



New Mexico Cricket League

Rules, Regulations and code of conduct

1.1 Dress Code

Entire team should only wear either colored uniform or whites. In case, enough colored uniforms are not available only two players are allowed to wear whites. In any case, no one will be allowed to wear any other random color shirt and pants. Umpires will have right to ask the player to sit and not take part in the game.

1.2 Cheating

Cheating is not permitted and is grounds for disciplinary action. Any team whose members are found cheating during a fixture, played under the auspices of the league, will automatically forfeit the game and all points associated with it. Their opposition will be awarded maximum points allowed under league rules for that game. Cheating is considered a direct contravention of the rules of cricket and/or the league.

1.3 Appealing

Excessive and/or intimidating appealing is not tolerated by the league. Players are encouraged to walk if they know they are out. Umpires will be in-charge of on-field behavior of players and reserve a right to take necessary action by warning followed by suspending the player for that game.

1.4 Dismissal

The following behavior is grounds for permanent dismissal from Colorado Cricket League:

- Use of threatening behavior and/or language.
- Public use of profane language.
- Behavior likely to incite racial intolerance or divisiveness in the league.
- Criminal activities likely to bring the league in to disrepute.

1.5 Forfeits

Teams involved for a specific game are responsible for all the costs involved. So even if the team forfeits, they are still responsible for all the costs incurred by the home team.

2. Fixture Format, Timings, Reporting

3.2 20-20 Games

1. All games will be of two 20 over innings with no bowler allowed to bowl more than 4 overs an innings.
2. 20-over innings will run for 1 hour and 45 minutes, of which 1 hour and 35 minutes will be playing time and one 10 minute drinks break at the end of 10 overs.
3. There will be a break of 10 minutes between innings.
4. Play will start at the scheduled time with the coin toss taking place 15 minutes prior to that. Captains will exchange team cards. Both captains need to agree to any changes to these cards during the course of play.
5. By the Tuesday following a weekend match, both team captains MUST submit a unified match report to Abqcc. A scorecard of the game will also be required for the purpose of tabulating the League results and furnishing all teams with the standings on a weekly basis. The umpires of each game are expected to submit a single report on the proceedings by Tuesday as well. These reports are mandatory.
6. All Games will be umpired by Neutral umpires .
7. At the fall of a wicket, the new batsman is expected to take guard or be at the wicket (as the case may be) within 2 minutes. Failing which the umpire can declare the new batsman 'time out' .

4 Time Management

4.1 Definition of start time

A game's start time is announced by the umpire after the home team gets the ground ready for play or the scheduled time, whichever happens later.

- Reach the ground at least 30 minutes prior to the game's scheduled start time.
 - Assess the Home Team preparations of ground and declare the 'start time' . When either neutral umpire shows up late, the team to which the umpire belongs to will be:
5. When the neutral umpires assigned do not show up for at least 30 minutes, the captains of the two teams can do the following:
- Pick 4 players from the other team that can umpire the game. For example Captain of Team A can pick 4 players from Team B that can umpire the game when Team B is batting and vice versa.

The home team is responsible for getting the ground ready to play on time. The home team should make every effort to start off the game on time. The following tasks should be completed by the home team prior to the start of the game:

- Boundaries should be marked on the ground using either cones or flags.
- The inner circle of 30 yards from the pitch should also be marked with either cones or flags.
- Wickets should be set up, including bails.
- Return and popping creases should be marked on the pitch.
- Wide markers should be marked on the pitch.
- The pitch should be cleared of any debris.
- Chalk should be provided at either end of the wicket for the use of the batsmen.
- The umpires shall inspect the ground and be satisfied with the preparations before the game can commence.

If the game doesn't start on time, the umpires shall implement the following:

1. Give them a grace period of 5 minutes. Umpires can wait up to 5 minutes beyond the scheduled start time and the team causing delay will not incur any penalties.
2. Thereafter, One (1) over will be deducted every 5 minutes from team causing a delay for next 45 minutes. Maximum of 10 overs will be deducted and if the match couldn't start after that, then other team will be declared winner and maximum points will be awarded to the winning team.

4.5 Batting Side Delays the Game

It is unfair for a batsman to waste time. In normal circumstances, the striker should always be to take strike when the bowler is ready to start his run up.

The Umpire shall do the following:

1. At the first instance of either batsmen wasting time, the umpire shall warn the batsman and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings. The umpire shall so inform each incoming batsman.
2. If there is any further time wasting by any batsman in that innings, the umpire shall award 5 penalty runs to the fielding side. The penalty runs are added to the score card as "Penalty Extras."

Time wasting by a batsman:

A batsman is considered to be wasting time when the following are true, provided the fielders are ready and the bowler is ready to start his run up:

- Takes an unofficial water break.
- Takes a breather, just because he had to run on the previous deliveries.
- Unnecessarily fiddles with his equipment.
- Unnecessarily takes guard multiple times.
- Any other reason, as per the umpire's judgment.

The following scenarios are not considered to be wasting time by the batsmen:

- A batsman is injured.
- The fielding side is taking an unscheduled water break and the batsmen join in for a quick drink.
- As the bowler is taking his run-up, a fielder talks and the batsman walks away from strike.

4.7 Miscellaneous Information on Time Management

- At the fall of a wicket, the new batsman is expected to take strike within 2 minutes. If he does not, then the umpire can call Time Out for the batsman. Those 2 minutes is considered normal game time and does count towards normal playing time
- When a boundary is hit, it is the fielder's responsibility to go and bring the ball back so play can resume. The time it takes to fetch the ball is considered part of the game, unless of course the ball is lost or it takes time to find the ball (ball is temporarily lost).
- Injury time doesn't count towards normal playing time.
- The fielding side whips the bails off or the keeper attempts to stump or run out a batsman, the time taken to put the wickets back by the umpire is considered normal playing time.

20-20 League

1. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, which is exclusive of the provision of drinks intervals, in the total remaining time available for play.

2. The revision of the number of overs should ensure, whenever possible, that both 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 first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 10 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

3. A fixed time will be specified for the commencement of the interval, and also the dose of play for the match, by applying a rate of 15 overs per hour. While calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, must be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.
4. If the fielding team fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs has been bowled or the innings is completed.
5. Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
6. Penalties shall apply for slow over rates (refer to Time Management section). Laws of Cricket
7. In games delayed by weather and when reducing the number of overs to be played, the end time of a 10 am game is moved to 3pm, and the end time of a 2 pm game is moved to 6pm.

6 Laws of CCL Cricket

The laws of the cricket that New Mexico Cricket League will follow will be primarily the laws devised by Lords.org.

The laws can be found at <http://lords.org/laws-and-spirit/laws-of-cricket/laws/>. However New Mexico Cricket League has a few exceptions which are mentioned below:

1. 2 bouncers are allowed per over.
2. Any delivery that rises above head of a batsman in his normal standing position is considered a wide delivery. 2 bouncers between shoulder and head are allowed per over. Any bouncer after first two is called NO-BALL. Above head wide will also consider as one of the bouncer.
3. Any full-toss delivery above waist height of a batsman in his normal standing position is considered a dangerous delivery and is called a no-ball. The bowler is given a warning. On the third instance the bowler is taken off.
4. The fielding team is restricted to 2 fielders outside the 30 yards for the first 6 overs in a 20-20 game. After that only 5 fielders are allowed outside the 30 yard circle.
6. Free hits off any no balls.
7. The umpires call wide balls if the ball is not bowled within the special markers (36 inches outside the off stump and 12 inches outside the leg stump).

8. At the fall of a wicket, the new batsman is expected to take strike or be at the non-striker end, as the case may be, within 2 minutes.

NOTE: If any laws of cricket mentioned in Lords.org have a contention with New Mexico Cricket League rules, then

New Mexico Cricket League rules should be enforced.