

# 2015 Winter League Rules

The MCC Laws of Cricket will apply unless stated otherwise below.

## **Behaviour**

All players will observe the laws and spirit of the game at all times on the field and off during the course of play.

Any breach of the spirit of the game may result in disciplinary procedures.

An umpire may at any stage during the game impose a 5-run penalty for behaviour he considers outside the spirit of the game.

Serious breaches of discipline may be forwarded to the CMKS for consideration.

## **Play**

Overs will last six balls.

An innings will consist of 15 overs.

Any one bowler may bowl a maximum of 3 overs.

Batsmen will play in pairs.

Batsmen will change ends at the end of each over.

Each pair will face 5 overs.

Each lost wicket will score -5 runs.

When a wicket is taken from the last ball of the over the batsman who has lost his wicket will go to the non-striker's end.

The ball is always live during the over. Batsmen may attempt a run at any stage including during the bowler's return to his mark.

The ball will be considered dead when called so by the umpire and when the umpire calls "over". The umpire will call "play" to indicate that the ball is again live.

## **Scoring**

(Walls are as viewed by the batsman at the striker's end).

Points will be scored according to the first wall hit by the struck ball. Any further ricochet, including from wall to ceiling, will not count further to the score.

Running the designated length of the pitch scores 1 run.

A struck ball hitting any wall in the batter's half of the hall scores 1.

A struck ball hitting a side wall in the far half scores 2 runs.

A struck ball hitting the far wall scores 4 runs if it doesn't bounce and 6 if it does. No catches can be claimed directly off the back wall.

All runs scored off a wall are in addition to runs run.

A misfielded ball which touches a wall will score the same as a normal struck ball.

No overthrows will be scored off the wall.

A bowled ball which deflects from the batsman's body to touch side or rear wall will be a leg bye scoring 1.

Leg byes will score in addition to points run and penalties for a bad delivery.

When a wicket is taken the only score will be the penalty for losing the wicket. No other score for that ball will apply.

## **Dismissals**

Laws 27 – 30 and 32 – 39 apply.

Additionally:

If the wicket has been disturbed then the umpire will consider the wicket to be struck when a fielder

can hold the ball to the stumps. A fielder may not handle the stumps without the ball.

A struck ball directly hitting the ceiling or upper wall is out.

A struck ball caught by a fielder having bounced off a wall but without touching the floor is out.

A ricochet from wall to ceiling which is caught before touching the floor is out.

In the event of a dead ball, runs will be awarded according to which wall was struck. If the batsmen have set off for a run before the ball is called dead they may complete that run (scoring 1) but may not run any further. The umpire/square leg umpire will decide if the run was started.

## Judging a Wide

A wide ball will be adjudged in accordance with law 25.1

(a) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in (b) below, in his opinion the ball passes wide of the striker where he is and which also would have passed wide of him standing in a normal guard position.

(b) The ball will be considered as passing wide of the striker unless it is sufficiently within his reach for him to be able to hit it with his bat by means of a normal cricket stroke.

Penalty: In overs 1 – 14 a penalty of 2 runs will be awarded to the batting side. The ball will count as one of the over. In the final over a penalty of 2 runs will be awarded to the batting side and the ball will not count as one of the over.

## Judging a No Ball

No Ball: Law 24 will apply. Regarding law 42.6 Dangerous and Unfair bowling the following will apply.

Any short pitched ball which would pass above the head of the batsman in his normal guard position shall be called a no ball.

Any full pitched ball which would pass above the waist of the batsman in his normal guard position shall be called a no ball (regardless of the pace of the bowler).

[Note to umpires: If a batsman comes forward to such a ball he will considerably change the perspective and hence the appearance of the height of the ball. The umpire should satisfy himself that the ball would exceed the limits in the batsman's normal guard position before calling no ball.]

A ball which pitches before the tape placed for the purpose will be deemed a no ball.

In overs 1 - 14 penalty of 2 runs will be awarded to the batting team. The ball will count as one of the over.

The penalty for a no ball bowled in the final over shall be 2 runs and the ball will be re-bowled.

## Umpiring

Umpires must be acquainted with these rules and will conduct themselves in a professional manner. The striker's end umpire will position himself against the wall with the striker's popping crease on the leg side. The non-striker's end umpire is responsible for adjudicating all scores and run outs at the non-striker's end. He may consult his colleague at any stage before making his decision.

Captains are responsible for ensuring that all players address the umpires in an appropriately polite fashion.

## Captains' Responsibilities

Captains are responsible that members of their team are present to fulfil umpiring duties as required by the schedule.

In the event that no umpires are provided by the scheduled team members of another team may volunteer to fill in. Volunteers must then umpire the complete match.

In the event that no volunteers are found the batting team will provide umpires.

The team captains (or their representatives) must be ready to perform the toss at the stipulated time, five minutes before the scheduled start of the match. If neither of them is there his team will be deducted two points.

Teams must have 5 players on the pitch ready to play (not just in the hall) at the stipulated starting time.

Otherwise, the match will not start and the team in question will be deducted one over every two minutes until the (minimum) 5th player arrives. If no 5th player has arrived within 10 minutes (after 5 overs have been deducted), the match will be forfeited.

If an innings is reduced to, say, 12 overs due to the above, each pair will bat for a proportionate number of overs (in this case 4), but the bowling side, which is the “innocent” party, will suffer no restrictions as to the number of overs its bowlers can bowl (up to a maximum of 3).

In the event of both teams only presenting 5 players a toss will be held in the normal manner. Rules for late arrivals will continue to apply to both teams.

## Late arrivals

A late arrival is a player who is not physically in the building at the time of the toss.

A late arrival will bat in the last pair.

A late arrival may replace a substitute on the field only at the end of an over and upon the agreement of the umpires.

After the toss both captains should give the scorer their batting order and bowlers’ names.

## Registration and Substitution

A team may register any new player to their squad during the tournament as long as that player is not previously registered for another team. Registration must be made to the league administrator by e-mail. Captains must be in receipt of confirmation of registration of the player from the league administrator before they may play.

Any instance of a team playing with an unregistered or ineligible player will be referred to League Admin for consideration. The team may be disqualified from the match.

No transfers are allowed during the season.

## Teams playing with 5 players

The captain of the opposing side may choose which of the first four batsmen will partner the final batsman.

In the event of a team only fielding 5 players, a 15-run penalty will be applied to the team in question.

Substitutes may be used in the field. Substitutes may not bat, bowl or keep wicket. Any individual may act as a substitute. The opposition captain does not have any right to veto any substitute nominated.

No replacement players are permitted.

## Points

Winners of league matches shall be awarded 4 pts, with the losers receiving no points. If scores are tied at the end of a match, each team shall be awarded 2 pts.

The final league positions will be based on the following criteria:

- 1/ Points scored
- 2/ Penalty points deducted
- 3/ Results of games between teams
- 4/ Aggregate runs (runs scored - runs conceded)
- 5/ Aggregate wickets (wickets taken - wickets lost)
- 6/ Total runs scored
- 7/ Total wickets taken
- 8/ Toss of a coin