



SWEDISH CRICKET FEDERATION

Rules and Regulations

National Cricket League 2007

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 for Semi Finals and Final).

ARTICLE 2: POINTS ALLOCATION

- **Win:** 2 points for winning team and 0 points for losing team
- **Tie*:** 1 point for each team
- **Draw:** (Rained out/abandoned games with no result) 0 points for each team, or replay.
- **Walkover:** 2 points for the team that receives walkover.
The team that gives the walkover will receive a financial penalty. If a walkover is given to a team that is more than 300km distant, the penalty is 2000kr. If the walkover is given to a team less than 300km distant, the penalty is 1000kr.

* Tie 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.

ARTICLE 3: FIXTURES

- 3.1. Fixtures shall be played on the date specified by the fixtures list published by the Executive Council on SCF web site.
- 3.2. A match can be rescheduled only once, preferably to the other day of the same weekend (i.e. Saturday to Sunday or vice versa). That can happen only after an approval is attained from the League Administrator three days prior to the scheduled match date. A match rescheduled once can only be played on the rescheduled date. In any other case the match will be counted as a draw and each team would get 0 points.

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 not change from that calculated at the beginning of the innings.



- 4.3. All matches shall ordinarily start at 10:30 a.m. sharp, 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: 10:15 am
 - 1st Innings: 10:30 am - 13:30 pm (3 Hours)
 - Lunch: 13:30 pm - 14:15 pm (45 Minutes)
 - 2nd Innings: 14:15 pm - 17:15 pm (3 Hours)
- 4.7. Major violations of the recommended timelines are to be considered a disciplinary violation. An exception 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.

- 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 participated in at least two matches with the club concerned 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 with a club may not be allowed to change the club during the rest of the season. Special permission maybe granted by EC 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.

Note: SCF has allowed some teams to use coloured dress in the National League 2006. In such a case all members of that team should wear dress of the same colours and same design. SCF has banned coloured dresses for the National League 2007.

ARTICLE 6: UMPIRES

- 6.1. One Neutral Umpire shall be appointed by SCF from the Umpire Pool. One striker's end umpire shall be provided by the batting team. If no Neutral Umpires have been provided by SCF, umpires 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's recommended to choose an umpire from a non playing team.
- 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.
- 6.4. The Neutral Umpire shall stand at the bowlers end at all times.
- 6.5. The Neutral Umpire is responsible to report the result of a match on official SCF Score sheet mailed to the Secretary within 3 days after the match. Score sheet MUST be signed by both captains. In the absence of the Neutral Umpire, it shall be the responsibility of the winning team captain to submit the scores to the Secretary within the stipulated 3 days.



- 6.6. The score sheet submitted by the Neutral Umpire and in his absence the Winning Captain, shall be considered the official score sheet and shall be used for compiling statistics.
- 6.7. If match results and score sheets are not reported to the Secretary, 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.

Following are the duties of the Umpire:

- a. To make a decision about the conduction of match during the day, reduction in target and overs etc. in case of bad weather.
- b. To obtain lists of 11 playing members of both sides before the match start.
- c. 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.
- d. To make sure that the match starts and finishes according to the “*Recommended Timelines for the game*”.
- e. To ascertain the no ball decisions called by the leg umpire in case of bouncers and beamers according to the article “*Bouncers and Beamers*”.
- f. 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.
- g. To declare the winner at the end of the match.
- h. To fill in the “*SCF’s Official Scorecard*” after the match and get it signed from both captains and then send it to SCF.

6.9. Umpiring Fees

(1) Umpiring Fees for completed matches (neutral umpires only)

400kr for a completed match. (100 kr from each team and 200 kr from SCF).

(2) Umpiring Fees for Rained-Out Games

* Umpire on the field but not a single ball bowled: Amount as above to be paid by SCF. No fee paid by the teams, unless the umpire has travelled more than 300km to attend the match.

* Match started and 15 or more overs are bowled and rained out or not completed due to other factors: Full fees to be paid

ARTICLE 7: NO BALL RULES (BOUNCERS AND BEAMERS)

- 7.1 Decisions on bouncers and beamers are the responsibility of the non-striker’s end umpire. The non-striker’s umpire may consult with the striker’s end umpire.
- 7.2. A **bouncer** is a delivery that, after bouncing, passes between the head and shoulder height of the batsman’s normal upright stance. Any ball passing over the head of batsman standing tall is a NO BALL.



Following rules apply:

- a. Bowler, and both batsmen, shall be notified for the first bouncer bowled of the over.
- b. The umpire also notifies the bowler that any further bouncer will be called “No Ball”.
- c. Any further such bouncers in that over will simply be declared “No Balls”.
- d. 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 determination of what is a slow delivery is to be made by the non-striker’s end umpire. The pace of each delivery is to be judged independently. In other words, the normal pace of the bowler is irrelevant.

Following rules apply:

- a. The umpire notifies the decision to the bowler.
- b. If a bowler bowls another beamer in the same over he will not be allowed to continue bowling in the match.

ARTICLE 8: RAIN RULE

8.1. Calling off the game before game time

- a. Weather in Sweden is unpredictable and locally variable. Games should not be called off in advance even if there are chances that it may rain. Teams and umpires should be present at the start time to make a decision.
- b. 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.
- c. The Neutral Umpire appointed for the game is to be notified immediately (90 minutes before the start of the game). Failure to do so will require both clubs to pay the full umpire fees.
- d. 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 0 points.
 - ii. Match is rescheduled for another date if possible. Rescheduling occurs only if both captains agree.

8.2. Match hindered by bad weather during the play:

- a. A match can produce a result if minimum 20 overs per side can be played during the whole day.
- b. The umpire will notify the stoppage time to both captains when players come out of the ground.



- c. 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.
- d. 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.
- e. 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).
- f. 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 \Rightarrow 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 \Rightarrow 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.
- g. 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 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 if present at the ground shall be the sole judge of the fitness of the ground, weather and light for play. In the absence of an appointed 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:

- a. 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.
- b. 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 10:30. 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.



- c. If the delay was caused by the guest/away team (i.e. late arrival etc), a reduction of overs from away teams batting overs occurs. Reduction is made according to the time lost after 10:30. The same rules as stated in point b applies.
- d. If the team bowling first doesn't complete their 40 overs within 3hours, reduction of their batting overs occurs @ 1 over/4 minute. Their target is modified by excluding the minimum runs scored overs from the team that batted first.
- e. If the team bowling second doesn't complete their 40 overs within 3hours, 1 point is deducted from that team's points if the delay is at least 30 minutes.

ARTICLE 10: LEVEL OF OFFENCES

All the matters related to offences committed by individual/multiple players are reported to the SCF's Executive Council through match report by the umpire. The Executive Council is the sole decision maker body for awarding the punishment for the offence.

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

1. If committed by a single player once in a match shall lead to a warning given to the player by the umpire directly.
2. Any subsequent offence of same kind by the same player within the same match shall be punishable through minor suspension*, and/or fine.
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.

Level 2 offence

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

Penalties:

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.
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.
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.

Level 3 offence

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

Penalties:

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.
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.

Level 4 offence



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

Penalties:

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.
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.

ARTICLE 11: DEDUCTION IN POINTS

- a. A level 1 offence committed twice by a team in the same match shall lead to one point deduction.
- b. A level 2 offence committed once shall lead to one point deduction.
- c. A level 2 offence committed twice shall lead to two point deduction.
- d. A level 3 offence committed once shall lead to two point deduction.
- e. A level 3 offence committed twice shall lead to three point deduction.
- f. A level 4 offence committed once shall lead to four point deduction.
- g. A level 4 offence committed twice shall lead to a disqualification of that team from league.

Article 12: DISCIPLINE & CODE OF CONDUCT

12.1. 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.

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

- 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.
- 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 be reported as an offence by the neutral umpire.
- Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an Umpire, another Player or a Spectator.
- Players and Team Officials shall not use crude or abusive language (known as "sledging") nor make offensive gestures.

12.3. Before any penalty is imposed there shall be a Disciplinary Committee Meeting. The Disciplinary Committee shall consist of at least three members of EC. 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 13: SPECIAL DEAD-BALL RULES

- 13.1 In the case of a delivery bouncing off the covered pitch surface, the non-striker's end umpire shall immediately call WIDE, and the ball is immediately dead.
- 13.2 If in the judgment of the non-striker's end umpire, a delivery has not bounced properly due to the condition of the pitch, the umpire shall immediately call DEAD BALL and the delivery shall not be counted. This rule is intended to cover extreme situations such as the pitch matting lifting off the ground due to high winds, not just an unexplained bad bounce.