



EASTERN AMERICAN CRICKET ASSOCIATION

2013 RULES & REGULATIONS Supplement to ICC's 2013 Standard One Day International Match Playing Conditions

Purpose: This document contains the Rules and Regulations which govern cricket games played in the Eastern American Cricket Association (EACA). It is the responsibility of each captain to know these rules and ensure that his team conforms to their stipulations. In the event of a game coming under dispute during play, both captains and the standing umpires are to gather separate from the teams and supporters to discuss the issue with the common interest of recommencing the game in a timely manner. It is recommended that each team have a copy of this document at their disposal during each game to reference in situations where the match is brought into dispute.

Change History:

<i>Year</i>	<i>Major Change (s)</i>	<i>Reason (s)</i>
2011	Updated the number of players a club can register to 20 from 15 with no special concessions for U19 players.	In recent years teams have been adding players and not paying. The U19 concession was removed to have young players develop an alliance to a club.
	Added requirements for toss and team declaration	No existing statements in the rules stipulating requirements for scorecard submissions.
	Added requirements on submitting scorecards.	No existing statements in the rules stipulating requirements for scorecard submissions.
2012	Outlined conditions for transition to color clothing and white balls	The league is shifting to playing with colored uniforms and white balls
	Player registration and eligibility for the T20 competition for U19 players	Allow for wider player base for teams who find it difficult to field a playing XI for the T20 tournament.
	Clarified tournaments and tournament winners	There was controversy over what a '40-over Champion' meant at the end of the 2011 season.
	Over allotment due to slow over rate	To encourage on time start and prompt finish of games
2013	Added Powerplay rules	Teams agreed to adopt use of Powerplay for the benefit of league players who play at higher levels
	Umpire pay increase and clarification of responsible team in the event of a no show	Incentive for umpires who travel extra to get to grounds in Long Island and umpires not being paid in the past for games where there were no-shows
	Removed section which outlined free hit rule	The free hit rule is now well established as part of the game.



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1. Competitions

There will be two competitions in the EACA season;

- 1.1. A 40-Over competition which will consist of a Round-Robin stage as determined by the EACA Executives. The tournament champion will be the winner of the Final in the playoff. The official name of the 40-Over competition will be 'EACA Power40.' **Team rankings in the competition will be determined by points allotment and then net run rate.** The full format of the EACA Power40 tournament will be communicated by the EACA Executives.
- 1.2. A T20 competition which will consist of a Round-Robin stage as determined by the EACA Executives. The top 4 teams, assessed by points and then net run rate should teams be tied on points, will qualify for the playoffs. The playoff will consist of Semi-Final and Final. The tournament champion will be the winner of the Final in the playoff. The official name of the T20 competition will be 'EACA T20 Blitz.' The full format of the EACA T20 Blitz tournament will be communicated prior to the start of the competition.

2. Player Registration

- 2.1. Each club may register a maximum of twenty (20) players as part of its initial registration at the beginning of the each season. Additional players beyond the allowed 20 may be registered for a fee of twenty dollars (\$20 USD) per palyer. The Executive Committee will provide instructions to all clubs at the beginning of the season on registering additional players.
- 2.2. A club may register additional players up to but no later than 5:00 PM on the Wednesday preceding any match scheduled for the Saturday or Sunday following same Wednesday date. It is the responsibility of each club to ensure that members of the Executive Committee receive the name and any other information and the registration fee (s) for the additional players (s).
- 2.3. The final cut off date for player registration for the 2012 40-Over and T20 competitions will be **announced at a subsequent date by the EACA Executives.** No player can be added, or move to a team's roster after this date.
- 2.4. Players moving to a new team, from either another New York Region league or from another EACA team will have to sit out at least two games after registration with the new team to be eligible to participate in matches for the new team.
- 2.5. A player needs to play at least two (2) 40-over regular season games in order to be eligible to represent a team in the 40 over playoffs.
- 2.6. Eligibility for the T20 competition will be in compliance of 2.3 above. Additionally a player needs to play two (2) 40-over regular season games in order to qualify to represent



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his club in the T20 tournament.

- 2.7. U19 players will abide by all registration rules noted above for the 40-Over and T20 tournaments except an exemption will be allowed to 2.6 above. U19 players are allowed to take part in the T20 tournament without representing his club in the 40-Over tournament.
- 2.8. A player needs to play at least 2 T20 regular season games in order to be eligible to represent a team in the T20 playoffs
- 2.9. All players declared in the playing XI to the umpires and in scorecard submission are required to be present for the match to be considered eligible.

3. Tournament Schedule

- 3.1. For all 40-Overs tournaments starting during the month of April or May, 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.
- 3.2. 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.
- 3.3. Alternative arrangements can be made with the proper approval of the EACA Executive Committee and both team captains if deemed necessary.
- 3.4. The EACA executives will provide timing for T20 matches.

4. Time Allocation

- 4.1. Each team shall be granted three (3) hours to complete their allotted 40 overs. For games starting at 1:00 PM, the first team taking the field must finish bowling at or before 4:00 PM or complete 40 overs, whichever comes first.
- 4.2. Should the fielding team be unable to complete their 40 overs, they will only be allowed to bat the corresponding number of overs they bowled at the 3 hour mark after the start of the game. The team batting first will be allowed to bat out the full 40 overs or until they are bowled out. **For shortened game the corresponding inning timing will be applied with four (4) minutes being allowed per over and drinks break spanning five (5) minutes each.**
- 4.3. Teams responsible for late start will have overs deducted from their initial overs. For every four (4) minutes, one (1) over will be deducted.



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4.4. 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.

5. Toss and Squad Declaration

- 5.1. Toss will be taken no later than 15 minutes before the schedule start of play.
- 5.2. Teams are required to submit their playing eleven to the umpire(s) before the toss.
- 5.3. If one team has seven (7) or more registered players ready to play at the time of the toss and the other team does not, the team that has seven (7) registered players ready to play automatically wins the toss.
- 5.4. Umpire(s) are required to accompany the captains for the toss.
- 5.5. Upon winning the toss the captain is required to give the umpire and opposing captain their decision immediately.

6. Penalties

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

7. Drinks & Inning Breaks

- 7.1. 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.
- 7.2. 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.
- 7.3. There is a rest period of fifteen (15) minutes between innings.

8. Protest Games

- 8.1. 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.



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- 8.2. 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.
- 8.3. The burden of proof for all protest allegations including unregistered players will be on the team filing the protest.
- 8.4. A team will not be allowed to participate in further league games until all fines and suspensions are honored.

9. Rained Affected Games

9.1. Rain Resulting in Late Starts

- 9.1.1. 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.
- 9.1.2. A bowler will be limited to bowl a maximum of one-fifth ($1/5^{\text{th}}$) of the total number of overs agreed upon.

9.2. Rain Covers

- 9.2.1. The host team will be responsible for covering the entire matting and run up to the matting (up to 15 feet) during rain interruptions. Teams failing to comply with this automatically lose full points for the game.

9.3. Rain Interruptions

- 9.3.1. In the event that a game is ruled as "rain interrupted," by the 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.
- 9.3.2. A bowler will be limited to bowl a maximum of one-fifth ($1/5^{\text{th}}$) of the total number of overs agreed upon.
- 9.3.3. See section 12 for further information on interrupted matches.

9.4. Rain Outs:

- 9.4.1. In the event that, owing to rain, the field is not fit for play, the game will be ruled a



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Rain Out in which case each team will be awarded two (2) points.

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

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

9.5. Rained Out in Playoff

9.5.1. 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. It must be reiterated that the decision to discontinue play must be made solely by the umpires, in consultation with the two captains.

9.5.2. A rained out Quarter-Final will not be replayed. The team with the higher number of points, or higher net run rate in the event of equal number of points, will move on to the semi-final.

9.5.3. A reserve date will be scheduled for semi-final matches. Should the reserve date also be rained out the team with the higher number of points, or higher net run rate in the event of equal number of points, will move on to the final.

10. Overs Allowed

10.1. 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.

10.2. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Each bowler participating in bowling in such an over will have one full over counted towards his over limit for the game.

10.3. During bowler warm up and in practicing his bowling action the cricket ball is not allowed to touch the ground.

10.4. The powerplay for all EACA matches will be defined as 30% of the number of overs being bowled in the innings. For a full 40 over game this will be 12 overs. For a full 20 over game this will be 6 overs.

11. Power Play & Setting the field



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- 11.1. The field should be set to include no more than **five (5)** fieldsmen on the leg-side, at the instant of delivery of the ball.
- 11.2. During the non Powerplay Overs, no more than **four (4)** fieldsmen shall be permitted outside the fielding restriction area
- 11.3. For standard 40 overs match the Powerplay shall apply for 12 overs per inning to be taken as follows:
- 11.3.1. The first block of power play overs will be for 8 overs. The fielding team will be allowed maximum 2 fielders out of the 30 yard circle for this block.
- 11.3.2. The second block of power play overs;
- 11.3.2.1. Shall be taken at the discretion of either of the batsmen in the middle
- 11.3.2.2. The fielding team will be allowed maximum 3 players out of the 30 yard circle for this block
- 11.3.2.3. It will be a total of 4 overs and may be taken no later than the 28th over. Should the batting team fail to take the powerplay the umpire will automatically enforce it on the 28th over.
- 11.3.3. See table below for Powerplay stipulations in the event of a shortened inning;

Inning Duration	Length of 1st Powerplay	Length of 2nd Powerplay	Last over to elect 2nd Powerplay
15 - 17	3	1	12th
18 - 20	4	1	14th
20 - 21	4	2	16th
22 - 24	5	2	18th
25 - 28	5	3	20th
29 - 31	6	3	22nd
32 - 34	7	3	24th
35 - 38	7	4	26th
39 - 40	8	4	28th



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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 a Play-off

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 and Scorecard Submissions

The points for a game shall be as follows:

- | | | |
|------|-------------------|----------------------------------|
| I. | Outright victory: | 5 points |
| II. | Forfeited match: | 5 points to the opposing team |
| III. | Rained out match: | 2 points to each qualifying team |
| IV. | Tied-match: | 3 points to each team |

- 14.1. All teams are required to submit a scorecard to the Executive Committee no later than 5 pm on the Wednesday following the weekend in which the game is played. Failure to submit a scorecard will result in no points being awarded for games won, forfeited, rained out or tied.
- 14.2. Additionally, teams which lose a match and fail to submit a scorecard will lose out on their overall net run rate contributions for that game. The Executive Committee will notify clubs on how to go about submitting scorecards.
- 14.3. A scorecard will not be considered as complete unless the following minimum requirements are met:
- 14.3.1. The two teams participating in the match are properly identified
 - 14.3.2. The team which won the toss is properly identified
 - 14.3.3. The standing umpire (s) are properly identified
 - 14.3.4. The number of overs agreed to play (if different from 40) is properly



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identified.

- 14.3.5. Full first and last names for batsmen and bowlers are to be submitted
- 14.3.6. In the batting section of the scorecard the 'how out,' 'bowler' who took the wicket and number of runs scored by the batsman are required to be thoroughly filled out.
- 14.3.7. In the batting section all players who participated in the game (minimum 7, maximum 11) are required to be submitted regardless of the number of batsmen required to take strike during the innings.
- 14.3.8. In the bowling section of the scorecard the 'Overs' bowled, 'Maiden' overs bowled, 'Runs' scored off that bowler and 'Wickets' taken are required to be filled out.
- 14.3.9. The number of extras are required to be filled out.

15. Umpires

15.1. The payment for umpires shall be:

15.1.1. For games played at Heckshire & Brentwood each umpire will receive \$100 total. Each team will be responsible to pay \$100. For 1 umpire each team will be responsible to pay \$70

15.1.2. For games played at all other grounds each umpire will receive \$90 total. Each team will be responsible to pay \$90. For 1 umpire each team will be responsible to pay \$60

15.2. A League Executive will notify teams the responsibility to assist with transportation of assigned umpire (s) to the game. The notifications will go out to team captains no later than 5 pm on Friday before the weekend of play as to which umpire his team needs to provide transportation for.

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

15.4. Teams failing to notify the league of unavailability to play a scheduled game at least 48 hours ahead of the scheduled game will be held accountable to paying their full amount of umpire's fee in addition to any further penalty the EACA Executives deem fit. (ie a No-Show at Heckshire will result in the team which did not show up paying \$100. The \$100 will be split \$50 each should 2 umpires be scheduled for the game.) The no-show team will be required to get payment to the EACA Execs before the following week's Wednesday deadline. Failure to do so will result in a forfeit for the following week also.

16. Rescheduled Games

In extraordinary circumstances, whereby a game cannot be played as scheduled, the rescheduling of



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said match can only be made by the Executive Committee of the EACA.

17. Colored Uniforms

- 17.1. The 2013 tournaments will be held in colored uniforms
- 17.2. Two new white balls will be used, one from each end for all 40 over matches
- 17.3. The basic color of the colored uniform can be any color except white, off white, cream or any variations of white as such. Member clubs can choose the color and design of their uniform at their own discretion
- 17.4. All members of the same team will use consistent uniforms. Anyone with inconsistent uniforms will not be allowed to participate in the match.
- 17.5. White sweaters cannot be worn over the colored uniforms
- 17.6. All batsmen and the wicketkeeper will use colored pads. The pads should also be consistent to a team.

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](http://www.icc-cricket.com), please visit <http://www.icc-cricket.com> for further clarification.