



JAKARTA CRICKET ASSOCIATION **T20 PLAYING CONDITIONS 2016**

A. TOURNAMENT FORMAT

A.1 ROUND ROBIN STAGE

- The 8 participating teams are divided into 2 groups of 4 teams each as shown in the table below.
- Each team shall play against each other TWICE in its group; that is, each team plays 6 games in the Round Robin stage.
- Points shall be awarded as per section B.

A.2 KNOCKOUT STAGE

On completion of the Round Robin stage:

- **Game 1** : Rank 1 in Group A vs Rank 1 in Group B
Winner advances to Finals
Loser advances to play off
- **Game 2** : Rank 2 in Group A vs Rank 2 in Group B
Winner advances to the Play-off
Loser is eliminated from the competition
- **Game 3 (Play-off)** : Loser of Game 1 vs Winner of Game 2 – Winner advances to Finals
- **Finals** : Winner of Game 1 vs Winner of Game 3

GROUP A	GROUP B
Victorious Secret	TKCC Royals
Emerio Dragons	Menara Devils
Ceylon Cavaliers	DKI Jakarta
Senayan CC	Jaguar

B. POINTS AND RANKING / REPLAY OF MATCHES

B.1 POINTS

WIN	:	6 points
DRAW / TIE / NO-RESULT	:	3 points
LOSS	:	0 points
PENALTY POINTS	:	3 points deduction (as per clause C.1.3)
	:	1 point deduction (as per clause C.3.1.5)

B.2 RANKING

The standings in the ROUND ROBIN stage shall be determined based on the following criteria:

B.2.1 Ranking by Points

The team with more points shall be ranked higher in the standings.

B.2.2 Ranking by Most Wins

In the event of 2 or more teams having the same number of points, the team with the greater number of wins shall be ranked higher in the standings.

B.2.3 Ranking by Net Run Rate

In the event of 2 or more teams having the same number of points and same number of wins, the team with the higher Net Run Rate shall be ranked higher in the standings (as explained in Section G).

B.2.4 Ranking by Net Run Rate of teams concerned

In the event that the ranking cannot be determined by Points (B.2.1), Most Wins (B.2.2) or Net Run Rate (B.2.3), the ranking shall be determined by taking into account the Net Run Rate of the matches played between the teams concerned.

B.2.5 Ranking by Bowl Out method

In the event that the ranking cannot be determined by all of the above, the ranking shall be determined by the bowl out method as explained in Appendix 1.

B.3 REPLAY OF MATCHES

There shall be no replay of matches at any time during the tournament.

In the event that a match is abandoned during the Round Robin stage, due to rain or any other unforeseen circumstances, the result shall be declared as a "No Result" and points awarded as per Section B.1.

In the event that a match is abandoned during the Knockout Stage, due to rain or any other unforeseen circumstances, the result shall be determined by the Bowl Out method as explained in Appendix 1.

C. RULES / REGULATIONS / PLAYING CONDITIONS.

C.1 GENERAL RULES AND REGULATIONS

C.1.1 Postponement of Matches

No requests for postponement or re-scheduling of matches shall be entertained during the tournament.

C.1.2 Weather/Calamity Rule

In case of Natural or Artificial Calamities, including but not limited to riots, strikes, earthquakes, unplayable ground conditions or any other situation under the fair opinion of the umpires, resulting in prevention of a match from being started or completed (except as noted in section C.3.2), such match shall be declared a NO-RESULT. Points shall be awarded to each team as per section B.1.1. Any such fixture shall not be re-scheduled.

C.1.3 Forfeit of Match

- In the event where a team is unable to field a side, or is unable to field a minimum of 8 players in any match, the match shall be automatically considered forfeited by that team.
- WIN Points are awarded to the opposing team (which has fielded a full side during the match) as per section B.
- Penalty points as per section B.1 shall be applicable and 3 points will be deducted from the team forfeiting the match or conceding a walkover.

C.1.4 Player registration and Transfer of Players

C.1.4.1 There is no restriction on the number of players that can be registered by a team. The nominations can be changed by the team during the Round Robin Stages subject to clause C.1.4.2

C.1.4.2 A player is considered to be part of a playing team only after he has played at least 1 game for that team in the Round Robin stage. Until such time, the said player is considered to be just a nomination and his nomination may be cancelled by his team or he can change his nomination to another team.

C.1.4.2 A player nominated by a team is allowed to change his team provided he has not played any game during the entire tournament. Once a player plays for a certain team, that player can no longer change his team.

C.1.4.4 A player is not allowed to change teams once the Knockout Stage begins. For example, if he has been nominated as a member of Team “A” but does not actually play for Team “A” during the Round Robin stage, he cannot change teams in the Knockout Stage.

C.1.4.5 For a player to be eligible to play in the Knockout Stage, he should have played at least 1 game in the Round Robin stage for the same team.

C.1.4.6 Please refer to clause C.2.2 regarding substitute players and their transfers.

C.1.4.7 The JCA reserves the right to decide on penalties for not adhering to the player registration and transfer rules.

C.1.5 Playing Shirts

The JCA shall provide playing shirts to each team. All players are required to wear these shirts while on the ground. Players without proper team shirts shall not be allowed to play.

C.1.6 Player Eligibility.

The following persons are eligible to play in the T20 TOURNAMENT :

- Indonesian Nationals / Citizens
- Local Residents – holder of Kittas / Kittap / Long term visa (not including visit / business visa)
- Dependants of Citizens / Nationals / Local Residents – Spouses & Children of Citizens, Nationals and or Local Residents.
- Players who have played at least a minimum of 12 games in total during the previous JCA LEAGUE seasons up to the 2015-2016 are also eligible to play irrespective of their current living status in Indonesia.

C.2 GENERAL PLAYING CONDITIONS

C.2.1 Start and Cessation Times

- All games will be played at the Cibubur Cricket Ground & GMIS Cricket Ground.
- 2 games shall be played per day at each ground, unless as otherwise mentioned.
- The toss for the games shall take place 10 minutes before the start.
- The first game shall commence at 08:30 am the latest and shall finish at 11.50 am
- **Players of the 1st game who are nominated as UMPIRES for the 2nd game, should be immediately ready for the toss of the 2nd game as soon as their game gets over.**
- The second game shall commence at 12.10 pm the latest and shall end by 03:30 pm
- At the toss, both captains must submit a team list to the umpires, nominating 11 players plus a maximum of 3 substitutes.

- **Hours of play shall be as follows:**

Game 1:

First Innings – session 1	: 08:30 am to 09:15 am (overs 1 to 10)
Strategic Timeout	: 09.15 am to 09.20 am
First Innings – session 2	: 09.20 am to 10.05 am (overs 11 to 20)
Interval	: 10:05 am to 10:15 am
Second Innings – Session 1	: 10:15 am to 11.00 am (overs 1 to 10)

Strategic Timeout : 11.00 am to 11.05 am
Second Innings – Session 2 : 11.05 am to 11.50 am (overs 11 to 20)

Game 2:

First Innings – session 1 : 12:10 pm to 12:55 pm (overs 1 to 10)
Strategic Timeout : 12.55 pm to 01.00 pm
First Innings – session 2 : 01.00 pm to 01.45 pm (overs 11 to 20)
Interval : 01:45 pm to 01:55 pm
Second Innings – Session 1 : 01:55 pm to 02.40 pm (overs 1 to 10)
Strategic Timeout : 02.40 pm to 02.45 pm
Second Innings – Session 2 : 02.45 pm to 03.30 pm (overs 11 to 20)

No drinks shall be allowed during the playing sessions.

However, as an exception, a substitute may be allowed to bring drinks on to the field with the permission of the umpires, provided that this does not result in any playing time being lost.

Drinks to be taken on the field during the strategic timeout.

- The fielding side shall be allocated 90 minutes to bowl the stipulated 20 overs.
- The fielding side gets an average of 4.5 minutes per over.
- The Umpires shall be very strict with the timings considering that 2 games are to be played during the day.

C.2.2 Delayed Start

GAME 1

- The toss for the first game should be made by 08:20 am the latest. If, due to some reason, a team fails to reach the ground by 08:20 am, the umpires may extend the time of the toss by a maximum of 5 minutes and the game shall commence at the stipulated start time of 08:30 am. In case the game is not able to commence at 08:30 am (provided that at least 1 of teams is already present at the ground on time), the match shall be considered as a forfeit and WIN points shall be awarded to the opposing team.
- In the event of both teams not being present on the ground on time, the game may have a delayed start. However, the umpires shall re-arrange the game to a less than 40-over game, based on an average of 4.5 minutes per over taking into account the cut-off time of 11:50 am.

GAME 2

- The toss for the second game should be made by 12:00 pm the latest. If, due to some reason, a team fails to reach the ground by 12:00 pm, the umpires may extend the time of the toss by a maximum of 5 minutes and the game shall commence at the stipulated start time of 12:10 pm. In case the game is not able to commence at 12:10 pm (provided at least 1 of the teams is already present at the ground on time), the match shall be considered as a forfeit and WIN points shall be awarded to the opposing team.
- In the event of both teams not being present on the ground on time, the game may have a delayed start. However, the umpires shall re-arrange the game to a less than 40-over game,

based on an average of 4.5 minutes per over taking into account the cut off time of 03:30 pm.

C.2.2 Substitute Player Rules and Dress Code

- If any substitute is proposed at the start of an innings, the player as per the team list should be in a position to play before the commencement of the 8th over, otherwise he will not be entitled to play without the consent of the opposing captain.
- A substitute fielder cannot bowl, keep wickets, bat or act as a runner for an injured batsman.
- A player who has already played for another team cannot play as a substitute for another team.
- Once a player plays as a substitute for a team, he is automatically registered with that team and hence cannot change teams during the tournament.
- Any player entering the playing field shall be dressed in proper cricket attire. Shorts are permitted only with the consent of the opposing captain.

C.2.3 Runner for Batsman / Retired Hurt / Retired Out & Player leaving the Field Rules

- A batsman shall not be allowed a runner under any circumstance.
- **Batsman Retiring:** If a batsman wishes to discontinue batting and leave the field, he can return to bat again but only at the fall of the second-last wicket. We would urge teams & players to not misuse this for recovery from fatigue etc.
- **Rules for leaving the field:** Any fielder can leave the field, but do so only after informing the umpire. If he returns to the field within 8 minutes of leaving the field, he doesn't need to wait before starting to bowl again. If he has been off the field for more than 8 minutes, then he has to wait for that amount of time before he bowls again.
- If he hasn't spent the amount of time off-the-field back on-the-field, he would also need to wait the time same amount of time spend off the field before coming in to bat.

C.3 LENGTH OF INNINGS

C.3.1 Uninterrupted Matches

- C.3.1.1 Each team shall bat 20 (six ball) overs unless all out earlier.
- C.3.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. Unless otherwise agreed by the captains, the innings of the team batting second shall be limited to the same number of overs bowled by it at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.
- C.3.1.3 If the team batting first is all out and the last wicket falls during the over in progress after the scheduled time for the interval, the innings of the team batting second shall still be reduced as per described in section C.3.1.2
- C.3.1.4 If the team batting first is dismissed before the scheduled time of the interval in less than the allotted number of overs, the team batting second

shall be entitled to bat for the full number of allotted overs except as provided in section C.3.1.3

C.3.1.5 If by the scheduled cessation time the team fielding second fails to bowl the required number of overs, play shall continue until the required number of overs has been bowled or a result achieved except in case of Delayed/Interrupted Matches as mentioned in section C.3.2

In case the team fielding second fails to bowl the required number of overs within the stipulated time frame allotted to complete the second innings, based on the umpires judgment, considering factors such as time lost due to loss of ball or injury on field, the team bowling second shall be PENALIZED by deducting 1 point from their total points in the Round Robin stage.

C.3.2 Delayed or Interrupted Matches.

C.3.2.1 General

- Except as otherwise stated, the objective shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- A minimum of 8 overs must be bowled by either side to constitute a match unless a result is achieved prior. Otherwise the match is declared a NO-RESULT.
- A team batting second shall not bat for greater number of overs than the team batting first unless the latter was all out in less than the agreed number of overs.
- Fractions are to be rounded up in all calculations regarding the number of overs except for Net Run Rate calculation.

C.3.2.2 Delay or interruption of the First Innings

If the first innings of a game is delayed or interrupted due to Rain or Weather/Calamity Rule, the umpires shall re-arrange the game to a less than 40-over game, based on an average of 4.5 minutes per over, provided each team gets to bat for the same number of overs unless as otherwise mentioned in Section C.3.1.

C.3.2.2 Delay or interruption of the Second Innings

If the commencement of the second innings of the game is delayed or interrupted due to rain or weather/calamity rule, the umpires shall re-calculate the number of overs, the team batting second would be required to face. A revised target based on the run rate of the team batting first shall be set as the winning target for the team batting second.

In both above cases, the extension to the cut-off time for Game 1 (11:50 am) and Game 2 (03:30 pm) shall be at the sole discretion of the umpires.

C.4 MATCH RESULTS

The Match result shall be as defined in the Laws of Cricket except as otherwise provided below and elsewhere in the JCA rules.

C.4.1 Tie

Except in a match being decided on better run rate (C.4.2 below), in event of both teams having scored the same number of runs in their allotted overs, the result shall be declared a TIE, regardless of the number of wickets lost by either side.

C.4.2 Incomplete Second Innings (Run Rate)

In event of the second innings not being completed, provided a minimum of 8 overs have been bowled during the second innings, the winner shall be the team with the higher run rate (runs per over scored) at the time of stop of play.

Example: If Team batting first scores 60 runs in 20 overs = Avg 3.00 runs per over.
If the game is interrupted in the second innings, then the Team batting second wins if their average is more than 3.00 runs per over at the time of stoppage of play.

D. SCORESHEETS / TEAM LIST / PLAYER REGISTRATION

D.1 PLAYER REGISTRATION

All teams must inform the JCA Secretary or the JCA Statistics Coordinator, if they have a new player in their team who is not already registered with the JCA. Any such player shall not be allowed to play without prior registration.

D.2 SCORESHEETS

A uniform method of scoring should be applied by all scorers during the game ensuring use of proper and standard symbols used in the score sheets. For any team unaware of the scoring methods, they may contact the JCA for further clarification or information.

D.2.1 At the end of each game the score sheets must be duly signed and approved by both the playing captains and umpires. This rule also applies to all games with or without result.

D.2.2 It is the responsibility of the winning captain to submit the "Score Sheet Summary" within three (3) days of the match date, to the JCA Statistics Coordinator. The score sheet summary should also be forwarded to the Captain of the losing team for reference and cross-checking before being submitted to the JCA Statistics Coordinator.

D.2.3 In the event of a match resulting in a Tie or No-Result, the captain of the "Home" team, as mutually decided by the captains in consultation with the umpires, shall be designated the responsibility of submission of the Score Sheet Summary within the allotted period.

D.2.4 It is the duty of the person submitting the score sheet summary to ensure that

- a) the names listed in the score sheet summary are correctly spelt,
- b) the scores tally,
- c) the score sheet summary is complete.

E. WIDES / NO-BALLS / FREE HIT – (DEFINITION AND PENALTY RUNS)

E.1 WIDE

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. Any off-side or leg-side delivery, which, in the opinion of the umpire, does not give the batsman a reasonable opportunity to score, shall be called a wide. 1 run for a wide shall be added to the run total of the batting side.

E.2 NO BALL

E.2.1 A bowler shall be allowed to bowl one fast short pitched delivery per over. The provision for one allowable fast short pitched delivery per over does not override the rules regarding wide deliveries.

E.2.2 A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the batsman standing upright at the crease, but not above the batsman's head, such that it prevents him from being able to hit the ball with his bat by means of a normal cricket stroke.

E.2.3 In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire shall call and signal a NO BALL.

E.2.4 Any FULL TOSS delivery bowled (whether Fast or Slow) which passes or would have passed above the WAIST height of the batsman standing upright at the crease shall be signaled a NO BALL by the umpire.

E.2.5 If the ball pitches (bounces) more than twice before reaching the batsman, it shall be called a NO BALL by the umpire.

E.2.6 Foot Fault NO BALL (Also see E.3)

- a) If a bowler oversteps the popping crease at the time of delivering the ball, the umpire shall call such a delivery NO BALL.

e)b) The bowler's back foot must land within and not touching the return crease pertaining to his stated mode of delivery. If his back foot cuts / lands on / is outside the return crease, such a delivery shall be called a NO BALL. (in case of the JCA tournament the return crease is the edge of the mat and not the line drawn for the wide indications)

E.2.7 An umpire may call a NO BALL if the fielding side does not adhere to the fielding restrictions as mentioned in Sections F.1 and F.2.

E.2.8 An umpire may call a NO BALL if any part of the wicketkeeper crosses the strikers stumps before the ball has touched the striker or crossed the stumps

- E.2.9 An umpire may call a NO BALL if the bowler knocks over the bails / stumps at the bowling end while delivering the ball.
- E.2.8 ONE RUN for a no ball shall be added to the run total of the batting side, in addition to any run scored off that delivery.

E.3 FREE HIT

- ☒ A NO BALL called under sections E.2.6 shall be followed by a FREE HIT.
- ☒ A batsman cannot be OUT when facing a FREE HIT delivery, unless he is RUN OUT.
- ☒ If the delivery for the free hit is not a legitimate delivery (i.e.; it is a wide or no-ball), then the next delivery shall also become a free hit for the batsman facing it.
- ☒ The FREE HIT delivery shall continue till such time that a legitimate delivery is bowled by the bowler.
- ☒ During the FREE HIT the field placing CANNOT be changed if the same batsman is still facing the FREE HIT delivery, to whom the no-ball was bowled at.

OTHER STANDARD CRICKETING RULES SHALL APPLY.

F. FIELDING RESTRICTIONS / POWER PLAYS / BOWLING RESTRICTIONS.

F.1 LEG SIDE FIELDING RESTRICTIONS

- At the instance of delivery, there shall not be more than 5 fielders on the leg side.
- No more than 2 fielders can be set behind the square-leg line of a batsman.
- In the event of the above 2, the umpire may call a NO-BALL.

F.2 GENERAL FIELDING RESTRICTIONS

- Except as noted below for a reduced overs game, during the mandatory power play overs, no more than two (2) fielders are permitted to be outside the “Outer circle” at the time of delivery.
- The Outer circle is marked at a 30-yard radius from the batting crease.
- For the remaining overs (all overs other than mandatory power play overs), at least four (4) fielders have to be inside the outer circle at the time of delivery. Rule F.1 remains applicable
- In the event of General Field Restriction not being adhered to, the umpire may call a NO-BALL.

F.3 POWER PLAY

Each team shall bowl the stipulated 20 overs with 1 power play.

The First SIX (6) overs are mandatory power play overs.

Field restrictions as mentioned in F.2 shall apply during this power play.

F.4 FIELDING RESTRICTIONS IN REDUCED OVERS

In circumstances where the number of overs for the game is reduced for either side, the number of overs for restriction in sections F.2 and F.3 shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all over calculations.

Total overs in Innings	Overs of Mandatory Power Play		
8 - 10	3		
11 - 13	4		
14 – 16	5		

F.5 NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than 4 overs in an innings.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than $1/5^{\text{th}}$ (one fifth) of the total overs bowled

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

G. NET RUN RATE EXPLAINED

G.1 NET RUN RATE PER MATCH

A team's net run rate is calculated by deducting the average runs per over scored by that team, the average runs per over scored against that team. The average runs are to be decimated to the nearest $1/1000^{\text{th}}$ of a run (i.e. to the nearest 0.0001). For example:

- Team A scores 140 runs from its 20 overs (Average Runs = $140/20 = 7.000$)
- Team B scores 141 runs from 18.666 overs (18 overs and 4 balls), Average runs = $141/18.666 = 7.5538$
- Team A's Net Run Rate = $7.000 - 7.5538 = (-) 0.5538$ (negative net run rate)
- Team B's Net Run Rate = $7.5538 - 7.0000 (+) 0.5538$ (positive net run rate)

The Net Run Rate shall be calculated based on the maximum number of overs allowed for the innings.

Unless the team batting was all out, the net run rate is calculated based on the actual number of overs batted.

If the team batting was all out then the net run rate is calculated based on the actual number of overs it was supposed to bat.

G.2 NET RUN RATE DURING THE ROUND ROBIN STAGE

A Team's net run rate is aggregated throughout the Round Robin stage of the tournament, to determine its net run rate at any given time during the Round Robin stage of the tournament.

For Example:

Team A's current net run rate after its game with Team B is (-) 1.4930. It then plays Team C and achieves a net run rate of (+) 2.0020 from that match. Therefore its up-dated net run rate would be (-) 1.4930 + (+) 2.0020 to come to a new current net run rate total of (+) 0.5090

H. OFFICIAL MATCH BALLS

All matches are to be played with Official Match Balls provided to each team by the JCA. Match balls must be returned to the match umpires at the end of the game.

G. JCA FINAL RULING

Being the tournament authority, the JCA shall reserve all rights to making any changes to the playing conditions with or without the consent of the participating teams and the changes may be made with immediate effect with or without prior notice to all

teams.

APPENDIX 1 (BOWL OUT METHOD)

- The Captains shall toss a coin for the right to decide which team bowls first in the bowl out.
- Each team shall nominate FIVE bowlers from the 11 nominated players for that match.
- The nominated bowlers shall each bowl a delivery making at total of 10 deliveries (5 from each team). The bowler must bowl in the same sequence as the list of players nominated and communicated by the team captains to the umpires prior to the toss of the bowl-out.
- The deliveries are taken alternatively by the teams.
- The umpire shall be responsible to ensure that the correct sequence is followed.
- No bowler is allowed to bowl more than once during the Bowl-Out.
- The team with the most number of hits after five deliveries EACH shall be declared the winner.
- There shall be no batsman facing, when then Bowl Out method is applied.
- The Bowler is required to adhere to the standard legitimate bowling action during the Bowl Out.
- In case both teams strike the wickets an equal number of times, then the bowl-out method shall be applied again, till such a time there is a clear winner.
- If the Bowl Out method has to be re-applied, then the Captain has the liberty to re-nominate and re-sequence the 5 bowlers (from the 11 players nominated for the match) for the next bowl out session.
- In case a nominated bowler is injured during the bowl out (at any time, even after the toss has been taken) the injured bowler may be replaced by another player from the remaining playing 11 who were originally not nominated for the bowl-out. A bowler who has already bowled or is nominated to bowl cannot be nominated as a replacement for the injured bowler.
- A No-Ball or Wide Ball shall be considered as a "MISS" and will not be retaken.
- At the time of the Bowl-out, all other players, except the Team Captains and the 5 bowlers are required to be outside the boundary line.

