

Covid-19 Disclaimer Form 2022 Season

Signature of Club/Team Secretary required prior to playing outdoor/indoor cricket.

_____ Cricket Club/Team

DISCLAIMER: Covid-19, often referred to as coronavirus, is an infectious disease that can result in serious and potentially fatal illness. There are many risk of the transmission of Covid-19 in any environment where people come together. This risk increases in enclosed spaces and with increased numbers of people. The World Health Organisation has advised that the elderly and those with underlying medical conditions are more vulnerable.

All Club/Team players, umpires and officials hereby agree to the following:

- 1. Abide by all government guidance aimed at preventing the transmission of the virus (details of which can be accessed via the following link <https://www.gov.uk/coronavirus>);*
- 2. Abide by all guidance issued by the ECB aimed at preventing the transmission of the virus (details of which can be accessed via the following link <https://www.ecb.co.uk/news/1657168/cricket-and-covid-19-your-questions-answered>);*
- 3. To follow all directions provided by the management of **National Cricket League (NCL)** as set out in the Covid-19 guidance issued by the league to all team captains and secretaries to share with team members, players and umpires. (As mentioned in the 2022 season handbook)*

DECLARATION

I the undersigned hereby confirm on behalf of: _____ Cricket Club/Team that we understand and adhere to the recommendations and safety guidelines as set by the Government and the England and Wales Cricket Board (ECB). We also here by confirm that we take full responsibility of our players, umpires and associates during the Covid-19 pandemic and ensuring that they and their immediate family and friends have not recently shown Covid-19 symptoms & to keep the necessary items required on march day for hygiene purposes.

Print Name:

Signed:

Club/Team Secretary:

Date:

FOR MORE INFORMATION

NATIONAL CRICKET LEAGUE, 22 KIRKDALE ROAD, LEYTONSTONE, LONDON E11 1HP

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Game day: Covid-19 Procedures for NCL Clubs/Teams/Players/Umpires.

ALL PARTICIPANTS ARE RESPONSIBLE FOR THEIR OWN SAFETY AND OTHERS, AT ALL TIMES EVERYONE MUST ENSURE THAT ALL SOCIAL DISTANCING GUIDELINES ARE ADHERED TO. HAND SANITIZERS ARE AVAILABLE AND MUST BE USED FREQUENTLY DURING THE GAMES, BREAKS AND INTERVALS. IF ANY PLAYER(S), OFFICIAL(S) DISPLAYING ANY OF THE SYMPTOMS OF COVID-19, THEN THEY SHOULD NOT PLAY OR BE PART IN ANY INVOLVEMENT TO THE FIXTURE(S). WE ALL HAVE FAMILY MEMBERS AT HOME THAT WE WANT TO ENSURE THEY ARE KEPT SAFE.

PLEASE TAKE OWNERSHIP IN PERSONAL RESPONSIBILITIES TO KEEP YOURSELF AND OTHERS SAFE WHILE YOU ARE PLAYING CRICKET.

ONCE YOUR GAMES HAVE FINISHED, PLEASE LEAVE THE GROUND QUICKLY AND SAFELY.

- 1. Teams/players/Umpires** to have their own hand sanitizer for use, whenever it is required.
- 2. Practice** – Social distance must always be maintained at all times (1m+). After practice session, hand sanitizer to be used to clean hands.
 - a) Catching and Fielding: – catching and fielding drills must be done in 2 groups no more than 6.
 - b) Bowling: – bowling practice must be done in 2 groups (no more than 6 in a group). Cricket balls are not to be shared, and no saliva or sweat must be applied to the ball.
- 3. Umpires** – are advised to wear a face mask and have their own hand sanitizer for use (when required).
 - a) Toss: Umpire will supervise the toss, maintaining social distance. Home team captain will provide the coin and toss the coin.
 - b) Umpire's Score Card: Both Captains will required to complete their squad of players for the day's play as playing XI and substitute duties, this will be supervised by the umpire maintaining social distancing. If cards are handled by the umpire, and both captains, all parties will use hand sanitizer.
 - c) Game: Umpire will not be able to take any items (hats, jumpers etc) from bowlers or fielders including medical appliances, these will need to be left at the boundary edge.
- 4. Game – At the Start and during of the game**
 - b) Clothing: all players must arrive at game having already changed at home.
 - c) Equipment: No equipment is to be shared between players.
 - d) Cricket Ball: No Sweat or Saliva should be applied to the ball at any time.
 - e) Cricket Ball: should be cleaned with anti-bacterial wipe after every 6 overs by fielding captain.
 - f) Bowlers: Having bowled an over, the bowler should apply hand sanitizer between overs.
- 5. Fall of wicket:**
 - a) No contact is permitted during any celebrations.
 - b) Umpire does not need to handle the ball at the fall of a wicket. Ball should be placed by the wickets.
 - c) All players should apply hand sanitizer at fall of each wicket or at the appropriate point in the game.
- 6. Field Placing:**
 - a) Social distancing should be maintained at all times.
 - b) Square Leg: Fielder must maintain social distance from the square leg umpire.
 - c) Wicket Keeper: Any keeper standing up to the wicket must move into position once the batsman is set in his stance.
- 7. Food – Lunch and Drinks Breaks**
 - a) All players must bring their own food and drinks to the game, if it is required. There is to be no sharing/communal food arrangements. Use hand sanitizer before eating or drinking.
 - b) All rubbish must be collected of in a black bag and the rubbish should be taken off site and disposed of responsibly. This is to keep parks staff safe and other park users. **Easiest thing is not to bring any food to the game as then you have no rubbish to dispose of.**

REMEMBER: UMPIRE DECISIONS ARE FINAL AND MUST BE RESPECTED

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40 Over League Rules and Regulations:

1. National Cricket League Rules

All games will be played on Sundays at Venues provided by the Cricket Clubs, MATCHES TO START AT 1:15PM. (1pm earliest start time if both teams are in agreement and official umpire is present, this may be helpful as we are to have more breaks in between. Matches will be contested over 40 overs per side, with 8 overs of power play at the start of each innings of batting power play and power play 2 in between 20 to 30 overs. All Participating Cricket Clubs will be provided 20 Coloured Uniforms, uniforms are Mandatory to wear in all season fixtures.

2. Duration

We will be starting the games at 1:15pm and 8 players must be present in Club Uniform at 12:45pm toss time.

Toss Time:	First Innings	Interval	Second Innings
12:45pm	13:15pm-16:05pm	16:05pm-16:25pm	16:25pm-19:15pm

As shown above each Cricket Club will play one innings per side, each innings limited to a maximum of 40 overs and should be completed in 2 hour 50 minutes, Interval will be 20 minutes give and take weather conditions. If the 1st innings is not completed in the duration given, the Umpire will decide as to which team is at fault and compensate the way he feels necessary, if both sides and Match Officials, you can start the game earlier if all agreed after the due toss time, **please see sections 3a, 3b and 3c.**

3. Over-Rate Penalties

- If the **fielding team** is at fault, the batting team will play their allotted 40 overs and the time which the innings has passed will be the over(s) deduction worked out by 1 over every 4 minutes. If this takes place in the second innings, every delayed over will be a penalty of 6 runs and the allotted over(s) are to be completed.
- If the **Batting team** is at fault and 40 overs have not been completed by the duration time, the innings will come to a close; the team batting second will receive the full 40 overs to chase the target set. If this takes place in the second innings, every delayed over will be a penalty of 6 runs will be added to the total of your opposition team.
- If **both teams** are at fault, the cut off time will come into play where whichever overs are completed in the first innings; the team batting second will receive the same amount of overs.

During Drinks break in both innings, it is the Umpire(s) responsibility to update and inform both captains on the over rate.

4. Interval

The interval will normally be of 20 minutes duration, if first innings are completed before the allocated time period, then it's the umpire's discretion to decide to extend the interval time period. In reduced over matches, the interval will be cut or be taken earlier than scheduled. Please allow a few minutes here and there if there are any unfortunate circumstances that take place.

5. Timed Out

The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within **three minutes** of the fall of the previous wicket, this will be done at a strict timing rule by the umpire so please do follow the rule.

6. Ball

White match balls provided by the league are to be used in each and every match unless the committee decide otherwise for any specific reason. It is the responsibilities for **Home teams, Away Teams to provide one match ball plus 3 spare balls (new and old balls)** to provide a spare league match ball each, if in case the ball is lost or damaged or any other circumstances during the game. Can all clubs keep their match balls once they finish

7. The Qualifications and Result

- Teams will qualify on their respective league positions to advance onto the next stage.
 - If more than one team are on equal points, results on head to head will decide.
 - If still equal, team with the superior win ratio.
 - If still equal, team with lesser loss ratio.
 - If still equal, team with the superior batting points.
 - If still equal, team with the superior bowling points.
 - If still equal, the teams will share the same league standing position, a Play-Off match will contested only if teams for relegation.
- The results are decided with the team scoring the superior total score is declared the winner.
If the total scores are equal, the match will be declared as a tie (Only in League or group stages)
For knockout games, if the entire above are equal, the winner is declared with the least fall of wickets.

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(Knockout games only) If still equal, then the superior total scored and least fall of wickets in 35 overs are declared as winner.
 If still equal, then the superior total scored and least fall of wickets in 30 overs are declared as winner.
 If still equal, then the superior total scored and least fall of wickets in 25 overs are declared as winner.
 If still equal, then the superior total scored and least fall of wickets in 20 overs are declared as winner.
 If still equal, then the superior total scored and least fall of wickets in 15 overs are declared as winner.
 If still equal, the teams will contest themselves in a Super Over.

- c) The Super over can only take place in the knockout stages. The Super over will be bowled where both teams face an over each and allowed only three batsmen, if 2 wickets fall before the completion of the over, that's the end of the innings. The result is decided with the team scoring the superior total score is declared the winners.
 If the total scores are equal, then the winners are declared with the least fall of wickets.
 If still equal, then the superior number of maximums (Sixes) scored.
 If still equal, then the superior number of boundaries (Fours) scored.
 If still equal, then the superior total and least fall of wickets in 5 balls.
 If still equal, then the superior total and least fall of wickets in 4 balls.
 If still equal, then the superior total and least fall of wickets in 3 balls.
 If still equal, then the superior total and least fall of wickets in 2 balls.
 If still equal, then the superior total and least fall of wickets in 1 ball.
 If still equal, then a toss of a coin will decide the winner.
- d) In a rain affected game, to constitute result, both teams must get an opportunity to play 15 overs in both innings.
 In Knockout games, if the matches are unable to constitute section 7d, the result will be decided over a coin toss.

8. Restrictions on the Placement of Fieldsmen

- a) Power play 1 - Fielding restrictions apply for the first eight overs of each innings, only a maximum of two fielders are allowed outside the inner circle, for example, if you have less than 11 players on field, same rules apply.
- b) Non Power play - A minimum of four fielders must be inside the inner circle after the first 8 overs, in weather affected games this may change so please confirm with the Umpires on the day.
- c) Power play 2 - Same fielding restrictions apply, batting side have the opportunity to activate the final 2 overs of power play between the 20th and the 30th over of the innings (29.6). If the batting team has not taken the second power play once 28 overs (27.6) are completed, the following 2 overs will automatically become the 2nd batting power play and this will be mandatory in a 40 over game, only a maximum of two fielders are allowed outside the outer circle, for example, if you have less than 11 players on field, same rules apply. It is the batting side responsibilities to remember in taking the Power play 2 and inform both the umpire and opposition captain, **it is not the Match Official's responsibility to remind the batting side so once the 30 overs are completed the 2nd batting power play will be lost.**

9. Maximum Number of Overs per Bowler

Each bowler may bowl a maximum of eight overs. In a delayed or interrupted matches, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

10. Coloured Kits

- a) All Teams will be uniformed in appropriate kit colours so it doesn't clash with the white ball, all members must wear the **most recent Club/Team Uniforms**, failed to comply and reported with evidences, will be ONE point deduction per player to your league standings regardless of the fixture and competition played part of the initial NCL Programme.
- b) NO WHITE SKINS CLOTHING OR WHITE TOPS TO BE WORN UNDER SHIRTS, AS LONG AS IT'S NOT VISIBLE ON BOWLERS ARMS (WILL BE UMPIRES & BATSMAN DESCRETION ON THE DAY).

11. Power Play Disk

Power play disks must be provided by the home team, must have a minimum of 20 disks available enabling to make a clearer 30 yard circle. Failing to do this, will be a deductions of 5 points. Please see section 18 for Home Team Responsibilities.

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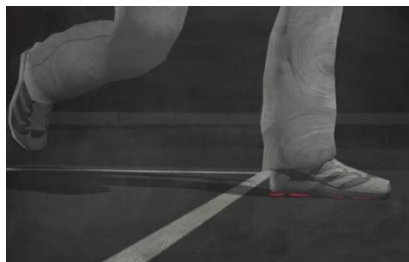


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12. Free Hit after a Crease Foot Fault will be a No Ball

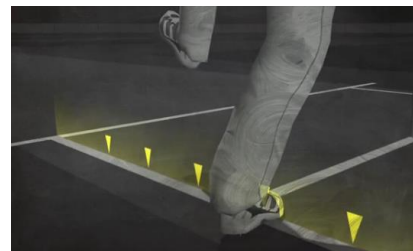


a) If a bowler makes a crease foot fault, a 'No ball' by the Umpire will be called and will signal a free hit. Front foot No Ball on your left picture.

Back foot fault No ball on your right picture.

Look into Law 24 (No Ball).

Both images are from right arm bowlers.



13. Short Pitched Bowling & Beamers

- As in other one-day competitions, one short-pitched ball is allowed per over. The match official(s) will measure the short pitch ball between the batsman head to shoulder. Anything above the measurement, the match official will signal 'NO ball'. **Main Umpires discretion only.**
- For short-pitched delivery aimed at batsman body or head, repetition is no longer a prerequisite for a delivery to be considered dangerous. In this case also Umpire shall give first and final warning.
- The use of beamers is governed under Law 41.6 & 41.7 irrespective of the speed (slow or fast pace). The bowler is then given a first and final warning by the umpire for dangerous bowling, if it passes above waist height irrespective of its pace from the upright striker standing in his crease. If repeated or deliberate cases may result in the bowler being barred from bowling again for the remainder of the match. **It is the Main Umpires discretion only to judge this unless he has a colleague at square leg.**
- Both (c) followed by (b) or vice-versa, would result in bowler being barred from bowling again in that innings/match.

14. Players

- The Game must be played with eleven players, if a team struggle with players, the minimum players required are 8 players, if failed to do so, then a deduction of 20 points & £50 fine along with a payment of £50 to the umpire will be incurred and the opposition team will receive 18 points. If the game is abandoned by a team before reaching the ground then a payment of £25 for the umpire will have to be paid along with the £50 fine. The payment will have to be made 2 days before next game to be played otherwise the next game will also be forfeited. All on the above will be reviewed and decisions made by the League Management Committee.
- Team Cards must be completed before the toss and given to the umpire, **a payment of £60 each if TWO Umpires are allocated or £35 each if ONE Umpire is allocated** prior to toss and a match ball per team must be provided. The toss will not take place and the game will not start until the above has been completed. Team cards to be completed at original toss time confirmed by the committee on the day, either the original due start time or late starts due to weather forecast.
- You must have 8 players in uniform ready to play which should be at the ground for both the Match Official and opposition captain to witness before the toss time which will be **30 minutes** before the due start. Failing to have enough players will award the toss to your opposition. Home Teams must set their home ground before the toss time, unless a youth game is taking place or limited time of access.
- If the Umpire(s) hasn't arrived **20 minutes** before the due start, then either captain must contact the Umpire allocated first, if you are unable to get through, try to contact Umpires Representatives for an update, the toss will not be awarded to any team until the Umpire or an official has not turned up unless authorised by a League Committee.
- If both teams are late at the toss time, then the team who have their 8 players first in uniform ready to play will be awarded the toss, however the game will not commence until at least 8 players have arrived in uniform to play no later than **45 minutes** after the game scheduled start time, once again the umpire or an official must be present.
- If team(s) are late to start the game after the due start, overs will be deducted for the guilty team(s).
- Players are allowed to participate as an active player(s) for all duties by 14:00pm (45 minutes after the scheduled start time), if player(s) arrive after the time period, then those players are allowed to participate only on the 12th & 13th Man duties but can advise their respective Captain on the day. No agreement can be made by the captains or umpire(s). **Must be in the 13 man Team List before the toss time.**

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- h) No game will start 45 minutes after the scheduled start time of 1:15pm, guilty team(s) will lose the game and will be fined £50 and a 20 points deduction. The only time you can start a match late is by Umpires discretion on either a venue being changed during the days play, weather effected games or if there is morning club/school match being played on the ground.
- i) 12th or 13th man must be registered, uniformed and on the original team list for the day to qualify for cricketing duties for the team on the day they play, the 12th and or 13th man can come on field of play at any time acting as only a fielder in replacement for one of the original 1st eleven playing members. **MUST BE ON TEAM LIST BEFORE TOSS TIME**
- j) No player at the age of **12** or under, are not allowed to play at any stage during the season.
- k) No game will take place with less than 8 players being available NOT even if the captains agree.
- l) If team(s) can't complete their league fixture(s), 20 points deduction to the guilty team and 18 points will be awarded to the opposition. **Please see section 13a.**
- m) If Cricket Clubs have more than one team, they are allowed to move maximum of 4 players from one XI to another, original squad must have 7 players from their own team list If Cricket Clubs have two XIs in the same division, player playing against one of the XI side can't play for the other XI against the same Team/Club. 1st XI fixtures must be given first priority to fulfil X1 players on matchday.
- n) Elite Division Only - A Maximum of Four Overseas Players allowed to participate in a Playing XI in Leagues fixture.
- o) Other Divisions – A Maximum of Two Overseas Players allowed to participate in a Playing XI in Leagues fixture.
- p) All Cup Competitions – A Maximum of Two Overseas Players allowed to participate in a Playing XI

Due to extra ordinary circumstances, the Management Committee will reserve the right to all decisions based on the rules and situations.

15. Season Structure:

- a) Platinum Elite Division will have ten clubs to play each other twice on a home and away basis. All Clubs will be 1st XI only.
- b) Teams finishing Position 9th and 10th in the Platinum Elite Division will be relegated to the 2023 Diamond Premier Division.
- c) Platinum Elite Division Clubs winning minimum 3 games, winning less than minimum games, the Committee will reserve the rights and on their descretion will decide to place them in the Gold Champions Division if teams from the Diamond Premier Division decides not to take the step above.
- d) Diamond Premier Division will have eight clubs to play each other twice on a home and away basis.
- e) Teams finishing Position 7th and 8th in the Diamond Premier Division will be relegated to the 2023 Gold Champions Division.
- f) If the promotion spot is occupied by a 2nd XI Team and the respective 1st XI in the Platinum Elite Division are safe, then Diamond Premier Division team finishing 3rd may play a play-off against Platinum Elite Division team position 7, if more than one 2nd XI team occupy the promotion spot, then Diamond Premier Division team finishing 4th will contest a play-off against Platinum Diamond Division's team position 9th. The Committee will reserve the rights and on their descretion will decide of the outcomes.
- g) Gold Champions Division will have eight clubs to play each other twice on a home and away basis.
- h) Teams finishing first and second will qualify for 2023 Diamond Premier Division.
- i) Teams finishing Position 6th, 7th and 8th in the Gold Champions Division will be relegated to the 2023 Emerald Division
- j) Emerald Division will have sixteen teams, teams will be drawn in two Groups of eight clubs and play each other twice on a home and away basis.
- k) Teams finishing first from both groups will gain automatic promotion to 2023 Gold Champions Division
- l) Teams finishing second from both groups will contest a play-off game with the winner prize is promotion to 2023 Champions Division.
- m) Teams finishing Position 7th & 8th from both groups in Emerald Division will relegated to the 2023 Sapphire Division.
- n) Sapphire Division will have sixteen teams, teams will be drawn in two Groups of eight clubs and play each other twice on a home and away basis.
- l) Teams finishing first & second from both groups will gain automatic promotion to 2023 Emerald Division.
- n) Teams finishing Position 7th and 8th from both groups maybe relegated to the 2023 Ruby Division. The Committee will reserve the rights and on their descretion to decide the outcome of placements.
- o) Ruby Division will have seven/eight clubs to play each other twice on a home and away/shared allocations of home and away fixtures basis.
- p) Teams finishing first, second, third and fourth will qualify for 2023 Sapphire Division.

The League Management reserves the rights of the allocation of Clubs to the respective divisions based on the welfare & fair policy.

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16. Players/Transfers:

- a) All teams will receive 20 Coloured kits, all eligible squad members must be registered seven days before the very first fixtures are played. Once the season has started, any additional squad members are allowed to be registered with a £10 charge and must sit for one week (miss a Sunday of Cricket) before that player is eligible to participate before Wednesday Midnight. Recruiting and registering player's window will be open until **Wednesday 20th July 2022 at 6:00pm.**

New Player Registrations (New players who have not been registered with another club within the league)

- b) If any player(s) want to transfer from one club to another, they will need to tick the transfer box on the player's registration forms, provide two photos, plus signature or a confirmed email or text from the previous club secretary or captain and a payment of £25 being with the form. The player will miss two games and the following week will be eligible to play for his new club. There is a deadline for transfers, which will end on **Wednesday 20th July 2022 at 6:00pm.**
- c) Any player(s) transferring from one club to another, these players will not be allowed to play against their previous clubs in the same season programme. **This can not be agreed by clubs in all competitions (League Programme, 40 over and 20 over Cup Competitions).**

Player Transfers (Player(s) within the league clubs who want to move from one club to another)

- d) Players must play a minimum of **one match for their Club by Sunday 7th August 2022** to be eligible to participate further in the season. ***Only under extreme and extraordinary circumstances will we allow unregistered players to play.***
- e) 12th & 13th man substitutes who have not played as an active player before the **Sunday 7th August 2022** can only be eligible to play as an active player or a substitute if they have served these duties minimum four times for their Club.
- f) No extra kits will be provided, so it is team responsibility to keep hold of extra kits for unusual occasions.
- g) Players who are 16 or under (before 31st August 2022) are eligible to register in your squads free of charge.
- h) All players must be registered in your respective Clubs on the League website, with a more up to date picture, clear head to shoulder photos with nothing covering the face such as caps or sun glasses etc... Fields such as Full names and Month and year of their birth must be completed. This must be done before the start of the very first fixture on **Saturday 23rd April 2022**. If details of player's registration are incomplete, they will be considered as unregistered and ineligible players to play for your club.
- Due to the potential pandemic season, the committee reserves the right in changing rules 16a, 16b, 16d and 16e by measuring the circumstances of the season set.**

17. Team Captains & Players responsibility:

- a) It is the responsibility of the Club to nominate the candidate of leading your side. It is the responsibility of the captain to keep his players within the conduct and the spirit of the game. If any disputes take place on the ground, the Umpires will send the League a report & will also give the Captains the opportunity to send a report to the League. The decisions will be made in accordance to the following. Any incident that takes place within a game must be reported in writing to the league by Tuesday Midnight if you wish for any action to be taken. All details must be written on the first letter nothing can be added thereafter, the first decision will be made by the disciplinary committee and the relevant team captain will be informed by Friday evening the same week by verbally, text message or via email will be valid officially, you then have till Saturday Midnight (24 hours) to file an appeal in for which there will be a cost of £50 with each appeal letter, the decision for this will be taken by the panel of umpires we have within the league. If the appeal comes to us via text message or email along with payment of £50 by Saturday Midnight the player in question will be able to play the following game only if he has been banned for 2 matches or less.
- b) Each decision will go through stages of different offences made by an individual player throughout the Season. The individuals that either are the ones who have provoked or has retaliated will get equal punishment, the most common sense thing to do at the time to diffuse the situation is to control your emotions and energy levels, inform your captain straight away, then your Captain must inform the Umpire on what took place, the Umpire must inform the opposition Captain on the matter that to control his player(s) and must be noted down on the time and over the complaint was made, **(1st) First Offence, (2nd) Second Offence** during the same season.

Any player hitting or removing the stumps in an aggressive manner (Frustration or Deliberate).

(1st) 1 Match **suspension**, £25 fine and minus 2 points
(2nd) 2 Match **suspension**, £50 fine and minus 5 points

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Captains failing to control his players during a Game for any form of dispute.

(1st) First Warning

(2nd) 2 Match **suspension**, £25 fine and minus 5 points

Extreme questioning the Umpires Judgement

(1st) First Warning

(2nd) 2 Match **suspension**, £25 fine and minus 5 points

Exchanging threatening foul and abusive Language directly to a Player, umpire & spectator

(1st) 2 Match **suspension**, £25 fine and minus 5 points

(2nd) 4 Match **suspension**, £50 fine and minus 10 points

Exchanging physically without a weapon to a Player, Umpire or Spectator

(1st) 6 Match **suspension**, £50 Fine and minus 10 points

(2nd) 12 months **suspension**, £100 Fine and minus 20 points

Exchanging physically with a weapon to a Player, Umpire or Spectator:

(1st) Up to 12 months **suspension** and minus 25 points

Provocation or retaliation will be taken as similar offences, on the leagues point of view, we will Credit those members who will try to diffuse the situation.

Any player(s) served any form of a banned during the season; they will be expelled from any Gold Awards (Only from an Umpire's report).

- c) Any team walk off the field of play without the innings or the game being fully concluded, guilty team will be deducted 20 points along with the captain of the guilty side to serve a 2 Match **suspension**, £50 fine.
- d) The National Cricket League has a no smoking policy while on the field of play, this means players who are active batters, bowlers, wicket keepers, fielders or filling in as square leg umpire should not be smoking any form of cigarettes, shisha during and inside the field of play.

Any player found smoking during the game on Field of play

(1st) 2 overs sin bin with no substitution allowed as replacement

(2nd) Written warning & £50 fine

If a second complaint found smoking during the game

(1st) Written warning & £100 fine (During the same season)

If anyone steps over the mark which mentioned above, either he is a player, Umpire, Spectator (League Member or non League Member), action will be taken in accordance to league Action plan.

18. Home Teams:

All Home Teams must provide Scoreboard, Power-play disk (flat disk or flat visible markers), Boundaries, League logo Stumps & Sawdust, failing to do so will incur point's deduction, matches could also be forfeited to the opposition depending on any of the above equipment not being provided by the home teams, the umpires will make the final decision.

Points to be deducted are as follows for home clubs:

All on the above will be reviewed and decisions made by the League Management Committee.

- | | | | |
|----|------------------------------|-------------|--|
| 1. | No scoreboard | = -5 points | (games will be played without a scoreboard) |
| 2. | No Power Play Discs | = -5 points | (games will be played without power play rules) |
| 3. | No Boundaries | = -5 points | (unless lines clearly marked, the umpire(s) will have final say) |
| 4. | No Stumps with league logo's | = -2 points | (other stumps can be used, but 2 points will be deducted) |
| 5. | No Saw dust | = -0 points | (match will be forfeited if rain affected, umpires still get paid) |

19. Submitting your results:

All results must be submitted via respective divisional groups which will be set on WhatsApp messages by both all Club Representatives, all results should be agreed and matched up from the Match Officials of your respective fixtures. We will require the match summary including the results and points collected by both teams to be submitted by the same Sunday evening midnight. This will allow the Committee to update the league standings promptly. All scorecards on the website must be fully completed with respective club's bowling and batting information along with how they were out and opposition bowler's name. The deadline for these scorecards to be completed by every Thursdays 12:00pm (Midday), failing to deliver this will be a penalty of 2 points.

All clubs will be given 3 weeks probation period to able to equip themselves with the system.

FOR MORE INFORMATION

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20. Points:

- a) Result Points
 Win = 10 Points
 Tie or Abandon = 5 Points
 Lost = 0 Points
- b) Batting points
 40 Runs = 1 Point (200 runs is 5 points Maximum)
 Score 250+ = 3 Points
 Score 300+ = 5 Points
 Chase Target under 20 overs (19.6) = 5 Points
 Chase Target under 25 overs (24.6) = 3 Points
- c) Bowling Points
 2 Wickets = 1 Point (All out is 5 Points)
 Get a team all out under 20 overs (19.6) = 5 points
 Get a team all out under 25 overs (24.6) = 3 points
Teams can receive a maximum of 25 points.
- d) Abandon games without a ball being bowled in a bad weather condition
 Teams will be awarded = 10 points.

21. Weather affected games.

If any games have interruption of bad weather during play, the overs shall be deducted in both innings by every 4 minutes. Each side must have faced (or had the opportunity to face) fifteen (15) overs in order to constitute a match.

The NCL Method (Section 21) shall be used in interrupted matches.

- (IF MORE THAN 50% OF GAMES PER DIVISION or GROUP A or B ARE CALLED OFF DUE TO BAD WEATHER **BEFORE** MATCH OFFICIAL(S) AND TEAMS ARE AT THEIR RESPECTIVE GROUNDS THEN ALL OTHER GAMES SHALL BE CALLED OFF TOO, PLEASE NOTE EACH DIVISION MUST HAVE TWO GAMES COMPLETED BY CLOSE OF PLAY ON THE DAY FOR THE TEAMS TO RECEIVE POINTS COLLECTED IN THE GAME, IF THREE GAMES ARE ABANDONED BY CLOSE OF PLAY ON THE DAY THEN THE GAME THAT HAD A RESULT WILL NOT COUNT AND 10 POINTS EACH WILL BE AWARDED.
- IF SOME GROUNDS DO NOT CANCEL THE COMMITTEE MAY STEP IN IF THE WEATHER IS UNREALISTIC FOR GAMES TO GO AHEAD BASED ON OTHER CANCELLATIONS AND WEATHER PERMITTED.
- ONCE MATCH OFFICIAL(S) AND TEAMS ARE AT THEIR RESPECTIVE GROUNDS AND BAD WEATHER TAKES PLACE DURING THE GAME, IT IS THE UMPIRES OR GROUNDSMAN DISCRETION TO CONTINUE PLAYING THE MATCH OR NOT.

21. Weather affected games.

Number of overs	40-38	37-35	34-32	31-29	28-26	25-23	22-21	20-18	17-15
First Powerplay	8	8	7	7	7	7	6	6	5
Second Powerplay (20th -28th)	2	1	1	1	-	-	-	-	-
5 Batting Bonus points	300	285	260	245	230	215	200	185	165
3 Batting Bonus points	250	235	220	205	195	185	175	165	150

Bonus points below are for chasing target of runs or getting a team all out.

Number of overs	40-38	37-35	34-32	31-29	28-26	25-23	22-21	20-18	17-15
5 Bonus points over	20	19	17	16	15	13	11	10	8
3 Bonus points over	25	23	21	20	18	16	14	13	12

Overs to be deducted in both Innings every 8 minutes for weather effected games or last moment venue changes.

Overs deduction	39	38	37	36	35	34	33	32	31	30	29	28	27
Minutes of interruption	8	16	24	32	40	48	56	64	72	80	88	96	104
Overs deduction	26	25	24	23	22	21	20	19	18	17	16	15	
Minutes of interruption	112	120	128	136	144	152	160	168	176	184	192	200	

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22. NCL Method

Number of Wickets	0	1	2	3	4	5	6	7	8	9
Overall scoring rate plus total runs on the number of wickets fallen.	0	0	+1	+1	+1	+2	+2	+2	+3	+3

Overall scoring formula is the total of runs scored divided by the number of the overs bowled of the game, unless the team have been bowled out, then it shall be divided by the number of allocated overs of the innings of format, which should equal to a figure of a run rate per over.

23. Matches to be cancelled

Please note games may be called off if a close relative death takes place during the season, all decisions will go through the committee and all teams in questions shall be notified as soon as possible. Only on these circumstances games will be abandoned and both teams will receive 10 point and to reschedule the game.

24. Loan Players Registrations to Pro 40 Cup & T20 Storm Cup:

Players who want to play for another Club/Team from their parent Club/Team will now be in operation only in Cup Games only if the Parent Club or playing XI not entered in the Cup Competitions.

- For the process to take place the player must be registered in their respective Club/Team Squad XI of their parent Club/Team, the minimum of one Loan Player registration per side (XI).
- There is a charge of £10 each player, regardless of the size to the squad of the players if it's 20 players or less.
- Players can only be on loan to a Club/Team if the Parent Club or a playing XI have not entered in the same Cup Competition.
- Loan players can play in Cup Competitions only as long as section C is followed.
- A maximum of one occasion, a player can be on loan as long as section C is followed.
- Any grievances from a player throughout the season, this will be carried from the start of the season. Points will be deducted to the Club/Team if the player serves a ban.

24. Live Streaming

If Cricket Clubs/Teams are planning to Live stream your fixture, you must inform the away team 7 days before, so the opposition have the opportunity to safeguard themselves by doing the process with consent forms for player who are 17 years old & under.

25. Cricket Game Play Rules will apply:

- National Cricket League rules and regulations will apply as Competition rules
- All cricket game play rules will be adhered by the MCC Laws.

The NCL committee wish all Clubs the very best for the 2022 season and hope that sportsmanship along with respect for match officials & opponents is shown at each and every step. Good Luck.

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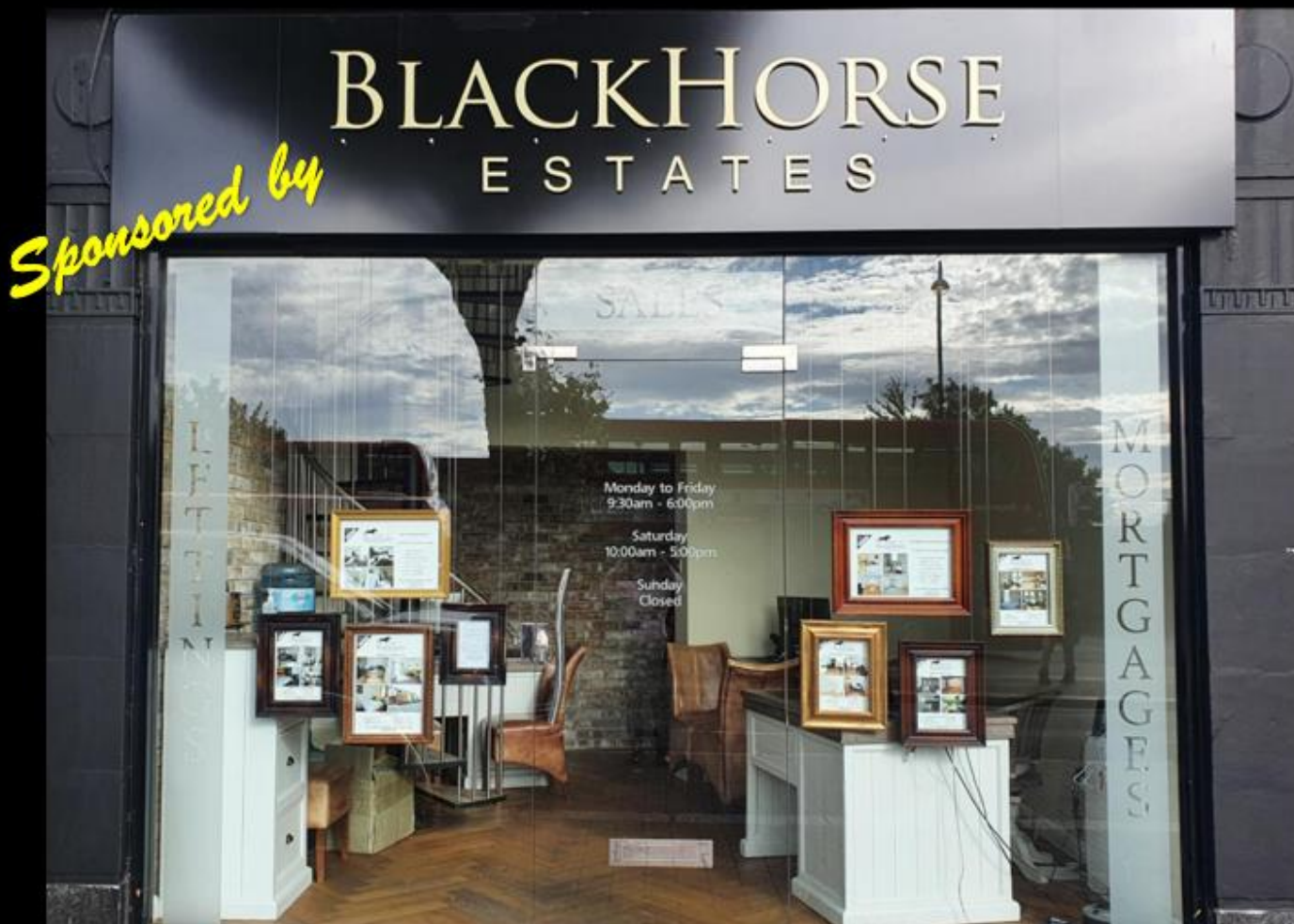
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