



**SOCIAL DEVELOPMENT COMMISSION**  
**Building Communities...Building Jamaica**

**COMMUNITY CRICKET COMPETITION RULES AND GUIDELINES (2024)**

PLAYING CONDITIONS

1. **Duration of Matches**

Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 20 overs. A minimum of 5 overs per team shall constitute a match.

2. **Hours of Play, Intervals and Minimum Overs in the Day**

2.1 **Match # 1**

- Start 10:00 a.m.
- Close of play 1:30 p.m.

**Match # 2**

- Start 2:00 p.m.
- Close of play 5:30 p.m.

2.2 **Interval between innings:** The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, in which case a ten-minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted the umpires will reduce the length of the interval as follows:

<b>Time Lost</b>	<b>Interval</b>
Up to 60 minutes	15 minutes
Between 60 & 120 minutes	10 minutes

2.2 (a) **Teams arriving late: Teams which arrive late forfeits the toss.** A grace period of fifteen (15) minutes will be allowed for the start of the first match, thereafter, the number of overs to be faced by the team which caused the delay will be reduced at a rate of one (1) over for every four point five (4.5) minutes of such delay, inclusive of the grace period. The other team will be entitled to face the number of overs originally allotted to them. If both teams are late, the overs are to be reduced in the same manner to ensure the "cut off time" is met.

Note: Refer also to the provisions of clause 5.2

- 2.3 **Intervals for drinks:** One drinks break per session shall be permitted. This shall be taken after the first 45 minutes of an innings. The provisions of Law 16.6 shall be strictly observed.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field without permission of the umpires. Any player taking drinks on to the field shall be dressed in proper cricket attire.

3. **Appointment of Umpires:** The J.C.U.A. shall appoint both on-field umpires.  
4. **Appointment of Match Referee:** The **SDC** shall appoint a match referee for each match; the person so appointed must be introduced to the captain of both teams as well as the umpires assigned to officiate. Where a match referee is not appointed all referrals must be made to the assigned umpires whose ruling shall be final.

5. **Length of Innings:**

5.1 **Uninterrupted Matches**

- a) Each team shall bat for 20 overs unless all out earlier. A team shall not be permitted to declare its innings closed.  
b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the match referee, the innings of the team batting second shall be limited to the same number of overs bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The interval shall not be extended and the second session shall commence at the scheduled time.

The Match referee may increase the number of overs to be bowled by the team bowling second if, after consultation with the umpires, he is of the opinion that events beyond the control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

- c) If the team batting first is all out and the last wicket falls at or after scheduled time for interval, the innings of the team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).  
d) If the team batting first is dismissed in less than 20 overs, the team

Batting second shall be entitled to bat for 20 overs except as provided in (c) above.

- e) If the team fielding second fails to bowl 20 overs or the number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved

## 5.2 ***Delayed or Interrupted Matches:***

### 5.2.1 General

- (a) The objective shall always be to rearrange the number of overs so that both teams have an opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 5 overs have to be bowled to the side batting second to constitute a match.

The calculation of the number of overs to be bowled shall be based on an average rate of 13.33 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the later has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations re: the number of overs.

### 5.2.2 ***Delay or Interruption to the Innings of the Team Batting First:***

- (e) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clauses 2.2.
- (f) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue the required number of overs has been bowled.

### 5.2.3 ***Delay or interruption to the Innings of the Team batting second:***

If there is a suspension in play during the second session, the overs shall be reduced at a rate of 13.33 overs per hour for the time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or

rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

**6. Restrictions on the Placement of Fieldsmen:**

6.1 Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.5m). The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or 'dots' at five yard (4.5m) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.

6.2 At the instant of delivery, there may not be more than 5 fielders on the leg side.

6.3 For the first 6 overs only two fieldsmen are permitted to be outside of the field restriction marking at the instant of delivery.

6.4 For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

6.5 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.2.2 and 5.2.3 above shall be reduced proportionally in ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in calculations re the number of overs.

6.6

Total overs in Innings	# of overs for which fielding restrictions will apply
5 – 6	1
7 - 9	2
10 – 12	3
13 – 15	4
16 – 18	5
19 – 20	6

6.7 Where the number of overs for the team batting second is reduced, the restrictions in 6.2 and 6.3 above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored)

6.8 In the event of an infringement, the square leg umpire 'shall call and signal 'No Ball'.

**7. Number of overs per bowler:**

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

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total over 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 breaking down and being unable to complete an over, the remaining balls will be bowled 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. The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

**8. No ball:**

A bowler shall be allowed to bowl **one** short pitched delivery per over (not being a wide or a no ball).

A fast short pitched delivery is defined as a ball that passes above the shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

In an event the bowler bowling more than one fast short-pitched delivery in an over, the umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any run scored from the delivery.

The above regulation is not a substitute for law 42.6, which umpires may apply at any time.

Note – the provisions of one allowable fast short – pitched delivery per over shall be superseded by the provisions of clause 8 – wide bowling.

**9. Free Hit after a no ball**

In addition to the above, the delivery following **a no ball, called for any reason** (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

9.1 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

**10. Wide bowling – judging a wide:**

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket.

Any off-side or leg-side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide all, which is not a no ball, shall be scored wide balls.

#### **11. The Ball:**

The organizers shall provide cricket balls of approved standard and spare used balls for changing during a match, which shall also be of the same brand.

The fielding Captain or his nominee may select the ball with which he wishes to bowl from the supply provided.

The umpire shall take a new box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over or any other disruption in play.

In the event of a ball during play being lost or, in the opinion of umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discolored and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

#### **12. The result:**

12.1 A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, subject to the provision of clauses 4.1 (b) and 4.2.2 (b) unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

All matches, in which both teams have not had an opportunity of batting for at least 5 overs, shall be declared no result.

- a. **Tie:** If the match ends with the scores tied, the tie will be broken with a one over per side "Eliminator" or "Super Over": Each team nominates three batsmen and one bowler to play a one-over per side "mini-match", in turn, each side bats one over bowled by the one nominated opposition bowler, with

their innings over if they lose two wickets before the over is completed. The side with the higher score from their Super Over wins.

- b. In an "eliminator" ("Super Over"), the fall of two wickets would end the innings. If teams were still tied, most sixes scored, including in the eliminator, and then most boundaries (fours and sixes) would be taken into account to decide the winning team.
- c. **Runs scored in the eliminator over will be ignored in the calculation of Net Run Rate.**

### **13. Delayed or interrupted matches – calculation of the target score**

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. Using the faster run rate, to be calculated as follows; Score of "Team A" divided by the number of overs faced, compared with score of "Team B" divided by the number of overs faced. Note: a team which has been all out will be deemed to have batted the allotted number of overs. For matches played during the National Simi-Final and Finals however, the revised target is to be calculated using the Duckworth Lewis method of calculation.

## **14. Tournament Structure**

### **14.1 Preliminary Match: Round 1 (Parish Phase)**

**Parishes fielding 2 Teams:** The two teams will play each other 3 times, the winner of two games will be declared Parish Champion and advance to the National Phase of the competition. If tied on wins, NRR will be used as the tie-breaker.

**Parishes fielding 3 Teams:** Teams will play on a round robin basis, the winner on points will be declared the Parish Champion and advance to the National Phase. If tied on points, NRR will be used as tie-breaker.

**Parishes fielding 4 Teams:** Teams will play on a round-robin basis, the winner on points will be declared the winner and advance to the National Phase of the competition. If tied on points NRR will be used as tie-breaker.

**Parishes fielding 5 teams:** Teams will play on a round-robin basis with the winner on points being declared Parish Champion and advance to the National Phase. If tied on points NRR will be used as tie-breaker.

**Parishes fielding 8 teams:** Teams will be divided in groups of 4 based on relative positions in the 2022 competition (highest, lowest, third highest & third lowest in Group A). They will play on a round robin basis, with NRR used as tie breaker if needed. The winner of each group will contest the finals for Parish Champions with the losers playing for third place

14.2 **Preliminary Matches: Round 1(National Phase)**

This segment of competition will be played on a zonal basis. Each zone will be comprised of 4 teams and will be played on a round robin basis.

- At the completion of this round all teams will be seeded (based on net run rate of the three (3) games played during this round, and will retain their assigned seeding throughout the remainder of the competition.
- From this point onwards, the highest ranked team will play the lowest ranked, the second highest team will play the second lowest ranked team and the third highest will play the third lowest (where applicable).

The following formula will be employed for calculating Net Run Rate throughout the competition:

$$\frac{\text{Total \# of runs scored}}{\text{Total \# of balls faced}} \text{ minus } \frac{\text{Total \# of runs against}}{\text{Total \# of balls bowled}}$$

Note: Having done the calculations, if the result is a positive number the team with the high(er)/(est) number has the higher Net Run Rate, if however the result is a negative number the high(er)/(est) is the number clos(er)/(est) to 0.

The following table will be used:

NO.	TEAM	RUNS	TOTAL RUNS			TOTAL BALLS FACED			TOTAL RUNS	TOTAL BALLS	NRR	Position
			R1	R2	R3	B1	B2	B3				
1		RUNS SCORED										
		RUNS AGAINST										
2		RUNS SCORED										
		RUNS AGAINST										
3		RUNS SCORED										
		RUNS AGAINST										

14.4 Games played during the Semi - Finals will be played on a knock out basis. (Parish Phase) and Quarterfinals- Finals (National Phase)

During round robin phases of the competition (Parish and National), points will be awarded as follows:

- Win: 3 points**
- No Result: 1 point**
- Loss: 0 point**



**14.5 No Result Matches Played During the Knock Out Stages of the Competition**

In the event of no result at the expiration of the allotted time for a match, **if there is consensus**, the match may be replayed within three (3) days under the following conditions:

- i. All costs associated with the replayed match must be borne jointly and equally by the teams involved.
- ii. Both teams must make the agreed payment prior to the commencement of the match to be replayed.
- iii. Failure on the part of either team to be on time at the agreed location for the match or failure to pay the agreed sum prior to the commencement of the match will result in forfeiture of match to the opposing team.
- iv. Both teams must sign the agreement provided to this effect.
- v. If no result is achieved on the day scheduled for the replayed match, the **Bowl-Off Must** be enforced on that day.

**Where consensus cannot be reached** between the teams, the team to advance will be determined by a **Bowl-Off**.

**15. 6.1 Rules for Bowl-Off**

Two set of stumps are erected 22 yards apart, at the most suitable location at the match venue. Each team selects five (5) members from the team nominated at the scheduled start of the match; each such player makes one (1) fair delivery alternately, aimed at the stumps at the designated end. The team that breaks the stumps the greatest number of times in the five (5) attempts will be declared the winner.

**14.6.2 Sudden Death Bowl-Off**

If there is a tie at the end of five attempts, an additional bowler from nomination card will continue alternately until one the bowler from one team misses. The winner will be the team which hits while the other team misses. If all 11 players have bowled and there is still a tie, players will continue to bowl in the same order as in the previous round until a winner is obtained.

**14.6.3 Teams fielding less than 11 Players**

In the event of a team playing a match with less than 11 players and the result is to be determined by a bowl off. Each team will follow the format as set out 14.6.1. When all players on the team that played short has bowled, and has run out of a corresponding bowler for the other team, that team (team playing short) would have deemed to have lost the match.

**16. 1 Third and fourth place playoff (Parish Phase)**

Prior to the playing of the final match, there will be a playoff involving the two losing semi-finalists. The winner will be declared second place runner-up and the loser, third place runner-up. Please note that rule 14.5 will apply at this phase of the competition.

**15. 2 Third and fourth place playoff (National Phase)**

Prior to the playing of the final match there will be a playoff involving the two losing semi-finalists. The winner will be declared second place runner-up and the loser third place runner-up. If there is no result on the scheduled day of play, both teams contesting the finals shall be declared joint third place winners, the prize money for both places will be combined and share equally between both teams.

**15. 3 Final Match (Parish Phase)**

The winners of the two semi-finals will contest the final; the winner of this encounter will be declared parish champions and will move on to represent the parish at the national phase of the competition. Please note that rule 14.5 will apply at this phase of the competition.

**15. Final Match (National Phase)**

The winners of the two semi-finals will contest the final. If there is no result on the scheduled day of play, both teams contesting the finals shall be declared joint winners, with each team retaining the winning trophy for six months and the runner up trophy for the following six months. The prize money for both places will be combined and shared equally between both teams.

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<sup>i</sup> Revised 2023/01/18