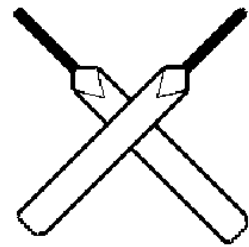


Corporate cricket league Rules 2017

(Version 1.0)



General

1. The champion of the season will receive the Sean Moran cup. The yearly champion is the team with the highest average, but a minimum of six matches must be played to gain the title. If two teams end with equal averages the one with the most matches played gains the title. At least one game should be played in August unless there is a clear force majeure or the schedule does not supply a match.
2. The main goal of the league is to play corporate cricket for fun and introduce cricket at the company to get more people interested in the game.
3. The fee for participating is € 60.00 per annum is paid before June 1st, if paid later € 70.00 will be due.
4. Entering the league is only possible for teams that have paid all their debts of previous seasons.
5. The home team is responsible that the grounds are ready before the agreed starting time. This includes the pitch, the boundary and accommodation for changing into cricket gear by the players.
6. After the finish of the match the home team should supply the guests with a decent meal and have a few drinks for each available. Guests should have the possibility to buy extra drinks over the allocated free drinks.

Scoring in the results table

7. The winning team gets 2 points, a tie results in 1 point each and a loss in 0 points.
8. The table will be arranged according to the average points scored and for equal averages on most matches played.
9. A team should have played a minimum of seven matches to qualify for the cup.
10. When the match is cancelled because of the weather or bad light, it will be noted as not played and can be rescheduled.
11. If a team has a match cancelled, within approximately one week before the date of the match, for other reasons than bad weather it will be given a zero, thus lowering its average. The other team will be noted as cancelled, so not affecting its average.

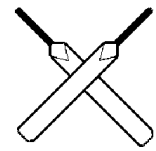
Formation of the teams

12. Basically a team has eleven players (male or female) from the same company (or from two companies – sometimes more than two).
13. Players from other sources can be entered before the start of the competition but will have to be confirmed by the committee.
14. If the captain of the opposition agrees one or two substitute's from outside the company are allowed to play but these should not be better players than the original players.
15. The list of players on the supplied form should be with the committee before the first match but ultimately before June 1st.

Playing of the matches

16. Matches will be played on Monday-, Tuesday-, Wednesday-, or Thursday evenings, depending on availability of the home grounds.
17. The team listed as home team informs the visiting team always that things are according to plan. Not later than 15.00 hrs. the go-ahead will be given to play or not to play in case of bad weather conditions.
18. Both teams should agree on the cancellation for bad weather **and** also send this agreement to the match secretary before 15.00 hrs. Unless such a mail has not been received the team can be penalized conforming to rule 11.

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19. The match should be started at 18.00 hrs., preferably earlier but rather not later than 18.30 hrs.

Umpires

20. It is possible that the committee will appoint one or two umpires. These will have to be accepted and will replace that number of 'own' umpires of the teams.
21. If no umpires are appointed by the committee both teams should supply one umpire each for the whole of the match.
22. If there are no umpires available following rule 21 then both teams will during their batting innings be umpired by two of their own batsmen not (yet) in.

Rules during the matches

23. The limited over matches will be played following the KNCB (Dutch Cricket Council) rules. Captains always to check before starting the match if there are special conditions, see also regulations below.
24. It is possible that both captains agree to deviations from these rules before the start of the match (and let their teams know of these changes).
25. The match limitation is 20 overs of 6 balls each. Depending on weather and light conditions the captains can agree to play more or less overs.
26. The batsman who scored 0 runs (duck) is allowed to return once after all his teammates are out and there are still overs left. If there are more ducks than one, the order of going in will be the same as the original order.
27. The batsman who scored 25 runs or more will be retired and is not allowed to come back later, unless the captains decided otherwise before the start of the match.
28. The maximum number of overs per bowler is 20% of the total overs of the inning (4 for a 20-over match, 3 in a 15-over match, for a number of overs not divisible by 5 the remaining overs go to an equal number of bowlers (16 overs – 3.2/bowler – resulting in 1 bowler with 4 overs and 4 with 3 overs).
29. Wides and no balls during the first three quarters of the match (usually 15 overs, but rounded to whole overs) will not be bowled again but simply count for two runs (five for a boundary). In the remaining overs wides and no balls will be re-bowled, the common penalty is given.
30. If the light diminishes a pink (or a white) ball should be used. Both teams should carry at least one such ball to every match.
31. The team that scored the most runs has won the game. In case of equal runs it's a tie. The number of fallen wickets does not count.
32. People acting umpire should do so reasonably, not making dubious decisions. Try to give a batsman out or not out in such a way that you would not complain if you were the batsman or the fielder concerned!

Miscellaneous

33. Match reports have to be mailed **within 24 hours** of the finish of the match by **both teams** to the organizing KNCB committee (applies also to cancellations, stating the reason). Result should for both teams at least contain: number of runs, number of wickets (or a.o), number of retirements and number of overs (i.e. 16.4).
34. Captains may arrange extra matches during the season but should both inform the committee.
35. **Most important of all: have a friendly social match and be a good host for the visiting team!!**