

TEXMODA JCA LEAGUE 2016-17 PLAYING CONDITIONS

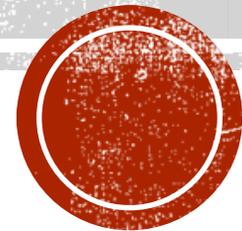
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texmoda



JCA LEAGUE
2016-17



TEXMODA JCA LEAGUE 2016-17: FORMAT

Division 1



Each team plays 7
35 overs games

+

Each team plays 7
T20 games

Top team wins DIVISION 1 CUP, 2ND
team is DIV 1 Runners-Up
Bottom 2 teams get relegated to Div2
for next season

Division 2



Each team plays 7
35 overs games

+

Each team plays 7
T20 games

Top Team wins DIVISION 2 CUP, 2ND
team is DIV 2 Runners-Up
Top 2 teams get promoted to Div1 for
next season

JCA CHAMPIONS CUP: Top 3 teams from Div1 & Top
team from Div2 play-off for this Cup (35 overs format)

B. POINTS, PENALTIES & RANKING CRITERIA

| | | For the 35 Over Games | For the T20 Games |
|-------|--|--|--|
| B.1 | Points System: Same for Both Formats WIN: 12 points; LOSS: 0 points; TIE/ NO-RESULT: 6 points | Same points system | Same points system |
| B.1.1 | Forfeit Penalty: Penalty for Teams that forfeit games <ol style="list-style-type: none"> In the event where a team is unable to field a side (minimum 7 players present at the ground at time of toss), the match shall be automatically be forfeited). The opposition team would be awarded the game as a WIN (12 points) and the defaulting team would be marked as Lost the game (no points) In addition to losing the game, the forfeiting team will also have to face a further Points penalty under the following conditions <ol style="list-style-type: none"> If it is a Sunday game that is forfeited, then an automatic 6 point forfeit penalty applies If it is a Saturday game that is forfeited, then the 6 points penalty applies only if the forfeiting team doesn't inform the Opposition captain, the umpires of the game & the Secretary of JCA before 6pm on the previous day (Friday). If both teams fail to have atleast 7 players (per side) at the time of toss, the Umpires in consultation with the captains will decide on whether the game is called-off, or there is possibility of a delayed start. If called off, Points will be 6 points per team Forfeit penalty will also apply to games where Player eligibility is violated (see) | 6 point penalty for Sunday game forfeit 6 point penalty for Saturday game forfeit only if JCA not informed before 6pm on Friday. | 6 point penalty for Sunday game forfeit 6 point penalty for Saturday game forfeit only if JCA not informed before 6pm on Friday. |
| B.1.2 | Umpiring Penalty: Penalty for Teams not providing umpires <ol style="list-style-type: none"> Teams are expected to provide competent Umpires for games (as specified in the schedule). 2 umpires per 35 over game & 1 umpire for T20 game Failure to send competent umpires to officiate would constitute a stiff penalty of 7 points per umpire per game, irrespective of the format | 7 points per umpire per game. If 1 umpire not sent: 7 points If Both umpires not sent: 14 points | 7 points per umpire per game. If 1 umpire not sent: 7 points |
| B.1.3 | Scoring Penalty: Penalty for Teams not complying with Scoring requirements <ol style="list-style-type: none"> From this league onwards, it would be the responsible of the Designated home Team of the match to enter/check/edit the games scoresheet accurately on CricHQ within 72 hours of completion of their game. Failure to meet both the quality & the time-line (unless JCA feels the reasons for the delay are valid) would lead to a 3 point fine for the Winning team Teams are strongly urged to Live-score the game using the CricHQ app and their own devices while also maintaining the paper scoresheet. The penalty is waived for the 1st 2 games of each team to allow time for teams to learn & get comfortable to CricHQ | 3 points penalty to Home team for not submitting within 72 hours (3 days) of game finishing. No penalty for first 2 games in this league to allow time for learning | 3 points penalty to Home team for not submitting within 72 hours (3 days) of game finishing. No penalty for first 2 games in this league to allow time for learning |
| B.1.4 | TEAM RANKING SYSTEM FOR LEAGUE RANKING: The following Order of criteria will be used for the ranking <ol style="list-style-type: none"> Total Points Most Wins: If tied on points, most wins will determine ranking Net Run Rate (total): If teams tied on Points & number of wins, NRR would determine the Ranking If all the above still leads to a tie between teams, then the NRR in games between the tied teams will be used for ranking If teams are still tied, rank determined by toss of coin | | |

C. MATCH TIMINGS & INTERRUPTED GAMES

| | | For the 35 Over Games | For the T20 Games |
|-----|--|---|---|
| C.1 | <p>MATCH TIMINGS</p> <p>In both formats, toss would be held 10min before the start. A game cannot start if either or both teams have less than 7 players at the time of the toss. The game will constitute a Forfeit (see B.1.1) in both the 35 overs & T20 formats</p> <p>In order to calculate Overs in case of rain-affected games would be 4.5 minutes per over. For both formats, the timings can be extended maximum till 5pm to allow for rain-delays etc.</p> <p>Drinks breaks: In 35 overs (2 breaks of 10min each after 12th & 24th overs). In T20 games (1 break of 5min at end of 10th over)</p> <p>If 1st innings finishes earlier than scheduled, the innings break will be taken immediately</p> | <p>In Cibubur & GMIS- MATCH START: 8.00 AM</p> <p>1ST Session: 8-11am (incl. 2 drinks breaks) Lunch break: 11am to 11.30am 2nd Session: 11.30 to 2.30pm Rain impacted games cut-off time for day: 5pm</p> <p>In Purwakarta- MATCH START: 9.00 AM</p> <p>1ST Session: 9-12am (incl. 2 drinks breaks) Lunch break: 12am to 12.30am 2nd Session: 12.30 to 3.30pm Rain impacted games cut-off time for day: 5pm</p> | <p>1st MATCH: 8.00 AM to 11.30 AM</p> <p>1ST Session: 8.00-9.35am (incl.1 5min drinks breaks) Innings break: 9.35 am to 9.50am 2nd Session: 9.50-11.25am (incl.1 5min drinks breaks) In Rain impacted case, cut-off time for 1st game: 12.30pm & 2nd game start pushed by 1 hour</p> <p>2nd MATCH: 11.40 AM to 03.05 PM</p> <p>1ST Session: 11.40-1.15pm (incl.1 5min drinks breaks) Innings break: 1.15pm to 1.30pm 2nd Session: 1.30-3.05pm (incl.1 5min drinks breaks) Rain impacted games cut-off time for 2nd game: 5pm</p> |
| C.2 | <p>DELAYS IN COMPLETION OF INNINGS</p> <ol style="list-style-type: none"> 1ST Innings Delay: If the innings continues beyond the agreed/ scheduled time, then the Umpires will allow the innings to continue till it ends. The umpire will then dock overs (after deducting any time wasted due to Batting side/ batsmen, Search of balls, Injury etc.) based on 4.5 minutes per over. Decimal places to be rounded-off. 2nd Innings Delay: If the 2nd innings continues beyond agreed/ scheduled close of play, the play shall continue till innings ends (unless light is so bad that umpires feel game cant be played anymore in which case DL will decide outcome) | <p>e.g. if 1st innings finishes at 11.45 am (delay of 15 minutes). Umpire feels time lost due to batsmen taking too much time/ injury delay/ search of balls etc is 5 minutes</p> <p>So total delay is 10 min = 15min – 5min</p> <p>Number of overs docked is 2 overs as 10 min/4.5 = 2.2 overs. So, bowling side will chase the Target in only 33 overs</p> | <p>e.g. if 1st innings finishes at 9.45 am (delay of 10 minutes). Umpire feels time lost due to batsmen taking too much time/ injury delay/ search of balls etc is 5 minutes</p> <p>So total delay is 5 min = 10min – 5min</p> <p>Number of overs docked is 1 over as 5 min/4.5 = 1.1 overs. So, bowling side will chase the Target in only 19 overs</p> |
| C.3 | <p>ACTIONS DURING RAIN-HIT GAMES: UMPIRES ARE FINAL DECISION MAKERS</p> <ol style="list-style-type: none"> If either innings of the game is delayed or interrupted due to Rain or any other reason, the umpires shall re-arrange the game to <u>a reduced over game</u> based on an average of 4.5 minutes per over (plus minimum of 10 minutes time for innings-break), provided each team gets to bat for the same number of overs and/ or the team batting second doesn't bat more overs than the team batting first. The lunch break between innings could be reduced to a minimum of 10 minutes. The time/ number of drinks breaks can also be reduced by the umpires. | <p>The minimum time needed to have a game is 145 minutes ((15 overs per side x 2 sides x 4.5 min/over) + 10min for innings break). So with extended cut-off time of 5 pm, there cant be a game if it doesn't start before 2.35pm</p> | <p>The minimum time needed to have a game is 55 minutes ((5 overs per side x 2 sides x 4.5 min/over) + 10min for innings break). So with extended cut-off times</p> <p>1st game: There cant be a game if it doesn't start before 11.35am</p> <p>1st game: There cant be a game if it doesn't start before 4.05pm</p> |
| C.4 | <p>USE OF DUCKWORTH-LEWIS (DL) FOR DECIDING RAIN-HIT GAMES</p> <ol style="list-style-type: none"> The Duckworth-Lewis Par scores would be used as the basis for deciding Rain-hit games CricHQ live-scoring automatically calculates DL scores every over and that would be the basis of adjudicating targets & winners for shortened games. In case CricHQ is not accessible, there will be a DL calculator on the JCA Website. In case both not usable, the technical committee members would be available on call to advice targets Keeping track of the DL par scores is the team's responsibility | <p>A minimum of 15 overs completed by both the teams batting is Essential to constitute a RESULT</p> | <p>A minimum of 5 overs completed by both the teams batting is Essential to constitute a RESULT</p> |



D. PLAYER ELIGIBILITIES & TRANSFER RULES

| | | 35 Over Games | T20 Games |
|-----|---|--|---|
| D.1 | <p>PLAYER ELIGIBILITIES: ONLY The following persons are eligible to play in the JCA league across the formats :</p> <ul style="list-style-type: none"> • Indonesian Nationals / Citizens • Local Residents – holder of KITAS / Kitap / Long term visa (not including visit / business visa) • Dependents of Citizens / Nationals / Local Residents – Spouses & Children of Citizens, Nationals and or Local Residents. • Those who have ever played for JCA while they were legal residents of Indonesia in the past but now live overseas • A team is also allowed to play a maximum of 1 foreign player per game <p>Any team found abusing the player eligibility rule , during or after the game shall be penalized. The JCA shall declare this game as a forfeit and the other team (which has not abused this rule) shall be declared the winner + a forfeit penalty of 6 points shall apply to the team abusing the rule irrespective of the day the game is being played on. The JCA reserves the right to ask any player to produce documentary proof of residence incase required.</p> | Maximum of 1 Foreign player allowed per game. If foreign player played, the captain must inform the umpire at the time of the toss along with team-list | |
| D.2 | <p>PLAYER REGISTRATIONS:</p> <p>It is the responsibility of each team to register its players with the JCA by completing the Player Registration Form which is available on the JCA website and emailing it to the JCA Secretary and/or the JCA Statistics Coordinator.</p> <p>They can also register by entering the Name & details of the player on their Club & Team page on CricHQ</p> <p>A player who has not registered with JCA or whose name is not showing up on the Club Team page on CricHQ will not be eligible to play the game. Hence, do ensure you register in time.</p> | Register the players before they play on CricHQ. Non-registered players cant play | |
| D.3 | <p>PLAYER TRANSFERS:</p> <p>A player is allowed to change his team only ONCE during the league season, subject to the following conditions:</p> <ol style="list-style-type: none"> The player should make a personal request for the transfer to the JCA committee ON or BEFORE 31st December 2016, with copy to his current team captain. If a player has already played 2 or more games for one team on or before 31st December 2016, then the player cannot request for a transfer. Once a player changes his team, his individual statistics of his previous team shall be nullified and will not be considered for any awards. His individual statistics shall start afresh for his new team. Once a player changes his team and plays for a new team, he shall remain with the new team for the remainder of the league season. No player can play more than 14 games (across teams) in the Round-Robin phase of the league. | Only 1 transfer allowed. | Needs to be done before 31 st December 2016. Cant transfer if played more than 1 game for a team. |
| D.4 | <p>PLAYER ELIGIBILITIES FOR JCA CHAMPIONS CUP:</p> <p>In addition to eligibility criteria in D.1, only players who have played atleast 2 games in the League phase for the team can be eligible to play for that team in the Champions Cup</p> | | |

E. SUBSTITUTIONS & RULES

| | | For the 35 Over Games | For the T20 Games |
|-----|---|---|--|
| E.1 | <p>RULES FOR SUBSTITUTES:</p> <ol style="list-style-type: none"> If a player doesn't take to the field or is not present in the ground before the start of the 15th over of the first innings (for 35 overs game) or before the start of the 5th over of the first innings (for T20) he shall not be allowed to play the game as a player. He could however play as a substitute. This rule is applicable to both teams whether fielding first or batting first. A substitute player cannot bat, bowl or keep wickets. Any player may be eligible to play as a substitute in a match irrespective of which team he is registered with, or plays for | Player must be in the field (for fielding side) and on the ground (for batting side) before start of 15th over of 1 st innings | Player must be in the field (for fielding side) and on the ground (for batting side) before start of 5th over of 1 st innings |
| E.2 | <p>TIME CALCULATIONS FOR SUBSTITUTES:</p> <ol style="list-style-type: none"> Any fielder can leave the field, but do so only after informing & taking consent of the umpire. The umpire also needs to be informed when the player returns back to the field. 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, than he has to wait for that amount of time before he bowls again If a player/s leave the field and do not return until the end of the innings (fielding side), then he/she would need to wait for the same amount of time totally spent off the field before he/she can come to bat (not including the lunch interval). So example a fielder leaves the field at 11.15 and does not return to the field before the completion of his fielding innings , lets say at 12.10. In order to come to bat he/she would have to wait for 55 minutes after the start of his teams batting innings before he/she can come in to bat | <p>If time off-field less than 8 minutes, no weighting time needed.</p> <p>If more than 8 minutes off field, need to wait that total amount of time</p> | <p>If time off-field less than 8 minutes, no weighting time needed.</p> <p>If more than 8 minutes off field, need to wait that total amount of time</p> |
| E.3 | <p>BATSMAN RETIRING</p> <ol style="list-style-type: none"> 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 (valid for both formats). We would urge teams & players to not misuse this for recovery from fatigue etc. | Retiring batsman can bat only at fall of second-last wicket | Retiring batsman can bat only at fall of second-last wicket |
| E.4 | <p>CODE OF CONDUCT:</p> <ol style="list-style-type: none"> It is strongly advised to wear appropriate protective gear (helmets while batting, guard while closing fielding etc.) during the game. The JCA does not take any responsibility and is not liable for any injury caused to any player during the game or on the field. On behalf of each and every player who is registered with a team, the Captain of that team needs to sign a waiver confirming that the JCA shall not be held responsible for any injury caused to him or any player of his team while playing any game in the JCA league or any JCA tournaments. Players are required to adhere to the ICC Code of Conduct guidelines. Any violations of the same could result in Match or Tournament bans All players are Required to wear JCA provided/ approved Cricketing Whites during all the games. There are forms available on the Website for both Umpires (Umpires Report) & Captains (Captains Report) to provide feedback or report incidents/ issues to the JCA. These should be addressed to the President & Secretary, JCA. | <p>JCA has no liability on injuries sustained during games</p> <p>Match bans for Improper conduct</p> <p>MUST wear JCA provided whites</p> | |

F. FIELD RESTRICTIONS & EXTRAS

| | | For the 35 Over Games | For the T20 Games |
|-----|--|--|--|
| F.1 | <p>FIELD & BOWLING RESTRICTIONS:</p> <ul style="list-style-type: none"> There will be only 1 Mandatory Power-Play in both Formats. During this Mandatory Power Play, only a maximum of 2 fielders are allowed outside the 30 yards circle. During the Non-Power Play overs, only a Maximum of 5 players are allowed outside the 30 yards circle. This applies across both the formats. At the time of delivery, there shall not be more than 5 fieldsmen on the leg side. No more than 2 fielders can be set behind square-leg line of a batsman on the leg-side. These restrictions are applicable throughout the game across both formats There is a restriction on the Maximum number of Overs a bowler can bowl in an innings ANY ABOVE VIOLATION WILL BE CALLED A 'NO-BALL' BY EITHER OF THE UMPIRES | <p>Mandatory Power Play: Till end of first 8 overs</p> <p>Each bowler can maximum bowl 7 overs</p> | <p>Mandatory Power Play: Till end of first 6 overs</p> <p>Each bowler can maximum bowl 4 overs</p> |
| F.2 | <p>NO-BALL RULES: REMINDER</p> <ol style="list-style-type: none"> Foot-fault: If a bowler oversteps the popping crease (no part of the foot landed behind the popping crease), If the back foot of the bowler cuts or falls outside the Return crease (the sides of the pitch/ mat in our grounds) then it shall be called a NO BALL. A 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. If a bowler bowls more than 1 such ball an over, it shall be called a No-Ball Any FULL TOSS delivery bowled (whether Fast or Slow), and 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. If this over-the-waist Full-toss delivery also would have been dangerous (fast & hit or could have hit the batsman, then the Bowler will get One final warning. More than 1 just dangerous above-waist full toss by the bowler anytime in the innings would lead to the bowler being banned from bowling any further in the match If bowler hits the stumps while delivering the ball, it would be a No-ball. No-ball also if the ball bounces more than twice after pitching An umpire may call a NO BALL if any part of the wicketkeeper crosses the striker's stumps before the ball has touched the striker or crossed the stumps. | <p>Only 1 short-pitched over the shoulder delivery allowed per over</p> | <p>Only 1 short-pitched over the shoulder delivery allowed per over</p> |
| F.3 | <p>FREE-HIT RULE:</p> <ol style="list-style-type: none"> ANY NO BALL 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 whichever batsman facing it, irrespective whether it is the same bowler or not (incase a bowler is called off due to bowling a 2nd dangerous delivery which is a no-ball, then the first ball bowled by the next bowler completing the over will be a free hit) During a 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. A WIDE / NO-BALL / FREE-HIT delivery shall have to be re-bowled and shall continue till such a time that a legitimate delivery is bowled by the bowler. | <p>Every No-ball is a free hit, not just foot-faults</p> | <p>Every No-ball is a free hit, not just foot-faults</p> |

G. UMPIRING & SCORING

| | | For the 35 Over Games | For the T20 Games |
|-----|--|---|---|
| G.1 | <p>UMPIRING RESPONSIBILITIES:</p> <ul style="list-style-type: none"> An umpiring schedule is provided to each team at the start of the season. All teams are required to abide by the umpiring schedule . It is the team's responsibility to ensure that umpires are sent for games required by them to officiate (the umpires could be from their team or otherwise, but the responsibility lies with the teams). Any interchanging of umpiring days may be done so within the teams on a one-to-one basis. All teams are required to inform the JCA Secretary (William), JCA Digital Coordinator (Suresh) and the Umpires Coordinator (Gaurang) the names of the umpires before the game commences. Teams should also communicate the umpires' mobile number to them and advise the umpires to send match/score updates to the JCA Secretary / Digital Coordinator via SMS/BBM/WhatsApp after the toss, during each drinks break, during innings break and on completion of the game. Update should include Scores (Runs/ Wickets/ Overs), Top Wicket takers & Top Run scorers. 7 (Seven) points PER umpire shall be deducted, if the team fails to send an umpire for the game. That is, if a team is required to send 2 umpires for a game and they send only 1 umpire instead of 2, then this deduction shall be applicable. In case a team is required to send 2 umpires to officiate a game, and they fail to send both the umpires, in such a case 14 (Fourteen) POINTS shall be deducted as penalty. IN CASE A TEAM'S TOTAL PENALTY POINTS DURING A LEAGUE SEASON IS 21 OR MORE, THEN THE JCA SHALL RE-CONSIDER THE TEAMS PARTICIPATION DURING THE NEXT LEAGUE SEASON. | <p>7 Penalty per umpire per game if not sent</p> <p>Score updates to be sent to Suresh (and in his absence, Willy)</p> | <p>7 Penalty per umpire per game if not sent</p> <p>Score updates to be sent to Suresh (and in his absence, Willy)</p> |
| G.2 | <p>SCORING RESPONSIBILITIES:</p> <ol style="list-style-type: none"> Teams are strongly urged to Live-score every game using the CricHQ app and their own devices while also maintaining the paper scoresheets. Since, only 1 device can be used per game to score, JCA will be advising which team in each Game (called Home team) will be responsible for the Device (to be used for both innings Live-scoring) From this season onwards, it would be the responsible of the designated Home Team of the match to enter/check/edit the games scoresheet accurately on CricHQ within 72 hours of completion of their game. For Saturday games (before 7pm on Tuesday next) & For Sunday games (before 7pm on Wednesday next) Failure to meet both the quality & the time-line (unless JCA feels the reasons for the delay are valid) would lead to a 3 point penalty for the Home team. The penalty is waived for the 1st 2 games of each team to allow time for teams to learn & get comfortable to CricHQ | <p>Home team responsible for score-sheet accuracy on CricHQ</p> <p>3 point penalty for delay & big inaccuracies</p> | <p>Home team responsible for score-sheet accuracy on CricHQ</p> <p>3 point penalty for delay & big inaccuracies</p> |
| G.3 | <p>MATCH HIGHLIGHTS RESPONSIBILITIES: TO AID IN JAKARTA POST COVERAGE & REPORTING</p> <ol style="list-style-type: none"> The Winning captain needs to Whatsapp/ email Suresh Subramanian (Media coordinator) with the following information before 7pm on Sunday: <ol style="list-style-type: none"> The Man of the Match (MoM) Key Highlights of the game (even as bullet points is fine) Pictures of Winning team/ MoM | | |
| G.4 | <p>LEAGUE BALLS:</p> <ol style="list-style-type: none"> JCA would provide the Balls for the League to each team. Only these balls would be allowed for use in the League. If the ball is lost/damaged/ not fit for play (as per umpire) then the ball can be changed with another 4-piece ball preferably a JCA competition ball and the choice of the ball should be at the sole discretion of the umpire | | |



H. NET RUN RATES & LEAGUE AWARDS

H.1 POINTS & NET RUN RATES:

- To determine League Rankings, points will be Accumulated (added) Across the 2 formats. Even for Net Run Rate, it would be Accumulated across the 2 formats
- A team's Net Run Rate is calculated by **(Run Scored by team/ Maximum Overs allowed) – (Runs Scored against team/ Maximum Overs allowed)**
- Team A scores 140 runs from its 35 overs (Average Runs = $140/35 = 4.0000$). Team B scores 141 runs from 25.667 overs (25 overs and 4 balls), Average runs = $141/25.667 = 5.4934$
- Team A's Net Run Rate = $4.0000 - 5.4934 = -1.4934$ (negative Net Run Rate); Team B's Net Run Rate = $5.4934 - 4.0000 = +1.4934$ (positive Net Run Rate)

- A team's Net Run Rate is aggregated through the season, match after match to determine its Net Run Rate at any given time during the season. Aggregation is based on **(Total Runs Scored by team across all matches / Total Maximum Overs across all matches allowed) – (Total Runs Scored against the team across all matches/ Total Maximum Overs across all matches allowed)**

H.2 SEASON AWARDS:

1. JCA CHAMPIONS CUP: WINNERS ONLY
2. FOR EACH DIVISION: WINNERS & RUNNERS-UP AWARDS
3. MOST PROMISING INDONESIAN PLAYER
4. INDIVIDUAL AWARDS: FOR EACH DIVISION
 - a. Overall MVP (based on CricHQ calculations)
 - b. Best Batsman: Most Runs scored
 - c. Best Bowler: Most Wickets Taken
 - d. Best Wicket-keeper: Most number of Dismissals

H.3 GRANT FOR TEAMS PLAYING INDONESIAN PLAYERS:

1. The JCA has decided to incentivize teams for playing Indonesian players. An incentive calculated based on **Rp 500,000** for each Indonesian player (player of Indonesian Origin who has played **at least 7 games** for one team during the League Season). This incentive will be given at the end of the year to the team.
2. For the player to be incentive to be reimbursed, a copy of the players proof of Nationality should be submitted to the JCA executive committee by the players team in charge.

H.4 UMPIRES FEES:

- a. All Accredited JCA umpires (those who have passed a certification exam done by the JCA) will be paid Rp.250.000 each for 1 day of umpiring (35 overs game) & Rp.125.000 each for half-day umpiring (T20 games)
- b. These will be transferred to the Teams at the end of the season

MANDATORY OVERS FOR REDUCED OVER GAMES

In circumstances where the number of overs for the game is reduced for either side, the number of overs for restriction in Section F.1 shall be reduced proportionately in accordance with the table below.

| 35 over games- Total overs in Innings | Number of Mandatory Power play overs |
|---|--------------------------------------|
| 15-17 | 2 |
| 18-20 | 3 |
| 21-23 | 4 |
| 24-26 | 5 |
| 27-29 | 6 |
| 30-32 | 7 |
| 33-35 | 8 |

| T:20- Total overs in Innings | Number of Mandatory Power play overs |
|-------------------------------------|--------------------------------------|
| 8 - 10 | 3 |
| 11 - 13 | 4 |
| 14 – 16 | 5 |
| 17 - 20 | 6 |

- 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 1/5th (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.



KEY JCA CONTACTS

| JCA Committee Members | Name | Mobile Phone | email |
|------------------------------------|-------------------------|-------------------|--|
| President | Avakash Lohia | +62 811-920-617 | avakashlohia@gmail.com |
| Secretary | William Noronha | +62 815 14123467 | william.eureka@gmail.com |
| Treasurer | Dhiraj Nagpal | +62 816 740088 | dhiraj-nagpal@hotmail.com |
| | | | |
| Media Coordinator | Suresh Subramanian | +62 812 9936829 | advaitappa@gmail.com |
| Scores, Stats & CricHQ coordinator | Corbon Loughnan | +62 811 9790730 | corbonjnl@yahoo.com.au |
| Facilities Coordinator | Ashit Mehta | +62 816 1856530 | a.mehta99@gmail.com |
| Facilities Coordinator | Suhail Modak | +62 811 542409 | |
| Fixtures Coordinator | Govind Sodani | +62 815 46564655 | govindsodani@gmail.com |
| Umpiring Coordinator | Gaurang Kapadia | +62 817 721501 | saiexport@cbn.net.id |
| | | | |
| Dinner Coordinator | Wilfred Schultz | +62 816 1839923 | wilfredschultz57@gmail.com |
| Dinner Coordinator | Vishnu Kumar | +62 855 1150650 | vidvi707@gmail.com |
| 6s Coordinator | S. Gopalakrishnan | +62 815-8479-8999 | subragops@indompi.com |
| Sponsorship Coordinator | R. Chandrasekhar | +62 816-999-143 | chandaroo@taj.co.id |
| Sponsorship Coordinator | Viplow Singh | +62 812 80083969 | |
| | | | |
| Technical Committee | Avakash, Suresh, Corbon | See above | |

Send score updates, photos & Man of match to: Suresh Subramanian & in his absence, William Noronha

Duckworth Lewis helpline: Corbon, Suresh, Dhiraj



KEY TEAM CONTACTS

| Division 1 teams | | Mobile Phone |
|----------------------------|--------------------|-------------------|
| Jakarta Barbarians: | | |
| Captain | Mark Bruny | +62 819-0898-9838 |
| Contact Person | | |
| PHM Jaguar CC: | | |
| Captain | Anwar Pasha | +62 813 22568555 |
| Contact Person | | |
| Metro Indians: | | |
| Captain | Prabhu Kalirajan | +65 8265 7022 |
| Contact Person | Kirubasankar | +62 858-9114-5948 |
| Menara CC: | | |
| Captain | Harish Tiwari | +62 821 11755171 |
| Contact Person | | |
| TKCC Royals: | | |
| Captain | Swaroop Chawan | +62 815 86271005 |
| Contact Person | Mukesh Khetan | +62 811-8408-999 |
| Yadavas Senayan CC: | | |
| Captain | Ashit Mehta | +62 816 1856530 |
| Contact Person | Prakash Vijaykumar | +62 818 725274 |
| WISCI Wanderers: | | |
| Captain | William Noronha | +62 815 14123467 |
| Contact Person | | |
| WPP India XI: | | |
| Captain | Pallav Malhotra | +62 878-7585-4055 |
| Contact Person | | |

| Division 2 teams | | Mobile Phone |
|---------------------------------|---------------------------|-------------------|
| Ceylon CC: | | |
| Captain | Dihan Silva | +62 819-0898-9838 |
| Contact Person | Mufasil PM | +62 811-9629-506 |
| Challengers CC: | | |
| Captain | Chandrasekar R (Chandroo) | +62 813 22568555 |
| Contact Person | Manickavasagan | +62 815-1087-3057 |
| Yadavas Chairros Tigers: | | |
| Captain | Yeri Rosongna | +62 857-7132-6750 |
| Contact Person | Fernandes Nato (Nando) | +62 821-2255-4040 |
| Fez Rebels CC: | | |
| Captain | Steve Barber | +62 811-8406-820 |
| Contact Person | Marten Eddy | +62 816 823126 |
| Emerio CC: | | |
| Captain | Anjaneyulu Katta | +62 858 80965109 |
| Contact Person | | |
| GMIS CC: | | |
| Captain | Naresh Gupta | +62 856-9193-0811 |
| Contact Person | Diwakar Mohan | +62 857-7437-9067 |
| Indorama CC: | | |
| Captain | Nitin Joshi | +62 815-4650-0505 |
| Contact Person | Vishwajit Tripathi | +62 815-7204-2611 |
| Mavecrics CC: | | |
| Captain | Keyur Moradia | +62 858-9064-6878 |
| Contact Person | Sandeep Gaikwad | +62 815-9907-747 |

SOME UMPIRING HELP



WIDE



NO-BALL



Byes & PLAY



Leg-byes



DEAD-BALL



SHORT RUN



LAST-HOUR



NEW BALL



Out *



Boundary 4



Boundary 6



5 runs
Not penalties



TV review



Cancel last signal/s



5 Penalty runs
to the Batting
team



5 Penalty runs
to the Fielding
team

Being authorized to administer the tournament, 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.

The JCA also reserves the right to change the schedules based on reasons it deems fit & in the best interest of the league.

The JCA cannot be held liable for any injuries/ theft or other material or immaterial loss incurred by anyone during the games