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# UKMCL

## UNITED KINGDOM MALAYALEE CRICKET LEAGUE

### Matchday Rulebook for League Games - 2021

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## **1 Introduction**

The purpose of this document is to provide information and instructions to UKMCL umpires and players to make sure the game is played fairly and within the spirit of the game. Umpires and captains are expected to set the tone for the conduct of a match.

## **2. Responsibility of Captains**

The Captains are responsible for making sure that play is managed on any part of a cricket ground, including the field of play within the rules listed in section 4.

## **3. Responsibility of Umpires**

The umpires are the lone judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to act where required.

The umpires are authorised to intervene in cases of:

- 1) Time wasting
- 2) Verbal abuse directed at other players
- 3) Dangerous or unfair bowling
- 4) Tampering with the ball (i.e. lifting the seam or using resin, wax, oil, hair products, etc.)
- 5) Obstruction of batsmen while running
- 6) Incommoding (by causing bother/nuisance) by noise or action to player on strike
- 7) Any other action that they consider to be unfair

## **4. Rules**

In the event of any issues arising which are not addressed by these rules, the ICC rules regarding one-day matches and its revised versions must be followed.

### **4.1 Umpiring**

1. The main Umpire must be external ( neutral) and shall not be a member of any Clubs associated with UKMCL.
2. The batting team shall provide a Leg Umpire for their innings.
3. Leg Umpire's decisions shall be limited to run out and stumping at the batting end.
4. The main Umpire shall seek advice from the leg umpire only in the case of "No Ball" above the shoulder level and full toss above the waist level. Only the Main Umpire shall have the right to take the final decision on a "No Ball".
5. The main Umpire should monitor the over rates per hour and attempt to avoid any possible delay of an innings.
6. The main Umpire has the authority to warn the fielding team captain of any possible delays in their over rate per hour.
7. The main Umpire must ensure that the match starts at the scheduled time as per fixture on a normal weather condition.
8. The main Umpire will be the sole responsible person to decide the playing conditions at all times before and during a match. It includes rain and lousy weather, ground and pitch conditions, light, any other situations on the playing field.
9. The main Umpire will be responsible for deciding the maximum allowed number of overs and any disruption during a match.
10. The main Umpire must make sure that the scoreboard is updated after each over.
11. The main Umpire should record the status of the match (total runs, overs and the wickets lost) at all times during the game and verify the score with the scorer at the end of each over.
12. Umpires or players must not use mobile phones or smoke cigarettes at any time during the game inside the playing field

### **4.2 Match Day**

13. League matches are scheduled to start at 1.00 PM.
14. All League matches will be played in limited overs.
15. Each innings of a match will be limited to 35 overs.
16. Each innings of a League match will use a new ball.
17. A minimum of 20 over must be played in each innings to constitute a match in the League.
18. Any match played less than 20 overs in any of the innings shall be considered abandoned.
19. Any single bowler can only bowl a maximum of 1/5th of the maximum allowed overs agreed at the beginning of a match.

20. No other player apart from the named 12th man and the captain can enter the field during their batting session.
21. In the event of an incident or disagreement during the match between teams or players on the playing field, only the Umpires and Captains of both teams are allowed to intervene. Failure to adhere to this rule will be classified as a pitch invasion and will attract fines and penalties for players involved and their clubs.

### **4.3 Toss**

22. The toss should be completed 15 minutes before the start of the match.
23. Both team captains must announce the playing eleven (11) at least 15 minutes before the toss.
24. If any one team failed to report on the scheduled toss time, the main Umpire should grant the toss automatically to the other team.

### **4.4 Teams Arriving Late**

25. If any one team failed to start on the scheduled start time of the match, they would be penalised by reducing the number of overs they can bat at the rate of 1 over every five minutes lost due to their lateness.
26. If both teams failed to start the match on scheduled time, then overs will be reduced for both teams at the rate of 1 over per every five minutes lost due to their lateness
27. If any one team failed to start the match for more than 75 minutes an automatic walkover will be awarded to the opposite team
28. If both teams fail to start the match for more than 75 minutes, the match will be called off, and both teams will be treated as “no show”.
29. Any match categorised as “no show” will have an automatic fine for both teams set by the Management Committee.

### **4.5 Players Arriving Late**

30. If any of the named player/s reports late, teams are allowed to use a substitute fielder. It must be informed to the main Umpire and the opposite team captain before the player can be allowed in the field.
31. Substitute fielder standing in for a named player can field only up to 17 overs in a 35 over innings. At the end of the 17<sup>th</sup> over, the substitute fielder must leave the field regardless of the named player’s availability.
32. If the named player does not report before completion of the 17<sup>th</sup> over, he will not be allowed to participate in the same game. The team is then forced to complete the game with ten players
33. Players coming late will not be allowed to bowl until he fields the same number of overs he missed out on in the match.
34. Players coming late will only be allowed to bat after the same number of overs he missed or at number 6 or below, whichever is sooner.

#### **4.6 Cricket Balls**

35. If a team wants to change the cricket ball (or lost), they can appeal to Umpire. The Umpire shall inspect the condition of the ball and make his decision on this.
36. The Umpire should collect at least one spare used cricket ball (used balls from other matches which are in usable condition) from each team before the game begins to use it as a replacement ball.

#### **4.7 Rain affected matches**

37. In a rain-affected match, both innings must complete a minimum of 20 overs for a result. If not, the match will be considered abandoned
38. Suppose there is no play possible after the team batting second completed 20 overs or more and couldn't complete their maximum allowed overs. In that case, the winners will be decided based on a reduced run rate calculation of runs scored and wickets lost by the teams per balls played. Please refer to 14 F in the rule book (available on the website) for more details.

#### **4.8 Scoresheets**

39. Both teams should keep the score of the match.
40. Scores should be completed on the score sheet provided by the League Management or approved by both team captains.
41. Both team captains and the Umpire must verify and sign the score sheet immediately after the match finished.
42. Both team captains should exchange the signed score sheet confirming the details are correct.
43. A scanned and verified copy of the signed score sheets should be sent to the Fixtures Secretary and Area Secretaries before 8.00 PM on the first Wednesday after the match.
44. The home team is responsible for adding the match scorecard to the UKMCL website before 8.00 PM on the first Wednesday after the match. Failure to do this will result in a fine of 5 points.

#### **4.9 Points Allocation - Teams**

45. For each league game, 20 points will be awarded to the winning team.
46. The losing team can take a maximum of 10 points - 5 batting points and 5 bowling points - 1 batting point for every 35 runs scored and 1 bowling point for every 2 wickets taken.
47. In the case of a tie, the total points twenty (20) will be shared equally between the two teams giving each team ten (10) points
48. In the case of an abandoned match, the total points twenty (20) will be shared equally between the two teams giving each team ten (10) points

#### **4.10 Points Allocation - Players**

49. One (1) point for each run scored

50. Twelve (12) points for each wicket taken.
51. Forty (40) bonus points for five (5) wickets or more in a game.
52. Five (5) points for each catch taken
53. Five (5) points for each stumping (wicket-keeper only).

#### **4.11 Safety**

54. Players and their participating Clubs are primarily responsible for their own player's safety while playing the League.
55. The League Management Committee strongly advises all players during the match to wear sufficient protective equipment (Helmet, Guards, etc.) to ensure their safety on the playing field.
56. UKMCL do not hold any responsibility for any incidents or injuries to the players while playing the League

#### **4.12 Fines and Penalties**

57. If the scoreboard is not provided for the home game by the home team, 2 points will be deducted from their total points
58. If the score sheet is not submitted by Wednesday 8.00 PM, then 5 points will be deducted from the team's total points.
59. If the home team does not provide the stumps, then 2 points will be deducted points
60. Any complaints and/or fines received from the appropriate authorities for not keeping the dressing rooms, ground, etc., clean and tidy will be passed on to the team/s involved. Furthermore, the League will issue both teams with an additional fine of GBP 25 each. Please note both Ford Social Club and John Ruskin have strict rules about leaving litter behind after a match. It is the responsibility of both captains to avoid such fines.

#### **4.13 Code of conduct**

61. All players while on or off the field must not use abusive language or aggressive /threatening behaviour against officials or other players
62. Umpires decision is final, and only team captains are allowed to communicate with the Umpires on the field
63. Team captains and Club Representatives shall be responsible for the discipline of their players and supporters on and off the field.
64. Any player who breaks the discipline code will be banned for five matches, and their team will be fined GBP100.
65. The Management Committee shall decide on further action if a player/team fails to abide by the disciplinary action taken against them.
66. Players, Umpires, Club Representatives and UKMCL officials are not allowed to enter the playing field at any time during a match under the influence of prohibited drugs and alcohol
67. Smoking is not permitted anywhere on the playing field during a match.

## **5. Contact Details**

All matchday queries should be directed to the area secretaries.

Croydon Area Secretary – Manilal Raman - [croydonsecretary@ukmcl.com](mailto:croydonsecretary@ukmcl.com)

Eastham Area Secretary – Pravas Prabhakaran - [easthamsecretary@ukmcl.com](mailto:easthamsecretary@ukmcl.com)

Escalations - Fixture Secretary – Mr Manilal Vishambaran –  
[fixturesecretary@ukmcl.com](mailto:fixturesecretary@ukmcl.com)

All other queries to [secretary@ukmcl.com](mailto:secretary@ukmcl.com)