

PATRON - IN - CHIEF HRH PRINCE GENERAL DR. ABDUL AZIZ BIN NASSER BIN ABDUL AZIZ AL SAUD

RCA Playing Conditions & Regulations FUCHS Cup 2013 Season 2012-2013

RCA Tournaments will be conducted under guidelines of ICC Laws of Cricket Code (2000 4th edition-2010) along with following RCA Playing Conditions & Regulations. **All RCA matches will be played in White Kits only.**

1. Player Registration & Nomination:

- 1.1. Every team must register a maximum number of **15 players** (working or students, no visitors are allowed). All should be holding Iqama and should not have active player registration with any other registered Association/League in the KSA. A player who was registered in any other registered Association/League in the KSA should bring No Objection Certificate from that Association/League before joining any RCA Club. A player registered in one RCA team cannot represent any other RCA team in any Zone (Riyadh, Al Kharj, Huraymala or Al Qassim) during the same tournament.
 - a. Once a player gets NOC from RCA to play for any other registered Association/League in the Kingdom, he becomes ineligible to play for any RCA team. Such player who got NOC once from RCA can come back to RCA after getting the NOC from the other association, but RCA will not issue NOC for him again for 3 months.
- 1.2. To *replace* a player/s an equivalent number of player/s shall be dropped from the original 15 players. RCA General Secretary should be notified via email about any changes in the squad. This should be done before the match day. A player who was dropped can later rejoin the team in the same tournament after notifying the GS. Maximum 3 players can be replaced during each tournament from the squad.
- a. If a violation is found in the list of 15, the team can be disqualified from that tournament.
- b. The player may face a fine up to 200 SR and a ban.
- 1.3. A player *may change his team* for the next Tournament after applying to GS/JS with prior notice of 07 days.

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- 1.4. These registered players can join their teams at *any stage of the tournament* including knock-out stage. The players can transfer to other teams only after the conclusion of the tournament. (A Fee of 500 SR is applicable for the transfer of a player from one club to another. After the transfer fee is paid, the player will be allowed to play for the new club).
- 1.5. Captains will nominate their team (11 players) before the toss. Any other registered member of a team which is not included in the squad of 11 cannot replace the nominated member of the squad of 11.

MCC Law 1 applies. No player may be changed after the nomination without the consent of the opposing captain.

- 1.6. A player that is nominated as a playing member may join the team at any time during the match. (Subject to the normal penalty that he cannot bowl for the number of over he was absent)
- a. No substitute can be used in the start of the game if the nominated player is absent. This clause is applicable to the fielding team of the first innings of the match.
- (The team batting second can use the substitute fielder at the start of the innings after the permission of the umpires).
- b. If a player leaves the field for more than 3 overs before the end of the first innings, he cannot open the innings, he may bat after the same number of overs he was absent or 5 wickets are down.

2. Timings:

- 2.1. Starting time for morning session match is 07:30 am. Toss to be done at 7:15 am. If a team does not have seven or more players ready to play by 07:30 am that team shall forfeit one over every 5 minutes. At 07:45 am, that team will forfeit the match and all points will be awarded to the side ready for play. In the event of neither side, have seven players by 07:45 am the match will be considered cancelled with both teams getting 0 points each.
- 2.2. The starting time for afternoon session match is 1:30 pm. Toss to be done at 1:15 pm. If a team does not have seven or more players ready to play by 1:30 pm that team shall forfeit one over every 5 minutes.

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At 1:45 pm, that team will forfeit the match and all points will be awarded to the side ready for play. In the event of neither side, have **seven** players by 1:45 pm the match will be considered cancelled with both teams getting 0 points each.

3. Decision for Bowling End

In all matches 20 overs and 40 overs, both ends of the wickets will be used. The bowling side will decide the end to bowl the first over.

4. Umpire's Responsibilities:

- 4.1. Teams should send two umpires from their club who should have registration of RCA. They should have awareness of the ICC Laws, knowing RCA Code of Conduct for Players & Umpires, Tournament Rules and Regulations.
- 4.2. If for some genuine reasons teams are unable to send the two umpires, they should inform Umpiring Coordinator at least 48 hours before the match. RCA will arrange the umpires and charge the teams SR 100 for 20 over match and SR 200 for 40 over match.
- 4.3. If no umpire will turn up for the game, the team who was responsible for sending umpires will be fined 200 Riyals and 2 points will be deducted from that team for that Tournament. If no points are there for the team at that time, then 400 riyals will be fined (Team taking any points after the time of no show of umpires are exempted from this clause).
- 4.4. If umpires are late for more than 30 minutes, then the match will be played for 16 overs only. One match point will be deducted from the umpire's team, and a fine of SR 100 shall be payable by the umpire's team.
- 4.5. Team Captains / Manager may indicate in their reports any failure on the part of umpires to apply these rules.
- 4.6. At all time the umpire's decision is final. Failure to accept the umpire's decision will result in penalties being awarded by the **Discipline & Umpires' Committee**.
- 4.7. Umpires have the right to stop a game, suspend a player and drop a player in case of any offense or misbehave.

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- 4.8. Before start of a match, umpires should make sure that the crease is properly marked, 30-meter circle and boundaries are clearly visible.
- 4.9. The umpire should check the ball before the start of each inning. Only four piece balls are allowed.
- 4.10. Umpires should watch for any **waste of time** during the game, in this regard Umpire's role would be more important to complete the 20 overs in 1 hour and 45 minutes. In the morning session, the fielding team has to complete their 20 overs by 9:15 a.m. otherwise they will play the number of overs bowled till 9:15 am only. Similarly in the afternoon session the fielding team has to complete their 20 overs by 3:15 p.m. otherwise they will play the number of overs bowled till 3:15 p.m. only. Time wastage includes;
- a. Deliberate time wasting tactics by the bowling or batting side, e.g. unnecessary discussion on the Ground, unscheduled water breaks, frequent discussions on the pitch etc.
- b. Slow bowling rate (a good bowling rate is estimated at 13 overs per hour).
- c. Umpire may warn the side on the first instance. On the second instance he shall award 5 penalty runs against the team wasting the time. MCC Law 42 applies.
- d. Drinks may only be taken after 10 overs. This rule applies to the batsmen as well the fielders. Any unscheduled breaks must be with the umpire's permission.
- 4.11. *Umpires MUST SIGN the match summary* sheets at the end of each innings, ensuring signature of both Captains and at the end of the match with final result. Scanned copy of the summary sheet must be submitted by the **winning team captain** to RCA by *Sunday 11 a.m.* to general secretary by an email.

If score sheet is received after Sunday 11 a.m., it will not be considered for prize distribution, media coverage and ranking. Original score sheet shall be kept with the team and submitted to general secretary at the end of the group matches for verification.

5. Scorer's Responsibilities:

5.1. It is the responsibility of each team to have competent scorer for their match. If a team fails to do so, it will have to be content with the scorer from the opposite team. In case of any discrepancy, the umpire shall decide the last score. A team without a scorer cannot assert any claims.

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6. Restrictions on Fielding Side:

- 6.1. At the instant of delivery, no more than 2 fielders are allowed behind the square leg umpire.
- 6.2. At the instant of delivery, there may not be more than **5 fielders** on the leg side and not more than **7 fielders** on the off side.
- 6.3. In a T20 field restriction (circle) is for first 6 overs. No more than 2 fielders shall be allowed outside the field restriction markings (circle) at the instant of delivery.
- 6.4. No limitation on Bowlers Run-up.
- 6.5. A maximum of 20% over per bowler is allowed i.e. 4 over in a T20 match.
- 6.6. **SHORT PITCHED DELIVERY** (applies to the whole innings):
- a. At 1st instance short pitch will be called no ball and 2 runs will be awarded to the batting side plus first warning to the bowler.
- b. At 2nd instance short pitch will be called no ball and 2 runs will be awarded to the batting side plus final warning to the bowler.
- c. At 3rd instance short pitch will be called no ball and 2 runs will be awarded to the batting side and the bowler will not be allowed to bowl further in the innings.
- d. In the Super League, one short pitch delivery is allowed per over. Legitimate short pitch delivery is below the head height in the normal batting stance. First short pitched delivery in the over will not be called a no ball. If a bowler bowls second short pitch delivery in the same over, that ball will be called a no ball with first warning given to the bowler and 2 runs awarded to the batting side.

If in any other over of the match, same bowler bowls second short pitch delivery, that ball will be called no ball, he will be given second and final warning and 2 runs will be awarded to the batting side.

Next time if the same bowler bowls a second short pitched delivery in an over, that ball will be declared no ball, bowler will be banned from bowling in that match and 2 runs will be awarded to the batting side.

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(Any short pitched delivery which is above head height will be called a wide ball and that ball will be considered as one per over bouncer as well).

- 6.7. **BEAMER** (applies to the whole innings):
- a. If a bowler bowls a FULL TOSS ball which is above waist height, it will be called no ball with 2 runs awarded to the batting side and a warning will be given to the bowler.
- b. At 2nd instance beamer will be called no ball and 2 runs will be awarded to the batting side plus final warning to the bowler.
- c. At 3rd instance beamer will be called no ball and 2 runs will be awarded to the batting side and the bowler will not be allowed to bowl further in the innings.
- 6.8. **FREE HIT**: If bowler does the foot fault i.e., over steps the popping crease or back foot touches the return crease, umpire shall signal no ball and after the ball is dead shall signal the scorer a free hit by moving the hand in circular clockwise direction. There can be no change in the field unless there is a change in the striker. The next delivery is to be a legitimate delivery (not no ball & not wide ball) and will be treated as a no ball.
- 7. Runners & Substitutes:
- 7.1. **No runner will be allowed at all.** (New ICC Code 4th edition applies).
- a. **Exemption:** In case any player has a permanent disability (not injury), a runner will be allowed to him.
- 7.2. If a batsman is injured, he will be **retired hurt** and he can come back to bat after fall of the next wicket or any time later.
- 7.3. In case a batsman retires on his will without any injury/illness, he may be allowed to return only after the permission of the opposing captain, otherwise he will be written **retired out** not retired hurt.
- 7.4. No player may leave the field except for injury or illness and only that too, after permission from the umpire. No substitute can be used without notifying to the umpire. Once a player has left the field for more than 15 minutes, he cannot bowl on his return until he has been back on the field as long as he was off.

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7.5 In case of emergency (death/sickness of blood relatives, urgent call from the work place), a player can leave the field with the permission of the umpires. Umpires can allow the 12th man for that player taking into consideration the nature of the emergency. A player who left the field due to emergency can resume the fielding at any time when he returns (subject to the normal penalty that he cannot bowl for the number of over he was absent).

Also in case of emergency, a player can leave the field during the batting with the permission of the umpire. In this case, he will be considered as **Retired**.

If he returns back to the ground during the team's batting, he can resume his innings after the fall of any wicket. In case a player **Retired** and could not come back due to the emergency during the batting of the team, he will be considered as **Retired Out**. The umpires can allow 12th man to field in place of the **Retired Out player**.

8. Match Results:

- 8.1. 2 points shall be awarded to the winning team.
- 8.2. Round robin matches can result in a *tie* in case of equal score at the completion of 20 overs or fall of last wicket. In such situation the *points shall be equally divided*.
- 8.3. Final Standings will be calculated on Net Run-Rate.
- 8.4. For the knockout matches e.g. finals & semi-finals, in case of a tie, a super over will bowled where fielding side will bowl one over, and the batting side will have 3 batsmen and vice versa. The bowler and 3 batsmen have to be nominated in advance.
- 8.5. In case of *rain*, bad weather or bad light, if a minimum of 10 overs for each team is not possible the teams will share one point each. There will be no rescheduling of matches. In case a team has already batted for more than 10 overs, their score at 10 overs shall be considered for the match & their run rate shall be considered for the overs they have batted. In case of wash out games, there will be no rescheduling. Teams will share points in this case.
- 8.6. In case of *death* of first blood relation in Riyadh, the concerned team's match will be postponed for that week on the condition of a prior notice. If the death occurs outside Saudi Arabia match will not be rescheduled

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- 8.7. Team conceding a walkover will be penalized a sum of 400 SR and will be disqualified from the tournament. It can resume the next tournament only after the payment of the penalty. On the repetition of the walkover, the team will be banned for the season.
- 8.8. A team *forfeiting* a match by refusing to play, as a reaction to umpire's decision, will be disqualified from the tournament and may also not be able to take part in the next tournament. An additional fine of SR 400 shall be levied on the team.
- a. Forfeiture due to unavoidable reason will not come under this rule.

9. Power Plays for a 40-over game

In a 40-over match, the first **eight overs** of an inning will be a Mandatory Power Play. Only two fielders will be allowed outside the circle during this Power Play. Two fielders have to be in the catching position during this Power Play. If there is any dispute about positioning the catchers, the umpire's decision will be considered final. No team/captain can change the occurrence of this Power Play.

The Second block of Power Play comprising of **four overs** will be called Batting Power Play. This will be at the discretion of the Batting captain or batsmen at the crease. This must be taken by the batting side before the end of **32**nd **over**. In case the Batting side did not take the Batting Power Play till the 28th over. The umpires will declare the 29-32 overs as Batting Power Play. During this Power Play, three fielders are allowed outside the circle. No fielder at catching position is needed during this Power Play.

If the batting team's overs are reduced, the number of Power Play overs shall be reduced accordingly but two power plays have to be used. The Power Play will be equal to the 40% of the total overs.

<u>During the non power play overs, a maximum of four fielders can be placed outside</u> the circle.

Note:

RCA Tournament Conditions & Regulations, RCA code of conduct for Players & Officials and RCA Code of Conduct for Umpires shall be applicable in full. If there shall be any conflict between the provision of the code, regulation and the provisions of any code of conduct or similar regulation issued by any Cricket Authority, the provisions of the RCA Code/Regulations shall prevail and shall overwrite any such code of conduct.

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