

Rules of Cricket



Rules for Softball Cricket

Apart from the laws of Cricket as adapted and modified for softball cricket, there exist certain areas not mentioned and need to be addressed to assist in maintaining the true identity of playing softball cricket in a discipline atmosphere.

Registration

1. All players must be registered before the beginning of the 1st game for that competition.
(a) 25 overs round robin (b) 30 overs round robin
2. Any player transferring will assume the identity of his new team.
3. Any team found using an unregistered player will forfeit the game and accrued 0 points and disciplinary action will be taken against that team.
4. Listed below is the chart outlining how many games a player has to play to qualify for the playoffs.

Qualifying games	To qualify for the playoffs you
8 games	Must play 3 games
7 games	Must play 3 games
6 games	Must play 2 games
5 games	Must play 2 games
4 games	Must play one game
3 games	Must play one game

5. The 12th Man will not be considered in determining eligibility for the playoffs.
6. After the completion of the 3rd round of the qualifying games, any player or players who DID NOT play a game in that competition, can apply to be transfer to another team in any division.
7. There will be a transfer fee of \$15.00. Any team not paying this fee, the Player or players concerned will be classified as unregistered players.
(see Registration - 1 for the penalties re-unregistered player)

Rescheduling

1. Rescheduling will be allowed if the venue should become available.
2. If bad weather prevents play for the day, the game will be abandoned.
3. Should it become necessary to move from one location to another after the game has started, the game will continue and not start as a new game on the same day or another day suitable to both teams. If both teams failed to reach an agreement the Rules Committee will address the matter. All rescheduled game(s) MUST be played on a Saturday. If both teams cannot play on any Saturdays, then the Rules Committee will decide the outcome of the game.
4. If bad weather prevented play for the rest of the day during the second inning, the Rules Committee will decide the outcome of the game.

Umpires

1. Umpire(s) MUST be paid before the start of the game.
2. The fees for the Umpires are as follows:-
 - A. If one umpire is officiating the fee will be \$66.00.
(Each team will pay \$33.00.)
 - B. If two umpires are officiating the fee will be \$55.00 for each Umpire.
(Each team will pay \$55.00)
 - D. In the Finals each umpire will be paid \$75.00
 - E. The Management, Rules or Disciplinary Committee can recommend to the Umpires Association to change an umpire explaining their reason(s) for that request. The Umpires Association can either accept or reject the recommendation.
 - F. No umpire can demand additional fees, if any umpire is demanding additional fees, please DO NOT PAY and report the matter immediately to Mr. T. Lall @ 518-378-9111

Holidays

There will be no playing of softball cricket on the following holidays:-

1. Memorial Day
2. Independence Day
3. Labor Day

Protests

Please go to the Disciplinary Committee and Rules Committee Section to locate rules governing protests and penalties.

Picture IDs

1. All teams MUST submit pictures IDs. The Secretary will be the custodian of the original, and a copy will be available to the Disciplinary and Rules Committees. Also each team will have a copy of their team photo IDs.
2. If requested the captain must show his photo ID sheet to any opposing captain in conjunction with the Umpire(s) to erase all doubts about a player or players, before the start of the game, and not during or after the game.
3. The Rules Committee on receiving a report about a team refusal to produce photo ID will address the problem.

4. All teams MUST submit their picture ID before the start of competition. Failure to submit the picture IDs will result in the team or teams NOT permitted to play until the IDs are submitted.

Uniforms

All teams are required to be fully uniformed after the second week of the start of the softball cricket season. Failure to be in uniform will result in penalties for the team.

Players from other cricket League

It was decided at the last General Meeting that a team is only allowed to register two (2) players from other league or leagues playing the game of Cricket. On your new Registration Sheet You MUST identify the player or players by writing next to their names "OTHER LEAGUE". Any team failing to comply with this simple request will result in the player(s) being regarded as unregistered player(s).

Score Sheet

1. All score sheets must be handed on or before expiration of 24 hours after the game. 2 points will be deducted in you are LATE.
2. When submitting your score sheet, you MUST list the entire batting list (your 11 players), even though only a portion of team batted. For example:- your team is chasing 88 runs, and they reach the target losing 4 wickets, you must list the remaining 5 batsmen who did not bat. Failing to do this will result in only the players who batted and the bowlers will be credited as playing in that game.

One Game Two Results

When teams are requested to play the one game two results game, there are few guidelines to follow:

1. You have to play the players qualified for the competition of the game being played. (e.g. A is playing B in the 25 overs Premier Finals, both teams will have to play the players registered and qualified for the 25 overs.)
2. Any new player or players registering for the new competition will be required to play 40% of the qualifying games less one game, the one game two results game, where new players could not play.

Inter-County

To play in the Inter-County Competition, a player MUST play at least 3 games in the S.S.B.C.A competitions (*teams when nominating players please remember this rule*). Due to the volume of players eager to play for their respective county, there will be a Under 25 years old competition and a over 25 years old competition. No player can play in both competition.

Points

1. Winning a game 20 points
2. Tie 10 points + batting and bowling
3. Abandon 5 points + batting and bowling

Balls

Starting from this year S.S.B.C.A will be using the ball manufactured in Taiwan which is a more durable ball, and has a more pronounced bounce, that the previous ball used by S.S.B.C.A. Because of the durability **ONLY ONE BALL WILL BE USED** in the 25 overs. After the completion of the 25 overs S.S.B.C.A in conjunction with the teams will decide the usage for the 30 overs.

Trophies

Listed below are the trophies offered for the 25 and 30 overs. W.I.S.A. has abolished the 65 runs trophy in the 25 overs and the runs trophy in the 30 overs and also the 5 wickets in a game.

1. Winning Team - A Winners Trophy
Each member of the winning team will receive a trophy not exceeding 15 members.
2. 2nd place - A 2nd place Trophy
Each member will receive a trophy not exceeding 15 members.
3. 3rd place - A 3rd place Trophy

Batting

1. Batting Average
2. Centurion
3. Outstanding Performance
4. Most Runs in the Competition

Bowling

1. Bowling Average per Wicket
2. Bowling Average per Over
3. Hat-Trick
4. Outstanding Performance
5. Most Wickets in the Competition

In the 1st, 2nd and 3rd Divisions these trophies will be offered to EACH GROUP in each Division and not the Division only.

Day of the Finals

On the day of the finals the following trophies will be offered in addition to the trophies mentioned above.

1. Winning Trophy
2. Each member will receive a medal
3. A 2nd place Trophy
4. A Man of the Match Award

Run Rate Differential

Formula

- (A) A team batting first, regardless of how many overs they batted their score will be divided by the allotted overs of the competition.
(Advantage for bowling the team out before the allotted overs is completed).
- (B) Team batting second wins, the score will be divided by the amount of overs batted to reach the target to determine the run rate (this is the advantage for winning).
- (C) Team batting second loses; the score will be divided by the allotted overs of the competition to determine the run rate.
When calculating the run rate differential the batting will be the positive (+)
And the bowling will be the negative (-).

Here is an example using 3 teams: A, B, and C.

1. Batting first A scored 79 runs in 20 overs. B replied with 80 - 4 wkts in 18 overs
2. C batted first and scored 113 runs in 22 overs. A replied with 114 - 7 wkts in 21 overs
3. B batted first and scored 118 runs in 20 overs. C replied with 119 - 4 wkts in 22 overs.

Calculation of Run Rate

TEAM A BOWLING -				TEAM BATTING +				
TEAM	Score	Overs	Run Rate	TEAM	Score	Overs	Run Rate	Diff.
B	80 - 4 wkts	18	- 4.44	A	79	20	3.16	- 1.28
C	113	22	- 4.52	A	114 - 7wkts	21	5.42	+ 0.90
			-8.96				8.58	- 0.38
TEAM B								
A	79	20	-3.16	B	80-4 wkts	18	4.44	+1.28
C	119 - 4 wkts	22	- 5.40	B	118	20	4.72	- 0.68
			- 8.56				9.16	0.60
TEAM C								
A	124 - 7 wkts	21	- 5.90	C	123	22	4.92	- 0.98
B	118	20	- 4.72	C	119 - 4 wkts	22	5.40	0.68
			-10.62				10.32	- 0.30

Points System

BATTING

Points	10 Overs	15 Overs	20 Overs	25 Overs	30 Overs
0 point	1 - 24 runs	1 - 39 runs	1 - 49 runs	1 - 64 runs	1 - 74 runs
1 point	25 - 39 runs	40 - 54 runs	50 - 84 runs	65 - 104 runs	75 - 124 runs
2 points	40 - 49 runs	55 - 74 runs	85 - 99 runs	105 - 124 runs	125 - 149 runs
3 points	50 - 79 runs	75 - 114 runs	100 - 139 runs	125 - 164 runs	150 - 174 runs
4 points	80 runs +	115 runs +	140 runs +	165 runs +	175 runs +

BOWLING

BOWLING - WICKETS	AWARD OF POINTS
1 WICKET - 2 WICKETS	0 POINT
3 WICKETS - 4 WICKETS	1 POINT
5 WICKETS - 6 WICKETS	2 POINTS
7 WICKETS - 8 WICKETS	3 POINTS
9 WICKETS - 10 WICKETS	4 POINTS

1. After the conclusion of the qualifying rounds, the teams with the most points will advanced to the playoffs. (See playoff regulations). Should any two teams be equal in points, the teams with the most wins will advance to the playoffs. If after applying this rule the situation still exists, then head to head clash will determine the winner. If there was no head to head clash then the net run rate will determine the winner.
2. Similarly if three teams have the same amount of points, the net run rate will apply to determine who will advance to the playoffs.
3. If a team failed to turn up for a game, the team earning the walkover will be awarded 5 points, (1 point - batting and 4 points - bowling) in addition to the points for winning the game. Also 5 points (1 batting and 4 bowling points) will be deducted from the team not showing for the game.
4. When a team is bowled out below 24 runs (10 overs), or 39 runs (15 overs), or 49 runs (20 overs), or 64 runs (25 overs) or 74 runs (30 overs), the points will be awarded as follows:-
 - A. Team batting first will earn no batting points.
 - B. Team bowling first will earned the respective points as per wickets taken.
 - C. Team batting second and scored the runs needed to win, will earned full batting points less points earned by the team bowling second.
 - D. When team comprising of less than 11 players (more than 7 players) and is bowled out, the bowling team will earned full bowling points.