



Music City Cricket League
(organized by Nashville Cricket Club)
RULES – 2009 (4/21/09)

ALL TEAMS CAPTAINS MUST SIGN THIS DOCUMENT AND FORWARD TO THEIR PLAYERS. TEAMS MUST READ THIS DOCUMENT TO ENSURE THEY ARE FULLY AWARE OF RULES AND REGULATIONS OF THE LEAGUE. IF A SITUATION ARISES DURING THE MATCH WHICH IS NOT COVERED BY THIS DOCUMENT THEN THE RULING FROM NASHVILLE CRICKET CLUB (NCC) COMMITTEE WILL BE FINAL.

Format: There will be six teams in the 2009 league divided into two groups. One team will play six games in the regular season. The top two teams in each group will play the semifinals and winners of the semifinals will play for League Championship. All League matches will be 12 over games. The Semifinals and Championship games will be of 15 overs.

Teams: Teams can't interchange players. A player who played for one team cannot play for another team in the league. If a player wants to transfer to another club, he can do so, but cannot play the league that season if he has played at least one match. If a player has not played even one match and wishes to transfer to another club, he can do so and also play the league matches for the club which he transferred to.

Age Limits: The minimum age for participation in the League is 15 years.

Schedule: Based on "Availability Challenges" between the teams, NCC has created the League Season schedule in all fairness, taking in to consideration of all legitimate scheduling requests. There will not be any changes to the schedule.

Points: The winner of a match will be awarded 4 points. The loser will not get any points. In the case of a tie where the score is equal; the result will be decided on one over bowl out. The six players in each team will bowl one ball each. The bowlers will need to knock down the stumps. The team with more knock downs will win. If the number of knock downs is the same after 6 balls, then the process will repeat till a result.

Bowl Out: If the match including semifinals and final is not playable due to rain, the winner will be decided on two overs (12 balls) 'Bowl Out'. Each team will nominate 4 bowlers. These bowlers will take turns and bowl at a stump with regular bowling action and will try to knock down the stump/bails. The team with most knock outs will win. If after two overs the number of knock downs is the same for both teams then the teams will be given another two overs. This process will continue till a decision is reached.

If at the end of the League rounds there are teams with the same points in a group then the semifinalists will be decided as follows

Net Run rate in the League matches (Run rate rounded to two decimal points)

If two teams are equal on run rate

The team which had more wins of the head to head match played between them in the league phase will be placed in the higher position.

If finalists are equal, then the team with the highest number of wickets taken in all matches during the league phase will be placed in the higher position.

In the highly unlikely event that teams cannot be separated by the above equation, Winner will be determined by drawing lots.

Net Run Rate: The Net Run rate of teams will be calculated as the difference of the following equation

$$(\text{Runs Scored For} / \text{Total number of overs faced}) - (\text{Runs scored against} / \text{Total number of overs bowled})$$

Example

Runs scored by Team A: 250

Total number of overs faced: 30



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Runs scored against Team A: 210
Total number of overs bowled: 30

Nett run rate: $(250/30) - (210/30) = 1.33$
The match abandoned due to rain will not account for the Run rate calculation.

- Fees:** Each team has to submit a League fee of \$200 per team. League fee is NON-REFUNDABLE.
- Balls:** League will use 'Hard Tennis Ball'. The balls for the matches will be provided by the NCC. There is no refund of any games abandoned due to rain. Players are allowed to use gloves, pads and protective gear.
- Umpires:** There will be at least One Neutral umpire. The leg umpire provided by the batting team is not allowed to talk to their batsmen or give advice. His role inside the field is to be an official umpire. Fielding team captain can report such incidents to the umpire. The umpire will then talk to the leg umpire not to repeat such instances. If the leg umpire continues talking or giving advice, then such players will be reported by the umpire to the board. Penalties will apply for every instance as mentioned in the Penalties section.
- Time/Limits:** The matches will start 11 AM, 1:30 PM and 4PM on Sundays. The teams must be at ground 30 minutes before the match. The toss will be 15 minutes before the match, so for 11 AM game, the toss will be on 10:45AM.

Each innings will be played in no more than 60 minutes. There won't be any break during an innings. A match must complete within 2 hours. A minimum of four players per team are needed to start a match. If a team does not show up by the start time, it will lose the match and 4 points.

- Rain Rules:** A minimum of 5 overs played by both teams would constitute a completed match and the result would be considered with the winning team getting 4 points. A match can start till 60 minutes from the start time e-g 11 AM match can start at 12PM but it must finish by 1PM.
- If a match starts at 12 pm then it would be a 5 over game. If at 12 pm the umpires decide that the ground is not fit for play then the match will be abandoned and a bowl out will decide the winner.
- If rain intervenes after a match has started then the time lost due to rain delay will be considered for the deduction in overs. For every 5 minutes lost 1 over will be deducted from each side.

Example1: A team batting first has played 5 completed overs. Rain intervenes and the ground is ready for play only after 10 minutes. In this case 3 overs will be deducted and the game will be a 8 over affair for both teams.

Example2: A team batting second is chasing a score of 100 runs in 10 overs and has played 4 overs scoring 40 runs. Rain intervenes and the ground is ready for play only after 10 minutes. This constitutes a loss of 2 overs for the team batting second. Therefore only 8 overs can be played by the team batting second including the 4 overs played already. In this case the chasing team will need to achieve a run rate of 10+ to win the game – so they will need 41 runs in 4 overs to win the game.

Example3: A team batting second is chasing a score of 100 runs in 10 overs and has played 2 overs scoring 40 runs. Rain intervenes and the ground is ready for play only after 45 minutes. This will constitute a tie game as a minimum of five overs must be played for a result. Both teams will get 2 point. The runs will not be considered for run rate calculations.

Any matches that are rained out will not be played again. In addition if the NCC determines that ground is unplayable then a bowl out will determine the winner. Only exception is if both captains agree to play regardless of the conditions (rain, bad light, muddy ground) then NCC will not have any objection. So if there is rain on April 27th whole day, then all the matches will be cancelled and teams will have two overs bowl out at the next playing opportunity. Bowl Out rules are mentioned above.



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- Scores:** NCC managing committee will record the scores and each captain must sign the scorecard after a match.
- Awards:** Music City Cricket League Winners and Runners cup will be given to the winners & runners of the League. There will be trophies for the Best batsman and Best bowler.
- Game rules:** International Cricket rules will be followed. The umpires will be given standard rules regarding Wides, Boundaries, No-balls and other problem oriented rules. The Umpires decision is final on the field. There can be no arguments inside the field of play against an umpire decision. Any grievances about the umpiring can be reported to the Management Committee and this should be in writing. The committee on discussion with both captains will take a decision on the faulted umpire(s).
- Specific rules:** There is no LBW. The runs from leg byes are allowed.
The Captain must provide a list of playing 8 to the umpire before the start of the game.
Each team will have a maximum of 8 players. Players can be replaced for the fielding.
Matches are of 12 overs.
Bowler can bowl a maximum of four overs.
There is no last man play.
- Players Conduct:** Intolerable behavior by players towards Umpires and Opposition players will not be tolerated.
There won't be any sledging and/or cursing by the players of a team batting, bowling or fielding or from the side lines. The matches must be played with mutual respect.
- The first instance of showing DISSENT/ DISRESPECT/ LONG STARING AFTER UMPIRES DECISION/ QUESTIONING UMPIRES DECISION/ ABUSIVE LANGUAGE by a player towards the umpire or a player of an opposing team and if this incident is reported by the umpire to the NCC Managing committee then the player will be issued a Warning. If the same player repeats such behavior then he will be suspended for 2 games. The third instance of dissent by the player will suspend him for two more matches. More than three instances of dissent shown by the same player and reported by the umpire will result in the League taking severe action against the player which may even result in the player being suspended to take part in the league for the season.
- The same penalties apply to a player showing DISSENT/ DISRESPECT/ ARGUING IN THE FIELD/ ABUSIVE LANGUAGE for opposition players. The captain of the opposition team has to first report such incidents to the umpire. The Umpire will try to first calm the situation down and issue verbal warnings in the field. After umpire intervention if a player still continues to show disrespect by way of constant sledging or foul language, then the umpire will report the player to the league. The penalties start with the warning as above and repeated instances will result in penalties mentioned above.
- Grounds:** The matches will be played at Rhodes Park.

In the case if rules are not clear in the document or do not address a specific situation then NCC management will consult both captains and make the final ruling. The decision from NCC management committee will be final and effecting teams must accept the ruling.

I HAVE READ THIS DOCUMENT AND FORWARDED IT TO MY PLAYERS. MY TEAM PLAYING IN THIS LEAGUE WILL FOLLOW THE RULES AND PLAYER'S CONDUCT OUTLINED IN THIS DOCUMENT.

CLUB NAME

CAPTAIN NAME

DATE