

Warwick Active Cricket League Rules

Organisation 1. The league will be organised under the auspices of Warwick Sport who will have the final say on all matters of the league.

1.1. The League is organised and run by the league organiser (Activator) and Warwick Sport will support in the running of the league.

2. Squads

1. All players must have paid the relevant league registration fee, before the league has officially started (<https://warwick.ac.uk/services/sport/active/leagues>).

2. Teams must look to have as big a squad as possible. The original squad may be added to throughout the season, up to this limit, with the following provisos: 1. No player may be registered with more than two teams at any time without permission of the league organiser.

3. Any team found to be in breach of these rules will forfeit the match and incur an additional 2 point penalty.

4. Matches will be 11-a-side, however if both captains are in agreement, teams make up can range from 8-10 players per side.

3. General Rules

1. Unless otherwise stated, the rules of the International Cricket Council will apply at all times.

2. All teams in the same league will play each other twice during the regular season.

3. 4 points will be awarded for a win, 2 for a tie/abandoned match, 1 for a loss 0 points if a team forfeits the fixture. If both teams are unable to raise a team the match will be deemed void and 0 points each (unless this is a rearrangement where 2 point each will be applied)

4. A substitute fielder may be used in a game, by agreement with the opposition captain, if a player is injured during the course of the match. This fielder may not bat, bowl or keep wicket.

5. 2 match balls per game will be provided by Warwick Sport and distributed by the league organiser

6. Teams on the same points will be separated by head to head record (see 6) then net run rate.

7. Matches shall be of 20 overs per side, bowlers will bowl no more than 2 overs (unless agreed by both captains prior to the toss). The winner shall be the team that scores the most runs. In the event

of both sides scoring the same number of runs, the team having lost fewer wickets during their innings shall be the winner. If the teams score the same number of runs, for the loss of the same number of wickets, then the match shall be declared a tie. In knockout matches a super over will be applied to determine the winner.

8. The teams will umpire their own matches. Each team will provide an umpire.

9. The batting side will provide a scorer and be responsible for the accuracy of the score.

10. Signup will be on a first come, first served basis. Registration must be completed by team sheets on the Warwick Sport website: <https://warwick.ac.uk/services/sport/active/leagues/captains-form>

11. Teams may use general use equipment provided by the sports centre if they cannot provide their own. They should not use the Warwick University Cricket Club equipment.

SPECIAL LEAGUE RULES

1. Batsman will retire on a personal score of 25 (but if the entire team is bowled they can return to the crease)

2. There will be no LBW (unless agreed by both captains prior to the toss)

3. Players can play for more than one team provided the captain has informed the opposing captain prior to the toss. Guest players will not be permitted to bat in the top 4 or bowl in the first 4 or final 4 overs of the innings (unless agreed by both captains).

4. Fixtures

1. Teams are required to confirm attendance at all fixtures between 5 and 2 days in advance of the match.

2. Teams unable to fulfil a fixture must give at least 2 days notice in advance to both a league organiser and the opposing team's captain. An alternative date will be looked into. If no rearrangement date can be agreed the team that were originally unable to play will forfeit the match.

3. Teams failing to fulfil a fixture without obeying the above procedures will forfeit the match and incur an additional 2 point penalty. For postponements after the notice period, or other rule breaches, penalty appeals will be considered at the discretion of the league organiser.

4. The date, time and location of a fixture can only be changed with the permission of the league organiser.

5. Any team that turn up late for the fixture will for every 3 mins the match begins after the original start time will lose an over of their innings or if both captains are in agreement number of overs can be reduced.

6. Rain affected matches - please use the Duckworth-Lewis method. A minimum of 5 overs per innings must be completed to constitute a match

5. Results

1. Match results should be communicated to the league organiser within 24hours.
2. For tournaments results must be emailed or texted to the league organiser within 24hours.

6. League Position

1. League position will be decided on the following process 1.Points
2. Head to Head
3. Net Run Rate

7. Disputes

1. In the case of a dispute teams should first contact the league organisers.
2. If there is disagreement with the decision of the organisers, the matter shall be referred to the Warwick Active, whose ruling is final.

8. Conduct

1. Should a team, or players from a team, indulge in any actions that are deemed by the organisers to be detrimental to the good spirit of the league, then the organisers are entitled to take whatever action is deemed appropriate.
2. This may include, but is not limited to, suspension of players, loss of points or exclusion from the competition.
3. Such penalties are subject to the approval of Warwick Active, whose decision is final.