

# SHANGHAI CRICKET CLUB

## League playing rules



Document No.:	SCC/DOC/02	Version	1.01
Authorized by:	SCC Excom	Signature Date	11-Mar-2018

## Revision History

<b>Version. Rev.</b>	<b>Date</b>	<b>Description</b>
1.00	06-Jul-2012	Original Version for Division 1, Division 2, Division 3
1.01	11-Mar-2018	1) Combined of all Division rules in one document. 2) Created version control document 3) Added ground related information 4) Few rule changes based on input from clubs, captains during 2017 season and from SCC EXCOM on 11-Mar-2018.

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**Preamble**

The SCC League competition aims to provide highest possible standard of competitive cricket and social environment. SCC League Maintaining a high standard of play and etiquette, as well as adhering to the Spirit of Cricket, is important to continue attracting the best players in Shanghai to the competition, and also to allow the Shanghai Cricket Club's representative team to compete with other regional representative teams, and also maintain an environment whereby Shanghai's cricket players can enjoy a fun, competitive game.

Clubs with multiple teams in different divisions are expected to operate their teams on a 1st XI, 2nd XI, 3rd XI basis, and the Shanghai Cricket Club reserves the right to take action against teams selecting regular 1st XI players for Division 2 matches and 2nd XI players for Division 3 matches.

The current version of the MCC's Laws of Cricket applies, as do the standard ODI playing conditions, unless otherwise stated herein.

## 1. Competition and Match Format

- 1.1. Round robin format, with number of games according to schedule. Game points earned in each match shall count towards the league season table.
- 1.2. A new red 4-piece leather ball supplied by the Shanghai Cricket Club to be used upon the start of each innings.
- 1.3. The field shall be marked with an inner circle/oval, made by two inner circles 27.4m from each middle stump and linked with parallel lines.
- 1.4. Drinks breaks should be limited to 5 minutes (the number of drinks breaks should be decided by both captains prior to the match).
- 1.5. If a team has less than 7 players at the start time, they shall be considered to have forfeited the game, with the other team being awarded win points. The SCC will fine teams that fail to show up for a scheduled match without informing the opposing captain and the SCC that they will not be able to play as scheduled. The deadline for informing the opposing captain and the SCC is 6 pm before the scheduled match. The RMB 2000 fine must be paid prior to any further scheduled club matches (in any division); no teams in any division from the offending club will be permitted to play until the fine has been paid.
- 1.6. Matches will start at the time indicated on the schedule. The toss shall take place ten minutes before the due start time. If one of the two captains has not arrived at this time, Vice captain/ acting captain can do the toss. In case umpire has not reached before toss time, both captain shall complete the toss and decision shall be communicated to umpire once he/she arrived on ground.
- 1.7. The competition, matches and any disputes will be administered by the Shanghai Cricket Club.
- 1.8. All games in Division I and II shall be played from both ends of the wicket unless it is agreed upon beforehand by both captains to play from only one end. Games in Division III shall be played from one end and both captains shall agree upon beforehand to play from which end.

## 2. Delayed or Interrupted Matches

- 2.1. For a match to be called off without teams arriving at the ground, both captains must agree at least one hour beforehand and both must notify the Shanghai Cricket Club and umpire of the game, or a ban on playing from the venue provider is required. If one team fails to arrive the game is treated as a forfeit.
- 2.2. If prior to the start of the match, weather conditions are unfit to complete the first innings and a minimum of 20 overs for the second innings in Division 1, 15 overs in Division 2 and 10 overs in Division 3, the game will be considered abandoned and competition point will be awarded to each team, based on predefined rule on CRICHQ.
- 2.3. In the event of a rain interrupted match, and provided each team can face at least 20 overs in Division 1, 15 overs in Division 2 and 10 overs in Division 3 a result will still be achieved. The result in a match delayed or interrupted by adverse conditions of weather, ground, light or other Good Cause beyond the teams' control, the following procedures apply:
  - 2.3.1. If the first innings is delayed or interrupted on one or more occasions, two overs shall be deducted from the original 80 overs in Division 1, 60 overs in Division 2 and 50 overs in Division 3 for every eight minutes (or part thereof) lost, i.e. one over deducted from each innings.
  - 2.3.2. The second innings shall consist of the same number of overs as the first. If the second innings is not completed for any reason, other than that of a result already being achieved, the game will be won by the team having the superior run rate (runs scored divided by overs faced), provided that the minimum 20 overs in Division 1, 15 overs in Division 2 and 10 overs in Division 3 have been completed by each side.
- 2.4. When a result is not achieved due to weather, both sides shall be awarded competition point awarded to each team based on predefined rule on CRICHQ. It should be highlighted that all weather affected games should be completed by the scheduled close of play.

### 3. Umpiring, Scoring and Discipline

- 3.1. All matches shall be officiated by a Shanghai Cricket Club approved neutral umpire all divisions. In the absence of SCC appointed umpires, the captain of the batting side is to nominate the umpires during his side's innings. It is the responsibility of the captain to ensure that his nominees are familiar with the Laws of Cricket and the SCC Rules. Both captain and player-umpire will be held responsible in any case of unfair conduct or negligence.
- 3.2. Individual teams are responsible for their scoring. If possible each team should provide a scorer for both innings, but if not possible the other innings should be copied at the end of play. It is in everyone's interests that the scorecards are accurate and legible, and the Shanghai Cricket Club reserves the right to deduct points from teams who supply unsatisfactory scorecards.
- 3.3. Each team shall provide playing 11 list along with 12<sup>th</sup> player name to umpire before start of the game. Name of player shall be in appropriate format rather than nick name. (e.g. D. Wotton not Danny) Umpire shall submit the list to SCC in soft copy format by sending email to <<>>
- 3.4. The umpire's decision is final, including with regards to the number of balls bowled per over.
- 3.5. All players are expected to uphold the rules and spirit of the game; captains are responsible for their teams' conduct on the pitch.
- 3.6. When only one umpire is appointed to stand by the SCC, the umpire at his/her absolute discretion may stand at both ends during the match, following consultation with both captains.
- 3.7. Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match.

#### 4. Overs, Bowling, Batting & Field restrictions

##### 4.1. Details of # of overs and field restrictions.

Description	DIV I	DIV II	DIV III
# of overs per innings 6 balls per over	40	30	25
Power Play			
1 <sup>st</sup> Only 2 players outside inner circle. Minimum 2 in catching position.	10	8	6
2 <sup>nd</sup> Only 4 players outside inner circle	11-30	9-20	7-20
3 <sup>rd</sup> Only 5 players outside inner circle	31-40	21-30	21-25

4.2. Bowlers are limited to bowl 8 overs maximum in Division 1, 6 overs in Division 2 and 5 overs in Division 3, or a maximum of one fifth of the total in a reduced overs game. In case overs reduce as penalty bowlers can bowl full quota of the overs.

4.3. There cannot be more than 2 players behind square on leg side of batsman at any time during inning. Umpire can call no ball in case he/she notice.

4.4. Batsman can only retire in case he/she is injured, on whatever score. He is then only permitted to bat again last in the batting order.

4.5. In order to keep the game moving, the next batsmen should be in field in 3 minutes after the wicket falls. In case of any deliberate act of delaying is observed by umpire, he can handover warning to batting team captain.

4.6. In Division 3 all overs are limited to 10 deliveries. If after 10 balls the bowler has not completed a full over of 6 legitimate deliveries, then the umpire will award 4 extra runs to the batting team by signaling a boundary (credited to extras) and call the end of the over. This rule does not apply to



the final over of the innings, which must be completed by the bowler and thus the bowler is required to complete 6 legal deliveries before the end of the innings can be called by the umpires.

- 4.7. In Division 3 a batsman must retire after scoring 50 runs and can only return to the crease after all other batsmen in the team have been dismissed or retired having scored 50 or retired legitimately hurt.

## 5. Extras

- 5.1. Wides and no balls shall be counted as one run, and re-bowled.

- 5.2. Any additional runs, leg byes or byes scored are added to this. E.g. if a wide is bowled and the batsmen also run one run, 2 wides are scored; if the ball travels all the way to the boundary 5 wides are scored; if a no-ball is bowled, one no-ball is tallied plus whatever additional runs are scored by the batsmen.

- 5.3. No-balls shall be called in line with the normal laws of cricket, and in the following circumstances:

5.3.1. If any part of bowler's foot is not behind the line of the front line of bowling crease, no-ball shall be called by the umpire

5.3.2. If the bowler bowls a full pitch delivery above waist height, no-ball shall be called by the square-leg umpire.

5.3.3. If a bowler bowls a short-pitched delivery for second time in the over (defined as passing over the batsman's shoulder height in his normal stance), no-ball shall be called by the umpire. Main Umpire shall inform the bowler when he bowls 1<sup>st</sup> short-pitched delivery of the over (defined as passing over the batsman's shoulder height in his normal stance). This rule applies only in Division 1.

5.3.4. In Division 2 and Division 3 any short-pitched delivery in the over (defined as passing over the batsman's shoulder height in his normal stance), shall be called no-ball by the umpire.

5.3.5. There will be free-hit only for front foot no ball. In case of free hit field change is permitted only if batsman is change. On Free-hit ball only run-out will be count as out. No other method will be count as out.

## 6. Code of Conduct

### THE PREAMBLE – THE SPIRIT OF CRICKET

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

6.1. There are two Laws, which place the responsibility for the team's conduct firmly on the captain.

6.1.1. Responsibility of the captains: The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

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

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

6.3. The umpires are authorized to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

6.4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team

- The role of the umpires
- The game's traditional values

6.5. It is against the Spirit of the Game:

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

6.6. Violence: There is no place for any act of violence on the field of play. Any player involve in any act of violence shall be referred to SCC club captain and disciplinary committee.

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

## 7. Home Team Responsibilities

7.1. The team whose name appears first in the fixture list is responsible for:

7.1.1. Ensuring the ground is ready for use 15 minutes before play by making sure wickets and bails in place, crease lines clearly marked, boundary clearly marked, score board in place etc. (through liaison with venue providers where necessary).

7.1.2. Ensuring the ground and facilities are fully cleared and clean at the end of play.

## 8. Attire and Field

8.1. All players are required to wear white/cream shirts and trousers in all Division. There will be a 5 run penalty enforced by the standing umpire (added to the opposition's batting extras) for every breach of the dress code in Division 1.

- 8.2. Shorts are strictly not allowed in all division. There will be a 5 run penalty enforced by the standing umpire (added to the opposition's batting extras) for every breach of rule 8.2.
- 8.3. No drinks bottles or anything else to be left anywhere on the field of play, including behind the stumps, except for fielders equipment or drinks behind the wicket keeper.
- 8.4. Should any of these be hit the usual 5-run penalty applies. If batsmen require water, one bottle can be held by the square-leg umpire. Any drinks taken outside of official drinks intervals must not delay the game; if they do, a 5-run penalty will be awarded to the opposition of the offending team.
- 8.5. There will be a 5 run penalty enforced by the standing umpire (added to the opposition's batting extras) every time an object is left on the field of play when a ball is bowled.

## **9. Smoking & Drinking**

- 9.1. Smoking is forbidden on the field of play at any time by any player(s) or umpire(s). Any player(s) or umpire(s) in breach of this may be banned for next 2 games. If SCC appointed umpire breach this rule will not be entitled to receive match fee for that particular match.
- 9.2. Note that Wellington College bans smoking anywhere on their premises. Any player(s) or umpire(s) in breach of this may be banned next 2 games and also for entering wellington college ground. If SCC appointed umpire breach this rule will not be entitled to receive match fee for that particular match.
- 9.3. Drinking alcoholic beverages are prohibited on the field of the play any time by any player(s) or umpire(s). Any player(s) or umpire(s) in breach of this may be banned for next 2 games. Umpire has right to stop player to play game if player is influence of alcohol. If SCC appointed umpire breach this rule will not be entitled to receive match fee for that particular match.

## 10. Match Times, Breaks and Length of Innings

10.1. Matches will start at time indicated on the schedule. The toss shall take place at least ten minutes before the due start time. If one of the two captains has not arrived at this time, the toss shall automatically be awarded to the other side.

10.2. It is upon both teams to ensure the spirit of the game, so each match is completed within

- 5 hours and 30 minutes (2 hours 40 minutes per innings) and that the 10-minute turnaround of the innings is met for Division 1
- 4 hours and 30 minutes (2 hours 10 minutes per innings) and that the 10-minute turnaround of the innings is met for Division 2
- 3 hours and 15 minutes (1 hour 30 minutes per innings) and that the 10-minute turnaround of the innings is met for Division 3

10.3. Drinks breaks, all within the boundary line, will be taken after the

- 13th and 26th overs in Division 1
- 15th overs in Division 2
- 10th overs in Division 3

10.4. If, without good cause, the bowling side fails to complete 40 overs in Division 1, 30 overs in Division 2 and 25 overs in Division 3 within the scheduled time, the innings shall be extended until all overs of 1<sup>st</sup> inning (40 overs in Division 1, 30 overs in Division 2 and 25 overs in Division 3) are completed. The second innings shall be restricted to the number of overs completed at the scheduled time of first inning or decided by the on field umpire.

10.5. During an innings, the umpires shall make allowance for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such Good Cause include, but shall not be limited to, the following:

10.5.1. Injury to players of either side.

10.5.2. Inability to locate and/or retrieve a ball. Note: A maximum of three minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.

10.5.3. Delays caused by the batting team, e.g. changes of equipment. Note: In instances of inclement weather, Rule 2.3 shall apply, NOT the provisions of Good Cause.

- 10.6. The umpires are to inform the captain of the fielding side and the batsmen when they are making a judgment of Good Cause and advise them of the time they have allowed. All Good Cause minutes will be tallied over the course of an innings. For every three minutes, or part thereof, lost in this manner, the bowling side will be given relief from one of the required number of overs to be bowled.
- 10.7. If the team batting first is all out and the last wicket falls at or after the scheduled interval time, the second innings shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval, and the over in which the wicket falls shall count as a completed over.
- 10.8. The second innings shall consist of the same number of overs as the first (except as provided for in 11.7 above, or under Rule 2.3).
- 10.9. If the team fielding second fails to bowl the required number of overs, without Good Cause, within the allocated time, then the match shall finish (the over in progress at the scheduled time shall count as a completed over), and the batting team shall be awarded penalty runs as follows:
- **In Division 1**
    - (1) Over 40 - scored as batting team's highest scoring over of the innings
    - (2) Over 39 – scored as batting team's second highest scoring over of the innings
    - (3) Over 38 – scored as batting team's third highest scoring over of the innings etc.
  - **In Division 2**
    - (1) Over 30 - scored as batting team's highest scoring over of the innings
    - (2) Over 29 – scored as batting team's second highest scoring over of the innings
    - (3) Over 28 – scored as batting team's third highest scoring over of the innings etc.
  - **In Division 3**
    - (1) Over 25 - scored as batting team's highest scoring over of the innings
    - (2) Over 24 – scored as batting team's second highest scoring over of the innings
    - (3) Over 23 – scored as batting team's third highest scoring over of the innings etc.
- 10.10. If the team fielding second fails to bowl the required number of overs by the scheduled or adjusted finish time on account of Good Cause, subject to light, ground and weather conditions, the finish time will be extended to compensate for the time lost. If an extension is not possible for any reason, the result of the match will be determined by Rule 2.3.

**Appendix 1 - CricHQ registration (For club and players)**

1. All club participating in SCC organize competition / tournament shall need to register on CricHQ. Any new Club participating in SCC league shall inform SCC administrator to create their club under SCC on CricHQ.
2. Each Club / Team shall nominate their club / team administrator for CricHQ administration for their respective club/team.
3. All players of respective club shall need to register on CricHQ with correct details. (any player register with nick name will be rejected by SCC administration)
4. Each club / team shall be responsible to make sure that their player are register on CricHQ before the start of the match.
5. Any player with multiple profile has to inform SCC, SCC will keep active only 1 profile and delete other profiles.
6. If any player register with 1 club, interested to move other club shall take necessary permission form parent club and SCC Club caption. Once it is approved player will be moved to new club on CricHQ by SCC administrator. Movement across club is only possible before playing any game for the current season.

**Appendix 2 – Result, Points and Scoring Guidelines**

1. Scorecards and results are required to be submitted on CRICHQ against each match.
2. CRICHQ will calculate the points based on the result uploaded on site against each match.
3. For accurate and fast scoring, it is recommended that all team use CricHQ application to do scoring during the match. CricHQ application can be download on Android and ios devices from respective stores.
4. A complete score card is required to be uploaded on CricHQ by the winning team by 7 pm of the following day the match against the respective match scheduled on CricHQ.
5. Winning team has to make sure that all players' names are correct (there shall be no nick name of the player in crichq score card). If there is any discrepancy in score card, SCC administrator will reject the score card until it is corrected and submitted again.
6. In case any team wants to do manual scoring (Traditional way) The scoring system is details available at: <http://www.ieccjapan.com/downloads/CricketScoringGuide-concise.pdf>
7. The only differences will be Byes and Leg-Byes will not be recorded with triangles, but with a 'B' or 'L' respectively (easier to remember). The symbols used and other useful sections from this document will be included at the front of all the scorebooks for reference: <http://www.ieccjapan.com/downloads/CricketScoringGuide-concise.pdf>

8. Also note that:

- It is every team's responsibility to carry a scorebook, and all scoring materials
- Scorers must acknowledge EVERY umpire signal before play can resume

### Appendix 3- Eligibility

1. Each Clubs with multiple teams in different divisions are expected to operate their teams on a 1st XI, 2nd XI, 3rd XI basis.

2. Appearances in a Division Leading to Ineligibility

2.1 D1 Eligibility- is any player who is a member of their club

2.2 D2- Eligibility is any D1 player who has not played more than 50% of D1 games in the seasons scheduled fixture and any D3 player

2.3 D3 Eligibility- is any D1 or D2 player who has not played more than 25% of total game of the combined D1 & D2 fixture.

\*These players can only play as a 12th man, i.e. can field, but cannot Keep wicket, bat, or bowl at any stage. 12<sup>th</sup> Man should be predefined by the team. Team cannot rotate their players to rest their current 11. Use of 12 man should only be restricted for injury related changes only. And same 12<sup>th</sup> man should be used for the complete match.

3. Eligibility for Semi Finals and Finals - All players must have played a minimum of 2 games of total games in the league during the current season to play in semi-finals or finals in any division. However, the eligibility rules 2 still apply.

If any club/team player failed to meet the minimum of 2 games criteria during the season, team/club can request for exceptional approval to SCC club captain.

Note: It is very difficult to legislate for all scenarios; a club is entitled to appeal if it feels an ineligible player should, in the spirit in which these rules and the competition is intended, be permitted to play. Club can first send email to SCC Club captain.

### Appendix 4- Grounds

SCC currently organizing all his leagues at SCSC and Wellington college ground.