

EASTERN AMERICAN CRICKET ASSOCIATION

RULES & REGULATIONS 40-Overs Tournament

Adopted May 2009

1. Player Registration

Each club may register a maximum of fifteen (15) players as part of its initial registration at the beginning of the each season. Additional players may be registered for a fee set by the Executive Committee and communicated to all clubs at the beginning of the season.

A club may register additional players up to but no later than 5:00 PM on the Thursday preceding any match scheduled for the Saturday or Sunday following same Thursday date. It is the responsibility of each club to ensure that members of the Executive Committee, including the President and Secretary, receives the name and any other information and the registration fee (s) for the additional players (s).

Clubs will be advised of the final cut-off date for player registration for the season, at least three weeks prior to that date, and determined by the Executive Committee.

2. Tournament Schedule

For all 40-Overs tournaments starting during the month of April or May in any year, the official start time for all such matches shall be 1:00 PM, with close of play at 7:30 PM, and in accordance with the official published and/or amended schedule fixture issued by the EACA.

3. Time Allocation

Each team shall be granted three (3) hours to complete their allotted 40 overs.

The first team taking the field must finish bowling at or before 4:00 PM or complete 40 overs, whichever comes first. Should the fielding team be unable to complete their 40 overs, they will only be allowed to bat the corresponding overs they bowled, unless the batting team failed to bat through the entire 40 overs, and then they will be allowed to bat for 40 overs.

For any limited overs tournament in the second competition of any year, and starting after August 30, the start time is 12:00 Noon, with close of play at 6:30 PM.

The first team taking the field must finish bowling at or before 3:00 PM or complete 40 overs, whichever comes first. Should the fielding team be unable to complete their 40 overs, they will only be allowed to bat the corresponding overs

they bowled, unless the batting team failed to bat through the entire 40 overs, and then they will be allowed to bat for 40 overs.

RULES OF ENGAGEMENT GOVERNING ALL EACA TOURNAMENTS

4. Penalties

A. If one team has seven (7) or more registered players ready to play at the time of starting and the other team does not, the team that has seven (7) registered players ready to play automatically wins the toss and the captain of that team must inform the umpires and the opposing captain of his decision at that time.

B. Teams responsible for late start will have overs deducted from their initial overs for every four (4) minutes, one (1) over will deducted.

C. The maximum waiting time from prescribed start of play is one (1) hour. If play does not start at that time the defaulter would have forfeited the game losing full points.

For late starts, due to rain, the amount of overs and time duration will be set by the two opposing captains. If the two captains cannot agree, then the umpires will decide the playing conditions of the game.

Clubs playing unregistered players and players under assumed registered names or players from other clubs will result in that club losing the said game and any other further disciplinary action, as may be deemed fit by the Executive Committee of the association or an assigned Judiciary Committee or arbitrator assigned by the Executive Committee.

All players must abide in a polite manner at all times with the Umpires decisions.

5. Free Hit after a foot-fault no ball (NEW)

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

In addition to the above, the delivery following a no ball called for a foot Fault (overstepping the bowling crease) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

6. Water Breaks

Under normal circumstances, a team is allowed two water breaks per inning not exceeding five (5) minutes each. However, an Umpire may allow additional water breaks, based on the prevailing weather conditions at the time.

In addition to the above, batsmen may request water between the changes of overs, so as not to interrupt the continuity of play. This must be made in advance by notifying the opposing captain and the ruling umpire.

7. Break Period

There is a rest period of fifteen (15) minutes between innings. It is mandatory that the host team provide at least sandwiches and water to the visiting team at all games.

8. Protest Games

All protested games should be filed within the guidelines of the association's Judiciary or Executive Committee, along with a \$40.00 non-refundable filing fee, and within forty-eight (48) hours of the completion of the game in question. It is mandatory that the umpires and the opposing captain be notified before start of play, or at the point of an alleged infraction, of a team's intent to protest a game.

9. Rained Out Games

In the event that, owing to rain, the field is not fit for play, the game will be ruled a Rain Out in which case each team will be awarded two (2) points.

However, teams must have the minimum seven (7) players present at the ground at the time the match is ruled as a Rain Out.

A Rain Out can only be determined at the cricket field since play may be possible at some fields.

In the event that a game is ruled as "rain interrupted," by the ruling umpire and further play is prevented from continuing, and the team bowling last has not completed (15) fifteen overs, each team shall be awarded two (2) points. The decision not to continue must be made by the umpires, in consultation with the two captains.

9. A. Rained Out in Playoffs

In the event that a match is ruled as "rain interrupted" in the playoffs, by the ruling umpire and further play is halted, and the team bowling second has not completed fifteen (15) overs, the match shall be ruled a rain out and duly replayed at a later date to be

determined by the Executive Committee. It must be reiterated that the decision to discontinue play must be made solely by the umpires, in consultation with the two captains. If the game cannot be replayed due to time constraints or other factors, the team with the most points after the 40 overs competition shall be declared the winner. If both teams are tied after the 40 overs competition, then the deciding factor will be the overall net run-rate of both teams.

10. Overs Allowed

Teams are allowed to bowl no more than the allotted maximum number of overs in any game. In 40-Overs matches, no one bowler shall be allowed to bowl more than (8) eight overs in the match.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

A bowler is allowed a run-up not to exceed fifteen (15) yards.

11. Setting the field

The field should be set to include no more than five (5) fieldsmen on the leg-side, prior to the delivery of the ball.

12. Incomplete Matches

In the event that a match remains unfinished, the winner shall be the side which has scored at a faster rate per over for the entire amount of overs batted on either team, providing, however, that at least fifteen (15) overs has been bowled at the side batting second. If the scoring rate is the same, the side losing the fewer number of wickets in the first fifteen (15) overs of each inning shall be declared the winner.

13. Tied-Match

In the event of a tie, the result shall be decided in favor of the side losing the fewer number of wickets. If both sides have lost the same number of wickets in a tied match, the result shall be decided on the higher rate per over of scoring in the first fifteen (15) overs of each inning. If both sides are all out in or under 40 overs in a tied match, the overall scoring rate per over of each side shall be the deciding factor.

14. Point Systems

The points for a game shall be as follows:

- A. Outright victory: 5 points
- B. Forfeited match: 5 points to the opposing team
- C. Rained out match: 2 points to each qualifying team

D.Tied-match

3 points to each team

15. Umpires

The payment for umpires shall be the amount agreed upon at the start of each season between the EACA and the Umpires Association, or other officiating body representing the Umpires.

Umpires shall make all decisions whether play is possible, and in consultation with the two captains.

Umpires may request that a player(s) identify himself by an official EACA identification card or a photo identification card issued by a recognized government institution, such as the Department of Motor Vehicles.

Umpires shall be responsible for making their own transportation arrangements to get to and from the cricket fields to which there are assigned. However, teams are encouraged to assist with the transportation needs of the umpires, wherever possible.

16. Competition

In the event there is a tie in points at the end of a tournament, the winner shall be determined by a playoff match.

In the event that no umpire is available by 1:00 PM to call a game, the two captains shall decide on the stand-in umpire(s) for the match. However, the match must be played as scheduled, provided the ground is available, weather conditions are not prohibitive and each team has the minimum number of (7) seven players each.

An umpire may request a player to leave the field, if such player is seen smoking, drinking, or not properly attired while the game is in progress.

Whenever a decision is required and cannot be made between the two (2) opposing captains the Umpire's decision shall be final.

17. Rescheduled Games

In extraordinary circumstances, whereby a game cannot be played as scheduled, the rescheduling of said match can only be made by the Executive Committee of the EACA.

18. Miscellaneous

In the event of any problem arising which is not covered by these rules, the Executive Committee will have the power to arbitrate and make whatever decisions it thinks best. Such decision(s) shall be considered as final and binding. The EACA Rules and Regulations are in accordance with the ICC Standard One Day International Match Playing Conditions, please visit <http://icc-cricket.yahoo.net/> for further clarification.