
Ford Cricket League

FCL

2006

By-Laws & Tournament Rules

VERSION 3.1

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~ Compiled by the FCL Logistics Committee 2006 ~

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1 By-Laws

Start and End of Season

The summer league season will officially commence from the Friday July 14th, 2006 and run to completion by the 3rd Friday of September- September 22nd, 2006. Please refer to season schedule for exact match dates and venues.

Team Registration

- The registration fee for the season will be \$100.00 per team. A check for this amount should be made out to Ford Cricket League and mailed to the League Treasurer's address. After May 18th, 2006 the registration fee can not be refunded. Any late registration will be entertained by FCL if the league format allows for accommodation. A late registration fee of \$100.00 will be applicable.
- Other criteria that a registered team must meet are:
 - At least 12 players per team officially register with FCL before July 12th, 2006 using the online facility.
 - At least 1 member of the registered team must participate in FCL operations.

Team Rosters

Starting in 2006 season, the team roster will automatically get updated every time a player registers for a specific team for the season using the online facility provided by FCL. Every time a submission is made, an email message is sent to FCL organization body for database logging and the Captain of the respective team. Since a player must represent only one team, multiple submissions may lead to disqualification of a player from the league. A captain must report any unusual submission activity to sviswan3@ford.com within 24 hours of the first email notification. By default, all submission requests will be considered VALID unless a team captain notifies sviswan3@ford.com within 24 hours of receiving such email notice.

The final deadline for the individual player registration and subsequent team roster modification is 4:00pm on August 31st, 2006.

- a) All players joining a club at any course of the season (**Before 08/31/06**) MUST register with the FCL latest by 4:00pm before any of the official game, in order to meet eligibility for the game.
- b) Only FCL registered players would be allowed to represent the team on any game day.
- c) If a player is unable to access the online registration application, a manual registration process must be followed before the 4:00pm deadline as mentioned above. The time of manual registration will be determined by the date stamp of Outlook message received by FCL governing body.
- d) Once a player is registered with FCL under a team, he will not be allowed to play for any other team during the season. This restriction still applies even if the player only registers for a team, but has not participated in any game.
- e) No team will be allowed to have a roster of more than 18 eligible players at any stage of the season. It is Captain's or team manager's responsibility to ensure that the total registered player count for the team does not exceed 18. Any registration request after 18 will be INVALID by default. Please refer to the section 1.4 (violation of team composition rules) to know more about penalties in this regard.
- f) A player's eligibility to participate under his registered team for any official game during 2006 season will be determined by following factors:
 - Player is registered with FCL at least by 4:00pm before the start of the game.
 - Has not registered or played under any other team for 2006 season
 - Player has a valid CDSID on the day of the game. As it is not feasible to individually verify each situation, verification of FCL eligibility by the disciplinary committee will be strictly based on Ford CDS records.

- Player must carry a valid Ford badge with picture. In case badge does not have any image, valid state id or driver's license must be carried to verify the identity listed on the badge.
- g) In addition, a player will be eligible to represent his team for semi-finals and finals only if he has represented his side at least once during the Group stage games.
 - h) The Governing body and Logistics Committee may grant certain teams exemption to add more players beyond the maximum limit of 18 players under special circumstances. For example, termination of work assignment of player(s) due to which eligibility criteria can not be met (Valid CDSID & Valid Ford Badge). In such cases, a written request along with the proof needs to be submitted to the league by the team at the time of the event in order to validate their case. Under no conditions a players in violation to the eligibility rules will be allowed to play in FCL.
 - i) For Guest Team (VISTEON/ACH), since online facility for player registration is NOT available, each player representing the guest team must submit a signed paper copy of the PR-2006 form 48 hours prior to the start of the scheduled game. Failure to do so will be considered a violation of the team composition rule.
 - j) Guest team (VISTEON/ACH) can include only those players on their rosters who are officially affiliated (full-part/time employee or agency) with the company. Any player, who does not meet these criteria, cannot participate in FCL and it is Guest team's responsibility to ensure that this condition is met at all times. Failure to do so will be considered as severe violation of the team composition rule as indicated in section 1.4.

Violations to Team Composition Rules

1.4.1 Multiple Registrations

Players registered for a club shall, under no circumstances, play for any other club for the entirety of 2006 season. If such an incident is reported, the opposition team will be awarded the game and corresponding points, irrespective of the actual result of the game. The team in violation can not "profit" from a game which it did not play by following FCL rules. If the club is reported for such an incident again, they will be disqualified from the League and shall not be allowed to take any further part in the remainder of the season.

1.4.2 Unregistered Players

A captain may suspect that a player from the opposing team is playing without being registered. He may request the umpire to check such a player's picture ID. If the umpire finds that in fact the player is not registered with the league, then the following actions shall be taken:

- a) If discovered before the start of the match, such a player shall not be allowed to play under any circumstances. If that player's captain insists on playing him, the umpire will call the game off and award the game and corresponding points to the opposing team.
- b) If such an incident takes place and is discovered during a match in progress, the umpire will have no choice but to stop play, call the game off, and award the game and corresponding points to the opposing team.
- c) If discovered after the game has been completed, the opposing team may file a written complaint to the league. If such a case is found to be true, the offending team will lose the game, and corresponding points will be awarded to the opposing team.

NOTE: A player who is not registered by 4:00pm deadline before game can not participate in the match on same day. Such player will be considered "Unregistered" in case registration time rules are not followed.

1.4.3 Substitute Fielders

In case a playing member of the team becomes "unfit to play" during the progress of the game, the fielding side can use substitute fielders to replace the "injured" player. A team should consider only the registered players in its roster to be available as substitute fielders, and must disclose their names before the start of the game in Team Declaration sheet.

Umpires and opposition captain reserve the right to disallow substitute fielders for the late arriving playing members of the fielding side.

Under the situation where a team did not disclose a registered player for substitution in the team declaration sheet, the player in question can only field with the consent of opposition Captain and Umpire. Once such consent is given, it would be applicable for the remaining part of the game although the substitute fielder can not bat, bowl or keep the wickets at any stage of the game. In case a team is found to violate the rules concerning substitute fielders will have to forfeit the game and points will be awarded to opposition side.

Rules & Regulations

FCL Logistics committee members are responsible to formulate all rules concerning specific circumstances and/or issues, which must be approved by the FCL governing body. Most of these regulations are covered by this document. FCL reserves the right to add, modify or delete any rule or guideline during the season if deemed necessary to maintain the integrity of the league. Any changes made to the rules and regulations for 2006 season at any stage of the tournament, will be communicated to all participating clubs.

Approved Equipment

- a) All clubs will be required to use cricket equipment deemed legal as per the ICC regulations. In addition, all participating clubs will be required to use only WILSON A1217 Level I, T-Ball.
- b) FCL will provide teams with approved T-Balls, which must be used during official games.
- c) **Any club found not using the standardized balls or not in possession of a NEW ball at the start of their bowling inning MUST forfeit that game.**
- d) All teams must provide at least 3 stumps before the game is started.

Game Scheduling

FCL will present a detailed schedule for 2006 season by July 12th 2006. Participating clubs will be sent a copy of the season's schedule by this date. Requests for rescheduling of games will not be entertained by FCL. The only exception to this rule will be made when FCL deems it necessary to reschedule a game, as in "acts of God". During 2006 season there are no planned alternate play days or "Rain Day" except for Wild-Card game, Semi-Finals and Finals. In case play is not possible due to weather or unsuitable ground conditions, the points will be shared among both teams and match will be classified as NO RESULT.

Game Venues

All games will take place at pre-approved venues as listed in 2006 schedule. Teams are not allowed to change the venue for any game without written approval from FCL. Due to logistics & insurance constraints FCL will entertain any request to change the venue ONLY under special circumstances. The detailed venue guide will be published at FCL web site by July 14th, 2006. The following parks will be used at different stages, during 2006 season:

Group Stage:

- G1: Nolar Bend B
- G2: Nolar Bend A
- G3: Hawthorne Ridge
- G4: Levan Knoll

C5-8: Canton Softball Center 5,6,7,8

H1 & 3: Canton Heritage Park 1,3

- CF: Canfield Center, Dearborn heights
- TP: Thorn Park in BrownsTown

IMPORTANT NOTE: In an effort to provide quality grounds for all games during 2006 season, the Grounds committee and Logistics have compiled the schedule combining Hines Drive parks and Canton city grounds. 2006 schedule has been designed to accommodate maximum number of games per team in Canton area grounds especially after mid-August to offset effect of reduced daylight. **In case of any ground assignment dispute, FCL Logistics' decision will be final.**

Semi Finals & Finals (Day/Night):

First Semi-Final @ Canton Softball Center # 5
 Second Semi-Final @ Canton Softball Center # 6

Final Game of FCL 2006 – Canfield Center

Important notes regarding Venues:

- Both teams must carry the copies of park permits with them for all scheduled games, as indicated by Wayne County Parks and City of Canton regulations.
- In case on a scheduled game day a park is occupied by anybody other than FCL team, Umpires or team captains must show them the permit and request them to leave the playing field. It is advised that both teams must arrive on or before scheduled time of 5:30pm to avoid any delays due to unexpected situations.
- During group stage games, all games scheduled for Levan Knoll will have a 10 minute shift in the time line for allowing extra drive time to get to the ground
- The ground codes have been assigned in series by marking the grounds on Hines drive from East to West direction.
- All Games scheduled in Canton & Brownstown Thorn Parl will have a 20 minute shift in the game day timeline for allowing extra drive time to get to these grounds (i.e. Toss time will be 6:00pm).

Tournament Format and Rules of Play

FCL Season

The FCL season will consist of Summer League Championship. The FCL Champions Trophy will be awarded at the end of the regular league season to the winner of FINAL game of 2006 season.

League Format

12 teams will be participating in 2006 season to win the FCL championship trophy. The following tournament format will be used:

Round-Robin Stage:

Each team will play every other team playing in 2006 season. Each team will play 11 games during this stage and will take over the umpiring assignment as indicated on FCL 2006 schedule. FCL 2006 schedule also highlights the idle days for all teams on July 21st and September 1st.

Semi Finals:

There will not be any WILD CARD games schedule for 2006 season. Top 4 teams after the end of Round-Robin stage will be qualified to play in semi finals. Team ranked 1st will play against rank 4th team. Rank #2 and #3 will compete in second semi final game. Both Semi final games will be played under flood lights to offset the effects of reduced day light in September.

Finals:

On September 15th, Winner of two semi final games will play the Final game of 2006 season. Winner of final game will be awarded the FCL championship trophy.

Game Format

All matches will consist of one inning per side. Each inning will be of 20 overs. A bowler will be allowed to bowl no more than 4 overs. In case number of overs gets reduced due to late start or rain, the maximum limit per bowler will still remain 4 overs per inning.

Each team will be required to bowl the allotted overs in no more than 1.5 hours. There will not be any scheduled drinks break during the inning.

Minimum overs requirement (See 2.6) must be satisfied for any game to be considered completed with result.

1.1 NORMAL Start Time and Duration (Applicable for Nolar Bend A-B, Hawthorne Ridge)

- a) Both clubs must arrive at the ground by 5:30 pm. Both teams are responsible for setting up the field and boundary markers.
- b) At 5:40 pm, the toss will be conducted. Immediately following the toss, the toss-winning captain MUST let the opposing captain and umpire know of his team's decision right then and there.
- c) At the time of the toss, if one of the teams is not 'ready to play', which means at least 7 players are not present and accounted for at the ground, then the toss will be awarded to the team that is 'ready to play'.
- d) After the toss is over, if a team is still not 'ready to play' at 5:50 pm., the team shall lose an over for every 5-minute delay. If a team is not 'ready to play' by 6:05pm, (three overs loss is maximum penalty) the match & points will be awarded to the opponent team, provided the other team is 'ready to play'. The official umpire will make the final decision
- e) **A team with "missing players" has a choice to start playing with an "incomplete" team until 6:05 pm to avoid the penalty. Since they have lost the toss by default – the opposite team can very well take advantage of situation by batting first**
- f) If both teams are not 'ready to play' at the scheduled time of 5:50pm, the overs will be reduced in order to make up for the time.
- g) **At 6:05 pm any team not having at least 7 players MUST forfeit the game**
- h) If both teams are not 'ready to play' by 6:05pm, then the match will be counted as a loss for both teams, and no points will be awarded.
- i) The umpire and both the captains should agree to the start time of the game the number of overs to be bowled per innings. The maximum overs per inning can not be modified once the game has already started
- j) **All times mentioned in this document are EST (Daylight) times.** All times are to be measured by any Mobile phone subscribed to CDMA Mobile Phone service. FCL recommended service for time check is SPRINT PCS. In case, team does not have access to SPRINT PCS service please call any of the members of Logistics committee.
- a) **All Games schedule for Levan Knoll will have a shift in timeline for 10 minutes, i.e. toss time is 5:50pm. All Games schedule for Canton, and Brownstown Thorn Park will have a shift in timeline for 20 minutes, i.e. toss time is 6:00pm.**

1.2 NORMAL Timeline (Applies to Nolar Bend A-B, and Hawthorne Ridge)

5:30pm	<ul style="list-style-type: none"> * Both teams and Umpires Arrive * Umpires determine the pitch area * Both Teams set up boundary Flags * Each team must bring at least 3 stumps * On rain affected days, both teams are expected to show up at the same time
5:40pm	<ul style="list-style-type: none"> * Both teams submit list of 11 playing and up to 3 substitute players * Toss is conducted @ 5:40pm. * The winning side must declare their decision to the umpire and opposition captain * Umpires may inspect badges of any playing player at any time * At least 7 players from both sides must be present * A team not having 7 players - automatically loses toss * If Umpires assigned for the game do not show up by 5:40pm. The responsible team faces penalty of 1 point * If ground is not Setup to play – Both teams gets penalized for 1 over while batting for delay of every 5 minute BLOCK. * On rain affected days – the teams must setup the grounds only after Umpires declare ground conditions fit for play
5:45pm	<ul style="list-style-type: none"> * Umpires make the final inspection and make PLAY CALL * First ball bowled (Grace Period of 5 minutes) * If assigned Umpires do not arrive by 5:45 pm the team responsible faces 2 points penalty
5:50pm	<ul style="list-style-type: none"> * Play should commence no later than 5:50pm * If ANY team does not have 7 players present - they will have to start the game or get penalized for 1 over while batting for delay of every 5 minute Block (e.g. 6 minutes = 2 overs. 10 minutes = 2 overs. 11 minutes = 3 overs)
6:00pm	<ul style="list-style-type: none"> * On Rain affected days, Grounds must be set up by this time * Decision on ground conditions for a fair play MUST be made by Umpires
6:05pm	<ul style="list-style-type: none"> * Any team not having at least 7 players or a team which does not show up MUST forfeit the game * If both teams do not show up or do not have at least 7 players - NO Points will be awarded. Game will be classified as NO RESULT.

6:15pm



- * Cut-off time for delayed start – Game will be classified as NO RESULT
- * Umpires can make the call for 17 overs max. per inning Game, If play is possible

IMPORTANT NOTES:

Only for the games scheduled at **Levan Knoll** the timeline should be moved by 10 minutes in order to adjust extra driving time.
 For example the toss time @ Levan Knoll is 5:50pm.
 All games scheduled for Canton, and Farmington Hills will have a shift in timeline for 20 minutes, i.e. toss time is 6:00pm

1.3 Completion of Overs & Slow Over Rate (based on NORMAL timeline)

- Under normal circumstances, timely start (5:45 -5:50pm) and without rain delays and interruptions, all Teams must bowl their allotted overs in the schedule time as follows:
 - Under normal circumstances, both bowling sides must finish their 20 overs inning in 90 minutes.
 - Team bowling first must finish the allotted overs no later than 7:20pm. The last over MUST be in progress at the mentioned time to avoid any penalty.
 - Umpires will make courtesy announcement at 6:35pm by which 10 overs must be completed. Bowling team captain is advised to consider the time remaining and the overs to be bowled to make necessary adjustments.
 - Team bowling first will loose one over for their batting turn for every 5 minute (BLOCK) delay. For example: 6 minutes of delay will cost team batting second, 2 overs.
 - There will be no scheduled drink breaks while the innings is in progress. Batsmen can ask for drink or a bat change only during the change of overs with permission from the Umpires.
 - The second inning must start by 7:25pm (Normal Game day timeline).
- Team bowling second failing to complete their allotted overs by 8:55pm will be penalized \$20.00 per lost over.
- At any stage of the inning, if the shortfall is more than 2 overs, the Umpire will warn the Captain of the offending team. If the same trend continues in other games for the same team, a disciplinary action will be taken against the respective team.
- Umpires have the final authority to stop or continue the play if an appeal is made for bad light by the batting side. Umpire can direct the game to continue beyond 8:55 pm to have a valid result of the game. Team bowling second may still be penalized for slow over rate if the deadline is not met by 8:55pm.
- Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before making a decision if a bowling side needs to be penalized for slow over rate.
- In case of time delays, when the ball is lost or a player is injured, it is the duty of the umpire to make note of the time. It is a good practice for both captains to also make a note and remind the umpire. Either way, the umpire's decision, as in all cases, will be final or no requests can be made to reconsider time delay issues.
- Umpire is the ultimate authority on the field and his decision would be final.

1.4 Team Declaration Sheets

- a) Only official FCL team declaration sheets will be used. They are available under Documents section of FCL website (www.fordcricket.org). As an alternative, team roster form can be downloaded and printed from the FCL website to clearly indicate the playing eleven and substitute players.
- b) Captains must submit the team declaration sheets or marked team roster forms duly signed to the umpire before the toss.
- c) No alterations to the team declaration sheet will be permitted after the toss with the exception of substitute fielder being used other than the declared, the umpire shall ask the captain to add the player's name to the team declaration sheet under his supervision.
- d) Team Captains are required to put complete names and CDSIDs of all players including the substitutes.
- e) The umpire shall collect the team declaration sheet and submit the same to the FCL Information Committee.

10.1 Ready to Play @ 5:40pm (5:50pm for Levan Knoll Games & 6:10pm for games scheduled in Canton & Brownstown)

- a) A team shall be considered 'ready to play' if they have seven (7) players present on the ground, and are accountable for the Umpire.
- b) In addition, the home team MUST have the stumps in place, all the necessary markings (creases, boundary, cones/flags), by 5:40 pm –before the toss.
- c) Both team captains must submit a duly signed TEAM DECLARATION sheet to the umpire for any scheduled game before the toss is made. No alterations will be allowed once the TEAM DECLARATION sheet is submitted to the Umpire. Both the captains are authorized to review the TEAM DECLARATION sheet along with the umpire.
- d) Names of substitute fielders must also appear on this list. Any one can field in as a substitute but the Umpire and the opponent captain must provide their consent. (See 1.4.3 for Substitution Rules)

NOTE: Both teams must assume the responsibility of setting up the field and boundary flags to ensure timely start of the game.

1.5 Minimum Overs Requirement

In order to have a valid result for any match the whole first innings must be completed and 50% of second innings overs must be completed.

- The regular game will be played for 20 overs per innings. The first innings will consist of maximum allotted overs of 20 and minimum of 17. For rain delayed start, the number of overs will be reduced to cover up for the lost time. For example for a 10-minute delayed start, the match will consist of 19 overs per innings.
- Under no conditions the number of overs can be reduced from 17 per innings.
- The number of overs per innings must be finalized before the start of the game. Once determined, the maximum allotted overs can NOT be changed at any stage of the game.
- If the game is set to be played for 17 or 19 overs (odd number) the 50% overs for the second inning will be computed as 9 and 10 respectively. (Rounded off to next integer).
- If minimum overs requirement can not be satisfied on the game day, "rain day" will be used as alternate day for a NEW game.
- If minimum overs requirement can not be satisfied on alternate day, the game will deem NO RESULT and points will be shared. For semi-finals and finals game, there would be two alternate days scheduled.

1.6 Cancellations & Bad Weather

- If affected by bad weather, no game may start later than 6:15 p.m. If one of the teams is not ready to play by the adjusted time, they shall lose the game and points will be awarded to the opposing team. If both teams

- are not ready to play by the adjusted time, then the match will be registered, as a LOSS to both the teams and no points will be awarded.
- In case of inclement weather the assigned officiating umpire will make the decision regarding the game.
 - Teams are always expected to show up for all the scheduled games, and the umpire(s) on the field would make a decision whether the playing conditions are favorable to play or not. Failure to show up for the scheduled game by any side will be considered as "forfeiting the game".
 - If the team captains disagree with the umpire's decision, they may lodge a complaint with FCL, and play under protest. The score sheet has to reflect that they are playing under protest.
 - If one of the team captains disagrees with the Umpire's decision and refuses to play, then the game will be awarded to the opponent team. The captain in disagreement may file protest with FCL.
 - The following grounds will be affected by closure of Hines Drive due to flooding:
 - Nolar Bend A
 - Nolar Bend B
 - It is important to note that even if the rain has stopped, Hines Drive may STILL not be open for access. The information about status of Hines Drive closure can be obtained by contacting Hotline number **(866)-664-4637**
 - Under such conditions where the above mentioned grounds can not be accessed due to closure of Hines Drive, the games scheduled on these grounds will be moved to an alternate day. If this event happens on the alternate day assigned, the points will be equally shared among teams and game will be marked as NO RESULT.
 - FCL will make the decision to move the game to alternate day or calling it NO RESULT by **5:05pm**. This announcement will be made via email to all captains and posted on FCL web site after confirming the status with Wayne County roads. In case no such decision is announced by **5:05pm**, teams MUST assemble on the assigned ground as scheduled. Teams will still be expected to arrive on time and penalty for late arrivals will remain in effect.
 - In case a decision has been made by 5:05 pm to cancel the games on above mentioned parks but Hines Drive suddenly re-opens before the scheduled game time (*for example 5:35pm*), FCL's original decision will STILL REMAIN in effect, and it would be final.

1.7 Rain Effected Games

In the event of rain, if much time is lost, a game will have to be decided on the basis of the Rain Rule. A game may have to be shortened in most cases, and in some, the result might have to be determined using this rule. The rules committee will work in conjunction with the umpiring committee to ensure that all umpires are aware of how this rule works.

(A) Rain before the start of the game:

- Captains of both Home and Visiting teams should be at the ground by 5:30 PM, no matter how bad the weather is. If Hines Drive is closed, the decision to play or not to play will be announced by 5:05pm. If no such decision is announced, teams are expected to arrive at the grounds on schedule time irrespective of weather conditions.
- If any of the captain or its team members are not present during the toss (5:40 PM) the match will be awarded to the team present there.
- If both the teams don't show up, the disciplinary committee will give penalty which it deems fit for the situation.
- Umpires will decide the starting time of the game based on the playing conditions
- However play cannot be started after 6:15 PM. In that case play is postponed to the reserved day.
- The teams may play a reduced over match (not less than 17 overs) depending on the number of minutes delayed.
- On Rain affected days, the start time of a match is 6:00 PM (This is relaxed taking into consideration of setting up the ground, assembling players.) However the Time lines of toss is still the same.
- One over will be reduced for every 5 minutes delayed. So if play starts at 6:15 PM we have 30 minutes delay. So both teams will play a 17 over match. (6 overs reduction)

- A minimum of 17 overs should be played by the team batting first. In other words there cannot be a 16 over game. If the umpire feels that the team batting first cannot play 17 overs, the match will be classified as NO RESULT and points will be equally shared among teams. RE MATCH is only allowed for Wild Card, SF & FINALS game and reserve days will be scheduled by FCL Logistics. On a Reserved day, the match has to be replayed and not continued from the previous day.
- Venue of the match cannot be changed at any point of time.
- Umpires can make the call if play needs to be continued after scheduled time of 8:55pm. At no point of time play can extend beyond 9:00 PM (NORMAL TIMELINE). For grounds in Canton & Farmington Hills or where the flood lights are available the 9:00pm deadline will be adjusted according to the shift in the start of match. Umpire will make the final decision to determine when the game has to be finished.

(B) Rain after the start of the game:

- Umpire has to calculate and decide whether the match can be continued or not. The various factors which influence his decision are
- Number of minutes delayed
- Whether team batting first can complete the minimum of 17 overs
- Whether Team batting second can play for $X / 2$ overs which is described in the following section.
- Whether the play area is in playable condition.
- He will reduce 1 over for every 5 minutes delayed.
- If the umpires feel that the game cannot be continued, he can call off the game. The result of the game will be determined by the formula specified below. However, if the minimum conditions are not met the match will be classified as NO RESULT and points will be shared among teams. (For Wild Card, SF & FINALS re-match will be scheduled)

(C) Result of a rain affected game which cannot be completed:

The team batting second MUST meet the minimum overs requirement for a valid game result. After minimum overs restriction is over, the average run rate will be compared to the team which batted first. For example:

Team batting first plays all 20 allotted overs and scores 100/8 wickets. Their average run rate is 5.00 per over or 0.833 runs per ball. (up to 3 decimals)

Team batting second must bat for at least 10 overs and in order to win the game must score higher than 5.0 average run rate at the point when the play stops.

- To determine the result of the match, the team batting second should have played $(X / 2)$ number of overs, where X is the number of overs played by team batting first which will always be greater than or equal to 17. For example: If team batting first has played 20 overs, Team batting second should have played 10 overs to determine the result of the game
- If team batting first has played 17 overs, team batting second should have played $17 / 2 = 8.5 = 9$ overs, (rounded off to the next highest integer) to determine the result.
- The result of the game is calculated by the simple run rate formula which is given below.

$X =$ (Runs Scored by the Team batting first) divided by (the number of balls faced by the team batting first).

The number of balls faced by the team batting first $> = 102$ & $< = 120$ (as min 17 overs is the guideline)

$Y =$ Runs scored by the team batting second at the stop of match divided by Number of balls faced by team batting second. Number of balls faced by team batting second $> = 54$ & $< = 60$ (as 9 overs minimum is the guideline)

If $X > Y$ then Team batting first is the winner

If $X < Y$ then Team batting second is the winner

If $X = Y$ then wickets are taken into consideration. Whichever team has lost less number of wickets is declared the winner. If wickets are also equal, then the teams will share the points.

(D) Rain on the reserved day:

Rules A, B and C will apply. If still result cannot be determined, the points will be shared equally.

(E) Bad-Light affected games:

Rule C will apply in order to determine the result of the game. It is to be emphasized that Umpire is the ultimate authority on the field and will make the final call whether the play is possible or not under the given light conditions.

- Umpires have the complete authority to stop or continue the play if an appeal is made for bad light by the batting side. Umpire can direct the game to continue beyond 8:55 pm to have a valid result of the game. Team bowling second may still be penalized for slow over rate if the deadline is not met by 8:55pm.
- Umpires can make the call if play needs to be continued after scheduled time of 8:55pm. At no point of time play can extend beyond 9:00 PM (NORMAL TIMELINE). For grounds in Canton & Farmington Hills or where the flood lights are available the 9:00pm deadline will be adjusted according to the shift in the start of match. Umpire will make the final decision to determine when the game has to be finished.
- Umpires are solely responsible to ensure that no side intentionally or unintentionally causes significant delay to the game in progress. Umpires should also take the delays due to rain, bad light, lost ball, and injury on the field into consideration before making a decision if a bowling side needs to be penalized for slow over rate. In case of time delays, when the ball is lost or a player is injured, it is the duty of the umpire to make note of the time. It is a good practice for both captains to also make a note and remind the umpire. Either way, the umpire's decision, as in all cases, will be final or no requests can be made to reconsider time delay issues.

Umpire is the ultimate authority on the field and his decision would be final.

1.8 Reduction of Allotted Overs

In case of rain caused delay or any other reason except team's late arrival umpires can announce the reduced overs game in order to compensate for the time lost. The guideline to be used is 1 over per inning reduced for every 5 minute block of delay.

- The minimum number of overs per inning can not be reduced beyond 17.
- The number of overs per inning must be announced at the start of the game and once decided can not be changed at any stage
- If the number of overs is reduced prior to the start of the game, then the maximum number of overs bowled by a bowler will still be 4 overs maximum per inning.

1.9 Umpiring Assignment

- a) All teams agree to provide neutral umpires as indicated under 2006 schedule during the round-robin stage of the tournament.
- b) If a scheduled umpire fails to show up for an assigned game (5:45pm NORMAL CUT OFF time), then his team will lose two (2) points per violation up to two violations. In an incident where a team responsible to send in neutral umpires fails to send in any of umpires, will be disqualified from the league and can not participate in any of the future games for the season.
- c) The officiating umpire MUST show up for the game by 5:30pm on the day of the game. IN case an umpire arrives later than 5:40pm (NORMAL time to conduct the toss), his respective team will be penalized one (1) point
- d) Teams responsible for sending certified umpires may request certified umpires from other teams to "fill-in" for them in exchange of umpiring fee of \$25.00 but the team assigned for the job is still responsible in case the "requested" umpire does not show up. FCL will not entertain any disputes arising from any mutual agreements made among teams.

- e) **The assignment also requires the umpire to:**
- Collect Team declaration sheets from both sides at the time of toss
 - Sign the score sheets and ensure that sheets are duly signed by both playing captains, at the end of the game.
 - Instruct the winning side captain to send in the score sheets used during the game along with FCL approved electronic template before Noon on following working day
 - Submit Umpire's journal and game notes along with team declaration sheets from both sides to FCL information committee latest by Noon on next working day
- f) In the absence of an assigned umpire the teams have two options:
- Provide their own umpires, agreeable to the opposite captains, and play the game.
 - Call the game off and file a request to re-schedule the game with FCL before Noon, the following day. FCL will then make necessary logistics arrangements to schedule the game. Please note that due to logistics constraints, FCL can not guarantee the availability of required resources and will not entertain any special requests regarding the date and/or venue.
 - Either way, the team assigned to send in neutral umpires will be penalized for 2 points and a decision to disqualify the team from the league will be considered by the FLC governing body.
 - In case a game is conducted without an FCL certified umpire present, the winning side captain has the responsibility to send in signed score sheets and team declaration sheets from both sides by Noon on next working day.
- g) The square-leg umpire can be playing or non-playing member of the batting team.
- h) If the square-leg umpire appears to have made a clear error in judgment, then the official FCL umpire has the authority to reverse that decision. If the official umpire finds the square leg umpire to be incompetent, he has the complete authority to have him replaced. Any behavior, which is not in accordance with FCL's Code of conduct, should be reported to FCL disciplinary committee latest by 5:30pm on following working day.
- Teams may request the league for a 2nd neutral umpire, as long as they are willing to pay his match fee of \$25. Such a request shall be accepted if an umpire is available.
 - The league will provide neutral certified umpire for WILD CARD game, and two umpires for all semi-final and final games.
 - Team captains may lodge a complaint with FCL in case they are not satisfied by the standard of umpiring (only if umpire is officiating under the instructions of the league).
 - No one is allowed to come on the field during play other than the batsmen, the fielding side and the officials. In case of an injury or substitution, the umpire must be notified.

1.10 Playing Surfaces & Markers

- All games must be played on surfaces approved by FCL. These include grass, or clay surfaces assigned for different parks. Please refer to Venue Guide for details.
- If the umpire feels that the surface and the outfield is not fit for the play due to any reason (including surface deterioration due to rain or other causes), he may call off the game and the points will be shared among teams.
- The creases and boundaries shall be distinctly marked by the designated home team
- The visitor team must be present at the grounds by 5:30pm to have their input on setting of the field and boundaries.
- In case of natural obstructions or the shape restrictions of the field, a DECLARED boundary can be used by mutual agreement of two captains and MUST be approved by the Umpire. Any catch taken outside the declared boundary will be considered invalid. In addition any catch taken as a "re-bound" from natural element (like a tree, fence or a bench) will not be considered valid but batsman can still be "run out" for any obstructed shot.
- Players shall not be allowed to wear metal spikes.

1.11 Points Assignment

Round Robin Stage:

The following point system will apply during Round-Robin Stage games:

Win	4
Tie/ No Result	2
Loss	0

In the event of teams finishing on equal points at any stage, the rankings will be decided as per the below mentioned criteria:

Round-Robin Stage

- Team with higher number of wins will get a higher rank.
- When two teams have equal points and equal wins, the team which was the winner of the head-to-head match played between them will be placed in the higher position.
- When more than two teams have equal points and equal wins, the team which was the winner of most number of matches played between those teams will be placed in the higher position.
- If still equal, the team with the higher net run rate (overall NRR considering all the matches played at that point) will be placed in the higher position (refer to NRR section below for the calculation of net run rate).
- If still equal, the team with the higher number of wickets taken will be placed in the higher position.
- In the highly unlikely event if, teams cannot be separated by the above the decision will be done by lucky draw conducted by FCL Logistics Committee.

Semi Finals

If a Semi-final is tied or there is a no result even after scheduling alternate days for game, the head-to-head record between teams will determine the winner. **In case head-to-head record cannot determine the clear winner i.e. if head-to-head game was tied or yielded in 'NoResult' then team with higher rank at the end of round-Robin stage will be the winner of the game.**

Finals

In the event of a tied Final or if there is no result in the two days allocated, the Trophy will be shared by the finalists.

Net Run Rate (NRR) Calculations

Net run rate for a team will be treated as reflection of all completed games that a team participates. A team's net run rate is calculated by deducting the average runs per ball scored against that team from the average runs per ball scored by that team throughout the group stage, & SUPER8 matches. **Scores from Wild Card games will not be considered for NRR calculations.**

$$\text{NRR Formula} = (\text{Runs Score For/ Balls Faced}) - (\text{Runs Scored Against/ Balls Bowled})$$

- 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 to and not on the number of overs in which the team was dismissed.
- Only those matches where results are achieved will count for the purpose of net run rate calculations. In case a match is awarded to a team because an opposite team violated league rules (forfeiture of games) the NRR would be computed for the side (receiving awarded game) will be equal to their best NRR up to that point in the tournament. The side in violation will be assigned the

negative of the opposition's best NRR up to that point in the tournament, such that the NRR for a specific game is always summed to 0.00.

If the game in question is the very first game for any side, the next best NRR will be used for this purpose.

1.12 Game Results

- a) The team scoring the greater number of total runs in the allotted overs shall be declared the winner.
- b) If a game is cancelled due to bad weather, then both teams will split the points. There would be two alternate days reserved for semi-finals and finals games.
- c) In case a game has to be shortened due to weather, the minimum overs requirement **MUST** be satisfied for it to constitute a complete match. In case minimum overs requirement cannot be completed the Rain Rule may decide the result.
- d) In case of a tied game during Round-Robin stage, the winner will be decided on the basis of the following criteria:
 - (i) The team having lost fewer wickets shall be awarded the game (If number of wickets are also same, then use ONE of the following options.)
 - (ii) For round-robin stage, both teams will gain 2 points each
 - (iii) For Semi-Finals stage, the head-to-head record will determine the winner. If the teams involved have played each other more than once, all head-to-head records will be considered. In case head-to-head record cannot determine the clear winner i.e. both teams have either won equal # of games against each other or if head-to-head game was tied or yielded in 'NoResult' then team with higher rank at the end of Round-Robin will be the Declared winner of the game.
 - (iv) In the event of a tied Final or if there is no result in the two alternate days allocated, the Trophy will be shared by the finalists.

1.13 Field Setup and Pitch Length

- a) **The pitch length should be 22 yards Stumps to Stumps.**
- b) The pitch length should be verified by both captains and umpire BEFORE the start of the game and can not be modified once the play has started.
- c) The suggested boundary limit is 66 yards maximum unless restricted by the shape of the field. On sides where full length boundary can not be setup, declared boundary can be used by mutual agreement of captains and must be approved by the Umpire. Umpire's decision will be final in case captains can not reach an agreement.
- d) **It is important to note that it is both teams' responsibility to set up the playing field as well as the pitch area. Further, it is Umpire's responsibility that all disputes regarding declared boundary, orientation of the pitch and ground layout are finalized in timely manner and game adheres to the timeline mentioned in FCL 2006 rules book. If such delay is unavoidable, Umpire must take action to reduce the number of overs played in accordance with the FCL 2006 rules book.**
- e) In accordance with the ICC regulations, a fielding side can not place more than 5 fielders on the on-side of the batsman (leg side). Any violation to this rule will incur a "no ball" as per Law 41.5 – Limitation of on side fielders. There is NO limitation on placement of **close-in fielders** as long as they do not cause obstruction to the batsman.

1.14 Wide Ball Rule

The Laws of Cricket, 2000 Code - Law 25, Wide ball

1. Judging a Wide

- (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 standing and would also have passed wide of him standing in a normal guard position.

(b) The ball will be considered as wide of the striker if it passes the stumps wider than **24 inches on off side** and **12 inches on the leg side** (marked by wide flags)

(c) FCL wide ball rule only considers the geometric constraints posed by the marker flags on both off and leg side to determine the wide delivery. Whether a bowler is bowling round or over the wicket and the point at which ball is pitched is NOT considered by umpire in determination of wide delivery.

(d) It is umpire's responsibility to ensure that marker flags are placed at the right dimensions as indicated in (1.15 b)

2. Delivery not a Wide

The umpire shall not adjudge a delivery as being a Wide

- (a) if the striker, by moving, either (i) causes the ball to pass wide of him, as defined in 1(b) above or (ii) brings the ball sufficiently within his reach to be able to hit it with his bat by means of a normal cricket stroke.
- (b) If the ball touches the striker's bat or person.

3. Call and signal of Wide ball

- (a) If the umpire adjudges a delivery to be a Wide he shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant of delivery, even though it cannot be called Wide until it passes the striker's wicket.
- (b) The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person.
- (c) The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See [Law 24.10 \(No ball to override Wide\)](#).

4. Ball not dead

The ball does not become dead on the call of Wide ball.

5. Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked (see 3 above), this penalty shall stand even if a batsman is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

6. Runs resulting from a Wide – how scored

All runs completed by the batsmen or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of a 5 run penalty, all runs resulting from a Wide ball shall be debited against the bowler.

7. Wide not to be counted

A Wide shall not count as one of the over. See [Law 22.4 \(Balls not to count in the over\)](#).

8. Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Laws except [Law 33 \(Handled the ball\)](#), [Law 35 \(Hit wicket\)](#), [Law 37 \(Obstructing the field\)](#), [Law 38 \(Run out\)](#) or [Law 39 \(Stumped\)](#).

1.15 No-Ball Rule

The Laws of Cricket, 2000 Code - Law 24, No ball

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 except by special agreement before the match.

2. Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown. See 3 below.

Although it is the primary responsibility of the leg umpire to ensure the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signaling No ball if he considers that the ball has been thrown. In a game where leg-umpire is from the batting side, can ONLY make an appeal to the main umpire. An appeal can also be made by the batsman at the striker end.

- If, in the opinion of MAIN umpire, the ball has been thrown, he shall do the following:
 - Caution the bowler, when the ball is dead. This First Warning shall apply throughout the innings. Inform the other umpire, the batsmen at the wicket, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of what has occurred.
 - On second instance of similar action by the bowler, the MAIN umpire shall call and signal No Ball
 - If any further delivery by the same bowler in that innings is thrown, the MAIN umpire shall repeat the procedure set out in (II) above, indicating to the bowler that this is a FINAL warning. This warning shall also apply throughout the innings.
 - If MAIN umpire considers that a further delivery by the same bowler in that innings is thrown, the umpire concerned shall call and signal No ball. When the ball is dead he shall direct the captain of the fielding side to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. Both bowlers (bowler being taken off & bowler who finishes the over) will be recorded to have 1 over completed under their names. Hence it is advisable that the bowler who finishes the over should keep in mind that in all FCL games a bowler can only bowl maximum of 4 overs in an innings. The bowler thus taken off shall not bowl again in that innings.
- The MAIN umpire MUST report the occurrence as soon as possible to the FCL Disciplinary Committee, who may take such action as is considered appropriate against the captain and bowler concerned.

3. Definition of fair delivery – the arm

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that point until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

4. Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering his delivery stride, either umpire shall call and signal No ball. See [Law 42.16 \(Batsmen stealing a run\)](#). However, the procedure stated in 2 above of caution, informing, final warning, action against the bowler and reporting shall not apply.

5. Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

- (i) the bowler's back foot must land within and not touching the return crease.
- (ii) The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.

If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball.

6. Ball bouncing more than twice or rolling along the ground

The umpire at the bowler's end shall call and signal No ball if a ball which he considers to have been

delivered, without having previously touched the bat or person of the striker,
 either (i) bounces more than twice
 or (ii) rolls along the ground
 before it reaches the popping crease.

7. Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

8. Call of No ball for infringement of other Laws

In addition to the instances above, an umpire shall call and signal No ball as required by the following Laws.

[Law 40.3 - Position of wicket-keeper](#)

[Law 41.5 - Limitation of on side fielders](#)

[Law 41.6 - Fielders not to encroach on the pitch](#)

[Law 42.6 - Dangerous and unfair bowling](#)

[Law 42.7 - Dangerous and unfair bowling – action by the umpire](#)

[Law 42.8 - Deliberate bowling of high full pitched balls.](#)

9. Revoking a call of No ball

An umpire shall revoke the call of No ball if the ball does not leave the bowler's hand for any reason.

10. No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See [Law 25.1 \(Judging a Wide\) and 25.3 \(Call and signal of Wide ball\)](#).

11. Ball not dead

The ball does not automatically become dead on the call of No ball.

12. Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked this penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other penalties awarded.

13. Runs resulting from a No ball – how scored

The one run penalty for a No ball shall be scored as a No ball extra. If other penalty runs have been awarded to either side, these shall be scored as in [Law 42.17 \(Penalty runs\)](#). Any runs completed by the batsmen or a boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they also shall be scored as No ball extras.

Apart from any award of a 5 run penalty, all runs resulting from a No ball, whether as No ball extras or credited to the striker shall be debited against the bowler.

14. No ball not to count

A No ball shall not count as one of the over. See [Law 22.4 \(Balls not to count in the over\)](#).

15. Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Laws except [Law 33 \(Handled the ball\)](#), [Law 34 \(Hit the ball twice\)](#), [Law 37 \(Obstructing the field\)](#) or [Law 38 \(Run out\)](#).

1.16 Bouncer & Full Pitch Balls

- The bouncer shall be called a no-ball if, in the judgment of the umpire, the batsman could not have played a normal cricketing shot off of it. **No prior warnings need to be given to the bowler.**
- The accepted height of a bouncer will be below the shoulder height, when batsman is playing a normal cricketing shot or in his normal stance.

- Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. Such delivery will be regarded as NO ball.
- A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. A no ball will be called.
- The leg umpire shall signal a NO BALL to the main umpire, the batsman and the bowler.

1.17 Fair & Unfair Play

The Laws of Cricket, 2000 Code - Law 42, Fair and unfair play

Fair and unfair play – responsibility of captains

The responsibility lies with the captains for ensuring that play is conducted within the spirit and traditions of the game, as described in The Preamble – The Spirit of Cricket, as well as within the Laws.

Fair and unfair play – responsibility of umpires

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by the Laws, to be unfair, he shall intervene without appeal and, if the ball is in play, shall call and signal Dead ball and implement the procedure as set out in 18 below. Otherwise the umpires shall not interfere with the progress of play, except as required to do so by the Laws.

The match ball – changing its condition

- Any fielder may:
 - Polish the ball provided that no artificial substance is used and that such polishing does not lead to wastage of time.
 - Remove mud from the ball under the supervision of the umpire.
 - Dry a wet ball on a towel.
- It is unfair for anyone to rub the ball on the ground for any reason, interfere with any of the seams or the surface of the ball, use any implement, or take any other action whatsoever which is likely to alter the condition of the ball, except as permitted in (a) above.
- The umpires shall make frequent and irregular inspections of the ball.
- In the event of any fielder changing the condition of the ball unfairly, as set out in (b) above, the umpires after consultation shall :
 - Change the ball forthwith. It shall be for the umpires to decide on the replacement ball, which shall, in their opinion, have had wear comparable with that which the previous ball had received immediately prior to the contravention.
 - Inform the batsmen that the ball has been changed.
 - Award 5 penalty runs to the batting side. See 17 below.
 - Inform the captain of the fielding side that reason for the action was unfair interference with the ball.
 - Inform the captain of the batting side as soon as practicable of what has occurred.
 - Report the occurrence as soon as possible to the Executive of the fielding side and any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and team concerned.
- If there is any further instance of unfairly changing the condition of the ball in that innings, the umpires after consultation shall:
 - Repeat the procedure in (d)(i), (ii) and (iii) above.
 - Inform the captain of the fielding side of the reason for the action taken and direct him to take off forthwith the bowler who delivered the immediately

preceding ball. The bowler thus taken off shall not be allowed to bowl again in that innings.

- Inform the captain of the batting side as soon as practicable of what has occurred.
- Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

- **Deliberate attempt to distract striker**

It is unfair for any member of the fielding side deliberately to attempt to distract the striker while he is preparing to receive or receiving a delivery.

- If either umpire considers that any action by a member of the fielding side is such an attempt, at the first instance he shall:
 - Immediately call and signal Dead ball.
 - Warn the captain of the fielding side that the action is unfair and indicate that this is a first and final warning.
 - Inform the other umpire and the batsmen of what has occurred.
 - Neither batsman shall be dismissed from that delivery nor shall the ball not count as one of the over.
- If there is any further such deliberate attempt in that innings, by any member of the fielding side, the procedures, other than warning, as set out in (a) above shall apply. Additionally, the umpire at the bowler's end shall:
 - Award 5 penalty runs to the batting side. See 17 below.
 - Inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
 - Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

- **Deliberate distraction or obstruction of batsman**

In addition to 4 above, it is unfair for any member of the fielding side, by word or action, willfully to attempt to distract or to obstruct either batsman after the striker has received the ball.

- It is for either one of the umpires to decide whether any distraction or obstruction is willful or not.
- If either umpire considers that a member of the fielding side has willfully caused or attempted to cause such a distraction or obstruction he shall:
 - Immediately call and signal Dead ball.
 - Inform the captain of the fielding side and the other umpire of the reason for the call.
- Additionally,,:
 - Neither batsman shall be dismissed from that delivery.
 - 5 penalty runs shall be awarded to the batting side. See 17 below. In this instance, the run in progress shall be scored, whether or not the batsmen had crossed at the instant of the call. See Law 18.11 (Runs scored when ball becomes dead).
 - The umpire at the bowler's end shall inform the captain of the fielding side of the reason for this action and, as soon as practicable, inform the captain of the batting side.
 - Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

Dangerous and unfair bowling

- Bowling of fast short pitched balls
 - The bowling of fast short pitched balls is dangerous and unfair if the umpire at the bowler's end considers that by their repetition and taking into account their length, height and direction they are likely to inflict physical injury on the striker,

- irrespective of the protective equipment he may be wearing. The relative skill of the striker shall be taken into consideration.
- Any delivery which, after pitching, passes or would have passed over shoulder height of the striker standing upright at the crease, although not threatening physical injury, is unfair and shall be considered as part of the repetition sequence in (i) above.
 - The umpire shall call and signal No ball for each such delivery.
- Bowling of high full pitched balls
 - Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. Such delivery will be regarded as NO ball.
 - A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease is ALSO to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. A no ball will be called.

Dangerous and unfair bowling – action by the umpire

- In the event of dangerous and/or unfair bowling, as defined in 6 above, by any bowler, except as in 8 below, at the first instance the umpire at the bowler’s end shall call and signal No ball and, when the ball is dead, caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall continue to apply throughout the innings.
 - If there is a second instance of such dangerous and/or unfair bowling by the same bowler in that innings, the umpire at the bowler’s end shall repeat the above procedure and indicate to the bowler that this is a final warning. Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
 - Should there be a further instance by the same bowler in that innings, the umpire shall:
 - Call and signal No ball.
 - Direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
 - Report the occurrence to the other umpire, the batsmen and, as soon as practicable, the captain of the batting side.
 - Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.
- **Deliberate bowling of high full pitched balls**
 If the umpire considers that a high full pitch which is deemed to be dangerous and unfair, as defined in 6(b) above, was deliberately bowled, then the caution and warning prescribed in 7 above shall be dispensed with. The umpire shall:
 - call and signal No ball.
 - Direct the captain, when the ball is dead, to take the bowler off forthwith.
 - Implement the remainder of the procedure as laid down in 7(c) above.
 - **Time wasting by the fielding side**
 It is unfair for any member of the fielding side to waste time.
 - If the captain of the fielding side wastes time, or allows any member of his side to waste time, or if the progress of an over is unnecessarily slow, at the first instance the umpire shall warn the captain, and indicate that this is a first and final warning.
 - Inform the other umpire and the batsmen of what has occurred.

- If there is any further waste of time in that innings, by any member of the fielding side, the umpire shall take this as a deciding factor against fielding side when determining if a fielding side needs to be penalized for slow over rate at the end of the innings.
- If the nature of time wasting is such that the normal proceedings of the match are being affected, Umpire has the authority to grant 5 penalty runs to the batting side for every 5 minutes of delay caused by the fielding side after first warning.
- If the waste of time is during the course of an over, when the ball is dead, direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
- Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

- **Batsman wasting time**

It is unfair for a batsman to waste time. In normal circumstances the striker should always be ready to take strike when the bowler is ready to start his run up.

- Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run up or when the ball is dead, as appropriate, the umpire shall:
 - Warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
 - Inform the other umpire, the other batsman and the captain of the fielding side of what has occurred.
 - Inform the captain of the batting side as soon as it is practical to do so.
- If there is any further waste of time in that innings, by any member of the batting side, the umpire shall take this as a deciding factor in favor of the fielding side when determining if a fielding side needs to be penalized for slow over rate at the end of the innings.
- If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead:
 - Award 5 penalty runs to the fielding side. See 17 below.
 - Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, and the captain of the batting side, of what has occurred.
 - Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

- **Damaging the pitch – area to be protected**

- It is incumbent on all players to avoid unnecessary damage to the pitch. It is unfair for any player to cause deliberate damage to the pitch.
- An area of the pitch, to be referred to as ‘the protected area’, is defined as that area contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5ft/1.52m in front of each and on the sides by imaginary lines, one each side of the imaginary line joining the centers of the two middle stumps, each parallel to it and 1ft/30.48cm from it.

- **Bowler running on the protected area after delivering the ball**

- If the bowler, after delivering the ball, runs on the protected area as defined in 11(b) above, the umpire shall at the first instance, and when the ball is dead,
 - Caution the bowler. This caution shall continue to apply throughout the innings.
 - Inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- If, in that innings, the same bowler runs on the protected area again after delivering the ball, the umpire shall repeat the above procedure, indicating that this is a final warning.

- If, in that innings, the same bowler runs on the protected area a third time after delivering the ball, when the ball is dead the umpire shall:
 - Direct the captain of the fielding side to take the bowler off forthwith. If applicable, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over. The bowler thus taken off shall not be allowed to bowl again in that innings.
 - Inform the other umpire, the batsmen and, as soon as practicable, the captain of the batting side, of what has occurred.
 - Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

Fielder damaging the pitch

- If any fielder causes avoidable damage to the pitch, other than as in 12(a) above, at the first instance the umpire shall, when the ball is dead,
 - Caution the captain of the fielding side, indicating that this is a first and final warning. This caution shall continue to apply throughout the innings.
 - Inform the other umpire and the batsmen.
- If there is any further avoidable damage to the pitch by any fielder in that innings, the umpire shall, when the ball is dead,
 - Award 5 penalty runs to the batting side. See 17 below.
 - Inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of what has occurred.
 - Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

Batsman damaging the pitch

- If either batsman causes avoidable damage to the pitch, at the first instance the umpire shall, when the ball is dead,
 - Caution the batsman. This caution shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
 - Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, and the captain of the batting side.
- If there is a second instance of avoidable damage to the pitch by any batsman in that innings
 - The umpire shall repeat the above procedure, indicating that this is a final warning.
 - Additionally he shall disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable. The batsmen shall return to their original ends.
- If there is any further avoidable damage to the pitch by any batsman in that innings, the umpire shall, when the ball is dead,
 - Disallow all runs to the batting side from that delivery other than the penalty for a No ball or a Wide, if applicable.
 - Additionally award 5 penalty runs to the fielding side. See 17 below.
 - Inform the other umpire, the other batsman, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of what has occurred.
 - Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

Bowler attempting to run out non-striker before delivery

The bowler is permitted, before entering his delivery stride, to attempt to run out the non-striker. The ball shall not count in the over. The umpire shall call and signal Dead ball as soon as possible if the bowler fails in the attempt to run out the non-striker.

Batsmen stealing a run

It is unfair for the batsmen to attempt to steal a run during the bowler's run up. Unless the bowler attempts to run out either batsman – see 15 above and Law 24.4 (Bowler throwing towards striker's end before delivery) – the umpire shall:

- call and signal Dead ball as soon as the batsmen cross in any such attempt
- Return the batsmen to their original ends.
- Award 5 penalty runs to the fielding side. See 17 below.
- Inform the other umpire, the batsmen, the captain of the fielding side and, as soon as practicable, and the captain of the batting side of the reason for the action taken.
- Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

Penalty runs

- When penalty runs are awarded to either side, when the ball is dead the umpire shall signal the penalty runs to the scorers as laid down in Law 3.14 (Signals).
- Notwithstanding any provisions elsewhere in the Laws, penalty runs shall not be awarded once the match is concluded as defined in Law 16.9 (Conclusion of a match).
- When 5 penalty runs are awarded to the batting side, under either Law 2.6 (Player returning without permission) or Law 41 (The fielder) or under 3, 4, 5, 9 or 13 above, then :
 - The runs shall be scored as penalty extras and shall be in addition to any other penalties.
 - They shall not be regarded as runs scored from either the immediately preceding delivery or the following delivery, and shall be in addition to any runs from those deliveries.
 - The batsmen shall not change ends solely by reason of the 5 run penalty.
- When 5 penalty runs are awarded to the fielding side, under Law 18.5(b) (Deliberate short runs), or under 10, 14 or 16 above, they shall be added as penalty extras to that side's total of runs in its most recently completed innings. If the fielding side has not completed an innings, the 5 penalty extras shall be added to its next innings.

Players' conduct

If there is any breach of the Spirit of the Game by a player failing to comply with the instructions of an umpire, or criticizing his decisions by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall immediately report the matter to the other umpire. The Umpire shall:

- Inform the player's captain of the occurrence, instructing the latter to take action.
- Warn him of the gravity of the offence, and tell him that it will be reported to higher authority.
- Report the occurrence to FCL, which shall take disciplinary action as is considered appropriate against the captain and team concerned.

A first offense shall meet with a warning. If another incident occurs the umpire may do any of the following:

The umpire has the authority to send offending players off the field for a 5 over period, unless the umpire feels that a warning is sufficient. In case there are less than 5 overs to be bowled, the offending team will be penalized for 5 runs.

If more than just one player is misbehaving, the umpire shall warn the team captain. If the captain fails to control his team and more incidents occur, the umpire may penalize the offending team by 5 runs for each incident.

If the umpire feels that the situation is not under control and may turn into a hostile situation, even after warning the captain twice, he may call off the game and award the game to the opponent team followed by reporting to FCL Disciplinary Committee regarding the behavior of team in violation. FCL Disciplinary committee will deal with any misconduct allegations seriously and has the authority to impose points penalty or disqualification of a team from the league.

1.18 Scores Cards & Umpire's Game Journal

- a) Only official FCL scorecard will be used for all games conducted during the season.
- b) Scorecards for all league games must include the full batting, bowling, and fielding records.
- c) Umpires MUST sign the completed score sheet and insure that both captains also sign it.
- d) Both captains are responsible for providing and completely filling in the entire statistics from their innings (this includes their battings and the other team's bowling and fielding details).
- e) Teams are urged to put names of fielders involved in a dismissal on the score sheets.
- f) If a game is played under protest, this should be mentioned on the report. Any and all other issues (e.g., delays, misconduct, umpire incompetence, etc.) MUST also appear on the backside of the score sheet.
- g) **Umpires are responsible for sending in the team declaration sheets along with their journal and game notes document to FCL information committee latest by Noon on following working day.**
- h) **It is the sole responsibility of the winning side captain to provide the FCL information committee (Mark Puttnam - MPUTTNAM) with the properly filled approved electronic format of the scorecards in addition to the paper copies (Both sides in case fax is used), no later than Noon on following working day. In case the winning side captain is unable to fulfill this role on time due to any reason, he must delegate this responsibility to other team members to ensure timely reporting of the paper copies along with electronic scorecard. Failure to do so will result in a \$20.00 penalty against the winning side captain, which must be satisfied before the next official game takes place, in order to avoid the double monetary penalty of \$40.00.**

1.19 Umpire Evaluations

Detailed evaluations of the official umpires will greatly benefit FCL Logistics committee in order to address common issues and enhance the standards of umpiring for future games.

All Team captains are strongly urged to send in their feedback regarding the official FCL umpire by emailing to yfarhan@ford.com or mpasari@ford.com using the Subject line "Umpire Feedback". Please do indicate your team name, game in context and ground at which play took place.

The umpiring assignment should be evaluated on a scale from 1 to 5 with 5 being excellent and 1 being worst.

1.20 Trophies

- a) The winning side of the final game shall be awarded the FCL Trophy.
- b) Each registered player of winning side will receive the "2006 champions" trophy
- c) Each registered player of runners-up side will receive the "2006 Runners-up" trophy

1.21 Performance Awards

Awards will be given based on the following categories:

- (i) Most Valuable Player (MVP)
MVP award will go to the player from the Champion team, who exhibits most significant contributions in a consistent manner to team's success, all through the season. Both finalists may nominate up to 3 names before the Final game.
- (ii) Best Batsman (Most Runs in season)
In case of a tiebreak, the batsman with the better average shall receive the award. If still tied, then the award shall be shared.
- (iii) Best Bowler (Most wickets in season)

In case of a tiebreak, the batsman with the better average shall receive the award. If still tied, then the award shall be shared.

- (iv) Best All-Rounder (MIN of 100 runs and 10 wickets)

The following index will be used to determine the best all-rounder:

Each run scored = 1 point

Each wicket taken = 10 points

- *No points will be given for any fielding achievements such as catches taken or run-outs etc.*
- *In case of a tiebreak, the better batting average shall decide the award. If still tied, then the better bowling average shall decide the award. If still tied, then the award will be shared.*

- (v) Highest Individual Innings

- (vi) Best Bowling in a game (# of wickets)

- (vii) Appreciation Awards for volunteers

A player will only qualify for these individual awards if he has represented his club in at least 50% of their total scheduled games.

It is to be recognized that quality of the score sheets submitted in the electronic format plays a critical role in determining the validity of the top performers. Each team has a responsibility to use due diligence while completing the scorecard during the game.

If no player meets the minimum standards for any particular award, then the award for that category shall not be given.

FCL Governing Body holds the authority to make final decisions on awards.

1.22 Protests & Complaints

- a) All protests and complaints must be properly signed and submitted to the Disciplinary committee no later than Monday following the game or Wednesday following the game on alternate day. Send an email with all related details to sviswan3@ford.com
- b) Copies of the complaint letter should also be sent to the officiating umpires and club in question.
- c) No protests or complaints will be valid if a game is played without an official FCL umpire.
- d) The decision of the Disciplinary committee will be final.
- e) No protests or complaints will be considered unless proper procedures are followed.

Spirit of the Game & Code of Conduct

Laws of Cricket, 2000 Code - The Preamble, the Spirit of Cricket

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action, which is seen to abuse this spirit, causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1.23 Responsibility

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. The responsibility for the team's conduct firmly lies on the captain.

Player's conduct

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

1.24 Disputes with Boundaries and Boundary Catches

In case of a possible dispute regarding a hit for 4/6 runs and /or a catch at the boundary, fielders are advised to stay put and help the umpire make the decision by holding their ground.

Benefit of doubt shall always go to the batsman.

1.25 Fairness of Play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required. Umpires must intervene for:

- Deliberate wasting of time
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball

Assessing a situation when a batsman gets injured or dehydrated and asks for a runner. The umpire's decision is final in case of an injury during the game but in case of dehydration the umpire shall ask the batsman to retire if he can't perform his task and shall allow the retired batsman to come back anytime during the innings.

Any other action that they consider to be unfair

1.26 Respect

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

1.27 Against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - to appeal knowing that the batsman is not out
 - to advance towards an umpire in an aggressive manner when appealing
 - to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

There is no place for any act of violence on the field of play.

1.28 Proper Clothing

It is very important that players present themselves in proper attire when on the field of play. It is highly recommended that all teams adhere to the uniforms allotted by our official sponsors of FCL 2006 season.