has played **or was nominated to play** for any other League / Club in the New York Cricket Region during the current season, will be eligible to play in the Brooklyn League competitions. Up to the last weekend of June, a player may get a release from a team or another league and with the approval of the Brooklyn League Executive, be eligible to play in a new team or in the Brooklyn League.](#)
- c. Any club in contravention of 14(a) or 14(b) shall forfeit all points gained in any match that such contravention took place. In addition such club will be subjected to a fine.
- c. Players must play in [AT LEAST three \(3\) of their team’s PLAYED regular season games](#) to be eligible to participate in playoffs and championships, or to participate in the Knock-Out semi-finals and final. In contravention of this rule, the offending team shall forfeit the game. To be considered being played, the game must have started as defined in the MCC Code, 2003 Edition, and player listed in declared team given to the umpire and in score books. The mere fact that the team is nominated does not constitute the game being played.
- d. [The NYCR Leagues are Metropolitan League, Commonwealth League, New York League, Eastern American League, American League, Nassau League.](#)

Any player leaving or entering the field of play must inform the umpire. If a player returns to the field of play without informing the umpire, and touches / field the ball the umpire will award five penalty runs to the batting team.

Bowlers are not permitted to wear turf pegs on the matting.

Parks regulations do not permit the marking of boundaries with flags. All teams are advised to use cones as boundary markers.

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- ii. Teams are required to have in their possession a valid copy of the **Park's permit** when taking equipment onto the field of play, and when playing matches. **NO VEHICLES SHALL GO ON THE FIELD AT ANY TIME.**
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19. REPORTS AND PROTESTS

- i. Umpires' and captains' reports **MUST** be submitted to the Secretary of the League within 72 hours upon the conclusion of all matches.
- ii. Protest **MUST** be submitted in writing to the Secretary of the League within 72 hours upon the conclusion of any match. The protest **MUST** include a comprehensive report of the incident/incidents causing the submission of any protest.
- iii. Injury reports **MUST** also be submitted as early as possible, or within 72 hours.
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20. PLAYERS AND UMPIRES CONDUCT

Subject to New York Region and USACUA Codes of Conduct for players and umpires. In-fractions shall be handled by the Disciplinary Committee of the Brooklyn League

Brooklyn Cricket League reserves the right to interpret and or amend the rules of competition as is deemed necessary to facilitate the smooth operation of the League

- *Rain out / Abandoned games: Games that starts and one or both teams have not batted for at least 15 overs, and game is not completed due to rain / weather or light.
- Games where boths teams (at least 7 players per team) and the umpire (who certifies # of players and signs the score book) are present. Even if the game does not start.
- NOTE: Players must be listed in score book and certified present by umpire.

All teams must take garbage bags to the park to collect their garbage during and after the games. The Parks Department can revoke our permits if we leave the Parks littered and dirty.

FOR THE 2011 CRICKET SEASON, ONLY OFFICIAL BROOKLYN LEAGUE CRICKET BALLS CAN BE USED. BALLS ARE AVAILABLE FROM S.A.SPORTS, MR. MOHAMMED HUSSAIN.
227 NEPTUNE AVE, 718) 743 – 9764.

Teams are reminded to adhere to strict disciplinary rules of play. Players and Teams cannot show open and or aggressive disapproval of the umpires decisions, whether by words or actions. Any individual or team who breaches this protocol will be disciplined up to and including being expelled from the League.

Teams or individuals who display violent and or physical behavior to other players or persons on or off the field shall be subject to disciplinary actions up to and including expulsion from the League.

Any team who forfeits three (3) or more games for the season shall forfeit their place in the League, and will be required to reapply for admission to the next season of the League.

Any Team or individual found being dishonest and in blatant disregard of the rules of the League shall be severely dealt with and disciplined up to and including being expelled from the League. This includes using illegal and ineligible players who have played in other NYCR Leagues. All teams and Umpires are required to report any such occurrences to the League Officers.

Teams are asked to score games properly using players real first and second names and not “nick names” or aliases.

Teams must bring garbage bags to their games to collect any garbage generated by them.

Teams are reminded NOT TO DRIVE ONTO THE FIELDS.

Teams are reminded to always have your copies of the permits at the park with them.

Teams are to use score books with the duplicate sheets, these score books are available from the League Secretary. Teams are to turn in a legible copy of both innings of each game to the League, preferable the top white copy.