

SWEDISH CRICKET FEDERATION
Rules and Regulations
National Cricket League 2009

ARTICLE 1: OVERS

League matches will normally consist of one innings of 40 overs for each team. Semi finals and Final will consist of 50 overs for each team. Each over shall consist of 6 legal deliveries. In order to make a decision at least 50% of the overs must be played by both teams (20 overs for league matches and 25 overs for Semi Finals and Final).

ARTICLE 2: POINTS ALLOCATION & RULES FOR WINNING

League Matches:

- Win: 2 points for winning team and 0 points for losing team
- Tie: 1 point for each team
- Draw (rained out/abandoned matches with no result): 1 point for each team or a replay.
- Walkover³: 2 points for the team that receives walkover. The team that gives the walkover will receive a financial penalty of 500kr and a deduction of 2 points from its League's accumulated points.

Semi Final & Final:

There are two days allocated for completing the semi-final and final games. The following rules apply:

- In case the game is not completed on the first day of play, the same game will continue the next day; bearing the same situation where the match was stopped on first day (For example if a reduction in target and Overs is done on first day the same situation will continue the next day).
- No re-match will be played.
- In case of non completion of match even on the reserve day; the winner will be decided as follows:
 - i. Team with high points in the League
 - ii. Team with higher NRR in the League (counted to 2 decimal places)
 - iii. In case the both teams have same points and NRR, then the decision will be made on Bowl Out⁴.

2.1. Tied Match: A match is considered tied if both teams have equal scores at the end of their allocated overs. No run rate or wickets count shall be considered to declare one team as a winner.

2.2. The SCF will not be responsible for making arrangements of a re-scheduled league match. The captains of the two teams need to agree with each other for a re-match and make arrangements with the Neutral Umpire.

2.3. The Home team is responsible for arranging the ground and making sure that the pitch and ground are in good shape to conduct the match. Failing to fulfil this responsibility will result in a walkover granted to the Visiting team. The Neutral Umpire is the sole judge of making the decision for pitch and ground fitness.

2.4. Bowl Out: Five bowlers from each side deliver one ball each at an unguarded wicket. If each team has hit the same number of wickets after the first five balls per side, the bowling continues with same or new bowlers and the winner is decided by sudden death.

ARTICLE 3: FIXTURES

3.1. Fixtures shall be played on the date specified by the League Schedule published by the Executive Council on SCF web site.

3.2. A league match can be rescheduled/replayed only once. The re-scheduling can only be done by the mutual consent of the captains of both teams. SCF and the SCF appointed Neutral Umpire should be informed about the re-scheduling no less than 3 days prior to the scheduled match date. Arranging a neutral umpire on the re-scheduled date and paying his fee will be the responsibility of concerned teams, SCF will not take any responsibility in this regard. The same rules apply for a match re-scheduled on the day of match for example due to bad weather conditions.

ARTICLE 4: LENGTH OF MATCHES & TIME-KEEPING

4.1. League matches shall consist of no more than 40 overs (50 overs for Semi finals and final) per side, with 6 balls per over.

4.2. Each bowler shall bowl no more than 8 overs (10 overs in Semi finals and Final) or one fifth of total overs agreed prior to start of the game. If the maximum numbers of overs per inning is reduced due to stoppage of play during the innings, maximum number of overs per bowler shall be calculated by the Neutral Umpire (the rule of one-fifth of total overs per bowler holds in any case).

4.3. All matches shall ordinarily start at 11:00 a.m., except for delay caused due to inclement weather (rain), in which case the start time shall be decided with the mutual agreement of both captains and neutral umpire. Neutral umpire is the final decision making authority in case of a conflict.

4.4. The toss shall be conducted at least 15 minutes prior to the start of the game. In the event that captains are not present, then teams must nominate a deputy for this purpose. Once the toss is made, a decision should be made promptly by the winning captain, not later than 10 minutes before the start of play.

4.5. Any team that is not ready to take the field at the designated start time, due to late arrival or any other reason shall lose 1 over from their team's batting innings for each 4 minutes of the delay. Any team causing delay of 1 hour 30 minutes shall forfeit the game. In such a case, the match shall be counted as a walkover.

4.6. Recommended Timelines for the game:

- Toss: 10:45 am
- 1st Innings: 11:00 am - 14:00 pm (3 Hours)
- Lunch: 14:00 pm - 14:45 pm (45 Minutes)
- 2nd Innings: 14:45 pm - 17:45 pm (3 Hours)

4.7. Major violations of the recommended timelines are to be considered a disciplinary violation. An exception is made when a team is travelling more than 300 km to reach the ground. In such a case captains can agree on a late start if necessary. However, if nothing has been agreed between the captains, a delay of more than 1 hour 30 minutes will automatically cause the match considered forfeited. Rules in § 4.5 shall apply.

4.8. It is the responsibility of the fielding team captain to ensure that a reasonable over rate (15overs/hour) is maintained. Umpires will advise captains when over rates deteriorate.

4.9. A water break shall be taken after 20 overs, whose duration shall not exceed 5 minutes.

4.10. If both captains are in agreement, the water break may be foregone and the game shall be allowed to continue without a drink interval.

4.11. A lunch interval shall be taken between the innings and the duration shall not exceed 45 minutes.

ARTICLE 5: MATCH FORMALITIES

5.1. Captains (or deputies) of each team must meet at the toss to review match conditions, and to hand over the team lists to the Neutral Umpire. Team lists should include the 11 playing members. Only these 11 nominated players may bat, bowl or keep wickets during the match. Substitute fielders (as required) do not need to be nominated. In the case of a walkover, a team list for the team receiving the walkover should still be submitted to the umpire, or if that is not possible, submitted to a member of the SCF board no later than 24 hours after the scheduled start of the match.

5.2. Captains are responsible for the provision of a standard cricket scorebook, and competent individual(s) to fully complete the scoring. In the absence of either of these, the other teams scoring will prevail. Where two scorers are present, it is their responsibility to mutually agree, with the assistance of captains and Neutral Umpires if required. Any inconsistencies should be resolved as soon as possible, and no later than the end of an innings. Please note that the Neutral Umpire is not responsible for scoring the match.

5.3. All league games must be played with balls approved and provided by SCF for the purpose of league matches.

5.4. No player shall play in any Semi Final and Final unless he has played at least two matches for his club during the current season. Selection for participation in a match that resulted in a received walkover shall count as participation in a match. Participating as a substitute fielder does not count as participation in a match.

5.5. Any player who has played at least one match for a club is not allowed to change club for the rest of the season. Special permission may be granted by SCF Executive Council in case the player in question has moved to another city during the season.

5.6. The standard dress is white/cream shirt, white/cream trousers and white or cream pullover. A player not properly dressed is not permitted to play except with the consent of the opposing captain and neutral umpire.

5.7. It is the responsibility of the Home Team to provide the Score Board for the match.

ARTICLE 6: UMPIRES

6.1. For all matches one Neutral Umpire shall be appointed by SCF from the Umpiring Pool. The Neutral Umpire will stand at the non-strikers end at all times. The striker's end umpire (Leg Umpire) shall be provided by the batting team.

6.2. In the absence of a neutral umpire, it is the responsibility of the captains to agree on umpires. It is recommended that an umpire from a non-playing team is appointed.

6.3. The Neutral Umpire shall be the sole judge of the fitness of the grounds, weather and light for play. In the absence of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions otherwise there would be no play, and the match will be considered drawn.

6.4. The Neutral Umpire must send the match result to the Umpiring Pool Coordinator via SMS at the end of the game.

6.5. The Neutral Umpire **MUST** get the **SCF Match Report** signed from both captains at the end of the match. The umpire can keep this report with him till the end of League for any future reference. The Match Report is to be submitted to the SCF Webmaster (webmaster@swedishcricket.se) via e-mail within 3 days after the match. Failing to do this will cost 100kr to the neutral umpire from his match fee. In the absence of the Neutral Umpire, it shall be the responsibility of the winning team captain to submit the Match Report to the webmaster within the stipulated 3 days.

6.6. The SCF Match Report submitted by the Neutral Umpire (in his absence the Winning Captain) shall be considered the official match record and shall be used for compiling statistics.

6.7. If match results and SCF Match Report are not reported to the above mentioned authorities, by the Neutral Umpire within 7 days, SCF shall not be liable to pay any fees to the Umpire.

6.8. Duties of Umpires

The neutral umpire is the sole decision maker in all the situations arising within a match.

6.8.1. To make a decision about the conduction of match during the day, reduction in target and overs (including the reduction of number of overs a bowler can bowl) etc. in case of bad weather.

6.8.2. To obtain lists of 11 playing members of both sides before the match start.

6.8.3. To make toss 15 minutes before the scheduled start and get the decision from winning captain not later than 10 minutes before the start of the game.

6.8.4. To make sure that the match starts and finishes according to the "Recommended Timelines for the game".

6.8.5. To make decisions on no balls for bouncers and beamers

6.8.6. To ascertain the run out decisions on striker end called by the leg umpire. The neutral umpire decision persists in case there is a dispute in leg umpire's decision.

6.8.7. To declare the winner at the end of the match.

6.8.8. To fill in the SCF Match Report after the match and get it signed by both captains and to send it to SCF.

6.8.9. To check before the match that the Home team has provided a Score Board.

6.9. Umpiring Fees

6.9.1. Umpiring Fees for completed matches

1. 400kr for a completed league match paid by SCF.

2. 500kr for semi-final and final matches paid by SCF.

6.9.2. Umpiring Fees for Rained-Out or Abandoned Matches

i. Umpire on the field but not a single ball bowled – 200kr will be paid by SCF.

ii. Match called off due to bad weather or other reasons and Neutral Umpire informed by the Home Captain not less than a maximum of 90 minutes prior to match start – No fee will be paid by SCF.

iii. Match rained out or not completed due to other factors with 15 or more overs bowled – Full fee paid by SCF

6.9.3. No travel charges to and from the playing ground will be paid by SCF to the Neutral Umpires. An exception can be made by the SCF Executive Council for Semi-Finals and Finals.

ARTICLE 7: NO BALL RULES (BOUNCERS AND BEAMERS)

7.1 Decisions on bouncers and beamers are to be made by the neutral umpire standing at the non-striker's end. The neutral umpire may confer with the leg umpire before making his decision.

7.2. A bouncer is a delivery that, after bouncing, passes between the head and shoulder height of the batsman when standing in normal upright stance. Any ball passing over the head of batsman standing tall is a NO BALL.

Following rules apply for the bouncers:

7.2.1. A bowler is allowed one bouncer per over.

7.2.2. The bowler, and both batsmen, shall be notified after the first bouncer bowled in the over. The Neutral Umpire also notifies the bowler that any further bouncer to the same batsman in that over will be called a "No Ball".

7.2.3. If a bowler bowls three bouncers in an over he will not be allowed to continue bowling in that match.

7.3. A beamer is either

i. A slow paced delivery which passes over the shoulder height of the batsman standing tall at the popping crease, or

ii. A delivery which is not slow and passes over waist height of the batsman standing tall at the popping crease. The Neutral Umpire standing at the non-striker end is the sole judge to decide the pace of the delivery independent of the normal bowling pace of the bowler.

Following rules apply for beamers:

7.3.1. A beamer is immediately declared "No Ball" by the Neutral Umpire.

7.3.2. The Neutral Umpire notifies the decision to the bowler and scorer and warns the bowler.

7.3.3. If a bowler bowls another beamer in the over he will not be allowed to continue bowling in that match.

ARTICLE 8: RAIN RULE

8.1. Calling off the game before game time

8.1.1. Games should not be called off in advance even if there are chances that it may rain. It is recommended by SCF that the Teams and Neutral Umpire should be present at the start time to make a decision about the match.

8.1.2. In case of heavy rain on the morning of the game, the game can be called off with mutual agreement by the two team Captains 90 minutes prior to the official game start time without requiring the presence of any other player/official at the ground.

8.1.3. The Neutral Umpire appointed for the game is to be notified immediately by the home team captain (at least 90 minutes before the start of the game). Failure to do so will both clubs to pay the full umpire fees.

8.1.4. If no match is conducted during the day, there are two options available to the teams.

i. Match is declared draw and both teams get 1 point.

ii. Match is rescheduled for another date if possible. Rescheduling occurs only if both captains agree. Arranging a Neutral Umpire will be the responsibility of the playing teams

8.2. Match hindered by bad weather during the play:

8.2.1. A League match can produce a result if minimum 20 overs per side [25 overs for semi-final and final] can be played during the whole day.

8.2.2. The umpire will notify the stoppage time to both captains when players come out of the ground.

8.2.3. For the first time delay (e.g. owing to bad weather) no matter the stoppage occurs during the first or in second innings no reduction in overs is made for the first 30 minutes of stoppage time. An extra half an hour of playing time is added in the scheduled time.

8.2.4. During the first innings play, if the first time delay continues after the first 30 minutes, a reduction of 1over/4 minutes is carried out. The same rule applies for second and any subsequent delay.

8.2.5. During second innings play, a reduction of 1over/4 minutes is carried out (provided if there was a stoppage of play in the first innings. If there was no stoppage in the first innings then no deduction in overs is carried out for the first 30 minutes).

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

i. Team A scored 240runs/5 wickets in 40 overs > Average = $240/40 = 6$ runs per over. Suppose a reduction of 10 overs is made. Team B plays now 30 overs and has to score 180 runs for a draw and 181 to win.

ii. Team A scored 200 runs all out in 30 overs > Average = $200/40 = 5$ runs per over.

Suppose a reduction 5 overs is made. Team B plays now 35 overs and has to score 175 runs for a draw and 176 for win.

8.2.7. If the team batting second is not able to play a minimum of 20 overs (in allocated time plus half an hour) then the match should result is a draw. However with the consent of neutral umpire and both captains maximum 1 hour of extra time can be given to get a result of the match. The neutral umpire has the deciding power in case of any conflict.

8.3. Neutral Umpire is the Sole Judge

The neutral umpire is the sole judge of the fitness of the ground, weather and light for play. In the absence of a Neutral Umpire, the play can only continue if both captains agree on the fitness of the playing conditions.

ARTICLE 9: OVERS REDUCTION DUE TO DELAYS

Following rules apply for overs reduction:

9.1. If match is not started on the scheduled time, number of overs is reduced according to [1 over/4 minutes]. If start of match is delayed for 70 minutes due to bad weather total number of overs lost are $40 / 4 = 10$ overs (No reduction in overs for the first 30 minutes due to rain). Now total overs played by each team shall be reduced to 35.

9.2. If the delay was caused by the home team (i.e. ground not prepared etc), a reduction of overs from home teams batting overs occurs. Reduction is made according to the time lost after 11:30 (for a 11:00 start). Suppose, match starts 10:50 because of a delay caused by the home team, then 5 overs [1 over/4 minutes] are deducted from home team's batting overs.

- If the home team is batting first they will play reduced number of overs (35overs as in given example), however the second team will play 40 overs to reach the target.
- If the home team is batting second the guest team shall play all their 40 overs to give a target. The home team will play reduced number of overs (35overs as in given example), and a new target is set by taking off the minimum runs scored overs.

9.3. If the delay was caused by the Away team (i.e. late arrival etc), a reduction of overs from the Away team's batting overs occurs. Reduction is made according to the time lost after 11:30 (for a 11:00 start). The same rules as stated in §9.2 applies.

9.4. If the team bowling first does not complete their 40 overs within 3hours, reduction of their batting overs occurs at 1 over/4 minute. Their target is modified by excluding overs with the minimum runs scored from the team that batted first.

9.5. If the team bowling second does not complete their 40 overs within 3hours and if the delay exceeds 30 minutes, 1 point is deducted from that team's points unless the neutral umpire deems the fielding side had any extenuating circumstances.

ARTICLE 10: LEVEL OF OFFENCES & DEDUCTION IN POINTS

All the matters related to offences committed by individuals are reported to the SCF Executive Council through match report by the umpire. The SCF Executive Council will create a Disciplinary Committee consisting of 3 members that are not affiliated with the clubs involved in the incident. The Disciplinary Committee will listen to the case and award punishment to the concerned players/clubs.

10.1. Level 1 offence

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

Penalties

10.1.1. If committed by a single player once in a match shall lead to a warning given to the player by the Neutral Umpire directly.

10.1.2. Any subsequent offence of same kind by the same player within the same match shall be punishable through minor suspension*, and/or fine.

10.1.3. A level 1 offence committed twice or more by the same player or two or more players in the same match shall lead to a one point deduction in that team's points.

10.2. Level 2 offence

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

Penalties:

10.2.1. If committed by a player once in a match will be punishable through minor suspension*, and/or fine. It shall also result in one point deduction in team's points.

10.2.2. A level 2 offence committed more than once by any player in a match shall lead to major suspension** and/or fine to that player.

10.2.3. A level 2 offence committed twice or more by a team in the same match shall lead to two points deduction in that team's points.

10.3. Level 3 offence

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

Penalties:

10.3.1. A level 3 offence committed by a player shall lead to a major suspension** and/or fine. It shall also result in two point deduction in team's points.

10.3.2. A level 3 offence committed more than once during the same league shall lead to suspension of that player for remainder of the season. It shall also lead to three point deduction in that team's points.

10.4. Level 4 offence

An individual player or Club official engaging in Physical assault against a SCF appointed umpire.

Penalties:

10.4.1. A level 4 offence shall result in a major suspension** and/or fine for the player and a warning for the club. A deduction of 4 point in team's points is also made.

10.4.2. A level 4 offence committed more than once during the same league shall lead to suspension of that club from the league and a possible expulsion from SCF.

* Minor Suspension = Suspension for 1 match.

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

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

10.5. DEDUCTION IN POINTS

10.5.1. A level 1 offence committed twice by a team in the same match shall lead to one point deduction.

10.5.2. A level 2 offence committed once shall lead to one point deduction.

10.5.3. A level 2 offence committed twice shall lead to two point deduction.

10.5.4. A level 3 offence committed once shall lead to two point deduction.

10.5.5. A level 3 offence committed twice shall lead to three point deduction.

10.5.6. A level 4 offence committed once shall lead to four point deduction.

10.5.7. A level 4 offence committed twice shall lead to a disqualification of that team from league.

Article 11: DISCIPLINE & CODE OF CONDUCT

11.1. The SCF Code of Conduct shall be as follows:

11.1.1. The captains specifically and players generally are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws, By-Laws and Special Rules.

11.1.2. Players and Team Officials must at all times accept the Umpire's decision. Players must not show dissent at the Umpire's decision. It can lead to being reported as an offence by the neutral umpire.

11.1.3. Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an Umpire, another Player or a Spectator.

11.1.4. Players and Team Officials shall not use crude or abusive language (known as "Sledging") nor make offensive gestures towards any player participating in the match.

11.2. It shall be a disciplinary offence for any player or team, in the course of or in connection with a match or any other circumstances, to act in a manner likely to prejudice the good name of the SCF, and the individual and/or club committing the offence shall be liable to a penalty.

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

Article 12: SPECIAL DEAD BALL RULE

12.1 Any delivery pitching on the edge of the pitch or outside the surface of the pitch shall be called a dead ball by the umpire.