

# NJ Gurdwara Cricket League (NJGCL) Rulebook

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## 1. General Information

### Tournament Format

- Matches will be played with 9 overs per inning (18 overs in total).
- 4 teams to participate in this tournament.
- Two teams with the highest points shall qualify for the finals.

In case there is a tie in second position the team with higher NRR shall qualify for playing the final match.

### Team Composition

- Each team will consist of 9 players.

### Ball Specification

- Matches will use the "Super Khanna Green Hard Tennis Ball" (as used in NJSBCL).

### Bat Specification

- The length of the bat may be no more than 38 in (965 mm, 96.52 cm), blade length no more than 22 inches (1cm relaxation for bottom tape for moisture etc.), the width no more than 4.25 in (108 mm, 10.8 cm), the overall depth no more than 2.64 in (67 mm 6.7 cm) and edge no more than 1.56 in (40 mm, 4.cm)
- The bat handle and blade should be made solely from wood.
- No plastic/fiber cricket bats allowed.

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## 2. Match Rules

### Umpire Decisions

- The umpire's decision is final and binding.

### Unique Gameplay Rules

- If the ball hits the rooftop and is caught by a fielder, the batsman is NOT OUT.
- Boundaries are defined on the off, leg, and straight sides. If it goes behind the batting wickets (either side), it is ball in play unless it travels to the off, leg, or straight boundary line.
- If the ball hits the back net and is caught by a fielder, it is NOT OUT; the ball remains in play.
- No Leg-bye's allowed. No runs on leg byes.

### **Over Completion Time**

- Each 9-over inning must be completed within 30 minutes. Captains are responsible for keeping a constant check on this for no penalties.
- Teams responsible for slowing down the game will be penalized with either a reduction in overs to bat or runs to defend.
- No breaks during two innings.

### **Bowling Restrictions**

- A minimum of 4 bowlers must be used in an inning.
- A maximum of 1 bowler can bowl 3 overs, and remaining bowlers can bowl 1 or 2 overs.
- Chucking/Throw bowling is not allowed. The first instance will result in a warning; the second will result in the bowler being banned from bowling further in the match. If the captain continues to allow the bowler to bowl, the umpire and organizing committee may disqualify the team.

### **Fielding Restrictions**

- No powerplays; only 5 players (outside the 30 yards/inner circle) are allowed on the boundary line. 2 players should always be inside the 30 yards/inner circle excluding the bowler and wicket keeper.
- A maximum of 4 fielders on any side (excluding the bowler and wicket keeper).
- If a team is playing with fewer than 9 players, the shortage will affect boundary fielders. For example:
  - ✓ If the team has 8 players, only 4 fielders are allowed outside the 30-yard circle/inner circle.
- Captains are responsible for maintaining the field restrictions for their respective teams.

### **Retired Hurt and Substitute**

- if a batsman is hurt/injured during the play, he can leave the field and can only come back to bat at the last wicket.
  - A maximum of one substitute is allowed, and only in the case of an injury. If no injury has occurred, the team must play short-handedly (a player short of the count of 9 allowed players) without any substitutes.
  - If a substitute is used during the game, he can only come to bat at the last wicket.
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### 3. Tournament Logistics

#### Arrival Time

- All teams must arrive at the venue 30 minutes before their scheduled game to ensure smooth progression of the tournament.
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### 4. Basic Cricket Rules

#### Methods of Dismissal

- OUT includes Bowled, Run Out, Catch Out, Stumped, and Hit Wicket.
- LBW is NOT allowed in this tournament.
- Time-Out is only allowed if the umpire thinks and confirms that the batter intentionally took more than 2 mins to come in.

#### No Ball and Free Hit

- Overstepping or delivering a high full toss above the waist is considered a “no-ball”, and the batting team will be awarded a free hit.
- If field restrictions are not followed (e.g., having more than 5 players on the boundary or more than 4 fielders on the off or leg side) will result in a “no-ball” without a free hit.

#### Wide Ball

- Any ball that passes too wide of the batsman on the offside will be called a “wide” if it is beyond the wide line.
- Anything on the leg side without touching the batsman is considered “wide”.
- Bouncer above the shoulder will be considered a wide-ball.
- “Wide” ball calls are the umpire’s call if they think the batter moved, switched, or if the ball was in his range or otherwise.

#### Retiring Policy:

- Teams may retire players at their discretion. However, if a retired player is not injured, they are not permitted to return to bat in the same match.
- In the case of an injured player, they are allowed to retire temporarily. They may return to bat only as the last batter in the batting order, ensuring fairness while accommodating unforeseen circumstances like injuries.

#### Match Tie Breaker and Super Over :

- During a match in the Round-robin league format, if both teams score the same number of runs OR at the end of the scheduled number of overs, at the end of their innings the match will be declared a tie and both teams will be awarded 1 points each.

- During a Finals match if both teams score the same number of runs at the end of their innings OR at the end of the scheduled number of overs, the match will be declared a tie, and will proceed to a SUPER OVER as shown below, to decide the winner.

#### **Super Over Rules:**

1. Each team nominates three batsmen and one bowler to play a one-over per side "mini match".
2. In turn, each side bats one over bowled by the one nominated opposition bowler, with their innings over if they lose two wickets before the over is completed.
3. The side with the higher score from their over wins.
4. If the teams finish tied on runs scored in that one over, the side with the higher number of sixes in its innings plus the number of sixes in the one-over eliminator, will be declared the winner.
5. If the teams are still tied, the one with the higher number of fours in both innings will win.

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## **5. Penalties and Disciplinary Actions**

### **Time Penalties**

- Late arrivals or delays caused by a team will lead to penalties to the team arriving late. For example, a team arriving 10 mins late will be penalized 1 over and will be allowed to play 8 overs instead of 9 overs and further delays will cause more reduction as deemed appropriate by the tournament committee.

### **Code of Conduct**

- All players are expected to maintain sportsmanship and adhere to the spirit of the game. Misconduct will result in warnings or disqualification as decided by the umpires and organizing committee.

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## **6. Conduct & Dispute Rules**

- The tournament organizers reserve the right to modify the rules or schedule if necessary to ensure fair play and timely completion of the tournament.

- Any disputes or issues not covered in this rulebook will be resolved at the discretion of the organizing committee, and their decision will be final.
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## 7. Umpiring Duties

- Each team must provide 2 members for neutral umpiring duties when their team is not playing a match.
  - The front umpire can overturn the decision of the leg umpire. When in doubt, umpires are needed to consult before declaring their final decisions.
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## 8. Damage Policy:

- If there is any damage to the facility, the cost of repairs will be covered jointly by the two teams involved at the time of the incident. If the damages exceed \$400 (the combined security deposit for the two teams), then the involved teams will be required to pay the remaining amount separately.
  - Please ensure all teams take responsibility to maintain the facility in good condition.
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## 9. Safety and Emergency Measures

- First aid kits will be available at the venue. Teams are encouraged to bring their own as well.
  - In case of any medical emergencies, the organizing committee will assist in contacting the nearest healthcare facility.
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**NJSBCL Rule book shall be referenced as a guidance for other scenarios as needed.**

**IMPORTANT: By participating in or attending this cricket tournament organized by NJGCL, all players, team members, and spectators acknowledge and accept that they are doing so at their own risk. NJGCL, the organizers, sponsors, and venue authorities will not be held responsible or liable for any injuries, accidents, health issues, property damage, loss of personal belongings, or any unforeseen incidents that may occur before, during, or after the event.**

**Please note that only a basic first aid kit will be available at the venue. No medical staff or emergency services are on-site. Participants and attendees are advised to take appropriate precautions and arrange any personal medical support they may require.**

**All players and spectators are expected to follow the rules and guidelines set by NJGCL and venue management. By entering the venue, you agree to release and hold harmless NJGCL, organizers, sponsors, officials, and venue management from any liability or claims arising from participation or attendance.**

