



# International Cricket Management League

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## International Cricket Management League ICML Rules – 2009



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## **1. ICML Code of Conduct**

- 1.1 It is the responsibility of each individual member of the ICML to be familiar with the rules. Therefore, umpires and captains must not amend the ICML rules. In case of difficulty or problem they may contact any of the umpiring committee members for clarifications. If unable to contact, the interpretation should strictly be on its literal meaning
- 1.2 Never, at any stage during the match, will the ICML umpire or any ICML official need to prove a rule to any player or captain.
- 1.3 Swearing and fighting will not be tolerated; fines will be levied by the umpiring committee and may include suspension from the league.
- 1.4 In the event of an on-field disturbance the ICML umpire will first give a warning to the concerned after which a repeated infringement will be penalized with an immediate suspension for the current match. No substitute will be allowed for this match (e.g. Team will play with less than 11 players).
- 1.5 This happening will also be reported to the disciplinary committee in writing by the ICML umpire and both captains.
- 1.6 Players MUST be correctly dressed in their uniform and may not represent more than one League team during the season. In the event of any team being dissolved during the season, its players may join any other team subject to rule 5.4 & 5.5 latest date of inclusion.
- 1.7 Any team, player or member failing to observe the General or League rules, subject to the discretion of the ICML board, could result in disciplinary action against the player or that team being disqualified from the League competition. (Refer to the breach of Code of Conduct)
- 1.8 Except as stated in specific ICML rules, ICC Laws of Cricket will apply.
- 1.9 ***Umpires and Captains must respect each other. Umpires decisions are final. No match will be played under protest. All result must be given at the end of each game on the same day. However, incase of any disagreement on point of law, the Captain must submit a written complaint addressed to the umpiring committee within (2) days of incidence. Umpiring committee will discuss and give judgment on any breach of Code of Conduct within two (2) days after receiving statement from both teams & Umpire.***



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## **2 Role of Umpiring Committee**

- 2.1 The function of this committee is to monitor and enforce fair play in the ICML.
- 2.2 This will be accomplished by defining the tournament rules and regulations and enforcing them appropriately.
- 2.3 The committee has been granted sufficient authority by the ICML Board to successfully accomplish these goals.
- 2.4 The committee will also be responsible for training neutral umpires for the tournaments.
- 2.5 In the event of any dispute or disagreements on the field on any rule or regulation, and a written complaint has been submitted, the committee will evaluate the evidence and settle the dispute. Please refer to rule 1.9
- 2.6 The committee is a sole arbiter on any dispute.
- 2.7 ***The umpiring committee should collect the nomination of minimum two or more umpires from each team and provide training to them in a timely fashion.***

## **3. Definition and Role of an ICML Umpire**

- 3.1 Only an official ICML umpire can make decisions regarding dismissals, no balls, wide balls, penalty runs, extras, warnings etc.
- 3.2 An official ICML umpire is defined as the individual who has been officially assigned, by the ICML umpiring committee, to umpire the designated match.
- 3.3 The leg umpire of the batting side may only advise the official umpire of no-balls, stumping and run-outs.
- 3.4 The final decision lies with the official umpire.
- 3.5 An official ICML umpire may delegate the authority (re rule 3.3) provided he has confidence in leg umpires knowledge & experience and he is not a playing member of the team in that match.
- 3.6 Players may not interfere with or attempt to influence the umpire's decision making process.
- 3.7 Normal and necessary appealing by the bowler and/or fielders is part of the game and is allowed. However, excessive appealing will not have a positive influence on the umpire. Batsmen are also not allowed to appeal for wide or



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no-balls. (Refer to the breach of Code of Conduct)

- 3.8 Arguing on or off the field regarding dismissal is strongly prohibited and any such act by any player fielding or batting, may be reported to the ICML Umpiring committee at the discretion of the designated ICML umpire. (Refer to the breach of Code of Conduct)

## 4. Match Timings

4.1 All matches timings will be as follows:

- Starting Time 8.30 a.m. Ending Time 1.15 PM
- Starting Time 10.00 a.m. Ending Time 2.45 PM
- Starting Time 1.30 p.m. Ending Time 6.15 PM
- For 20/20 Matches the time allowed is total of 3 ½ hr for both innings

***Matches must not be extended beyond the match ending time (No Exceptions)***

- 4.2 The side batting first will end their innings when half the available match playing time has elapsed, WHETHER or NOT 30 overs have been completed, unless 30 overs be completed earlier.
- 4.3 When a match starts on time, the inning break will normally be taken not later than 10.45AM or 12.15PM for morning matches and 3.45 p.m. for afternoon matches.

*The First and Third break can be taken depending of the Over rate. i.e. 14 overs has to be completed in one hour, it is up to the fielding side if they want to continue without taking a break to make their lost time.*

4.4 Hours of Play

Start Time	First Break	End of 1 <sup>st</sup> Inning	Inning Break (2 <sup>nd</sup> Break)	Start of 2 <sup>nd</sup> Inning	Third Break	End of 2 <sup>nd</sup> Inning
10:00AM – 2:45PM	10 Mins @ 11.00AM	12:15 PM	15Mnis @ 12:15 – 12:30	12:30 PM	10 Mins @ 1:30PM	2:45PM
8:30AM – 1:15PM	10 Mins @ 9:30 AM	10:45 AM	15 Mins @ 10:45 – 11.00	11:00 AM	10 Mins @ 12:00 noon	1:15 PM
1:30PM – 6:15PM	10 Mins @ 2:30	3:45 PM	15 Mins @ 3:45 – 4:00	4:00 PM	10 Mins @ 5:10 PM	6:15 PM



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4.5 If a match is delayed due to unforeseen circumstances that are beyond control, decide whether a minimum of 20 over match can be played. If not, match should be abandoned and will be a tie.

4.6 If yes, calculate the total time available, (playing and interval), and inform the captains about playing timings and proceed for play.

4.7 Delayed start time table

### ONE MATCH IN A DAY (30 Overs)

Hours of Play	Inning Break Time	Total Playing time	Max1 <sup>st</sup> & 2 <sup>nd</sup> Inning time	1 <sup>st</sup> Inning end time	2 <sup>nd</sup> Inning start time
10.00 – 2.45	15 Mins	4H 30M	2H 15M	12.15PM	12.30PM
10.10 – 2.45	15 Mins	4H 20M	2H 10M	12.20PM	12.35PM
10.20 – 2.45	15 Mins	4H 10M	2H 05M	12.25PM	12.40PM
10.30 – 2.45	15 Mins	4H 00M	2H 00M	12.30PM	12.45PM

### TWO MATCHES IN A DAY (30 Overs)

#### MORNING

Hours of Play	Inning Break Time	Total Playing time	Max1 <sup>st</sup> & 2 <sup>nd</sup> Inning time	1 <sup>st</sup> Inning end time	2 <sup>nd</sup> Inning start time
8.30 – 1.15	15 Mins	4H 30M	2H 15M	10.45AM	11.00AM
8.40 – 1.15	15 Mins	4H 20M	2H 10M	10.50AM	11.05AM
8.50 – 1.15	15 Mins	4H 10M	2H 05M	10.55AM	11.10AM
9.00 – 1.15	15 Mins	4H 00M	2H 00M	11.00AM	11.15AM

#### AFTERNOON

Hours of Play	Inning Break Time	Total Playing time	Max1 <sup>st</sup> & 2 <sup>nd</sup> Inning time	1 <sup>st</sup> Inning end time	2 <sup>nd</sup> Inning start time
1.30 – 6.15	15 Mins	4H 30M	2H 15M	3.45PM	4.00PM
1.40 – 6.15	15 Mins	4H 20M	2H 10M	3.50PM	4.05PM
1.50 – 6.15	15 Mins	4H 10M	2H 05M	3.55PM	4.10PM
2.00 – 6.15	15 Mins	4H 00M	2H 00M	4.00PM	4.15PM

4.8 When a match starts late, the side batting first may not bat on past the normal interval time by half the number of minutes by which the game starts late.



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- 4.9 If a match is delayed due to BOTH playing teams, decide whether a minimum of 20 over match can be played. If not, match should be abandoned and will be a "no match".
- 4.10 If yes, calculate the total time available, (playing and interval), and inform the captains about playing timings and proceed for play.
- 4.11 Time may need to be calculated (for a 20 over match) based on 5 minutes per over i.e. 40 overs multiplied by 5 minutes (200 plus 15 minutes for break) 215 minutes or 3 hrs 35 minutes.
- 4.12 If a match is delayed due to ONE team only, that team will be penalized at a rate of 5 minutes per over, and will bat reduced number of overs/time allowed per above example of playing time rule

Start time - End time	Inning Break	Total game time	End of 1 <sup>st</sup> Inning	Start of 2 <sup>nd</sup> Inning	End of 2 <sup>nd</sup> Inning
9:40 – 1.15	15 Mins	3 H 20 M	11.20 AM	11:35AM	1.15 PM
2.40 – 6.15	15 Mins	3 H 20 M	4.20 PM	4.35 PM	6.15 PM
11.10 – 2.45	15 Mins	3 H 20 M	12.50 PM	1.05 PM	2.30PM

## 5. Rosters

- 5.1 International Cricket Management Council requires a minimum of 11 and maximum of 20 players on every team roster. No extra charge per rule 5.3.1 is levied up to 20 players.
- 5.2 Players only included in roster are allowed to represent a team in an official ICML tournament match even if it is just for the purpose of fielding.
- 5.3 Teams must provide a complete list of their playing members with full first and last name that can be proven by an official ID document (e.g. Drivers license, State ID, or Passport).
- 5.4 Any new player may only be added/replaced latest by last Wednesday of July 2009 with a copy of ID.
- 5.5 If due to any reason, a player wants to switch from one team to another, he may be allowed latest by 25<sup>th</sup> July2009. The player is not allowed to switch second time.

***Note: all added, replaced or switched player cannot participate in any game unless their name appears on the team's roster that they represent (No Excuses Period!)***



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- 5.7 Inclusions of any overseas players are allowed under payment of \$200 with a maximum of two (2) players in a particular team.
- 5.8 ***All teams MUST carry their up to date ROSTER with them before the match. All playing members must carry their ID Cards with them and produce to the Umpire upon his request. Umpires have right to disallow any player who fails to produce his ID Card. Opponent Captain has also right to see the ID card, and compare that with the roster. Failing to produce the ID to the Umpire and the opponent captain may result in not allowing that player to participate in that game.***

***Note: since there will no games played under protest going forward is the responsibility of both team captains to bring a copy of the latest roster for both teams to the game, the roster can be downloaded from the ICML website (for the latest addition, revocation and band ruling on any player).***

### **6. Scoring and Web Stat.**

- 6.1 Score keeping and statistics is a crucial part of this league's efforts in running the league smoothly and fairly.
- 6.2 **Each team captain is responsible for accurately recording the web sheet with the Captains & umpire name and Contact Information.**
- 6.3 Pre-match roster MUST also be submitted with the Web stat sheet.
- 6.4 It is the responsibility of each team to get the signature of the official umpire on the Web Stat.
- 6.5 **Score will be updated by the ICML web master on the ICML website**
- 6.6 *Teams not completing score sheets satisfactorily and in a timely manner will be fined \$25 per occurrence.*

### **7. Number of players required for a match**

- 7.1 A minimum of 7 players are required to be present on the ground before the Toss. Toss is done before 15 minutes of the scheduled match time.
- 7.2 The team with an insufficient number of players will lose the toss. If a team has insufficient number of players at 15 minutes past scheduled match time, there will be no match, and walkover is deemed to be given to the team having more than 7 players.



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- 7.3 If both teams have less than 7 players at 15 minutes past scheduled match starting time, there will be no match, and NO POINTS will be awarded to either team. The assigned Umpire will be given full amount.
- 7.4 A team may start the match with a minimum of 7 players while late comers are allowed to join not later than ninth (9) overs have been bowled, provided their names are appearing in the -match roster before the toss. However, the late comer is not allowed to bowl the same number of overs he was absent from the ground, similar to the fielder leaving the field for any reason.
- 7.5 All decisions are final and not negotiable.
- 7.6 A friendly match may be played after a called off match and signing of the pre-match roster sheet by the official umpire. Results and statistics of the match will not be honored by the league provided, the call off is other than the whether conditions and ground is un-playable.
- 7.7 Umpires will still be paid for their match duty.

### **8. Forfeiting a scheduled Match**

- 8.1 If the team need or wants to forfeit a match, regardless of the conditions, must notify the Umpiring committee (preferably by phone) no later than 24 hours before the scheduled starting time.
- 8.2 Complying with the above rule will avoid any monetary penalty.
- 8.3 Two (2) points will be deducted for a forfeit match.
- 8.4 Failure to notify the proper authorities in a timely manner will be viewed as a "no show".
- 8.5 ***No show will also be penalized with \$150 fine along with the 2 points deduction.***
- 8.6 After the second "no show", the team in question will be subject to the disciplinary action by the ICML committee.

### **9. "Going over the Over-rate" and completing overs.**

- 9.1 All matches will normally be of, and in no circumstances will exceed, 30 six balls over each innings, except provided by rules 4.1 and 4.2.
- 9.2 Each innings will be allotted 2 hours and 15 minutes to complete 30 overs. An over rate of 14 overs per hour is recommended.



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- 9.3 ***The Assigned Umpire should keep a track of number of overs bowled during a period of one hour and should notify the bowling side team captain if they are falling behind the schedule.***
- 9.4 A water break is only permitted (though not necessary) after 15 overs have been completed and on the ground. ICML umpire must be notified that break will be taken.
- 9.5 The side batting second will bat for same number of overs as the side batting first, unless time does not permit or unless the side batting first is all out before its batting time has elapsed, in which event the side batting second will be allowed to bat until their allotted/match finishing time. If the first batting innings is completed before the scheduled finishing time, second innings MUST start after 15 minutes and break period must not be extended. (see maximum length of innings hours - above)
- 9.6 Umpires should ensure that time MUST NOT be wasted by either side, and make a note of such time against the team in default. Incoming new batsman and outgoing batsman MUST cross on the field. The incoming batsman should take the stand within two minutes of the last batsman departure.
- 9.10 *If the Team bowling is running behind the scheduled time or over-rate the umpire should keep track of the time and notify the team captain the number of over they are running behind ( 1 over = 4 minutes). The batting team will receive a minimum of 6 runs per over for the number of overs the bowling were unable to finish. The bowling team will have to bat only the amount of overs they have bowled to the batting team.  
Note: if the batting team run rate is higher than 6 runs then they will get their current run rate for each over they missed batting.***
- 9.11 *If the Team batting is running behind or wasting time than the umpire should keep track of this time and notify the team captain the number of minutes they have wasted and deduct a minimum of 6 runs per over (4 minutes of Time wasting = 1over)***
- 9.12 If the side batting first could not bat for full 30 overs in the allotted 2 Hrs 15 minutes, due to the slow over rate, runs will be added at a rate of 6 runs per over OR average run rate whichever is higher from those extra overs. The team bowling first will get the bat the number of overs they have bowled.
- 9.13 If the side batting second could not bat the same number of overs then side batting first due to the slow over rate, runs will be deducted from the side batting first at a rate of 6 runs per over OR their average run rate whichever is higher from those extra overs.



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### **10. Fielding Restrictions**

- 10.1 Bowler. Each bowler is allowed to bowl a maximum of 6 overs (20% of total overs) in a 30 over match.
- 10.2 Should an over be unfinished at the time specified above, it will be completed.
- 10.3 Should an over be unfinished for any reason whatsoever, e.g. injury, the over will be completed by another player who has not bowled previous over.
- 10.4 Both the teams should bowl atleast 14 overs in an hour. Any team failing to bowl, (unless time is reduced), will be penalized, either 6 runs per over or an average run per over scored by opponent side whichever is more, by adding to opponents total score.
- 10.5 At the instant of delivery, there may not be more than five (5) fielders on the leg side with a minimum of two (2) necessary on the leg side at all times.
- 10.6 For the first nine (9) overs or (30% of the total overs), only 2 fielders are allowed outside the inner circle (30 yards circle) at the instant of delivery.
- 10.7 After the first nine (9) overs or (30% of the total overs), only 5 fielders are allowed outside the inner circle (30 yards circle) e.g. 6 fielders including wicket-keeper and bowler must be inside the circle.
- 10.8 At the instant of delivery, there may not be more than two (2) fielders in the quadrant between keeper and square leg.
- 10.9 Fielder must keep a distance of minimum 5 yards from the batsman at batting crease and also ensure his shadow is not coming on the batting crease.

### **11. Important laws (mostly used).**

- 11.1 LBW (Leg before wicket) It  
should be clearly understood by all concern whether a player, manager or umpire that the decision of giving out as LBW is onus on umpire. It is not a question of whether out as LBW or not out. What is the umpires opinion and that is (How is that?) asked by the bowler, Wicket Keeper and or fielders. However the umpire's opinion is based firstly on the application of following cricket rules:

- No ball pitching outside the leg stump qualifies for LBW.



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- The impact (ball and pad) must be within wicket to wicket.
- The direction of the ball must be such that it would have hit the wicket, had the pad not intercepted and secondly his judgment which is pendent on his alertness & capabilities.
- If the ball even though slightly slashes on the bat and then hit the pad, it is a played ball and does not qualify for LBW.
- If there is any doubt as the ball may not have hit the stumps (direction of the ball), the benefit is given to the batsman.

### 11.2 Wide balls

Any ball that is outside the reach of a batsman from the normal batting stance is a wide ball. This means off side, leg side and/or bouncers/rising balls. One day international rules are stricter as to the leg side. It states any ball pitching outside the leg stump and going further away is a wide ball. ICML is even more strict as to any ball passing away from leg stump is a wide ball even though the batsman has moved from his batting stance.

Umpire has to be consistent in his judgment.

### 11.3. No balls

- Front Foot - must land with some part whether grounded or raised behind the popping crease.
- Back Foot - must land within and not touching the return crease.
- Fast ball after pitching passing above batsman shoulder at standing upright position. Only one short pitched ball is allowed.
- Fast ball being full toss above the batsman waist standing upright position.
- Slow ball being full toss above the batsman shoulders standing upright position.
- Other instances of no ball are : bowler throwing the ball (see detail in ICC rules), more than two fielders behind the (Stricker) popping crease on "on side", interference by the fielder, any other type of unfair delivery etc.
- Bowler changing the end (over/round the wicket or vice versa) without informing the umpire.

**Note:** It is the umpire's duty to ask the bowler before he bowls the first ball as to what and which side he'll bowl.



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### 11.4 Time wasting

- Batsman adjusting his cricket gear, guard, watching fielders too many times and not ready to face the ball when bowler is ready.
- Incoming and outgoing batsman not crossing on the field.(New batsman must be ready)
- Bowler taking too much time in his run-up or changing field too often.
- Fielders talking while the bowler is on his run-up to bowl and disturbing the batsman.  
**Note:** The umpire MUST warn upon the time wasting to either side, and make a note of time wasted by each side.

### 11.5 Substitute & Runners

- The umpire needs to be informed of a fielding substitute in all situations especially when failing to join his team at the start of play or when leaving the field or returning to the field. Failing to inform the umpire, may result in exclusion for the rest of the match.
- If the umpires are satisfied that a player has been injured or become ill after the nomination of the players or late on the field, they shall allow that player to have a substitute fielder or a runner when batting.
- The umpires shall have discretion, in addition to (11.5.a) above to allow a substitute for a fielder, or a runner for a batsman at the start of the match or at any subsequent time, provided the substitute fielder is one of the player nominated before the toss and runner is one of the batting side (I.e. within number eleven).
- The opposing captain shall have no right of objection to any player acting as a substitute on the field. However, no substitute shall act as a wicket-keeper or a bowler.  
**Note: A substitute runner is assigned for a player who is injured or ill during the current match, no substitute runner should be allowed for any previous injury of the player who is requesting a substitute runner.**

## 12. Umpiring Scenarios

- 12.1 In the event that the designated ICML umpire is not present at the ground at the official toss time (15 min before match starting time), the two captains will share the umpiring responsibility and will ensure that two competent and knowledgeable team members are umpiring throughout their own team's innings.



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- 12.2 Both teams should complete the pre-match roster and the 'Home team' will do the toss and the guest team will make the call (Heads/Tails) while the coin is flipped in the air.
- 12.3 Honesty and fairness is expected. And good sportsmanship is expected to be displayed. All decisions will be final.
- 12.4 In case of late arrival, the ICML umpire is only permitted to take the field before the start of sixth (6) over unless both the captains agree for his joining at any time.
- 12.5 Since the ICML do not have the luxury of a 3rd umpire (television umpire) at this stage, boundaries whether four or six will be judged by the closest fielder. Honesty is expected.
- 12.6 The fielder will then advise the umpire who will make the final decision.
- 12.7 Umpires will be paid \$50 per match for conducting the match by the ICML.
- 12.8 Umpires are required to be on the field (15/30) before the scheduled starting time.
- 12.9 Any umpiring related grievances must be filed by the team captain, within 48 hours of the match, in writing to Umpiring Committee.

### **13. Results**

- 13.1 Team scoring most runs in a match is the winner.
- 13.2 If each side has the same number of runs at the end of the match (whether 30 overs or less than 30 overs match), then team having lost the least wickets shall be the winner. If runs and wickets are identical, match will be a tie.
- 13.3 If the side batting second could not bat the same number of overs then side batting first due to the slow over rate, runs will be deducted from the side batting first at a rate of 6 runs per over OR their average run rate whichever is higher from those extra overs.
- 13.4 If the side batting first could not bat for full 30 overs in the allotted 2 Hrs 15 minutes, due to the slow over rate, runs will be added at a rate of 6 runs per over OR average run rate whichever is higher from those extra overs. The team bowling first will get the bat the number of overs they have bowled.

Note: Slow run rate or time wasting by either team will be determined by the umpire who is the sole judge.



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- 13.5 A match will be a "No Result" match where either sides or the side batting second do not complete 20 overs for any reason other than being all out. It will deem to be a tie match.
- 13.6 In the event of more than one team finishing in same position with an equal number of points, their final position will be decided by their run rate.

### **14. Scheduled Home Team's Responsibility**

- 14.1 The Scheduled home team is responsible to bring two (2) sets of stumps, bails and 24 red cones (size minimum 12" Maximum 24") for the match.
- 14.2 Failure to bring the 'official' stumps will result in a penalty of lost overs.
- 14.3 For all matches, home team will put boundry markers and prepare for the ground ready for use before the scheduled match starting time.
- 14.4 Only ICML provided match balls are allowed to be used in ICML league matches.
- 14.5 In the event of non availability of replacement ball, the match will be forfeited by the concerned team.
- 14.6 During the rainy season pitch MUST also be covered with tarp.

### **15. General Code of Conduct and Sportsmanship**

- 15.1 Alcohol /drugs or any illegal substances are strictly prohibited on the ground or parking lot at any time (before, during or after the match).
- 15.2 Team captains are responsible to encourage their players to use a helmet for batting and for close fielding.
- 15.3 Each team is responsible to ensure they leave their "Team Camp" (area(s) through out the match period) clean.
- 15.4 Failure to do so will result in the perpetrating team being fined \$20.
- 15.5 If an area is found littered and in a poor state, please report to the ICML umpire to avoid the fine.
- 15.6 Players are not allowed to change their clothes in the open.
- 15.7 Players must use the provided port-a-potty/lavatory facilities.
- 15.8 Rules, policies and safety requirements of the park districts that ICML has partnered with must be adhered to.



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- 15.9 Vehicles must be parked in the designated legal parking areas only.
- 15.10 Any team violating any of the above rules will be notified (warned) to correct themselves on their first offense. Second offense will result in a probation and fine. Third offense will result in suspension from the league (player or team) without a league fee refund.