



2016 Winter League Rules

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

Changes from last year – changes from the rules issued on January 7th are highlighted in GREEN

- Batting will not be done in 3x 5-over pairs any more.
- When a batsman is out, he will leave the pitch and be replaced by the next batsman.
 - Wickets still count as **-5 points**.
 - If a team is playing with 5 players only, then every 4th wicket counts as -10 points (the missing “sixth batsman” is regarded as “Absent (Out)” whenever he is called).
- To avoid an innings becoming a one-man show, a batsman has to **retire** immediately after he reaches **30 individual runs** (**not** including extras bowled at him). He will be replaced by the next batsman.
- After every batsman has been used, the next batsman in will be **the first person who was out** (retirement or wicket), and players should continue to return in the order that they left (Note: this is not necessarily the same as the original batting order!).
- The batting team should ensure that the next batsman is always ready to go in to avoid delaying the game.

- Runs **cannot** be attempted while the bowler is walking back to his position (the ball is **not “always live”**).
 - **The ball is dead when the Main Umpire begins his announcement of the runs scored. It becomes “live” again when it is delivered by the bowler. Running out the non-striker is not possible (see note in Scoring section for more details).**
 - Any runs attempted and wickets “lost” after the umpire begins his announcement will be cancelled, and play should resume with the next ball of the over.
 - Teams are asked not to waste time excessively between balls (no elaborate field placements or long tactical discussions, etc).

- A ball that is **not hit** by the batsman, misses the wicketkeeper and hits the back wall will be **a bye scoring 1**. Byes will score **in addition** to points run and penalties for a bad delivery.

Match Officials (umpires, scorers)

Each team will provide **two** match officials **every week**.

There is a **300kc team fine and 2-point team penalty** for failure to provide two match officials.

These officials **MUST** be players with a good knowledge of the rules.

Please ensure all your officials are notified well in advance so that they can revise the rules, which we ask you to please send round to all your playing squad.

Please make an effort to ensure you umpire and score your allotted games to the same standard that you would expect from others.

Officials should not eat, drink or use mobile phones.

See separate page for “Match Officials Responsibilities”.

Fines for Forfeits

It is your duty to ensure you put out a team each match day, as otherwise your opposition will be deprived of their match.



Czech Cricket Winter League 2016

If you have to forfeit a match and notify League Admin before **Friday** at 5 pm, your team will be fined **600 kc**. This fine covers the hall hire for the opposing team, who should not have to pay if their game is cancelled. The opponent will receive either a refund of 600kc or a friendly match, depending on their preference.

If you have to forfeit a match and notify League Admin after **Friday** at 5 pm (including on the match day) your team will be fined **900 kc**, due to the late notice.

Notifications

The **winning captain** needs to inform League Admin of the result ASAP after the game. Send a simple message by SMS or WhatsApp to **773 225 707**, or email it to leagueadmin@czechcricket.cz, or write to me on Facebook... Whatever you're into :)

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 subsequent disciplinary procedures with the CMKS.

In serious circumstances during the game, an umpire may at any stage impose a 5-run penalty for any unacceptable behaviour.

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 change ends at the end of each over.

Each lost wicket will score **-5 runs**.

When a wicket is taken from the last ball of the over, the incoming batsman will always go to the non-striker's end for the first ball of the next over.

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.

- The halfway line of the sports hall court markings is the dividing line. The left-side wall (where spectators gather) should be regarded as "unbroken" - please judge shots on this side according to where they would have hit the wall (if there wasn't any gaps for spectators).

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 far 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.

- *Note: Leg-byes can be scored off the back or side wall, but the umpire should be satisfied that the batsman was playing a shot or taking evasive action, and should ensure that the batsman did not deliberately "kick" the ball. If the umpire is not satisfied, he should be clear that no leg-bye was awarded when declaring the score.*

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



A ball that is not hit by the batsman but misses the wicketkeeper and hits the back wall will be a bye scoring 1. 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 is out.

A struck ball caught by a fielder having bounced off **the side walls or the back wall (behind the wicketkeeper)** 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.

Additional note: regarding no-balls called for the bowler's foot position. No-balls should only be called if no part of the bowler's front foot is on or behind the line (marked by tape). The tape appears to have left a mark, so if tape is not placed on the floor at the start of play, the accepted no-ball line should still be visible. If the Main Umpire is concerned that he cannot judge this adequately, he should stop play and work out an acceptable solution.

Other playing conditions

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, League Admin will review the circumstances and reserves the right to deduct two points from both teams.

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 of batting 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 you're running unavoidably late, please contact Dan on 773 225 707 or other players as appropriate to see if an acceptable solution can be found.

If an innings is reduced to, say, 12 overs due to the above, 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 **hall** at the time of the toss.

A late arrival will bat at the end of the innings (the 6th batsman).

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

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 leagueadmin@czechcricket.cz . 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

- 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

Opening responsibilities

- Get stumps from Olsanska bunka
- Make sure a line of tape is applied to the floor for the crease at the bowler's end (to judge no-balls) and at the edge of the circle (to judge short-pitched no-balls)

Closing responsibilities

- Call or send an SMS to +420 725 862 660 Magda Klečarová (Czech-speaking only!!) when you are finished, to let her know that she can close up. You don't need to wait for her.
- Return stumps to Olsanska bunka – please don't put them in a locker (so others can easily access them next week), but please store them appropriately so that they don't cause problems for the tennis people.



Match official responsibilities

There will be four match officials, two from each club that played the match before or that will play in the match after.

The officials are: Main Umpire, Square Leg Umpire, Scorer, Match Referee

Main Umpire

- Meet the two captains 5 minutes before the scheduled start time and toss to decide who will bat first
- Start the game on time, and ensure that time is not wasted during the match. Short breaks are fine.
- Judge whether the ball has hit the side wall in the batsman's half of the hall (1 run) or in the bowler's half of the hall (2 runs). Check with Match Referee if unsure. The dividing line is the halfway line of the markings on the floor of the hall.
- Shout the score after each ball to confirm with the scorer. If there is a query, then please take the time to resolve it immediately.
- The ball is dead when you begin your score announcement. Please be sure that the action is over!
- The ball becomes live again when the bowler delivers the ball. It is not possible for the bowler to run out the non-striker. A bowler can stop and warn the non-striker if the non-striker is setting off early, and the umpire should also warn any batsman if he notices it happening regularly. The umpire can call back any run if he feels that the batsmen have exploited the rules unfairly.
- Check regularly that all other officials are ready for action.
- If you feel that there are too many people around the Scorer and he is having trouble understanding you, please take the time to stop the game and ask the people around the Scorer to give him some room. Some Scorers are comfortable with it, others aren't, so it's not always necessary to clear this area.

Square Leg Umpire

- Check for any stumpings and run-outs
- Check for waist-high no-balls – remember, these are judged as where the ball would pass if the batsman is in his normal stance on the crease.

Scorer

- Please stand with the Match Referee around the halfway line of the hall.
- Wait for the Main Umpire's score confirmation for each ball.
- Please declare the Team Total after 5 overs, 10 overs and before the final over.
- Inform the Main Umpire if you need to delay the game for a moment or if you need to clarify anything.
- Inform the Match Referee if there is anything you need, including double-checking any numbers and asking for people to move away from the scoring area so that you can concentrate.
- Keep an eye on batsmen's cumulative totals so that they retire when they reach 30.
- Make sure no bowler uses more than 3 overs.
- Note down any batsman that leaves the field (out or retired) in the column on the right. Cross them off when they return. The order is important.
- Keep track of the cumulative team total. Going over-by-over against the bowling figures should ensure that any miscalculation is noticed quickly.
- Do not worry about getting everything to match up against the batting total. Please use the bowling figures / cumulative team total as the default figure if the two figures are different. It's anticipated that Winter League is fast-paced and some batting figures (extras, wickets) may be missed, so the bowling figures will probably be more accurate.

Match Referee

- Call the short-pitched no-balls
- Help the Main Umpire to judge whether the ball has hit the side wall in the batsman's half of the hall (1 run) or in the bowler's half of the hall (2 runs). The dividing line is the halfway line of the markings on the floor of the hall.
- Otherwise watch the game to ensure that all is running smoothly, and to assist the Main Umpire if there is any confusion that needs to be clarified.
- When possible, double-check the scorer's figures to ensure that the previous over adds up, ensure that you're aware that a batsman is approaching 30, and check that the last outgoing batsman has been written in the column on the right of the scorecard.