



New York Cricket Region, Inc.

Member, United States of America Cricket Association

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1. MANAGEMENT

- a) The Competition shall be known as the **New York Cricket Region Inter League Cricket Tournament** (hereinafter referred to as the Tournament). Administrative control of the tournament shall be vested in the Regional Administration of New York Cricket Region.
- b) The Laws of Cricket (2000 Code 2nd Edition – 2003), the ICC ODI Playing Conditions (2009/2010) and ICC Code of Conduct for players and players support personnel shall apply except where varied by these Playing Conditions. All references to the Governing Body within the Laws of Cricket shall be replaced by the Regional Director of New York Cricket Region (NYCR).
- c) The NYCR Administration, its Tournament Committee(s) and/or the appointed umpires shall be the final authority for all decisions related to matches in the tournament and the Playing Conditions.

2. FORMAT

- a) The competition shall comprise eight teams and each team shall play each other once in its respective Group during the preliminary phase and two teams with the most points at the end of the preliminary series shall qualify for the Final. The eight teams are as follows:

Zone A

American Cricket League
Brooklyn Cricket League
New York Cricket League
Nassau Cricket League

Zone B

Bangladesh Cricket Association
Commonwealth Cricket League
Eastern American Cricket League
Metropolitan Cricket League

3. DURATION OF MATCHES

- a) All matches shall be one day's duration and shall consist of one inning per team. Each inning shall be limited to 50 six-ball overs and a minimum of 20 overs per team must be completed in order to constitute a match except a team is all out before 20 overs are bowled.

4. HOURS OF PLAY & INTERVALS

- a) Starting Time: 10.30am.
- b) Each inning is allocated a duration of 210 minutes including water breaks.
- c) A stipulated lunch break of 45 minutes will be assigned at 1:30pm. This time may fluctuate by approximately 10 minutes to accommodate the completion of an inning. The match Umpires and/or NYCR tournament officials shall be the final authority for time changes.

5. SESSIONS OF PLAY & INTERVALS BETWEEN INNINGS

- a) Match Umpires and the tournament committee shall have the final authority to reduce break times in order to ensure a fair play of the all the allocated time as decided upon during the match day.
- b) Where the inning of the team batting first is delayed or interrupted, the Umpires shall reduce the length of the interval.



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- c) In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be determined by the Umpires subject to no interval being more than 45 minutes or less than 10 minutes duration.
- d) Two drinks intervals of 5 minutes each, per inning shall be allowed. Each drinks interval shall be at the conclusion of the 17th and 34th overs. The provisions of Law 15.9 shall be strictly observed, except that under conditions of extreme heat, the Umpires may permit extra intervals for drinks.
- e) The Umpires have a final authority to change the drinks break time to the 16th or the 33rd over if there is a fall of a wicket during that time.
- f) An individual player may be given a drink either on the boundary edge or on the field at the fall of a wicket, provided no playing time is wasted. No other drinks shall be allowed on the field without permission of the Umpires. If/when a player is taking drinks on the field of play; the player must be dressed in proper cricket attire.

6. SUBSTITUTES & RUNNERS

Batsman or Fielder leaving the field of play, Batsman retiring, Batsman commencing Inning

Law 2.5 shall be modified with the following:

- a) If a fielder fails to take the field with his team at the start of a match or any later time, or leaves the field of play during a session of play, the Umpires shall be informed of the reason(s) for his absence and he shall not thereafter return to the field of play during a session without the consent of the Umpire.

Law 2.6 shall be modified with the following:

- b) The Umpire shall give consent for a fielder to return to the field as soon as possible. If a player is absent from the field of play for period of more than eight (8) minutes and returns to the field of play, that player shall not be permitted to bowl in that inning after his return until he has been on the field of play for at least that length of time for which the player was absent.
- c) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field of play and/or his team's inning has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his team has lost five (5) wickets.
- d) The restrictions in Clauses [6 a] and [6 c] above shall not apply if the player suffered an external blow (as opposed to an internal injury such as a pulled muscle) while participating earlier in the match and was consequently forced to leave the field of play. Nor shall it apply if the player was absent for very exceptional and wholly acceptable reasons (other than injury and illness).
- e) In the event a player already off the field of play at the commencement of a match or interruption in play due to ground, weather and light conditions or for other exceptional circumstances, the player shall be allowed to count any such stoppage time as playing time, provided the player and his captain informs the Umpires when the player is fit enough to return to the field of play had play been in progress.

7. UMPIRES & SCORERS

- a) NYCRC shall appoint Umpires from a panel of qualified umpires to officiate in matches.
- b) Umpires appointed to officiate in matches shall be present at the venue of the match at least one (1) hour before the scheduled time for the start of play.

Law 3.2 shall be modified with the following:

- c) An Umpire shall not be changed during a match other than in exceptional circumstances, unless he is injured or ill. Neither team shall have the right of objection to the appointment of an Umpire.
- d) All decisions concerning the fitness of the pitch, ground, weather and light shall be the sole responsibility of the Umpires appointed to officiate at matches.



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- e) Umpires shall brief the Scorers prior to the start of each match regarding signals and the method of scoring runs, due to no balls, wide balls and runs assessed for penalties. At the conclusion of matches, the Umpires must satisfy themselves and agree with the Scorers that the score is correct.
- f) NYCR shall appoint an official Scorer for each match to record runs scored during the match, wickets taken and the number of overs bowled by each team. Teams may also appoint their own Scorers to work along with the official Scorer. The score kept by the Official Scorer shall suffice in all matters.
- g) Scorers must acknowledge each signal from the Umpires separately and record the runs accordingly. At intervals, the Scorer shall consult with the umpires on points/areas that were/are doubtful to ensure that the score is kept correctly.

8. REGISTRATION OF PLAYERS

- a) Each league/team shall be required to register a minimum of 14 players with the Secretary of the Region prior to the scheduled start of the tournament. Additional players may be registered no later 3 days prior to the scheduled start of the match in which the player is scheduled to participate.
- b) When registration of a player is via USPS mail, the registration date shall be the postmark date on the envelope while registrations by fax shall be the transmission date imprinted on the document. If/when a player is registered by multiple leagues, the player shall be deemed to be registered by the league for which the player plays his first match.

9. PLAYER QUALIFICATION & ELIGIBILITY

- a) A player in order to be eligible to participate in the competition must be permanently domiciled in the United States of America (USA) and registered with a club which is a member of a league participating in the Inter League Tournament.
- b) Players who are not permanently domiciled in USA are not eligible to participate in the Inter League Tournaments If/when this rule is violated by a League, that League shall automatically forfeit the match or matches in which the ineligible player(s) participated.

10. NOMINATION OF PLAYERS

Law 1.1 shall be modified with the following:

- a) A match shall be played between two teams and each team shall consist of eleven (11) players, one of which shall be the captain.

Law 1.2 shall be modified with the following:

- b) Each captain shall provide a list with the full names of eleven (11) players in writing to one or both Umpires at least 30 minutes before the scheduled starting time of the match. No player may be changed without reference to the Umpires and approval of the opposing captain.

11. THE TOSS

Law 12.4 & 12.5 shall be modified with the following:

- a) Captains are required to toss for the choice of inning on the field of play at least 30 minutes prior to the scheduled or re-scheduled time for the match to start. The Umpires shall supervise the toss and the team winning the toss shall notify the opposing captain and Umpires of their decision to bat or field no later than 15 minutes prior to the scheduled or re-scheduled time for the match to start.



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- b) The decision of the captain winning the toss to bat or field cannot be changed after it is communicated to the other captain and Umpires.

12. FITNESS OF GROUND, WEATHER & LIGHT

Law 3.9 [b] [i] shall be modified with the following:

- a) In the event the start of a match is delayed due to rain or bad light, the umpires in consultation with the NYCR officials shall review an option for reduced overs or abandonment of the match
- b) The NYCR officials and the Umpires will follow the runs per over (RPO) method for all matches that are impacted by weather, light and/or unforeseen situations.

Laws 3.8 & 3.9 shall apply subject to the following modification:

- c) If conditions during a rain stoppage improve and the rain is reduced to a drizzle, the Umpires must consider if they would have suspended play under similar conditions during a match. If both Umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

13. DRESS & EQUIPMENT

- a) Players on the field of play must be attired in clothing approved by NYCR for use by teams participating in matches during the tournament.
- b) Substitutes and/or persons conveying equipment etc. on the field of play must at all times be dressed in the proper team attire. Players are not permitted to wear turf studs on their shoes while they are batting or bowling on pitches covered with matting.

14. LENGTH OF INNINGS

Uninterrupted matches

- a) Each team shall bat for 50 (six-ball) overs unless the team is all out earlier. A team shall not be permitted to declare its inning closed.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of play for the first inning, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting second shall only have available to it, the number of overs that it bowled by the scheduled time for the cessation of the first inning. The over in progress at the scheduled cessation time shall count as a completed over.
- c) The Umpires shall have the discretion to increase the number of overs to be bowled by the team bowling second if they agree that events were beyond the control of the team bowling first (including time wasting by the team batting first) and prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first inning.
- d) In the event the number of overs is to be increased, the Umpires shall notify the fielding captain and the batsmen at the wicket.
- e) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the inning of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls shall count as a complete over).
- f) If the team batting first is all out in less than 50 overs, the team batting second shall be entitled to bat for 50 overs unless all out earlier.



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- g) If the team fielding second fails to bowl 50 overs or the rescheduled number of overs by the scheduled time for the cessation of the inning of the team batting second, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved, provided always that the conditions of ground, weather and light permit play.

15. Delayed or Interrupted Matches

Delay or interruption to the inning of the team batting first

- a) When playing time is lost, the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour (4 minutes per over) in the total time available for play. Should calculations regarding the number of overs result in a fraction of an over, the fraction shall be ignored.
- b) A revision of the number of overs should ensure whenever possible, that teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its inning in less than its allocated overs.
- c) To constitute a match, a minimum of 20 overs must be bowled to the team batting second subject to the inning not being completed earlier.
- d) A fixed time shall be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour (4 minutes per over). When calculating the length of playing time available for the match, or the length of either inning, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and interval shall not be taken into consideration. This calculation should not cause the match to finish earlier than the original time for the cessation of play. If required, the original time shall be extended to allow for one extra over for each team.

16. Delay or Interruption to the inning of the team batting second

- a) When playing time has been lost and as a result it is not possible for the team batting second to have the opportunity of receiving its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour (4 minutes per over) in respect of the lost playing time.
- b) In addition, should the inning of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second inning started early has elapsed.
- c) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its inning in less than its allocated overs. A fixed time shall be specified for the close of play by applying a rate of 15 overs per hour (4 minutes per over). The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- d) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved provided the light & weather conditions permit play.

17. EXCEPTIONAL CIRCUMSTANCES

Law 3.10 shall apply subject the following modification:

- a) The Umpires may suspend play due to safety and/or security concerns for players, umpires and spectators at the venue. NYCR/Officials in consultation with the Umpires may suspend and/or terminate play for safety or security concerns for players, umpires and spectators.
- b) If play is suspended in accordance with Rule 17 a, the decision to resume or terminate play shall be the sole responsibility of NYCR.



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- c) Umpires may terminate a match when either team refuses to play or players from either team illegally enter the field of play and refuses to leave the field when warned by the Umpires.

18. NUMBER OF OVERS PER BOWLER

- a) A bowler shall not bowl more than ten (10) overs in an inning. In a delayed or interrupted match where overs are reduced for both teams or for the team bowling second, a bowler may not bowl more than one-fifth of the total number of overs allotted.
- b) Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- c) In the event of a bowler breaking down and being unable to complete an over, another bowler shall bowl the remaining balls in the over. Such part of an over shall count as a full over only in so far as each bowler's limit is concerned.
- d) The score sheets shall show the total number of overs bowled to be one less than the total number of overs bowled by each bowler.

19. RESTRICTION ON THE PLACEMENT OF FIELDSMEN

- a) Two semi circles shall be marked on the field of play. The semi circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi circles shall be 30 yards and the semi circles shall be linked by two parallel straight lines drawn on the field. The field restriction should be marked by a continuous painted white line, white dots or small plastic or rubber decals.
- b) During the first block of Power Play Overs (as set out below) only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- c) During the second and third Power Play blocks of overs only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- d) Two inner circles shall be drawn on the field of play. The circles shall have as their centers the center point of the popping grease at the either end of the pitch. The radius of each of these circles shall be 15 yards. The fielding restriction area should be marked by white dots and the segment of the circles reserved for the slip fielding positions shall not be demarcated.
- e) During the first block of Power Play Overs (as set out below) there must be a minimum of two stationary fieldsmen within this field restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards in the un-demarcated area provided only that they are standing in slip, leg slip or gully positions.
- f) During the non Power Play Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referenced:
 - i. The first block of Power Play Overs (block of 10 overs in an uninterrupted match) shall be at the commencement of the innings. Umpires shall determine the power play overs at the rate of 4 minutes per over using the format in (g) below; if a match is impacted due to weather or unforeseen situation.
 - ii. For the remaining second and third block of Power Play Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either batsmen at the wicket. Umpires shall determine the power play overs at the rate of 4 minutes per over using the table in (g) below; if a match is impacted due to weather or unforeseen situation.



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- iii. A batsman must nominate his team's Power Play no later than the moment at which the Umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Power Play any time prior to the commencement of the over. The Umpire who will stand at the bowler's end for the commencement of a Power Play block shall determine which side first made the request.
 - iv. Once a team has nominated a Power Play, the decision cannot be reversed.
 - v. Should either team choose not to exercise their discretion, their Power Play Overs will automatically commence at the latest available point in the innings (e.g. in an uninterrupted innings, an unclaimed Power play will begin at the start of the 46th over).
- g) In circumstances when the number of overs of the batting team is reduced, the number of overs in each Power Play Block shall be in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the first and second inning of the match. Power Play Field Restrictions Table is as follows:

<i>Total overs in the innings Restrictions</i>	<i>P1+P2+P3</i>	<i>Total Overs Field</i>
20-22	4+2+2	8
23-24	4+3+2	9
25-27	5+3+2	10
28-29	6+3+2	11
30-32	6+3+3	12
33-34	7+3+3	13
35-37	7+4+3	14
38-39	8+4+3	15
40-42	8+4+4	16
43-44	9+4+4	17
45-47	9+5+4	18
48-49	10+5+4	19
50	10+5+5	20

- h) Where the number of overs for the team batting second is reduced, the aim shall be to maintain the above fielding restrictions for the same proportion of the second inning that were maintained for the first inning (fractions are to be ignored). In the event of an infringement of any of the above fielding restrictions, the Umpire at the strikers end shall call and signal No Ball.
- i) If an inning is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed shall not be subjected the fielding restrictions.

20. THE MATCH BALL

Law 5.2 shall be modified with the following:

- a) The Regional Administration shall provide cricket balls of an approved standard for the tournament in addition to spare used balls of the same brand for changing during a match. Each fielding team shall have two new balls for its inning.
- b) The Umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play Umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of the ball at the fall of a wicket or any other disruption in play.



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If/when the ball is lost or becoming unfit for play

Law 5.5 shall be modified with the following:

- a) In the event a ball during play is lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.
- b) In the event a ball becomes wet and soggy as a result of play continuing in inclement weather or dew, or where the ball becomes significantly discolored and in the opinion of the Umpires is unfit for play, the ball may be replaced with a ball that had a similar amount of wear, even though it has not gone out of shape.
- c) If/when the ball is to be replaced the Umpire shall inform the batsman. Either bowler or batsman may raise the issue of an unfit ball with the Umpires and the Umpires' decision regarding a replacement or otherwise shall be final.

Law 42.3 (e) shall be modified with the following:

- d) In the event a fielder alters the condition of the match ball, the umpires shall issue a first and final warning to the captain of the fielding team and notify the batsmen at the wicket of the incident. At the first repetition by any player of the fielding team, the Umpires shall deem such action to be unfair play and award a penalty of 5 runs to the batting team.
- e) In the event the fielding team interfered with the condition of the match ball and a replacement is required, the batsmen at the wicket shall choose the replacement ball from a box of six used balls (including a new ball) and of the same brand used prior to the contravention.

21. DELIBERATE DISTRACTION OR OBSTRUCTION OF BATSMAN

Law 42.4 & 42.5 shall be modified with the following:

- a) In addition, the Umpires shall report the incident to the Match Manager or other Match Official and in writing to the Regional Administration via the Umpires Match Report.

22. DANGEROUS AND UNFAIR BOWLING

Law 42.6 (a) shall be modified with the following:

- a) A bowler shall be limited to one fast short pitched delivery per over. A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- b) The umpire at the bowler's end shall advise the bowler and batsman on strike when each fast short pitched delivery has been bowled. In addition, for the purpose of this clause, a ball that passes above head height of the batsman and prevents the batsman from being able to hit the ball with the bat by means of a normal cricket stroke shall be called a wide. A fast short pitched delivery that is called a wide under these playing conditions shall also count as the allowable short pitched delivery in that over.
- c) In the event a bowler bowling more than one fast short pitched delivery in an over as defined in Rule [22 a] above, the Umpire at the bowler's end shall call and signal on each occasion. A different signal shall be used to signify a fast short pitched delivery. The Umpire shall call and signal no ball and then tap the head with the other hand.
- d) If the bowler delivers a second fast short pitched ball in an over, the Umpire, after the call of No Ball and when the ball is dead, shall caution the bowler, inform the other Umpire, the captain of the fielding team and the batsmen at the wicket of what has occurred. This caution shall apply throughout the inning.
- e) If there is a second instance of the bowler being no balled in the inning for bowling more than one fast short pitched delivery in an over, the umpire shall warn the bowler and advise it is the final warning for the inning.



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- f) If there is a further instance by the same bowler in that inning, the Umpire shall call and signal No Ball and when the ball is dead, direct the captain of the fielding team to take off the bowler forthwith. If/when necessary the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or a part thereof.
- g) The bowler who was taken off at the direction of the Umpire shall not be allowed to bowl again in that inning. The Umpire shall report the occurrence to the other Umpire, the batsmen at the wicket and as soon as possible, to the captain of the batting team at the ground and in writing to the Regional Administration via the Umpires' Match Report.

23. BOWLING OF HIGH FULL PITCHED BALLS

Law 42.6 (b) shall be modified with the following:

- a) Any delivery, other than a slow paced delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury to the striker.
- b) A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, shall be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.
- c) In the event a bowler bowling a high full pitched delivery as defined in (23 a) and (23 b) above (e.g. a beamer), the Umpire at the bowler's end shall, in the first instance, call and signal No Ball, and when the ball is dead, caution the bowler and issue a first and final warning. The Umpire shall inform the other Umpire, the captain of the fielding team and the batsmen at the wicket of what has occurred.
- d) If there is a further instance by the same bowler in that inning, the Umpire shall call and signal No Ball, and when the ball is dead, the Umpire shall direct the captain of the fielding team to take off the bowler forthwith. If/when necessary the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over or a part thereof.
- e) The bowler who was taken off at the direction of the Umpire shall not be allowed to bowl again in that inning. The Umpire shall report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible, to the captain of the batting team at the ground and in writing to the Regional Administration via the Umpire's Match Report.

24. DANGEROUS AND UNFAIR BOWLING – ACTION BY THE UMPIRE

Law 42.7 shall be modified with the following:

- a) Regardless of any action taken by the Umpires as a result of a breach of Rules 22 and 23 above the following shall apply at any time during the match.
- b) The bowling of fast short pitched balls is unfair in the opinion of the Umpire at the bowler's end he/she considers that by their repetition and taking into consideration their length, height and direction, they are likely to inflict physical injury to the batsman, irrespective of the protective clothing and equipment the batsman may be wearing. The relative skill of the striker shall also be taken into consideration.
- c) In the event of such unfair bowling, the Umpire at the bowler's end shall adopt the following procedures during the match:
 - i. In the first instance, the Umpire at the bowlers end shall call and signal no ball, caution the bowler and inform the other Umpire, the captain of the fielding team and the batsmen of what has occurred.



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- ii. If the caution is ineffective, the Umpire shall repeat the above procedure and indicate to the bowler that it is a final warning. Both the above caution and final warning shall continue in effect even if the bowler may later change ends.
- iii. If there is any further instance of unfair bowling by the same bowler in the inning, the Umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler who shall neither have bowled the previous over or part hereof, nor should he be allowed to bowl the next over or part thereof. The bowler thus taken off shall not bowl again in that inning. The Umpires shall report the incident to the Regional Administration via the Umpire's Match Report.

25. DELIBERATE BOWLING OF HIGH FULL PITCHED DELIVERIES

Law 42.8 shall be modified with the following:

- a) If the Umpire at the bowlers end considers a full pitch which is deemed to be dangerous and unfair was deliberately bowled, the caution and warning above (Clauses 22, 23 & 24) shall be dispensed with and the Umpire at the bowlers end shall call and signal No Ball. When the ball is dead the Umpire shall direct the captain to take the bowler off and the bowler cannot bowl again in that inning.
- b) If necessary the over shall be completed by another bowler who shall neither have bowled the previous over or part thereof, nor should he be allowed to bowl the next over or part thereof. The Umpires shall report the incident to the Regional Administration via the Umpire's Match Report.

26. TIME WASTING

Time Wasting by the Fielding Team

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

- a) If there is any further waste of time in that inning by any member of the fielding team, the Umpire shall call and signal dead ball if necessary, and award 5 penalty runs to the batting team (Law 42.17).
- b) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting team of what has occurred. If necessary, the umpires shall report the incident to the executive committee via the Umpire's Match Report. Batsman Wasting Time: Law 42.10 shall apply.

27. NO BALL

Law 24 shall apply subject to the following

Law 24.1 (b) shall be replaced by the following:

- a) The bowler shall not deliver the ball underarm. If a bowler delivers the ball underarm, the Umpire shall call and signal No Ball and the ball should be re-bowled over-arm.
- b) In addition, the Umpire at the bowler's end shall call and signal No Ball if the ball which the Umpire considers to have been delivered by the bowler without having touched the bat or person of the striker:
 - i. Bounces more than twice, or
 - ii. Rolls along the pitch before it reaches the striker, or
 - iii. Rolls along the pitch and comes to rest in front of the striker's wicket. The Umpire shall call and signal No Ball then immediately call and signal dead ball.



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28. FREE HIT

Standard Free Hit penalty for foot-fault No-Balls shall apply

- a) In addition to the above (Clause 27), the delivery following a No Ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing the delivery. If the free hit delivery is not a legitimate delivery (any kind of no ball or wide) then the next delivery will also become a free hit for which ever batsman is facing the delivery.
- b) For a free hit, the batsman can be dismissed only under circumstances that apply for a no ball, even if the free hit is called a wide.
- c) Field changes are only permitted for a free hit if there was a change in striker.
- d) The Umpires shall signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

29. WIDE BALL

Judging a Wide

Law 25 shall apply with the following addition of Law 25.1:

- a) Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.
- b) A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls

30. POINTS ALLOCATION

- a) Points shall be awarded for matches in the tournament as follows:

◆ Win	5 points
◆ Tie	2 points each
◆ No Results	1 point
◆ Loss	No points

No Result

- b) If a match is interrupted by rain, bad light or other circumstances and the Umpires decided the match could not continue and either team did not receive a minimum of 20 overs to achieve a result, the match shall be considered a 'No Result'.

Breaking a Tie on Points

- i. In the event of the teams finishing on equal points in the tournament, the winner will be decided as follows:
- ii. The team with the most wins, if still equal,
- iii. The team with a better record against each other, if still equal,
- iv. The team with a higher Net Run Rate in all matches played in the tournament that ended with a result. Matches with a No Result will not be utilized in the process.



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31. MATCH RESULT

Law 21.2 shall apply in addition to the following:

- a) Except in circumstances where a match is awarded to a team as a result of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or the team batting second scores enough runs to win in less than 20 overs. All matches in which both teams have not had the opportunity of batting for a minimum of 20 overs shall be declared a No Result.

Tie

- b) Matches in which both teams have had the opportunity of batting for the allotted number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie.
- c) Any queries concerning the scores and/or the result of a match as defined in Laws 3.15 and 21.8 shall be resolved immediately after the conclusion of the match and a final decision made by the Umpires at the ground after consultation with the scorers.

32. THE RESULT

- a) Teams with the most points after the preliminary series of matches shall be declared the winner. In the event of teams finishing on equal points, the tie breakers defined in Rule 29 above shall be used.

Net Run Rate

- b) A team's Net Run Rate is calculated by deducting from the average runs per over scored by that team throughout the tournament, the average runs per over scored against that team throughout the tournament.
- c) In the event 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 the team would have been entitled and not the number of overs in which the

33. SCORE SHEETS

- a) Duplicate score books shall be provided to each team for the purpose of recording the scores at each match. At the completion of each match, captains are responsible for ensuring the scores are correct and validated with the Umpires.
- b) Score sheets must be completed in a legible manner with the full names of batsmen and bowlers entered in the appropriate columns. Captains must instruct the scorers that first initials and 'nick names' should not be entered in the scorebook.
- c) Completed score sheets must be submitted to the Statistician within seventy two (72) hours after completion of a match. Scores, players and team performances will not be tabulate and included in statistics for the tournament if completed score sheets are not provided to the Statistician within the stipulated time.

34. PROTESTS

- a) In the event of a protest, the captains shall notify the Umpires during and/or at the conclusion of the match if it is determined that they may wish to file a protest concerning the match. All protests shall be filed in writing and forwarded to the Secretary of NYCR within twenty four (24) hours after the match was completed.
- b) The communication regarding the protest must include details and/or reason(s) for the protest, and the names of persons who may assist the Tournament Committee with its investigation. A filing fee of \$50.00 shall be applicable for each protest filed with the Secretary. The investigation process would be held in abeyance until the filing fee is paid to NYCR.



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35. TOURNAMENT COMMITTEE

- a) The Regional Director shall appoint a Tournament Committee with responsibilities for management of the inter-league tournament. The chairperson of the Tournament Committee in consultation with members of the committee shall appoint a sub-committee to adjudicate on any and all protests that are submitted by teams.
- b) The Tournament Committee shall also adjudicate on any and all match-related disputes regarding interpretation of the Playing Conditions other than that which is the responsibility of the Umpires during a match.
- c) The Regional Director shall also appoint a Technical Committee which shall be responsible for application of the Code of Conduct or any non-match related issues.

36. INTERPRETATION / SETTLEMENT OF DISPUTES

- a) NYCR and the Tournament Committee reserve the right to interpret and/or amend the Playing Conditions of the tournament from time to time or as deemed necessary.
- b) The Tournament Committee shall be empowered to appoint subcommittees, investigate infractions and determine the punishment, if any for misconduct or a breach of these Playing Conditions by players and Umpires during the tournament.
- c) Decisions of the Tournament Committee may be appealed to the Regional Administration in written form via the Secretary of NYCR. The decision(s) of the Regional Administration shall be final.

37. HEARINGS AND PRINCIPLES OF NATURAL JUSTICE

- a) The rules of natural justice are the minimum standards of fair decision making which may be imposed on persons or bodies acting in a judicial capacity. Where the relevant person or body is required to determine questions of law or fact in circumstances where its expectations of the individual concerned, an implied obligation to observe the principles of natural justice arises.
- b) The rights to a fair hearing require that an individual shall not be penalized by a decision affecting his/her rights or legitimate expectations unless he/she has been given prior notice of the charge against him/her. He/she must be provided a fair opportunity to answer the charge and an opportunity to present his/her own case.
- c) Each individual must have the opportunity to present his/her version of the facts and to make submissions on the relevant principles of the Code of Conduct and the allegations against him/her. If the person(s) charged does not attend the hearing at the time and place which he/she was given notification the Committee shall have the discretion to decide whether or not to proceed.
- d) If a breach of the Playing Conditions or the Code of Conduct occurs, the Tournament Committee upon the receipt of a written report from the Secretary shall appoint a sub-committee and convene a hearing to determine the facts. The decision of the sub-committee may be appealed to the Regional Administration.

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Code of Conduct

THE SPIRIT AND INTENT

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. The major responsibility for ensuring the Spirit of fair play rests solely with captains of teams.

The Code of Conduct was established as a vehicle to supplement the Playing Conditions of tournaments and the Code of Conduct shall apply to all players where applicable, team officials and umpires for matches played under the auspices of the New York Cricket Region. Breaches of the Code of Conduct shall be deemed to include a breach of the Playing Conditions of the tournament and applicable penalty shall be rendered by the Regional Administration or sub-committee(s) appointed/established to investigate infractions.

Players, umpires and officials shall be bound by the Laws of Cricket, these Playing Conditions and the Code of Conduct as established herein. The Laws of Cricket put the responsibility for the conduct of players firmly on the captains.

APPLICATION, INTERPRETATION & ENFORCEMENT

1. Captains are responsible at all times for ensuring that play is conducted within the Spirit of the game as well as within the Laws of Cricket.
2. Players and/or team officials shall at no time engage in conduct or conduct themselves in a manner that is inconsistent with the true Spirit of the game of cricket and shall observe the highest standards and traditions of the game at all times.
3. Players and/or team officials shall at all times accept the decisions of umpires and shall not show dissent or public disagreement with such decisions. Players and/or team officials shall not make abusive and insulting language or use any offensive gestures on the field of play or, engage in public confrontation with umpires, other players or spectators and members of the public.
4. Players and/or team officials shall at all time conduct themselves with dignity and decorum and shall not conduct themselves in a manner which may bring themselves or the game of cricket into disrepute.
5. Players and/or team officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or spectators either at or in the vicinity of the playing area.
6. Players and/or team officials shall not use, or be involved in, or participate in the distribution of illegal drugs during a match on in the vicinity of the playing area.
7. Players and/or team officials shall not make any public pronouncement; media comment or publish any statements, which may be detrimental to the game of cricket or the United States Of America Cricket Association, USACA's Regional Boards and affiliated leagues.
8. Players and team officials shall at all times be properly attired both on and off the field of play and shall comply with the lawful and reasonable instructions of a team manager, captain or member of the regional Administration on all such matters. Players and/or team officials shall not disclose or comment upon any alleged breach of the Code, hearing, report or decision arising from such breach.
9. Players, umpires and/or teams officials shall not engage directly or indirectly in any form of betting, gambling or other type of financial speculation regarding the outcome of any cricket match. Players, umpires and/or team officials shall not accept any form of inducement, which may affect the performance of any player involved in any such cricket match.