



STL Cricket League



STL Cricket League

The STL Cricket League was formed to provide every participant with an opportunity to demonstrate his aptitude and skill in a competitive and mutually supportive cricketing environment. Let us all participate in this event with spirit, enthusiasm and an attitude befitting this gentlemen's game. Let us enter the field with an appreciation for the game and a better player and come with the intention of making a new friend every day.

Bylaws:

1. PARTICIPATION FEE

- a. The Participation Fee would be communicated to the teams at the start of the tournament.
- b. The core team size allowed is 12 players. Additional 4 players allowed to be added to the roster to allow for player availability issues during league round.
- c. A player once added cannot be replaced for any reason.

2. KIT

- a. Kit is provided by the league.
- b. Kit contains:
 - i. Stumps
 - ii. Cones
 - iii. Bails
 - iv. Balls (will be provided ahead of time)
 - v. Score sheet (Teams to print from the website and bring)

Usually, the balls are distributed to the teams ahead of time. Once the balls are distributed to the teams, it is the responsibility of each team to bring the new ball that was provided when fielding. If the team is unable to come up with a new ball, a 2 over penalty will be levied and an appropriate ball in playable condition will be used. The umpire will make the decision if the ball is in a playable condition.

Each team must get their own wicket-keeping gloves, bats, abdomen guards, score sheets, and pens to record score sheets. The score sheet template is available online. <http://www.stlcricketleague.org/scorecard2010.docx>. Please print some copies and bring to the game.

After the game is completed the winning team must take both the score sheets and upload it on the website using the login.



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3. OVERS

- a. A game is normally 12 overs per inning. For rain affected games, a minimum 6 overs game must be completed.
- b. A game cannot be more than 12 overs per innings.

4. BOWLING LIMITATIONS

- a. A bowler can bowl a maximum of 4 overs for a full 12-Over game. Hence a minimum of 3 bowlers will be used by each team for a 12-Over Game.
- b. In case of a shortened game, here is what a bowler is allowed to bowl:
 - I. For a 12-Over game, 3 bowlers can bowl a maximum of 4 overs each.
 - II. For an 11-Over game, only 2 bowlers can bowl a maximum of 4 overs each.
 - III. For a 10-Over game, only 1 bowler can bowl a maximum of 4 overs.
 - IV. For a 9-Over game, 3 bowlers can bowl a maximum of 3 overs each.
 - V. For an 8-Over game, only 2 bowlers can bowl a maximum of 3 overs each.
 - VI. For a 7-Over game, only 1 bowler can bowl a maximum of 3 overs.
 - VII. For a 6-Over game, 3 bowlers can bowl a maximum of 2 overs each.
- c. **Wicket keeper** is allowed to bowl **WITHOUT** having to field an over before bowling.

5. WEATHER

- a. If in doubt whether a game is on or cancelled due to weather conditions, please do one or all of the following:
 - i. Check the STLCL T12 Whatsapp Group for any updates.
 - ii. Check your personal email that you provided to the league for any updates.

NOTE: The league will make every attempt to update the teams via whatsapp group or send an email. The league organizers are doing a voluntary service and cannot ensure 100% guarantee on website or email updates.

- b. If none of the above get you an update, then games **may be** on. Under such circumstances, the two teams can coordinate with each other over the phone or can decide at the ground if the game can be played. If the umpires decide to go on with the game, the umpire can decide to start the game with reduced number of overs (**Minimum 6 overs**). The neutral umpire will make the decision based on ground conditions and feedback from both the captains. His decision in respect to whether the game should be played or not or played with reduced number of overs must be honored.
- c. A rained out game is considered a tie and the points would be split. However, the teams can mutually decide to play a complete or



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remaining part of the game on a weekday and send the league the results and we would honor that if played in the right spirit. The league would not intervene or coordinate the rainout games.

6. RESULT (Reference to 2a & 5c)

- a. A game cannot be less than 6 overs.
- b. If the weather or time does not permit for a full game, the umpire has the right to reduce the number of overs to be played. In spite of that, if there is further interruption and the game cannot be completed in the stipulated time, the umpire has a few options as long as he can ensure that the games following the current game can play their full quota of 12 overs:
 - I. The scores at the end of the last completed over is used to get a result.
 - II. So if it rains out in 10th over of 2nd inning, then the team that has more runs at the end of 9th over is declared winner.
- c. A no result is considered a TIE and the points will be split.
- d. If the teams are tied with same number of runs, there will be a one over eliminator to decide the winner. Each team will play 1 over with 3 batsmen nominated and all 8 fielding. The bowler will be nominated by the teams as well. If 2 wickets are down the innings ends and the team with the maximum number of runs at the end of the 1 over will win the game. If that is tied the eliminator will be repeated till we get a winner.
- e. One Over Rule for playoffs guidelines: This is NOT Bowl Out like ICC. A toss would be done. The winning team will decide to bat or chase. The batting team plays 1 over with normal rules of the tournament. Then second team will bat for one over and try to chase the score down. If the game is tied again, then step 10 is repeated till we have a winner.
- f. Head to Head (If Available) will be used to rank teams within a group if 2 or more teams have the same number of points. NRR Will be used if Head to Head results cannot be used to break the tie.

FIELD RESTRICTIONS/PLAYER SUBSTITUTION

- a. A minimum of 3 fielders need to be set on the offside for the first 3 overs of a full game.
- b. You can utilize substitute fielders from your **own team only**, after intimating the same to the umpire and the opponent captain, only in case of a player injury.
- c. Substitute players from other teams or outside team roster is not allowed.

7. TEAM SIZE (Reference to 1c & 1d)

- a. A maximum of 9 players has to be provided to the umpire(s) and the opponent team before the toss is done. However, it has to be told ahead of time as to which 8 will bat and which 8 will field.



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8. PENALTIES

a. WALKOVER PENALTIES

- There will be penalties for walkovers. Not showing up for the scheduled game or showing up way past the restricted time is considered a walkover. There is a penalty of \$50 per walkover.

b. PENALTY FOR WITHDRAWING FROM THE TOURNAMENT

- A team withdrawing from the tournament in middle for any reason will need to pay a fine of \$150, and would need to be voted by the participating teams. Minimum 50% vote needed for the team to be allowed to participate.
- The players of teams under violation of withdrawing from tournament in the middle will be banned from participating in the STL Cricket League for 2 Tournaments, under any team. If a team knowingly recruits such players, then the results of the games would be awarded to the opponent. Withdrawal is a collective decision of the team and every player of the team is responsible for the same, so this should be strictly observed.
- Withdrawing from the tournament is great disrespect to the league, to the organizers, to the teams and to all the players. Whatever are the issues they have to be resolved like Gentlemen, and people have to respect each other and be patient with issues and differences.

c. MISSING BALL PENALTIES (Reference to 2)

- There is a 2 over penalty if the Team fails to get a new ball for the game. The balls are distributed to the teams at the start of the tournament.

9. PLAYER ELIGIBILITY

- Any change to the team roster should have been communicated to the organizer(s) and the captain of the opposition team via email at least 24 hours in advance. A team can object to a player whose name is not present on the Team List posted on the Website or the email, and if the individual is not a registered member of the team, he would not be allowed to participate. The player protest must be made any time before/during the game. After the Game has completed the protest will be ignored.
- If a player is not present at the ground 45 minutes after the scheduled start or the 6th over, whichever comes first, he would not be allowed to play that Game.

10. TOSS

- The toss has to be done, within 15 minutes of the scheduled start. Minimum five players need to be present to do the toss.
- If a team has less than 5 players at the scheduled start time, it automatically loses the toss.



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11. PENALTY FOR LATE START

- a. Unless the delay is due to an unavoidable situation like weather or the previous game getting extended, the first ball has to be bowled at the scheduled time. If a team is late, the guilty team would lose 1 over from its batting inning for every 5 minute delay. After half an hour, the game is awarded to the opposition team and will be considered a walk over.

12. UMPIRING

- a. For league round, both umpires are from batting side.
- b. A verbal attack/abuse to umpire is serious offence, and the player will be made to sit out at least one game.
- c. No other player apart from Captain can get closer to umpire by more than 8 feet, except when batting (as runner), bowling or fielding.
- d. If a player makes physical contact with umpire, he is permanently disqualified from the tournament.
- e. For league round, if the fielding team has issue with quality of umpire, the captain must walk to the batting captain, and politely ask for an umpire change. The batting captain is obliged to change the umpire with no further discussion.
- f. For knockout round, the main umpire is neutral and leg umpire is from batting side. The leg umpire can only call on run outs at the batting end. All the other calls are made by the main umpire. The main umpire can overrule the leg umpire. The main umpire decision is **FINAL**.
- g. Umpires have to be at the ground 15 minutes prior to the scheduled game start time. It is the Captains responsibility to make sure there is an umpire available at the ground. If, in a case, an umpire is not at the ground - captains of the 2 teams scheduled to play should complete the coin toss and start the game at the scheduled start time. Please do not call the organizers to tell them that the umpire has not showed up.
- h. If the umpire has not shown up 15 minutes after the scheduled start time, the umpiring team automatically loses the toss in their following game.
- i. If umpire does not show up at all **then the umpiring team will be deducted 2 overs in the playoff game, a \$40 penalty is imposed for the non-playoffs team.**
- j. In a case, where the umpire shows up more than 30 minutes late, than the scheduled game start time, it will be the 2 captains (of the game) decision if they still want to allow the person to umpire their game.
- k. In a case, where somebody else from a different team was asked to umpire as the original umpire was not present after 15 minutes, umpiring credit will be issued to the team whose player filled in the umpiring role and the guilty team will be penalized for missing the umpiring
- l. We ask 1 of the 2 captains (of the game) to email the organizers (within 24 hours) if these scenario has happened. Please CC the opponent captain, the captain of the original team that was supposed to umpire and the captain whose player filled in as a replacement (if any). Again, please email the organizers with 24 hours to avoid confusions; we cannot accept emails for an instance that has happened in the past.

13. SCORECARD



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- a. All Team scoring is done on www.cricclubs.com/stlcl.
- b. Each teams appoints their scorers who are granted access to cricclubs.
- c. Scores must be posted by Tuesday evening to get credit.
- d. All players who participated must be entered on the scorecard, so their eligibility for playoffs can be validated.

14. SCHEDULING PREFERENCES

- a. Captain from each team are allowed to provide one team preference for entire league.
- b. It is Teams responsibility to provide the preference at start of the season.
- c. When Scheduling, League will makes an effort to accommodate preference. But if the League is not able to meet your preference, you are still required to play at the time your game is scheduled.
- d. If you have a special situation for a week, you have to email that to league as much in advance as possible, and definitely before the schedule is sent. Again the league provides no commitment to absolutely honor it. It only commits to make an effort to accommodate.
- e. All Communication has to be done formally, in writing, via emails. It can be then recorded, It is recommended and also best option to send email to stlcricketleaguecommittee@googlegroups.com.

1. BALLS

- a. A new ball will be used for every innings.
- b. If a ball is lost another ball in a similar condition, if available will be used. If a suitable ball is not found, another new ball will be provided.

2. Bi – Runner Policy:

- a. Though bi-runner has been removed from international cricket, considering the health and physical condition of the players, a bi-runner can be requested. The bi-runner should be the person who is last out. So the openers cannot have a bi-runner. The bi- runner must stand behind the line of the stumps when the batsman is playing and must not start on taking run unless the batsman has completed his shot. Any attempt to take a start before the batsman has completed the shot should disqualify/nullify that run.
- b. This is a courtesy or privilege and should not be used as an advantage in any situation.
- c. **The decision to allow a bi-runner is at the discretion of the opposite captain**

3. Mankading:



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- a. It remains legal for a bowler to run out a non-striker who has strayed outside his crease after he has started his run up, but before he has entered his delivery stride. (Appendix D of the 2000 Code defines delivery stride as the stride during which the delivery swing is made; it starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride.)
- b. A warning may be offered to the runner, at the mercy of the bowling side, but is not required.

4. Playoff Fixtures:

- The playoff fixtures will be announced at the start of the tournament based on number of participating teams.
- Each team will play 10 league games, and a player is required to play minimum 4 games to be eligible for playoffs, and the verification is done by score sheets. So it is important you post the correct score sheets and in a timely fashion.

5. Uniforms:

- Team shirt are mandatory. The team loses one over from its batting for every player playing the game and not wearing their Team Shirt.
- Can a player wear something similar to the Team Shirt? No. Official team shirts (with League logo on left chest) are required.
- The team shirt takes 3-5 weeks to come, so captains are requested to plan accordingly. It is always good to keep a couple shirts extra if you anticipate a last minute player addition.

Game Rules:

1. No Balls – A batsman cannot be dismissed of no ball except for run outs.
2. In playoffs, Free hit for front foot no balls are allowed. The ball after the no ball will be a free hit and the batsman cannot be dismissed of that ball except by Run out. If the free hit ball is a wide or a no ball again then it does not count and the bowler has to deliver the free hit ball again till it is a legitimate delivery. Bump balls passing above shoulder height of the batsman in upright position are a 'no ball'. Full toss passing above the waist of the batsman in upright position is a 'no ball'
3. There are no leg byes. Hence, no LBWs and run outs on a leg bye. Only stumping is allowed when the ball hits any part of the body and the batsman's foot is not inside the crease. Foot on the line is out.
4. A batsman can retire after facing minimum of 1 ball. He can return to bat ONLY after the fall of the last wicket, starting with the second retiree the batsman can be retired out only and will not be allowed to return.



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5. If the ball bounces more than once, it is a NO Ball.
6. If the ball pitches outside the turf area, if the umpire confirms this- the ball would be considered as a wide ball- if the batsman gets out in this case attempting to hit or the ball comes in and hit the wickets- this would be considered as a wide ball- the batsman will not be counted as out.
7. When putting the cones at Love Park, please keep the cones 15 yards within the end of the ground at long on and long off area.
8. For anything not covered in this rule book, ICC Rules would be followed.
9. In case of conflicts or issues, the organizing committee reserves the right to make the final judgment. All the participating teams must abide by the committee's verdict.
10. A walk away from the middle of the game for any reason is DISRESPECT to the game, to the opponent team, to the tournament and the league. Such teams/players could be banned from participating in future tournaments.
11. Top 4 from each group would qualify for the QF.
12. A best batsmen and a best bowler would be awarded from each team, provided the teams nominate the candidate with stats supporting the nominations.
13. Man of match trophies would be awarded to all the playoff Games, not the league matches. Individual trophies and team trophy would be awarded for the winner and runner up.

Conflicts on the Ground:

1. Only the captain and umpire should be involved in discussion on issues.
2. A person causing verbal/physical abuse for any reason is immediately disqualified from further participation in the game. Umpires need to enforce this.
3. Nobody is allowed to be disrespectful to anyone for whatever reason on the field. People are not paying to come and get insulted, they are coming to have fun, just like you, so please treat others like how you would want yourselves to be treated.
4. Report all the issues to stlcricketleague@gmail.com so it can be addressed / resolved.
5. You will make the matter only worse by responding to a negative behavior by another negative behavior. If you want the league to help, please report it to the league and do not escalate it yourself.
6. Any conflict/situation not covered will be decided by the executive committee.

Locations:

Love Park Address: 2239 Mason Lane, Manchester, MO 63011

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Not for use or disclosure outside of STL Cricket League except under written consent

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Directions to Love Park.

Off Hwy 270, Go West on Manchester Rd,
Go past Barrett Station Rd.
Take a Left on Mason Ln (it is a very small street,keep watching on left side after you pass Barrett St.)
The Road Takes you in the park.
Take 1st Right once you enter the park. That takes you to the ground.

Address for Bales Park : 2598 N Main St, Saint Charles, MO 63301

Directions for Bales Park:

Hwy 270
370 West 5.2 Miles
Take N 3rd St/MO-94 S 0.5 Miles
Enter next roundabout and take the 2nd exit onto Tecumseh St. 02 miles
Turn Left on N. Main Street 0.6
Keep driving past the 370 bridge and into the park. The cricket field is on the right of the road. The parking is at the both ends of the park.

Hazelwood Ground : 4622 Aubuchon Rd, Hazelwood, MO 63042

Directions : Going 370W, take a right a on earthcity sypressway, the ground is on the right after 3 miles, just before you reach a T junction.
Going 270N, Take Mcdowell Exit, Left on Tesson and then Left at Junction, the ground is at left.