

# **SOUTH SWEDEN CRICKET FEDERATION**

## *The Regional Cricket League*

### **Rules and Regulations (2010)**

#### **ARTICLE 1: ROUND ROBIN LEAGUE**

Each team shall play once (at Home or Away) against every other team in the league.

#### **ARTICLE 2: FIXTURES AND UMPIRES**

SSCF shall present a list of fixtures showing when the league matches, semi-finals and the final have been scheduled. This list would be available on SSCF's home page, together with the list of neutral umpires (or the names of the clubs who have been assigned the responsibility of sending an umpire) officiating in the league.

If the teams find it necessary to make minor changes to shift a match or two, they can do so in consultation with their opponents. SSCF should be informed about such changes in good time.

#### **ARTICLE 3: VENUES, BOOKING, SCORE-BOARD**

SSCF does not book the venues for the league matches or the final. The responsibility for booking the ground lies with the team having it as its home venue.

Teams not having their own home grounds should request the appropriate team for playing their match at their ground. The booking needs to be done well in advance.

The Teams involved should make sure that there is a Score-Board available for the match.

#### **ARTICLE 4: THE PLAYERS - REGISTRATION, AFFILIATION AND AGE**

Article 4.1: All the players should be registered with SSCF **at least a day (24 hours)** before taking part in the league. The clubs shall download a word document from SSCF's home page (or get it from the secretary) and fill in personal details (for each player) such as name, age and registration date. It is optional to provide other information like citizenship and level of cricket played previously. The clubs shall mail this document to the secretary of SSCF.

Article 4.2 : A player who has already represented a club in the league **cannot change his affiliation** to another club during the same year.

Article 4.3 : The youngest player in a team should be 14 years old or at least completing 14 years of age during the same year.

#### **ARTICLE 5: DRESS CODE, PROTECTION**

Article 5.1 All the players should preferably be dressed in white/cream shirt, white/cream trousers and white/cream pullover. Teams using colored outfits should make sure that all the team members are dressed in the same colored outfit. It is the duty of the umpire to enforce the rule.

Article 5.2 The players are strongly recommended to use protective gear like gloves, pads, helmets, abdomen guard, elbow guard etc.

Article 5.3 A First Aid Kit provided by the Home team shall be kept ready during every match.

Article 5.4 As of now, SSCF is not arranging the insurance cover for the players. The member clubs should take care of this aspect themselves.

## **ARTICLE 6: MATCH TIMINGS**

SSCF recommends that the matches shall start at 1100 hrs. However, if the teams agree, the matches can be started earlier with the concurrence of the neutral umpire.

In the event of bad weather and wet conditions, the neutral umpire can decide to start the match after a suitable delay.

Each innings of 20 overs should be completed within 80 minutes (max); 10-minute break between the innings and a drinks-break of 5 minutes after 10 overs.

## **ARTICLE 7: LIST OF PLAYERS and THE TOSS**

The captains of the respective teams should hand over the list of players in their playing eleven to the neutral umpire at the toss. Only players registered with SSCF at least a day in advance can play.

The toss shall take place 15 minutes before the starting time under the supervision of the neutral umpire.

## **ARTICLE 8: BALLS AND OVERS**

SSCF shall buy and provide good quality cricket balls for use in the league matches, including the final. Only these SSCF approved balls should be used.

The League matches will be based on one innings of 20 overs for each team (6 legal deliveries per over).

The match shall be deemed to have been played and the result declared, if both the teams have played at least 50% of the overs (i.e. 10 overs).

## **ARTICLE 9: MAXIMUM OVERS PER BOWLER**

A bowler can bowl a maximum of 20% of the total number of overs per innings agreed to at the start of the match. If it is a fraction, it shall be rounded off to the nearest integer.

## **ARTICLE 10: MATCH RESULT AND POINTS AWARDED**

**League Matches** Win: 2 ; Loss: 0.  
Tie: Winner will be decided on the basis of a Super Over (repeated if necessary).

Abandoned: Replay recommended, if not possible 0.5 point to each team.

**Walkover:** 2 points for the team receiving the walkover.  
*250 kr penalty for the team giving the walkover.*

**Points Table:** While preparing the points table, the net run rate shall be taken into account in case two or more teams end up with the same number of points at the end of the round robin league. matches.

**Semi-finals** The top four teams in the points table shall play the semi-finals (No. 1 vs No. 4 and No. 2 vs No. 3).

## **Final**

The winning teams from the semi-finals shall play the final.  
A minimum of 10 overs should have been played by both sides before being considered as a match and a result declared.

In the event of the match being rained out or cancelled, the team having the higher net run rate in the whole tournament, including the semi-finals, shall be declared the winner.

In the event of a tie, the winner will be decided on the basis of a super over, repeated if necessary.

No player who has not taken part in the league matches can play in the final.

## **ARTICLE 11: THE NEUTRAL UMPIRE AND HIS DUTIES**

SSCF shall appoint a neutral umpire for every match and he should stand at the non-striker's end throughout the match. The leg-umpire shall be provided by the batting side. In the case of any dispute relating to any decision of the leg-umpire, the decision of the neutral umpire shall be considered final and binding.

In the absence of a neutral umpire appointed by SSCF, the captains should agree on a suitable replacement, preferably from a neutral team. The umpiring panel shall be listed on the SSCF home page. In case of doubt, contact the Secretary of SSCF.

The neutral umpire should perform the following functions.

- judge the fitness of the grounds, weather and light for play.
- collect the list of players from both the captains before the toss
- supervise the toss
- get the match result signed by both the captains
- send the match result soon after the game via SMS to the secretary, SSCF
- send the official match-report in the form of an excel-document within 3 days. The blank, formatted excel-document can be downloaded from SSCF's home page or from the secretary.
- Keep track of the over rate, decide about the reduction in overs and the new target score in a rain-curtailed match etc.

SSCF will reimburse the neutral umpire with a total sum of 400 SEK for Two 20-20 matches scheduled during a day and 250 kr for a single match.

As there is a cost factor involved, in the event of a water-logged ground due to heavy rains on the morning of the match or any other factor which makes the ground unfit for play and this is known much before the start of play, the rival captains can come to an understanding about not playing the match on that day and inform the neutral umpire about the same at least 90 minutes before the start of the match. If this is not done, the umpiring cost will be shared by the two teams.

## **ARTICLE 12: BAD WEATHER DURING THE MATCH**

The match can produce a result if a minimum of 10 overs a side can be played during the whole day.

The umpire will notify the stoppage time to both captains when players leave the ground.

No reduction in overs is made for the first 30 minutes of stoppage time. An extra half an hour of playing time is added to the scheduled time.

During the first innings play, for delays beyond the first 30 minutes, a reduction of one over every 4 minutes is carried out. The same rule applies for second and any subsequent delay.

The target is reduced by the overall average of the first team's score. See examples below:

- i. Team 1 scored 140 runs/7 wickets in 20 overs → Average =  $140/20 = 7$  runs per over. Suppose a reduction of 5 overs is made. Team 2 plays now 15 overs and has to score 105 runs for a tie and 106 to win.
- ii. Team 1 scored 100 runs all out in 16 overs → Average =  $100/20 = 5$  runs per over. Suppose a reduction of 5 overs is made. Team 2 plays now 15 overs and has to score 75 runs for a tie and 76 for win.

If the team batting second is not able to play a minimum of 10 overs (in the allocated time plus half an hour) then the match should result in a draw. However with the consent of the neutral umpire and both the captains, a maximum of 1 hour of extra time can be given to get a result in the match. The neutral umpire has the authority to decide in the case of any conflict.

### **ARTICLE 13: REDUCTION OF OVERS DUE TO DELAYS APART FROM BAD WEATHER**

#### **Late Arrival:**

Penalties will be levied if a team arrives late and the proceedings cannot be started at the specified time. For delays over 30 minutes, the team responsible will be penalized 1 over for every 4 minutes delay.

The team forfeits the match if the delay is over 60 minutes.

#### **Slow Over rates:**

If the team bowling first does not complete its 20 overs within 80 minutes, its batting overs are reduced at the rate of 1 over/4 minutes. The team's target is modified by excluding the overs with the minimum runs scored from the team that batted first.

If the team bowling second does not complete its 40 overs within 80 minutes and if the delay exceeds 30 minutes, 1 point is deducted from that team's points unless the neutral umpire deems that the fielding side had extenuating circumstances.

### **ARTICLE 14: BOUNCERS AND BEAMERS**

One bouncer is allowed per over. Once a bouncer has been bowled, the umpire shall inform the bowler that he should not bowl any more in that over. If the bowler persists with a second bouncer, he shall be warned. The umpire shall stop the bowler from bowling further in the match if he bowls 3 bouncers in an over.

A beamer is either

- i. a slow paced delivery which passes over shoulder high when the batsman is standing tall at the popping crease, or
- ii. a delivery which is not slow and passes over waist high when the batsman is standing tall at the popping crease.

The neutral umpire standing at the non-striker's end is the sole judge to decide the pace of the delivery, independent of the normal pace of the bowler.

The following rules apply for beamers:

- A beamer is immediately declared "No Ball" by the Neutral Umpire.
- The umpire notifies the decision to the bowler and scorer and warns the bowler.
- If a bowler bowls another beamer in the over, he cannot continue to bowl further in that match.

## **ARTICLE 15: CODE OF CONDUCT**

SSCF is committed to encourage individual players and clubs to play competitive cricket with dignity and in the spirit of the game and spread the same in South Sweden and beyond. So, it is of paramount importance for the member clubs to take note of and deal with disciplinary matters immediately, without any delay.

The SSCF Code of Conduct is summarized as follows:

- All the players in general and the captains in particular, are responsible for ensuring that the match is played within the spirit of the game as well as within the Laws, By-Laws and Special Rules.
- The umpire's decision is final and the Players and Team Officials must accept it at all times. Players must not show dissent at the Umpire's decision. It can lead to being reported as an offence by the neutral umpire.
- Players and Team Officials shall not intimidate, bully, assault or attempt to intimidate or assault an Umpire, another Player or a Spectator.
- Players and Team Officials shall not use crude or abusive language (known as "Sledging") nor make offensive gestures towards any player participating in the match.
- It shall be a disciplinary offence for any player or team, in the course of or in connection with a match or any other circumstances, to act in a manner likely to prejudice the good name of the SSCF, and the individual and/or club committing the offence shall be liable to a penalty.

## **ARTICLE 16: DISCIPLINARY MATTERS AND PENALTIES**

All the matters related to offences committed by individuals are reported to the SSCF Board through neutral umpire's match report. The SSCF Board will create a Disciplinary Committee consisting of 3 members that are not affiliated to the clubs involved in the incident. The Disciplinary Committee will study the case and award punishment to the concerned players/clubs.

### **16.1 Level 1 offence**

An individual player or Club official engaging in Verbal Abuse or making offensive gesture towards another SSCF player or generally acting in a manner unbecoming of an SSCF member.

## **Penalties**

- 16.1.1 If committed by a single player once in a match shall lead to a warning given to the player by the Neutral Umpire directly.
- 16.1.2 Any subsequent offence of same kind by the same player within the same match shall be punishable through minor suspension\*, and/or fine.
- 16.1.3 A level 1 offence committed twice or more by the same player or two or more players in the same match shall lead to a one point deduction in that team's points.

### **16.2 Level 2 offence**

An individual player or Club official engaging in Verbal Abuse or making an offensive gesture towards an umpire.

#### **Penalties:**

- 16.2.1 If committed by a player once in a match will be punishable through minor suspension\*, and/or fine. It shall also result in one point deduction in team's points.
- 16.2.2 A level 2 offence committed more than once by any player in a match shall lead to major suspension\*\* and/or fine to that player.
- 16.2.3 A level 2 offence committed twice or more by a team in the same match shall lead to two points deduction in that team's points.

### **16.3 Level 3 offence**

An individual player or Club official engaging in Physical assault against another SSCF player.

#### **Penalties:**

- 16.3.1 A level 3 offence committed by a player shall lead to a major suspension\*\* and/or fine. It shall also result in two point deduction in team's points.
- 16.3.2 A level 3 offence committed more than once during the same league shall lead to suspension of that player for remainder of the season. It shall also lead to three point deduction in that team's points.

### **16.4 Level 4 offence**

An individual player or Club official engaging in physical assault against an umpire.

#### **Penalties:**

- 16.4.1 A level 4 offence shall result in a major suspension\*\* and/or fine for the player and a warning for the club. A deduction of 4 point in team's points is also made.
- 16.4.2 A level 4 offence committed more than once during the same league shall lead to suspension of that club from the league and a possible expulsion from SSCF.

\* Minor Suspension = Suspension for 1 match.

\*\* Major Suspension = Suspension for 2 or more matches depending upon the offence.

In any other type of offence not mentioned here, the SSCF Board will make a decision in accordance with the nature of offence.

Before any penalty is imposed there shall be a Disciplinary Committee Meeting. The Disciplinary Committee shall be formed by the SSCF Chairman and shall consist of at least three members not affiliated with the teams/clubs involved in the incident. Depending on the offence, the Disciplinary Committee may call for a hearing with all the concerned parties present. For the hearing, at least seven days notice shall be given in writing, along with details of the alleged offence to the player and/or club; in either case, through the team's official contact. The player and / or the team shall be entitled to attend the hearing and call witnesses.

### **16.5 Points Deduction**

- 16.5.1 A level 1 offence committed twice by a team in the same match shall lead to 1 point deduction.
- 16.5.2. A level 2 offence committed once shall lead to 1 point deduction.

- 16.5.3. A level 2 offence committed twice shall lead to 2 point deduction.
- 16.5.4 A level 3 offence committed once shall lead to 2 point deduction.
- 16.5.5 A level 3 offence committed twice shall lead to 3point deduction.
- 16.5.6 A level 4 offence committed once shall lead to 4 point deduction.
- 16.5.7 A level 4 offence committed twice shall lead to a disqualification of that team from the league.

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