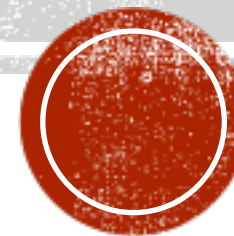




R.P. SINGH MEMORIAL CUP

PLAYING CONDITIONS

30th APRIL 2021





R.P. SINGH MEMORIAL CUP 2021: FORMAT



8 teams will play a Round Robin, with each team playing each other TWICE in the Round Robin stage.

At the conclusion of the Round Robin stage, the playoffs will take place as follows:

Playoff-1 – Team ranked #1 vs Team ranked #2

Playoff-2 – Team ranked #3 vs Team ranked #4

Eliminator – Loser of Playoff-1 vs Winner of Playoff-2

Final – Winner of Playoff-1 vs Winner of the Eliminator





B. PLAYER CRITERIA, POINTS, PENALTIES & RANKING CRITERIA

B.1	Points System: Same for Both Formats WIN: 12 points; LOSS: 0 points; TIE/ NO-RESULT: 6 points
B.2	POINTS & NET RUN RATES: <ul style="list-style-type: none">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 formatsA 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 40 overs (Average Runs = $140/40 = 3.5$). 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 = $3.5 - 5.4934 = -1.9934$ (negative Net Run Rate); Team B's Net Run Rate = $5.4934 - 3.5 = +1.9934$ (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)
B.3	Scoring Penalty: Penalty for Teams not complying with Scoring requirements <ol style="list-style-type: none">All teams have to use the CricClubs live scoring app for live scoring the gamesTeams have to ensure that any changes/ corrections are made to the scoresheets on Cricclubs within 72 hours of the game finishingAny team found to be guilty of not doing either or both of the above would be fined/ docked 3 points for that game
B.4	TEAM RANKING SYSTEM: The following Order of criteria will be used for the ranking <ol style="list-style-type: none">Total PointsMost Wins: If tied on points, most wins will determine rankingNet Run Rate (total): If teams tied on Points & number of wins, NRR would determine the RankingIf all the above still leads to a tie between teams, then the NRR in games between the tied teams will be used for rankingIf teams are still tied, rank determined by toss of coin
B.5	PLAYER ELIGIBILITIES: We have relaxed all criteria for Player eligibilities for this Tournament as it is a first step to re-start cricket in difficult circumstances
B.6	PLAYER REGISTRATIONS: It is the responsibility of each team to register its players with the JCA by entering the Name & details of the player on their Club & Team page on CricClubs. A player who has not registered with JCA or whose name is not showing up on the Club Team page on CricClubs before the start of the game will not be eligible to play the game . Hence, do ensure you register in time.
B.7	PLAYER TRANSFERS: Given the short nature of this tournament we will not be allowing Player transfers





C. MATCH TIMINGS & INTERRUPTED GAMES

C.1	MATCH TIMINGS In both formats, toss would be held 15 min 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. In order to calculate Overs in case of rain-affected games would be 4.5 minutes per over . Drinks breaks: 1 break of 5 minutes at end of 10 th over If 1 st innings finishes earlier than scheduled, the innings break will be taken immediately	1st MATCH: 7.45 AM to 11.15 AM. Toss at 7.30 AM 1 ST Session: 7.45-9.20am (incl.1 5min drinks breaks) Innings break: 9.20 am to 9.35am 2 nd Session: 9.35-11.10am (incl.1 5min drinks breaks) In Rain impacted case, cut-off time for 1st game: 12.30pm & 2 nd game start pushed by 1 hour 2nd MATCH: 12.00 Noon to 03.30 PM. Toss at 11.30 am 1 ST Session: 12.00-1.35pm (incl.1 5min drinks breaks) Innings break: 1.35pm to 1.50pm 2 nd Session: 1.50-3.25pm (incl.1 5min drinks breaks) Maximum cut-off time for 2 nd game: 5pm
C.2	DELAYS IN COMPLETION OF INNINGS 1. 1 ST 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. 2. 2 nd Innings Delay: If the 2 nd 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)	e.g. if 1 st innings finishes at 9.30 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 So total delay is 5 min = 10min – 5min Number of overs docked is 1 over as $5 \text{ min} / 4.5 = 1.1$ overs. So, bowling side will chase the Target in only 19 overs
C.3	ACTIONS DURING RAIN-HIT GAMES: UMPIRES ARE FINAL DECISION MAKERS 1. 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. 2. 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.	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 1 st game: There cant be a game if it doesn't start before 11.35am 1 st game: There cant be a game if it doesn't start before 4.05pm
C.4	USE OF DUCKWORTH-LEWIS (DL) FOR DECIDING RAIN-HIT GAMES 1. The Duckworth-Lewis Par scores would be used as the basis for deciding Rain-hit games 2. CricClubs live-scoring automatically calculates DL scores every over and that would be the basis of adjudicating targets & winners for shortened games. In case CricClubs not usable, the technical committee members would be available on call to advice targets	A minimum of 5 overs completed by both the teams batting is Essential to constitute a RESULT Keeping track of the DL par scores is the team's responsibility





D. SUBSTITUTIONS & RULES

		For the T20 Games
D.1	RULES FOR SUBSTITUTES: <ol style="list-style-type: none">1. If a player doesn't take to the field or is not present in the ground before the start of the 5th over of the first innings 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.2. A substitute player cannot bat, bowl or keep wickets.3. 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 5th over of 1 st innings
D.2	TIME CALCULATIONS FOR SUBSTITUTES: <ol style="list-style-type: none">1. 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.2. 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 again3. 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).4. 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	If time off-field less than 8 minutes, no weighting time needed. If more than 8 minutes off field, need to wait that total amount of time
D.3	BATSMAN RETIRING <ol style="list-style-type: none">1. If a batsman wishes to discontinue batting and leave the field (for any reason including injury), 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.	Retiring batsman can bat only at fall of second-last wicket
D.4	CODE OF CONDUCT: <ol style="list-style-type: none">1. It is MANDATORY for all batsmen to wear helmets with protective grills at all times during batting. Wicket-keepers are also MANDATED to wear helmet with protective grill while standing up to the stumps. 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.2. Catches or stumpings that occur from ricochets from Fielder or Keeper's helmet will now constitute legal catches or stumpings (new MCC rule)3. Players are required to adhere to the ICC Code of Conduct guidelines. Any violations of the same could result in Match or Tournament bans4. Try and wear JCA kits from the past. White colored clothing5. 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.	JCA has no liability on injuries sustained during games Match bans for Improper conduct





F. FIELD RESTRICTIONS & EXTRAS

		For the T20 Games
F.1	FIELD & BOWLING RESTRICTIONS: <ul style="list-style-type: none">• There will be only 1 Mandatory Power-Play. 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.• 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 6 overs</p> <p>Each bowler can maximum bowl 4 overs</p>
F.2	NO-BALL RULES: <ol style="list-style-type: none">1. 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.2. 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-Ball3. 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.4. 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 match5. If bowler hits the stumps while delivering the ball, it would be a No-ball6. 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.7. If the ball pitches on the pitch edge or outside the Mat it will be called a No-Ball (new MCC rule)8. If the ball bounces more than once before reaching the striker's popping crease, it would be a No-ball	<p>Only 1 short-pitched over the shoulder delivery allowed per over</p>
F.3	FREE-HIT RULE: <ol style="list-style-type: none">1. ANY NO BALL shall be followed by a FREE HIT.2. A batsman cannot be Out when facing a Free Hit delivery, unless he is RUN OUT.3. 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)4. 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.5. 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>





G. UMPIRING & SCORING

G.1	UMPIRING RESPONSIBILITIES: <ul style="list-style-type: none">• The JCA will be appointing neutral umpires from the AUSCI panel of umpires for all games.• In order to evaluate and provide feedback to foster the development of this panel of umpires, it is important for both captains of every game to individually submit an Umpire feedback form for each of the umpires officiating that game.• The form (in soft copy format) needs to be submitted/ e-mailed within 72 hours of completion of the game
G.3	MATCH HIGHLIGHTS RESPONSIBILITIES: TO AID IN JAKARTA POST COVERAGE & REPORTING <ol style="list-style-type: none">1. 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">a. The Man of the Match (MoM)b. Key Highlights of the game (even as bullet points is fine)c. Pictures of Winning team/ MoM
G.4	LEAGUE BALLS: <ol style="list-style-type: none">a. JCA would provide the Balls for the League to each team. We shall be using PINK Balls. 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
G.5	IN ORDER TO MINIMIZE RISK, WE WOULD CHANGE ENDS FOR BOWLING IN 10 OVER LOTS. BOWLING SIDE CAN CHOOSE WHICH END TO START INNINGS FROM. THE FIRST 10 OVERS ARE THEN BOWLED FROM ONLY THAT END. THE NEXT 10 OVERS WOULD THEN BE BOWLED FROM THE OTHER END



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.

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 $1/5^{\text{th}}$ (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.





KEY CONTACTS

JCA Committee	Name	Mobile Phone	email
President	William Noronha	+62 81514123467	william.eureka@gmail.com
Secretary	Raj Kapadia	+62 8981131313	rajkapadia13@gmail.com
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Facilities Coordinator	David Surjit	+62 89636134192	davidsingha@gmail.com
Facilities Coordinator	Manickavasagan	+62 81510873057	gmvasagan@gmail.com
Umpiring Coordinator	Anwar Pasha	+62 81322568555	anwarlulu@yahoo.co.in
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Event Coordinator	Chandrasekar	+62 816999143	chandroomail@gmail.com
Event Coordinator	Vishnu kumar	+62 8551150650	vidvi707@gmail.com
Technical Committee	Dhiraj, Gopal, Randy, William		

	Captain	Vice Captain	Mobile	Email
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Yadavas WISCI Tigers	William Noronha	Fernandes Nato	081514123467	william.eureka@gmail.com
Challengers Metro CC	Manickavasagan	Sakthi Narayanan	081510873057	gmvasagan@gmail.com
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RCC Indorama	Repen Desnika	Nitin Joshi	085773995026	Rdesnika4@gmail.com
Warriors CC	Ahmad Abbas Khan	Anwar Pasha	+91 9911572765	abbas.here@Gmail.com

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

Duckworth Lewis helpline: Anji, Suresh, Dhiraj





IMPORTANT COVID PROTOCOLS

Before the Game begins

- Each team will be allowed to bring only 14 players into the Ground
- Check temperature before leaving for ground and don't come if greater than 37° Celsius
- **Before entering the ground, your temperature will be recorded and that along with contact details need to be filled in.**
- If the Umpires feel that a player is showing symptoms that could be COVID, they can ask the player to leave the Ground as precaution
- If you or anyone in your close contact/ family has tested positive for COVID, please don't participate till PCR tests come as negative.
- If possible and practical, please consider travelling by car rather than public transport.
- If any of the players test Positive for COVID after the game make sure you inform your captain and the Team informs JCA Secretary ASAP
- We will follow Govt protocols on this strictly

During the Game

- **No more than 2 teams can be at the Ground at any given time. So, Players should leave immediately after they finish the ground. Teams coming in for the next game should wait for Previous teams to leave before entering the pavilion.**
- At no time will any-one put saliva on the ball. Any violations of this rule will be strictly dealt with
- Use hand sanitizer / wash hands at regular intervals (drinks breaks & the end of innings).
- Umpires will **not be holding on to players caps/ sun-glasses etc.**
- Masks are not required while playing on the ground
- However, **make sure your masks are always on while not in the playing field** (e.g. while being in the pavilion etc.)
- Avoid spitting or clearing your throat where possible. Do not eat or drink near others and avoid talking when doing so. Always clean up after yourselves and only dispose of garbage in designated places, including emptying drinks bottles.
- Avoid sharing equipment and do not share gloves and helmets. Avoid sharing Drink bottles
- When using communal items or when sharing of equipment is unavoidable, use hand sanitizer / wash hands before and after handling the items as well as sanitizing the items.
- Do not shake hands including with opponents before or after the match or activity. An "elbow tap" is an acceptable way to display sportsmanship at this time. Do not "high five" or hug during celebrations.
- The Captain is responsible for his team's compliance of the above and will be held accountable for any violations by any of their team's players