

Cricket League of New Jersey

By-Laws



By-Laws of Cricket League of New Jersey

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1. Laws Of The Game

1. All Matches shall be played according to the latest [Laws of Cricket](#) and [ICC](#) rules, unless stated otherwise in the League rules.

2. Players and Registration

1. Each CLNJ member club [is responsible to](#) register the names of their players on the CLNJ website before the start of the league's season. Additional players may be registered at later dates up to and no later than the commencement of the Play-off competition. Registration accuracy is the individual Club's responsibility.
2. Player will not be eligible to play any League matches until or after having been registered for at least 1 week (7 Days) prior to playing **their** 1st game of regular season. Registered players may be players in any other league(s), professional or otherwise. Irrespective of their other affiliation, they can play in the CLNJ as long as they're properly registered within CLNJ.
 - 2.1. The above rule will be in effect from the second game of the season. For the first game of the season, players can be registered as late as a night before the game.
3. The date of registration will be the date on which the player was registered on CLNJ website. A club may register as many players as they choose.
4. Teams shall only allow players registered by their club to play in the League matches. Any club which fields a player to play who is not registered in the roster as stated in Rule 2.2 will be considered to have lost each match in question (Points will be awarded to opposite team). **Opposite side must bring this issue in writing to the Executive Committee within 48 Hours.** This rule only relates to the registration of the player.
5. Every registered player must carry a photo ID that must be produced upon demand by the umpire. If the other team Captain challenges the identity of a player, they may ask the umpire to verify a photo ID. The other teams Captain may make this request for verification at any time, not necessarily in the beginning of the game. If the player can't produce the photo ID they must cease participation in the game till they can do so. However, any contributions by the player stand as long as it isn't proven that they're not an unregistered player. If the photo ID is of a person who is not duly registered, the offending team automatically forfeits the game. It is the responsibility of the other team & not the umpire to bring the player registration. False identity & impersonation issues need to be settled during the game, these will not be entertained later.
6. A player may change club affiliation only once during the League's year.
 - 6.1. If a player has already played for one team in CLNJ, transfers for that player shall NOT be allowed after 3rd game of the league season unless the club disbands entirely and ceases to partake in any League matches for the remainder of the season.
 - 6.2. It is the responsibility of the new club to notify the CLNJ Secretary of the transfer, and to register the new player, prior to his appearance in any match. It is the responsibility of the transferring player to notify his old club of his intention to re-register for a new club. The new club should not add his name until the old club releases his name from their roster. After registration, a player's eligibility to play is once again determined by rule 2.2
7. A player can only be registered with one team at any given time.
8. Any player found playing or registered with more than one team, will be suspended from the league for the rest of the season.
 - 8.1. In any event, if a player is found playing for more than one club, the offending team automatically forfeits the game and the team will be penalized by the deduction of points for each match in question.
 - 8.2. If such a scenario arises where a player is found to be playing in more than one team, the team officials of all the teams that such a player is involved with will be charged with a violation of level 2 offences. Player found guilty will be banned from the league for three years.
 - 8.3. This is not applicable when a player is following section 2.6.

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9. A list of registered players for each club (including deactivated players) will be maintained on the CLNJ website.

3. Fixtures

1. Fixtures shall be played on the date specified by the Fixtures list published by the Executive Committee. Rearranging fixtures will not be permitted.
2. Rainouts: **will not be rescheduled.**
3. Games not played because of the league's logistics (i.e. umpires) will be rescheduled. The make-up weekend will be the mandatory reschedule days. If one of the team does NOT play the rescheduled game, it will be considered a walkover. Games may also be rescheduled before the make-up weekend, depending upon the availability of umpires, grounds and the teams involved.
4. Member clubs are **NOT** permitted to rearrange the venue for a scheduled match. However the scheduling committee reserves the right to change the venue at any time with sufficient notice.
5. **Travel Law - If a Central Jersey team plans to get an out-of-state team to play within New Jersey, the said team will need to provide the EC with the ground information as well as other logistics (except umpires) within two weeks after the schedule for the season has been uploaded onto the website.**

4. Length of Match

1. League matches shall consist of no more than 40 overs per side or not less than 25 overs per side, with 6 balls per over. Each bowler shall bowl no more than one-fifth of total overs agreed upon prior to the start of the game.
2. All League games shall ordinarily start at 11:00 am sharp, except for delays caused by inclement weather (rain), ground permit problems or any valid reasons out of the scope of both teams, in which case the start time shall be decided by the umpire.
3. Reducing the number of overs before the start of the match, based on weather forecast is not allowed. If the game is starting at 11, full 40 overs game is to be played.
4. If the start of the game is delayed due to weather related reasons, match will be officially called off at 1300 hrs.
 - 4.1. If loss of time incur at the start of the game due to weather, 2 over are to be reduced for ever 10 minutes lost (one over from each team).
 - 4.2. If the loss of time incur during the first inning, the maximum time allowed for the first inning will be extended till 15:05. **The innings break in this case break will be reduced to 10 minutes.**
5. If the start of the second inning is delayed due to weather related reasons, match will be officially called off at 16:30. **If the second innings had commenced and interrupted, then the wait time can be extended based on the table below.** For all other weather related delays, see **Match results** (13.4)

Number of Overs left to meet the Minimum Overs required for a result	Cut-off Time
1-3	17:45
4-6	17:30
7-9	17:15
9-12	17:00
13-15	16:45
16	16:30

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Note : These wait times are not absolute and are dependant on availability of daylight. The wait times are applicable provided the pitch remains playable. It is covered properly and there is not water logged around it.

5. Start of Match

1. In order for any team to be ready to take the field, a minimum of 7 players must be present at the ground prior to the start of the game. Any team that is not ready to take the field at the designated start time, due to late arrival or any other reason shall lose 1 over from their team's batting innings for each 5 minutes of the delay. At 11:41 AM, all weather conditions permitting, the game can be cancelled (walkover) and awarded to the team that was ready for play. In such a case, the team at fault shall receive no points and their opponents shall receive winning points.
 - 1.1. Walkover vs. Forfeit (If the numbers of players are less than 5, game will be considered as forfeit.)
2. Teams will share the duties of acting as a home team even if they do not have a home field. They will get an approximately equal number of home games where they will need to lay down the mat etc. even if the game is scheduled at the opposing team's home ground.
3. The home team shall be responsible for the preparation of the pitch, which includes sweeping, raking and/or rolling, before laying the matting, to the satisfaction of the umpire.
4. The home team shall be responsible for the following items at a minimum, if hosting a game.
 - **Full length Jute Matting (gray or light brown), Astroturf**
 - **Wickets, Bails and Chalk for marking**
 - **Duct Tape**
 - **100 meter measure tape**
 - **Ball Counter**
 - **2 used or new balls by both teams (In the event the ball has to be replaced)**
 - **Inner 30 yard circle (8 inch flat cones)**
20 cones minimum. To be placed 11-13 yards apart
Semi-circle of 30 yard radius from the middle stump at both ends.
Connect the 2 semi-circles along the length of the pitch.
 - **Boundary line (12 inch cones)**
30 cones minimum. To be placed 14-17 yards apart
70 yards maximum radius from the center of the pitch
 - **Copy of this document.**
Teams violating any of the above mentioned points listed in section 5.4 will be subjected to a deduction of 1 over per violation provided that the game can be played. This in addition to any and all other applicable penalties. Any incorrect setups that consume time will result in deduction of additional overs depending on the time consumed for correcting the issue. 1 over for every 5 minutes wasted.
 - **Use of flags with metal rods is forbidden. (\$100 Fine)**
 - **Shoes with metal spikes are forbidden. (\$100 Fine + compensate for any damages)**
5. The Captains shall conduct the toss at least 10 minutes prior to the start of the game. A minimum of 7 players from both sides should be present to conduct the toss. Team not prepared for the toss shall automatically forfeit the toss to the opposing team. Any team responsible for a delayed start automatically forfeits the toss to the opposing team. In the event that a captain is not present, his team must nominate a deputy for the toss. Once the toss is made, a decision should be made promptly by the winning captain and no later than 5 minutes before the start of play.

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- The list of players can be changed before the toss. After the toss the list of players can only be changed before first ball of the match is bowled, with the approval of the opposing captain. Any changes so agreed to will be communicated to the umpires prior to the start of the match.
- List of playing 11 and substitutes should be signed by the captain before submitting it to the umpire.

6. Bowling Restrictions

- It is the responsibility of the fielding captain to ensure that a reasonable over rate is maintained. Umpires will advise captains when over rates deteriorate.
- If the team fielding first does not complete their 40 overs in the 3 hours allocated, the number of overs completed when the time expires will be noted. They will then continue bowling until 40 overs have been bowled or all batsmen are out. They will then have as many overs that they had bowled in 3 hours to score the number runs that the team batting first scored. If an over is in progress when time expires, the number of over to be allocated will be rounded up to the next highest whole number.
- A member of the fielding team who leaves the field of play for any reason while the match continues will not be allowed to bowl on returning to the field for the amount of overs that he was off the field.
- If a bowler gets hurt during his spell, another bowler may continue his over. Same bowler also has to satisfy rule 6.3 prior to coming back into attack.

7. Fielding Restrictions

- Fielding restrictions will be in effect for all matches.
- All teams are required to ensure that a 30-yard circle is clearly visible on their ground for all matches. The "circle" will be defined as two semi-circles of 30 yards radius with the middle stump as the center, drawn behind the wicket. A straight line parallel to the length of the pitch will then connect the free ends of the semi-circles.
- During the first twelve overs, seven fielders (not counting the wicket keeper & Bowler) have to be inside the 30-yard circle at the time the ball is delivered.
- After the first twelve overs, there must be at least four fielders (not counting the wicket keeper & Bowler) inside the 30-yard circle.
- There can be no more than five fielders on the leg side at any time.
- There can be no more than two fielders behind the batsman (between the square leg umpire and the wicket keeper) on the leg side at any time.
- If the number of overs is reduced prior to the start of an innings, the number of restricted overs will be calculated at the rate of 3/10 of the number of overs agreed to for the innings rounded up to the next highest whole number.

Total Overs in Innings	No. Of overs for which fielding restrictions will Apply
25 to 26	7
27 to 29	8
30 to 33	9
34 to 36	10
37 to 39	11
40	12

- If the number of overs is reduced during the inning, there shall be no change to the number of restricted overs determined at the start of the inning.
- The umpires shall ensure all the above rules are met. Any infringement of any of the above rules must result in that delivery being called a no-ball.

8. Substitutes

1. Any active member of a club may act as a substitute for any other active member of the same club. All other ICC/MCC rules for substitutions will apply.
2. Substitute fielders **must** be properly attired in appropriate white or off-white cricket clothing.
3. Named substitutes shall be allowed to field only, and must not bat, bowl or keep wicket.
4. The spirit of the law is that named substitutes shall normally only be used to replace a member of the fielding side that are injured or incapacitated during the course of the match, and captains are responsible for reaching agreement on this spirit.
5. Substitutes for the batsman for running have to be approved by the Umpire.
6. If a batsman sits out the whole fielding innings, he cannot bat till at least 7 wickets have fallen. If he fields at least 1 ball in the fielding innings, he can bat at any number, except opening the innings. To open the innings, the player has to be on the field (fielding) for the last 5 overs.

9. Intermissions

1. A water break shall be taken every 15 overs, whose duration shall not exceed 5 minutes.
2. In extreme hot weather, the frequency of water breaks may be increased to every 12 over with 5-minute duration.
3. At the discretion of both captains, the water break may be foregone and the game shall be allowed to continue without a drink interval.
4. A lunch interval shall be taken between the innings and the duration shall not exceed 30 minutes.

10. Discipline

1. Captains shall advise members of their respective teams that the Umpires' decision is final and binding in regards to the playing of the game. The Umpires shall not tolerate any individual acting in an ungentlemanly or un-sportsmanlike manner or using profanity nor should the team to which that individual belongs tolerate it.
2. The team itself shall take disciplinary action against an offending player. In the event the team fails to take such action against its player, the umpire may impose sanctions against the player of the team or both, at their discretion.
3. Umpires are required to report to the Executive Committee any disciplinary incidents that occurred during a game. In most cases, the umpires can resolve problems on their own, but if in the opinion of the umpire further action needs to be taken and then the official umpire's report sheet is to be used.
4. Disputes and complaints (if any and if necessary) must be reported by teams (**only one comprehensive email per team, no back and forth discussions will be entertained**) to the Executive Committee of the league within 48 hrs of the game.
5. The dispute Committee will then decide what action is to be taken against the player or the club. The club will be notified of this decision in writing.
6. The complete version of discipline and penalties can be found in Code of Conduct document, which is posted on our web site.

11. Forfeiture

1. Each team must have a minimum of 7 players, in whites, ready to take the field by 11am inside the boundary to be considered game ready and for the game to start on time.
2. Any team not ready to take the field by 11am will automatically forfeit the toss and the team ready to take the field will be awarded the toss.
3. If there are less than 7 players present by 11:41am, the opposing team will get a walkover and if the players are less than 5, game will be considered as forfeited by the offending team. In either case points will be awarded to the opposing team.

4. If a team does not show up for a scheduled league match without notifying the Secretary, or a member of the Executive Committee (In written Communication Only) of its inability to field a team by no later than 11am of the day before the scheduled match (24 Hrs notice), the team shall be liable for the umpiring fees that would have been levied for the game and will be subjected to the following penalties:
 - a. **1st forfeiture** - \$75.00 fine, Umpire fee and deduct 1 point from the total points.
 - b. **2nd forfeiture** – The club will be expelled from CLNJ, and all their prior games in same season will be considered void. However, a club may choose to come back for the following season as a new member club and will have to pay additional fine.
 - c. **1 Walkover** - \$75.00 fine and the Umpire fee.
 - d. **2 Walkover** – This will be treated as first forfeit.
 - e. **3 Walkover** – This will be treated as 2 forfeit.
5. If a team is suspended from the League, all teams that played or are schedule to play the suspended team will be awarded winning number of points.
6. If a member club does not show up for a Playoff scheduled league match, the team shall be subjected to the following penalties:
 - a) **\$1000.00** fine and in addition the Club will be required to submit a fresh application (As a New Member) for membership into the CLNJ for the following season with a new membership fee as defined on CLNJ Registration form.
 - b) However, if a club decides NOT to submit for membership into the CLNJ for the following season, each member who has played three [3] or more games in previous season will be required to pay **\$100.00** fine if a member wish to play for any CLNJ member club for following season. **(Rosters will be printed on the day following the last regular-season game)**

12. Umpires

1. Neutral Umpire(s) shall be appointed by CLNJ from available qualified individuals.
2. Only Umpires who have gone through the league umpire orientation clinic can umpire as league umpires. The umpire is committed to the league from 10:45 A.M. to 5:45 PM. any changes to that timeline for any reason other than the weather are at the sole discretion of the umpire.
3. Before the toss, the Neutral Umpire(s) shall decide & agree with both Captains on any special conditions affecting the conduct of the match.
4. Neutral Umpires must wear White collars Shirt and Black Pants for all league games. An individual who fails to follow the dress code for any league game will be charged \$10 from their umpiring fee.
5. The Neutral Umpires shall satisfy themselves before the start of the match that the wickets are properly pitched.
6. The Neutral Umpires shall ensure a proper starting time and break intervals during the game.
7. Before and during the match, the Umpires shall ensure that the conduct of the game and the implements used are strictly in accordance with the laws.
8. The Umpires shall be the sole judges of fair and unfair play. All players shall respect the Umpires decision as final.
9. In the case of an obviously wrong decision, the official umpire reserves the right to change his decision or overrule the square leg umpire if the square leg umpire is not an official umpire assigned by the League for that game.
10. The Neutral Umpires, after consulting with both captains, shall be the sole judges of the fitness of the ground/pitch, weather and light for play. The spirit of this rule is to ensure that cricket is played whenever possible, providing there is no danger of injury to players of either side. In the absence

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of an appointed umpire, the two captains will have to agree on the fitness of the playing conditions otherwise there would be no play.

11. The Neutral Umpires shall be allowed to change ends at their discretion, for example, to stand at the bowlers end at all times, in the event that only one Neutral umpire is available.
12. Cricket balls provided by The League and only the ones provided by the League will be used in all games.
13. The umpire will take an accurate account of the runs scored by each batsman and the bowling analysis and enter the figures on the website. Once entered, the site will lock out corrections by anyone except by the executive committee. The burden of accuracy is on the Captains and on game day itself, before the umpire leaves the grounds.
14. Team Captains are responsible for umpire payments prior to the start of the game. For games with only 1 league umpire: each team pays \$45 for a total of \$90 to that 1 league umpire. For games w/2 league umpires, each umpire gets paid \$40 from each team for a total of \$80 per umpire.
15. The following is applicable to all the games played at Allentown, Mill crick Park, South Jersey & Delaware. When an umpire has to travel from central New Jersey to the grounds mentioned earlier, each team pays \$55 for a total of \$110 to that league umpire or \$45 per team per umpire if there are two umpires for a total of \$90 per umpire for long distance games. However, the fee will be normal (as in rule 12.14 above) when local umpires are assigned at these locations.
16. The umpire fees for all the play-off games will be paid by the participating teams. The teams will be reimbursed by the league after the play-offs are completed.
17. In order to ensure the highest quality of discipline in the league, umpire fees must be paid even if the game is called off – both teams will have to make sure that the assigned umpires get paid before their next game, otherwise they stand to get penalized.
18. Umpire Rating System
 - A new umpiring rating system will be added to the Web-site for all regular season games.
 - All teams will be required to submit the umpire rating for the game by EOD Wednesday of the week following the game weekend.
 - Any team failing to do so will be docked 1/2 point for each such instance.
 - The play-off umpires will be determined based on this rating system.
 - Please note that the regular season umpires will solely be determined based on logistics and will NOT be based on the ratings from previous games.

13. Match Results

1. The team scoring the most runs shall be considered the winner and shall receive 2 points. The other team shall receive zero points.
2. In the event that both teams score equal number of runs in a regular-season game, the game will be considered as a tie and 1 point shall be awarded to each team. For playoff games, please refer to Rule 18.
3. For all postponed and unfinished (rained-out) matches, each team will be awarded 1 point each.
4. If a game started, but could not finish due to inclement weather, the result shall be decided by the following rules:
 - If the second batting side does not complete 16 complete overs, the match will be considered a draw with 1 point awarded to each side.
 - If the second batting side gets to bat 16 over or more when the game is called off, then the game will be decided on the required run rates.
 - i. Required run rate: Total runs scored by team batting 1st divided by total overs allowed for the team batting 2nd.
 - In a shortened game, use the following table to compute the minimum number of overs to be played by the team batting 2nd in order to achieve a result:

Total Overs in 1 st Innings	Minimum overs that must be completed in the 2 nd innings before deciding the result on run rates
39 to 40	16
36 to 38	15
34 to 35	14
31 to 33	13
26 to 30	12
25	10

14. Weather-related Match Truncation and Abandonment

1. In case of inclement weather, both teams must inform the umpires by 9am if the game has been cancelled, else both teams will be responsible for payment of the umpiring fee. Once both the teams have canceled the game, there will be no reschedule at any circumstances.
2. In case of inclement weather, league matches shall not reduce to less than 25 overs per side, with 6 balls per over.
3. The CLNJ scheduled umpires for any game are the sole judges for deciding the playing conditions, including the quality and condition of the pitch, the quality and conditions of the outfield, weather conditions and lighting. If play is called off, wins and losses will be determined pursuant to Rule 13.
4. In the event that the field is not fit for play due to rain, the umpires will call off the match, which is then recorded as a "Draw". In any case, clubs consisting of seven [7] or more players are required to show up for play – rain-outs can be determined only at the field of play, since play might be possible on some fields.
5. For a decision to be reached in any particular match, the second side must have batted for a minimum of sixteen [16] overs, and winners will be decided as stated in Rule 13. In the event that rain or poor lighting conditions prevent further play after the commencement of play and the team batting last has not completed sixteen [16] overs, the match will be recorded as a "Draw" and points will be awarded as stated in Rule 13.4.

15. Scorebook

1. Standard CLNJ scorebooks shall be provided to all member clubs at the 3rd AGM.
2. Only CLNJ scorebooks shall be used to record all games under the jurisdiction of the CLNJ and shall show in full detail the batting and bowling performance for each CLNJ match up to the official time for drawing stumps. The score sheet must note the total number of runs after each over.
3. Umpires shall collect the top copy of the scorecard from both teams at end of the game. All valid score sheets are required to be saved by umpires until after the subsequent Annual General Meeting.
4. Team batting, will be responsible for keeping official score for all aspects of the game (Bowling, Batting as well as fielding statistics).

16. Special Rules

16.1. Wide

1. Leg side: Any ball passing down the leg side, behind the batsman's legs.
2. If the ball touches anything on the person of the batsman, it would not be a wide.
3. Off side: 2 feet away from the off stump when the batsman is in normal stance. [This is to be judged on the basis of when the ball passes the batsman.](#)

4. If the batsman's movement from normal stance causes the ball to be wide, it would not be considered wide.

16.2. No Ball

1. Bouncer: Any ball over the shoulder line in NORMAL stance.
2. There are no bouncers allowed.
3. Any full toss over the waistline in normal stance.
4. The front foot must land with some part of the foot, whether grounded or raised behind the popping crease. If not then it's a NO BALL
5. The back foot must be within and should not be touching the side crease (return crease), If not then it's a NO BALL.

16.3. LBW

1. Any ball pitching outside the leg stump, irrespective of the bowler bowling over the wicket or around, leg spin or off spin, pace or cutters, left arm or right arm, batsman playing front foot or on back foot, it's not out.
2. If the ball pitches outside the off stump and comes back in it has to hit the pad in-line with the stumps, if the impact is outside the off-stumps then the batsman is not out, even if the ball is either turning or moving off the seam.
3. If the ball is pitching anywhere else, the key determinant is, would the ball have undoubtedly hit the stumps. Factors affecting that decision are angle of delivery, height, rising or dipping etc.
4. Since the decision for LBW is like a death sentence for the day as far as the batsman is concerned, it must be beyond any shadow of a doubt. If the umpire is 99.999999% sure and only .000001% not sure, by definition, the batsman should be declared not out.

16.4. Lost Ball

1. 6 runs will be awarded for a lost ball unless more have been run when lost ball is called.

16.5. Dead ball

1. The ball is dead when it finally rests in the hands of the Keeper.
2. If the keeper tries to run the batsman out instead of giving the ball to the bowler via or straight thru other fielders, the ball is live.
3. The ball is live once the bowler starts his run up.
4. If a ball pitches more than once before passing the batting crease, it will be considered a Dead ball. A ball that rolls along is considered to have pitched more than once.
5. If a ball pitches outside the matting, it will be considered a Dead ball.

16.6. Bowler attempting to run out runner

1. Bowler can only run out a non-striker before entering delivery stride.
2. If he's out of the crease, he's out. If the result is a misfield/overthrow, any resulting runs will be allowed.

16.7. Timed Out

1. If the incoming batsman fails to enter the boundary by the time the outgoing batsman has crossed the boundary, he'll be given out on appeal.
2. Out going batsman is not allowed to hang around in side the boundary, allowing incoming batsman to get ready. This will also be a ground for incoming batsman's dismissal on an appeal. Umpire may use his judgment to accept or decline the appeal.

3. The batsman coming in must be adequately ready to play in the opinion of the umpire. No throwing the pads over the boundary and then getting dressed.

16.8. Obstructing the field

1. If by action or words, the batsman or runner obstructs the fieldsman from making a fair catch, the umpire must decide if the obstruction was willful or happenstance. If willful, upon appeal, the batsman would be given out.

16.9. Dimensions and Markings

1. The boundary cannot be more than 70 yards in radius from the center of the pitch. The 30 yard circle is set by measuring a radius of 30 +/- 1 yards from the middle stump. This is a semi circle that starts from the line of the off stump and ends in line of the leg stump. Repeat the same at the other end of the pitch and then connect the two semi circles.
2. The distance between the two wickets has to be 22 yards
3. The popping crease has to be 4 feet from the middle stump.
4. The side/return crease has to be 4feet 4 inches from the middle stump. This line should not be drawn on the matting if the width of the matting is less than 8 feet and 8 inches.
5. The markings for the wide ball should be drawn on the popping crease. 2 feet from the off stump and 2 feet from the leg stump.

Note : All markings (for boundary, 30 yard circle and creases) should be set correctly else team will be penalized with deduction of extra overs for time lost to fix it.

17. Division format

1. The format for regular season games will be a multi-division system.
2. All the new applicant team will be added to division 3.
3. The top 3 teams from division 2 and the winner of the final from Division 2 & 3 final will be promoted to Division 1 for the following season. If the winner of the final is from the top 3 team from division 2 then the 4th top team from division 2 will qualify for that position (Top Teams: this refers to the teams ranking based on the points earned during the season and does not includes playoffs performance).
4. The top 4 teams from division 3 will be promoted to Division 2 for the following season. If the winner of the final is from the division 3 then the team on 5th rank will qualify for that position (Top Teams: this refers of the teams ranking based on the points earned during the season and does not includes playoffs performance).
5. The bottom 4 teams from Division 1 will be relegated to Division 2 for the following season (Tie-breakers for rankings will be the same as 18.4 and 18.5 below).
6. The bottom 4 teams from Division 2 will be relegated to Division 3 for the following season (Tie-breakers for rankings will be the same as 18.4 and 18.5 below).
7. See appendix X1.A for a detailed Division format.

18. Playoffs

1. A player must have played in at least 3 completed regular season matches to be eligible to play in the playoffs. Rained out games will counted towards the number of games required for a player to be eligible to play in the playoffs as long as at the match in question has started and at least one ball in the first inning has been bowled. If the match is rained out without a single ball being bowled, this match CANNOT be counted towards a player's eligibility as stated previously.
2. The format for the Playoffs
 - a. From Division 1 top 8 teams will qualify for the playoff.
 - b. From division 2 and 3 top 8 (Total of 16) teams will qualify for the playoff.
3. In the event of a tie score, the winner will be: (This rule applies ONLY to the playoffs)
 - a. The side losing the lesser number of wickets or if still the same then

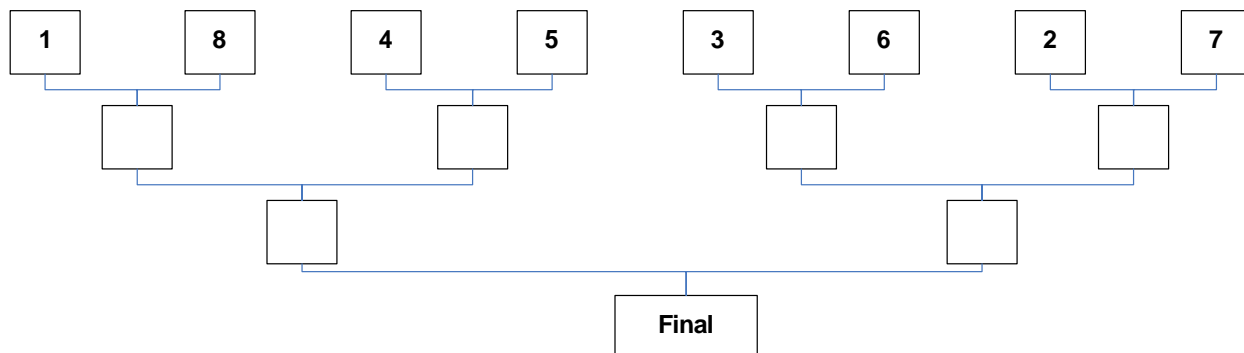
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- b. The side with the higher score after 30 over, or if still equal
- c. The side with the higher score after 20 over.
4. In the event of tied points (Two Clubs):
 - a. Head-to-head.
 - b. Best net run-rate in all completed games.
 - c. Most points in common games (Rained out games will not be included in this calculation).
 - d. Best net run-rate in common games.
 - i. [Net run rate= (Total runs scored/ number of overs played) – (Total runs scored/ number of overs played by the opponent team). NOT per game: Totals are based on all common games combined.
 - e. Most Wins.
5. In the event of tied points (Three or More Clubs): (Note: If two clubs remain tied after third or other clubs are eliminated during any step, tiebreaker reverts to step 1 of the two-club format).
 - a. Best net run-rate in all completed games.
 - b. Most points in common games (Rained out games will not be included in this calculation).
 - c. Best net run-rate in common games (net run-rate as defined in 17.4(d) above).
 - d. Most Wins.
6. No Reseeding will be done in Playoffs.
7. The two playoff finals for the three divisions will held on different days. The schedule for the same will be determined and announced by the EC.
8. The Lower seeded team will host the finals. The EC will determine the venue of the finals. The hosting team will be paid a total of \$150 for the same
9. All playoff games (except the finals) will be played on the home field (or field of choice if there is no official home field) of the team with the higher seeding.
10. If 75% of the scheduled playoff games are completed during a given playoff weekend, the remaining teams involved in the suspended games will be required to play back to back games as determined by logistics. In case 75% of the scheduled games are not completed, the playoffs will be extended to accommodate the suspended games in any given playoff weekend.

PLAYOFFS BRACKETS

(FOR DIVISION 1)



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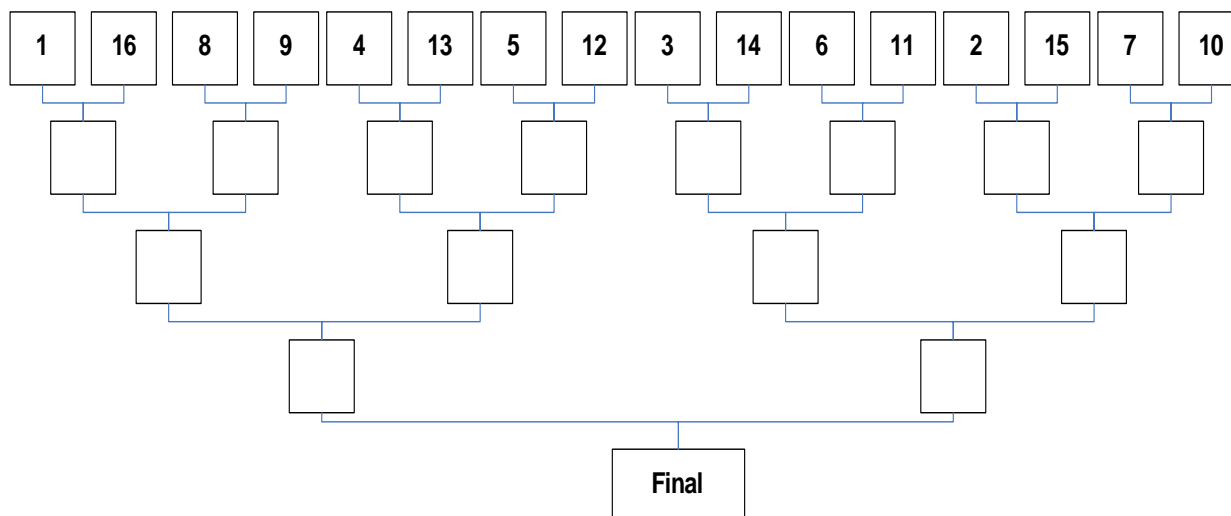
(FOR DIVISION 2 & 3)

For Division 2 and 3 the play-offs will be dependant on the number of teams in Division 3. The following table will be used as a guideline for number of teams eligible for the play-offs

Play-Off TYPE	# of Teams in Division 3	# of Teams from Division 2	# of Teams from Division 3	# of Teams eligible for play-offs
A.	13 to 16	8	8	16
B.	8 to 12	8	4	12

The following rules will be applicable when type “A” play-off is applicable

- Teams from Division 2 based on their ranking will be seeded from positions 1 to 8.
- Teams from Division 3 based on their rankings will be seeded from positions 9 to 16.
- The play-off will be based on the bracket defined below.

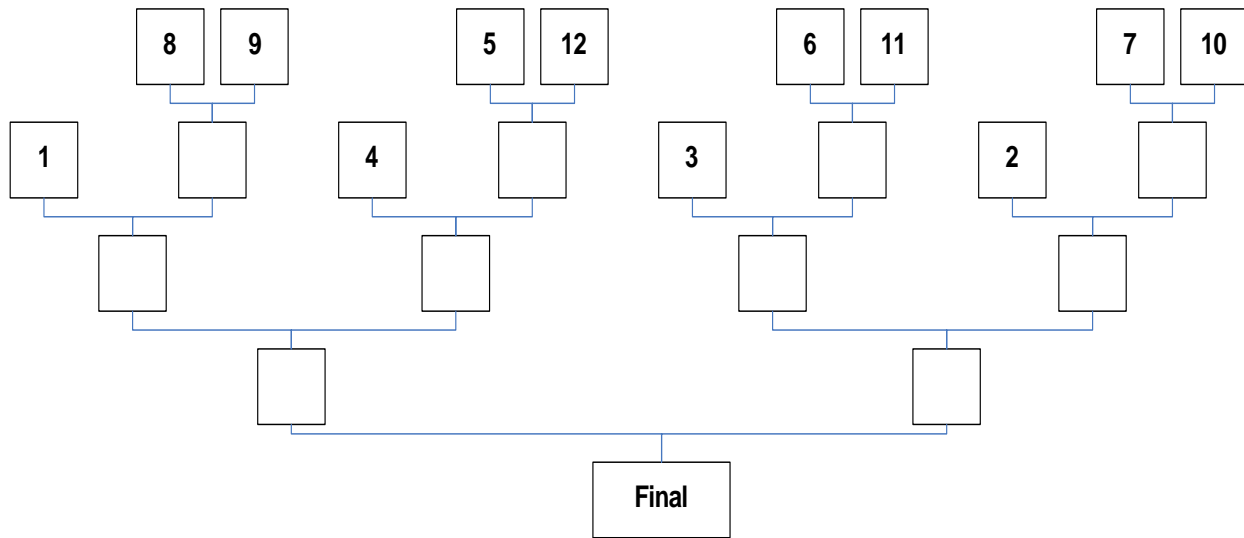


The following rules will be applicable when type “B” play-off is applicable

- 4 teams from Division 2 get a bye in the first round.
- 1 Team from Division 3 will replace the 4th team from Division 2 for a bye if it has a track record of 100% win. In an event where more then 1 team in Division 3 has a 100% track record then the top team will be determined based on the TIE-BREAKER rules. The ultimate option to break a tie will be determined by a TOSS of a coin.
- If a team from Division 3 ends up getting a bye then Division 3 Team 1 becomes Team # 4 and Team 4 from Division 2 becomes TEAM # 9
- Teams from Division 2 based on their ranking will be seeded from positions 1 to 8.
- Teams from Division 3 based on their rankings will be seeded from positions 9 to 12.
- The play-off will be based on the bracket defined below. Where ‘X’ stands for a bye.
- There will be no re-seeding after the first round

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19. Annual Awards Ceremony

1. Every team must have at least 2 members at the CLNJ Annual Awards Ceremony. If the two members of any team are not present at the Awards Ceremony, they will be docked 2 points in the next season.
2. The awards noted below will be given out on the day of the Awards Ceremony.
 - i. Best Bowler - three divisions
 - ii. Best Batsmen - three divisions
 - iii. Winner and Runner-up - both finals
 - iv. MVP - both finals
3. All other awards except the ones noted above will be distributed on the day of the Finals. It is the responsibility of each team or their designated representative to collect the awards on that very day as these will not be represented again. Teams should notify the EC if they are planning to have a designated representative collect the awards on the behalf of their team.

20. Application

1. All teams who participated in the CLNJ season the previous season must submit the application and the league dues for the new season at the 1st AGM. **No exceptions to be made.**

21. Executive Committee

1. Term Limit - The term for a elected EC member should be 2 years. In case an elected member resigns after one year or during his term, elections will be held at the AGMs to elect a new EC member for the vacated position.

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Appendix: Detailed description of the Rules

X1.A Detailed Division Format:

Applicable rules for the Division format, relegation, promotion and the play-offs.

These rules are limited to the 3 Divisions only. These rules might require changes in a scenario where the league increases or decreases in number of clubs or divisions.

Divisions:

Each Division will consist of maximum of 16 teams and minimum of 8 teams except the last division. In an event where the last division does not meet the minimum of 8 teams then those teams will be merged with the preceding division, resulting in the inflation of number of teams within that division.

Re-seeding of teams:

- **Re-seeding for RELEGATION**

All divisions will be re-seeded at the end of the regular season **prior** to the play-offs. This re-seeding is mandatory and is done for the sole purpose of relegation. Teams that discontinued participation during the middle of the season will be accounted for during re-seeding.

In event of tied positions please refer to the tie-breaker rules to determine correct standing of a team.

Relegation will be performed after this re-seeding is done.

- **Re-seeding for PROMOTION**

All divisions will be re-seeded after all applications for the next season have been received. This re-seeding is mandatory and is done for the sole purpose of promotion. Teams that declined participation for the new season will **NOT** be accounted for during this re-seeding. Relegated teams will be seeded at the bottom of their respective Divisions. New teams will be placed below/after the relegated teams.

In event of tied positions please refer to the tie-breaker rules to determine correct standing of a team.

Relegation

Irrespective of the number of divisions, relegation of teams is mandatory.

Relegation of teams is from a higher Division to a subsequent lower Division.

Relegated teams will be placed at the bottom of the new division and in the same order as their seeding from the previous division.

The following table will be used as a guide line for relegation of teams.

# of Teams in Division	# of Teams relegated	Positions being relegated
8	2	7, 8
9	3	7, 8, 9
10	3	8, 9, 10
11	3	9, 10, 11
12	3	10, 11, 12
13	4	10, 11, 12, 13
14	4	11, 12, 13, 14
15	4	12, 13, 14, 15
16	4	13, 14, 15, 16

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Note: Relegation is not applicable to the Lowest Division

Promotion

Promotion of teams is from a lower Division to a subsequent higher Division.

The minimum number of teams to be promoted is directly proportional to the number of teams relegated.

In an event where the champion of the Secondary play-off is not a part of the TOP four teams of Division 2, then the Champion will be promoted along with teams 1, 2, 3 from Division 2.

In an event where the total number of required teams in a division is not met then the team in line based on the standings from the lower division will be promoted.

The only time a relegated team will be promoted will be when no other teams are left in the Division.

Scheduling

Scheduling for Divisions 1 and 2 is that each team plays every team within its Divisions. This provides 15 games to each team.

Scheduling for Division 3 is defined in the table below.

# of Teams	Total Games	Comments
8	14	Each team plays all teams twice in the season
9	14	One team get a bye week in the season
10	15	One team plays 6 of the teams Twice in the season based on their rankings
11	15	One team plays 5 of the teams Twice in the season based on their rankings and one team get a bye week in the season
12	15	One team plays 4 of the teams Twice in the season based on their rankings
13	15	One team plays 3 of the teams Twice in the season based on their rankings and one team get a bye week in the season
14	15	One team plays 2 of the teams Twice in the season based on their rankings
15	15	One team plays 1 of the teams Twice in the season based on their rankings and one team get a bye week in the season
16	15	Each team plays all teams once in the season