

# ***BANGKOK CRICKET LEAGUE***

*(Est 2002)*

## **PLAYING CONDITIONS FOR A & B DIVISION COMPETITIONS**

### **Authority**

- These Rules for Competitions are as approved by the Bangkok Cricket League. (Version 3, 2023)

### **Compliance**

- A team registering to enter any Competition conducted by the Bangkok Cricket League automatically agrees to comply with these rules.
- Playing conditions unless noted otherwise are for all seasons
- Playing conditions noted are for all 25 Over Competitions played under the BCL.

## **THE LAWS OF CRICKET**

- Except as varied hereunder in these Rules, all matches shall be played in accordance with the current Laws of Cricket, ICC Code of Conduct & ICC Playing Regulations referenced around the ODI & T20 Formats

## **COMPETITION FORMAT**

### **A & B Division (25 over) Leagues**

- A Division 25 over competition with a max. of 25 overs per innings.
- B Division 25 over competition with a max. of 25 overs per innings.
- Each Division will consist of the following
  - Each team to play each other once in a round robin format unless another format is pre-determined at the start of the season.
  - Finals series will include the Top 4 teams determined by position on the points table at the end of the round robin games.
  - If a Division has only 6 or less team within, then the Top 3 teams will play finals

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## **PLAYER ELIGIBILITY**

### **Registration.**

All players must be registered with the BCL before they may be permitted to play in any BCL Competition. No player shall play for more than one Club during the course of a given season unless approved in writing by the present Bangkok Cricket League organising committee or stated below under the “Different Clubs” clause. Any team breaching this condition, wittingly or un-wittingly, shall forfeit all points earned in that and subsequent matches in which that person plays, and any matches then will be awarded as a win to the opposition.

### **Residency Status.**

All players in any Bangkok Cricket League competition are expected to be working, studying or living in Thailand with the understanding that their presence in Thailand is not solely directly related to cricket or a short term holiday / vacation. No player shall be bought over from outside of Thailand with the main intention to play within the league. Any team breaching this condition, wittingly or un-wittingly, shall forfeit all points earned in that and subsequent matches in which that person plays.

A player must have been in Thailand for a period of 1 WEEK prior to his first game being played. Any exception must be notified to the present Bangkok Cricket League organising committee in writing before this player plays his first game. Team captains must abide by the spirit of this Rule.

### **Different Clubs.**

A player may NOT play for different Clubs in a given season except if that player is a registered youth player within the C.A.T. ranks and is **not older than 18 years of age as at November 1** in the year the season commences. In this case, the team wanting to have the services of this player other than this player’s original club, must inform the present coaching staff of the youth development within the C.A.T. to request permission. The club must also inform both the BCL and proposed opposition prior to the toss of the coin of the scheduled game in which this player will play.

**Addendum #1** – It is now permissible that any female player within the ranks of the BCL / Cricket Association of Thailand be able to play for any team and in any division within the Bangkok Cricket League however permission must be given by a representative of either the CAT or BCL prior to that player taking part in the game.

**Addendum #2** – It is now permissible that any player over the age of 50 years as at November 1<sup>st</sup> of the season in question, be able to play **for two clubs** within the Bangkok Cricket League. The player may also play for multiple teams within the same club without any restrictions applied.

**Addendum #3** – It is now permissible a Premier Division team can nominate ONE player from a lower division club to play only Premier Division. This must be done prior to the season starting.

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## **Player Movements within the Divisions**

Clubs with a team in more than one division must strictly adhere to the following. Teams not abiding by this rule will lose all points gained in games where they have been guilty of playing an ineligible player. If the team wins a game where they have been found guilty of ignoring the above rule, then the opposition team will be awarded winning points for that game.

- **A Premier Division Team** must register 14 players prior to the start of the season with a nomination of 7 players being deemed as the Top 7 Players.
  - None of the Top 7 Players may play in any games in a lower division.
  - If a club has a team in all 3 Divisions, the registered 14 players in Premier Division will not be allowed to play in B Division along with the top 7 not being allowed to play in any lower Division.
  - The above regulation noted to a club with a team in all 3 divisions does not apply to any club with a team in just 2 divisions.
  - For a club with a team in Premier Division and one other lower division, the top 7 rules then applies to the Premier Division List.
- Once a player plays **a predetermined amount of games in Premier Division** which will include preliminary games, semi finals or finals, then that player will not be eligible to play in any lower division matches following his quota of allowed **game in Premier Division**. The exact number of games will be determined at the start of each season and will be notified to all clubs. Refer to season qualifications and restrictions at the end of these playing conditions.
- An **A Division Team** must register 12 players prior to the start of the season with a nomination of 7 players being deemed as the Top 7 Players.
  - None of the Top 7 Players may play in any games in B Division or lower.
  - Once a player plays **5 or more games in A Division** which will include preliminary games, semi finals or finals, then that player will not be eligible to play in any lower division matches.
- Any player **under the age of 18 as of November 1<sup>st</sup>** of the season, will be allowed to play for any teams without restrictions being applied however must still qualify for finals under current regulations.
- **Any National Team player over the age of 20** will not be approved to play any games in either A Division nor B Division within the season unless his club only plays those divisions. This applies to the nominated season in question.
- Any player over the **age of 50 years as on November 1<sup>st</sup>** of the current season, will be able to play for two clubs within the Bangkok Cricket League. The player may also play for multiple teams within the same club without any restrictions applied however must still qualify for finals under current regulations.

## **Player No Objection Certificate (NOC) Rule in case of shifting team.**

Players moving from one club to another in the middle of any running season should meet the following criteria :

- **Team Go Ahead** - No objection certificate from the earlier team, clearly releasing the said player for the remainder of the season.
- **Number of matches** - Player should not have played more than 20% matches of the season from the earlier team (or nearest rounding off).
- **Cut-off Time** - The request for NOC from the league to change teams must be made within a period of 1 month of the earlier team having played its first match of the league.

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- **Limited Scope** – A player can request to change teams only once within a running season. No such restrictions on a player to change teams after an end of the season.
- **Admin Fees** - Player must pay an admin fee of THB 500

## **MATCH SCHEDULES AND TIMINGS**

Matches may be played on Saturdays, Sundays or Public Holidays at any allocated ground that is available for BCL League Games. Other venues are also possible throughout the season. Fixture dates and venues will be drafted under the direction of the present Bangkok Cricket League coordinator. Full match schedules will be shown on the current BCL Website. ([www.bclcricket.com](http://www.bclcricket.com))

### **Timings – 25 Over Games**

- When a single game is played in one day at any ground, the match must start at 8.30am. If another start time is required, both teams must inform the present Bangkok Cricket League Coordinator or the start time is as shown on the BCL website Schedule.
- When two games are to be played, the following timings are required with a 15 minute innings break to be taken after the 1<sup>st</sup> innings concludes or if the team batting first is dismissed all out.
  - Game (1) (1<sup>st</sup> Innings) - 8.30am – 10.30am
  - Game (1) (2nd Innings) - 10.45am – 12.45pm
  - Game (2) (1<sup>st</sup> Innings) - 1.00 pm – 3.00 pm
  - Game (2) (2nd Innings) - 3.15 pm – 5.15 pm
- *In order to ensure no delays in timings, the following will be implemented into the 25 over competition.*
  - *Bowling from one end will be done in sets of 5 overs for both innings. The fielding team to choose which end the first set will commence from unless specific ground instructions apply or ground conditions dictate ends to be played from.*
- One Drinks break (3 minutes) will be taken after **15 overs**.
- Teams are expected to be ready for play at the scheduled time, this means having seven (7) players or more available to take the field at the scheduled time. Teams should arrive at the ground 40 minutes before the scheduled start time and should be *ready to start earlier if it can be achieved*

### **Penalties for Slow Over Rates**

- Each side is expected to have completed their 25 overs within 120 minutes. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with **8 penalty runs** for each over that has not been bowled prior to the 120 minute duration. This will apply to both innings of the match.
- If the side batting second is credited with penalty runs in this way and this consequently takes their score past that of the side batting first, then the match will be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings. If the innings ends before the scheduled or rescheduled cut-off time, no over-rate penalty will apply

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- The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire ( if any) of any time allowances as and when they arise. This matter will not be subject to retrospective negotitaion and is the umpires sole responsibility.

## **Delay Due to Late Arrival**

- In an A or B Division 25 over match, if a team with seven or more players is ready to take the field at the designated time and the other side is not, the game will be played however the team causing the delay will be penalised the following amount of overs when they have to bat.
  - Each 4 minute delay – 1 over will be deducted from their innings or **8 runs penalty per over** delay . Max 45 mins / 10 overs
  - Further delay – team not ready to take the field will forfeit the game wether to bat or field.
  - An acceptable period of time should be allowed before the above takes in affect and that period can be determined by the umpires.

## **DELAYED OF INTERRUPTED MATCHES**

### **General**

The object is to re-arrange the number of overs such that each team will be able to bowl the same number per innings

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

If due to weather and ground conditions at the scheduled match venue, the number of overs of the team batting first must be reduced, by the following limitations. Team batting second shall face the same quantity of overs as did the team batting first.

### **A & B DIVISIONS (25 overs)**

Normal start time's 8.30am & 1:00pm

Break 15 minutes between innings (this can be shortend at the request of both teams and umpires)

Start delayed by 30 mins                      play 23 overs

Start delayed by 45 mins                      play 20 overs

Start delayed by 60 mins                      play 18 overs

Start delayed by 90 mins.                      play 15 overs

Start delayed by 120 mins.                      play 12 overs

Start delayed by 150 mins.                      play 10 overs

Additional delay – cancel the match – match can be possibly re-scheduled if ground availability allows at a future date. If this cannot be possible, the game will be declared a “no result” and match points shared.

The 150 minutes waiting period must be adhered to however if in the view of the umpires and ground management, the game cannot be started, the game can be re-scheduled if ground availability allows in the future.

**NB: Once a single ball is bowled, the game is then declared started and then if after that the game then WILL NOT be re-scheduled.**

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## Delay or Interruption to the Innings of the Team Batting Second

If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed the score, the following shall apply:

- The result shall be decided on the average run rate through both innings (*see attached clarification below*)
- Average Run Rate will be **ONLY** used in Round Robin Games and not used in any Semi Final nor Finals' games.
- If due to a suspension of play, the number of overs in the innings of the team batting second must be revised, their target score (total which the team batting second must exceed to win) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first.

In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they were entitled and not the number of overs in which they were dismissed. In a rain interrupted match, or a match interrupted through any other cause, it should be noted that the important figure is the target score which in effect, is set up by Umpires when they decide on the number of overs remaining. The side batting second then has available to it the number of overs nominated by the Umpires, in which to achieve that target.

## If the Second Innings is Delayed or Interrupted - Clarification

If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor passed the score, the following shall apply:

The result shall be decided on the average run rate through both innings

If due to a suspension of play, the number of overs in the innings of the team batting second has to be revised, their target score (total which the team batting second must exceed to win) shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first.

In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of over to which they were entitled and not the number of overs in which they were dismissed. In an interrupted match it should be noted that the important figure is the target score which in effect, is set by the Umpires when they decide on the number of overs remaining. The side batting second then has available to it the number of overs nominated by the Umpires, in which to achieve that target.

**E.g. 1:** If the team batting first faces the full 25 overs, and score 125 for 8 wickets. The innings of the team batting second is reduced to 18 overs, then the target will be 91 to win (125 divided by 25, multiplied by 18, plus 1). In case of decimal points, round up to the next whole number.

**E.g. 2:** If the team batting first is all out for 180 from 20 overs, and they were eligible to face the full 25 overs, then the team batting second needs to score at a run rate of greater than 7.2 runs per over to win the match for their allotted overs. If that is 23 overs, then they need to score 167 to win (180 divided by 25, multiplied by 23, plus 1). In case of decimal points, round up to the next whole number. Wickets lost are irrelevant.

## Changes to Scheduled Fixtures.

Should any team wish to seek a change to a scheduled match for any reason, ***then the Team Captain seeking the change should approach the opposition Captain*** with a proposal to re-schedule their match, and if acceptable, they should mutually select an alternative playing date, provided:

- a. the date selected does not interfere with any other BCL scheduled match;
- b. the date selected conforms with vacancies at available grounds and the BCL is advised and approves the change.

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Should the team being approached not agree to a change and the first team cannot play the fixture, then that team will forfeit the match and a walk-over will be declared.

Requests for changes of schedule can also be made well in advance to the BCL League Coordinator however once schedules are published, changes cannot be made within 10 days unless exceptional circumstance apply.

## Walkover or Forfeited Matches.

A team unable to take the field for a scheduled match due to a shortage of players or for any reason, will forfeit their match and a “Walk-over” win will be awarded to their opposition. A min. of 7 players constitutes a team ready to play in a BCL match.

A team that forfeits 2 or more matches in the season will then come under consideration by the Bangkok Cricket League to see if further acceptance in future Bangkok Cricket League seasons be allowed.

## **BANGKOK CRICKET LEAGUE – LOCAL PLAYING CONDITIONS**

### The Toss.

In accordance with tradition, the home team captain shall toss and the away team captain shall call for choice of innings. For this purpose the team named first in the fixtures list shall be considered the home team. The Umpire **does not need to** accompany the Captains and supervise the toss. It is preferred though teams should not wait for the umpire to be present to do the coin toss at the scheduled time. Captains should be in proper attire for the toss. Both the teams must have seven players ready to take the field when the toss is done. Once the toss is done, the toss winning captain must tell his decision immediate after the toss to umpires and opposition captain. Once the decision is made, it can't be changed.

Captains are required to submit a completed team sheet with full names of all players to the umpires prior to the coin toss or prior to the start of play.

### Match Balls.

**A & B DIVISION** – Match Balls to be used as supplied by the BCL. New ball for each innings.

In the event of a ball becoming wet and soggy because of surface water on the ground, or a ball becoming significantly discolored and in the opinion of the Umpires, unfit for play, the ball may be replaced with a ball that has had a similar amount of wear provided it is not out of shape. **Teams must have a supply of extra match balls at each game.** Either batsman may raise the matter with Umpires, and the Umpires decision as to the replacement or otherwise will be final.

The Umpire shall retain possession of the match ball (s) throughout the duration of the match when play is not actually taking place.

### Attire.

All players are requested to be suitably attired for all games.

- Colored cricket shirt and white or colored cricket pants are requested.
- Full colored clothing is allowed
- No spiked footwear should be worn on any artificial playing surface. **Metal spikes and Rubber detachable spikes are not allowed on any artificial playing surface.**

### Helmets.

All players are advised that the wearing of helmets is highly recommended as a safety aspect of the game.

- All players under 18 years of age or any Female player **must wear** a helmet when batting and wicket keeping and **shall not** be allowed to be a fielder within 6 meters in front of the batsman.
- BCL strongly recommends that all players are to wear a helmet when batting.
- This means all batsman must wear helmets. (Please help to see BCL Helmet Rule)
- All wicket keepers standing up to the wickets **MUST** wear a helmet
- Refer to attachment at end of playing conditions.

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## **Umpires.**

The Bangkok Cricket League will endeavor to supply at ***least one umpire per game*** throughout the season. If no umpire is present, both teams should supply umpires who should be competent and umpire within the spirit of the game and with a view of being neutral towards both teams.

## **Man of Match Awards**

A Man of the Match award will be given to a player at the end of each match. This decision will be made by the umpires present at the game however the umpires may consult captains for opinions if they wish. In the result where no umpires are present, both captains should come to an agreeance as to who the award shall be given to. If no award is present, please contact the League co-ordinator after the game. The award does not have to be awarded to a member of the winning side, it can come from either side in the view of the officials.

**Scoring.** It is the responsibility of each team Captain to provide a scorer who is cognizant of the fundamentals of cricket. At the end of each innings the captains and umpires are to check, agree and sign the score books or electronic scoring devises. A final score including runs scored and wickets lost must be agreed on and signed off. Teams must sign and email their score summary sheets (i.e., Both teams) to the present Bangkok Cricket League Statistitian within 7 days following each match. **Failure to do so will result in a deduction of 0.5 points from the league table.**

## **RESULTS AND LEAGUE POINTS**

### **General:**

A result can only be achieved in A & B Division if both teams have batted for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. All games in which one or both teams have not had the opportunity of batting for a minimum of 10 overs, shall be deemed a No Result and points allocated accordingly. Bonus points do still apply for these matches.

### **Points System**

#### **ALL DIVISIONS**

- Win = 2 points
- Draw / Tie = 1 point
- No Result = 1 point
- Abandoned /Cancelled Match = 1 point.

### **Preliminary Rounds.**

At the conclusion of preliminary rounds of matches for all divisions, placing for teams entering finals will be determined as follows

- Team with the highest league points will be placed at the number 1 spot in the table and table position determined as such.

Where teams finish with equal points, the following will determine placings.

- Team with the best Net Run Rate will be deemed the higher placed team
- Net Run Rate defined as the below and noted by % on the Points Table.

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.



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## **Finals Rounds**

### **A & B Divisions**

- Elimination Final – Team #3 Vs Team #4 (Winner proceeds to Semi Final. Loser eliminated)
- Preliminary Final – Team #1 Vs Team #2 (Winner proceeds to Grand Final. Loser proceeds to Semi Final)
- Semi Final – Winner of Elimination Final Vs Loser of Preliminary Final (Winner to Grand Final)
- Grand Final

## **Finals Matches (Results)**

- **Grand Final** - if no result or a tie is determined in this game, the team having the higher position in the league table at the end of the preliminary games will be declared the winner. The Duckworth-Lewis method will be used if required to determine a result in the Grand Final. 10 overs minimum per team constitutes a game. *A reserve day will be set aside for the Grand Final if the original scheduled date cannot be started.*
- **Semi-Final** - if no result or a tie is determined in this game, the team having the higher position in the league table at the end of the preliminary games will be declared the winner. The Duckworth-Lewis method will be used if required to determine a result in the Semi-Final. 10 overs minimum constitutes a game. *No reserve day will be set aside for the Semi Final.*

## **PROMOTION & RELEGATION**

### **A & B Divisions**

#### **B DIVISION**

- Top One (1) Teams in B Division will be promoted to A Division for the following season.

#### **A DIVISION**

- There is No Promotion for A Division teams into Premier Division.
- Bottom Two (2) Teams in A Division will be relegated to B Division for the following season.
- Top team is defined as the team winning the Grand Final.
- Bottom team is defined as the team being at the bottom of the point's ladder at the end of the season.
- Promotion and Relegation is at the discretion of the BCL Organizing committee and during some seasons may not apply due to team numbers in a Division
- No two teams from the same club can play in the same division.

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## **B.C.L. “HOUSE” REGULATIONS AND RULES**

### **Artificial Playing Surfaces**

The following will apply to all league games being played on an artificial surface

- **No spiked footwear should be worn on any artificial playing surface.** Metal spikes and Rubber detachable spikes are not allowed on any artificial playing surface
- When a ball is bowled and it is **pitched off the artificial playing strip**, umpire shall call a “**NO BALL**” and that ball continues to be in play. Any runs scored off the bat or as byes etc shall count.
- When a ball is bowled and it is pitched on the **edge of the artificial playing strip** which in turn causes the ball to deviate erratically, umpire shall call a “**NO BALL**” and that ball then becomes a **dead ball** and play shall stop. No runs apart from the No ball penalty shall be scored.
- A **NO BALL** called as shall incur a penalty of a **FREE HIT**.
- When a ball is thrown by a fielder and it hits the edge of the artificial playing surface which causes the ball to deviate erratically, umpires will immediately call dead ball. Runs in progress shall count until the call of dead ball.

### **Boundary and Boundary Markers**

When single boundary markers (cones, poles, soccer goals) are being used, the boundary will be determined by a straight line between each boundary marker. When a rope or a line is being used, that line or rope will be the boundary.

### **The Ball – Mode of Delivery – No Ball**

The Umpire at the bowler’s end shall call and signal “No Ball” if a ball which the Umpire considers having been delivered:

- bounces **MORE** than once prior to reaching the batting crease.
- rolls along the ground
- comes to rest **before** it reaches the striker or if not otherwise played by the striker before it reaches the popping crease. If the ball comes to rest in such circumstances, the Umpire will call “No Ball” and then immediately dead ball.
- Delivered underarm

### **Additional Calls of No Ball**

- **Short-pitched Bowling – No short-pitched bowling** allowed in the 25 Over Leagues. This is in the interest of safety to all players. A short pitch ball shall be determined as a ball that is above shoulder height. If the ball is deemed to be higher than the batsman’s shoulder, then it **WILL** be called a **NO BALL**.
- **High, Full-pitched Bowling** - A high, full-pitched ball shall be defined as a ball that passes, or would have passed, on the full above waist height of a batsman standing upright **at the crease**. Should a bowler bowl a **high full pitched ball**, the non-strikers end Umpire shall call and signal “No Ball”. This rule applies to either a fast or slow ball.
- **Additional Calls of No Ball shall apply to the below but not limited to**
  - Fair Delivery – The Arm
  - Fair Delivery – The Feet either front foot or back foot.
  - Bowler Breaking the wicket in delivering the ball
  - Infringement of other Laws noted as a NO BALL.

**ALL NO BALLS OF ALL KIND WILL NOW INCUR A PENALTY OF A “FREE HIT” TO THE BATTING SIDE**

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## **Wide Bowling**

Umpires are instructed to apply very consistent interpretation with regards to this Law to prevent negative bowling wide of the wicket.

Any offside or leg side delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a “Wide”.

As a guide , refer to the below:

- **LEG-SIDE:** Any ball passing down the leg side, outside of the leg stump, behind the batsmen legs is considered a wide. If the ball touches any part of the batsmen or their gear it would not be considered a wide.
- **OFF-SIDE:** A ball which passes the batsman outside the line of the off-side maker (a line drawn 75 cm from the off Stump), as a guide, should be called a wide.

## **Overs being Bowled.**

**A & B DIVISION** – No player will bowl more than 5 overs in an innings or 20% of the total overs allocated in the innings which ever is the greatest..

## **Fielding Restrictions**

The following will apply to all league games:

- For A & B Division, only a maximum of 2 fielders are allowed to be outside the 30 yard circle for the first 8 overs or 30% of the allocated overs for that match.
- For A & B Division, from overs 9 thru 20 inclusive, only a max of 4 fielders are allowed to be outside the 30 yard circle.
- For A & B Division, from overs 21 thru 25 inclusive, only a max of 5 fielders are allowed to be outside the 30 yard circle.
- In the case of the overs being adjusted for a game, the umpires will be the sole adjudicators of rearranging the number of overs to come in line with the above fielding restrictions.
- For A & B Division, there will be **NO REQUIREMENTS** for compulsory “close in” fielders or fielders in “catching positions” for any amount of overs
- At the instant of delivery, there may not be more than 5 fielders on the leg side.

## **FIELDER’S ABSENCE; SUBSTITUTES**

Substitute fielders

The umpires shall allow a substitute fielder

- if they are satisfied that a fielder has been injured or become ill and that this occurred during the match..
- or any other wholly acceptable reason.
- If a player leaves the field of play not under any of the above accepted reason, he may only have a substitute replace him with permission of the opposition captain.

A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

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If a player is absent from the field for longer than 2 overs whilst his team is in the field, the following penalties shall apply to their future participation in the match:

- The player shall not be permitted to bowl in the match until he has been able to field for the same amount of overs that he was off the field.
  - EG: Player off field for 6 overs – needs to be on the field for 6 overs before he can bowl
- If the player is absent from the field whilst his team is in the field for 15 overs or more, then that player will not be allowed to bowl nor should that player be allowed to bat until 10 overs has been completed when his side is batting or until 5 wickets have been lost (whichever is the first to occur)
- If a team is batting first and they have any listed players absent for 15 overs or more during their innings, then that player shall not be allowed to bowl until after the 10<sup>th</sup> over when they take the field.
- Umpires shall be the sole adjudicators of the above.

There shall be no penalties if a player has left the field due to one of the below circumstances.

- They have suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.
- In the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.
- The player is absent from the field for a period of 2 overs or less.
- During religious holidays, i.e. ramadan, then these restrictions will be relaxed for both sides and all players.

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## SEASON 2022-2023 QUALIFICATIONS AND RESTRICTIONS

### PREMIER DIVISION FINALS

- To qualify to play in the Premier Division Finals' Series, 7 players of the intended team of 11 must have played or have been listed to play **5 games in Premier Division** while the remaining members of the finals playing team must have played or have been listed to play **3 games in Premier Division**

### A DIVISION FINALS

- To qualify to play in the A Division Finals' Series, 7 players of the intended team of 11 must have played or have been listed to play **7 games in A Division** while the remaining members of the finals playing team must have played or have been listed to play **5 games in A Division**

### B DIVISION FINALS

- To qualify to play in the B Division Finals' Series, 7 players of the intended team of 11 must have played or have been listed to play **5 games in B Division** while the remaining members of the finals playing team must have played or have been listed to play **3 games in B Division**
- Any request to deviate away from the above must be in writing and submitted to the Bangkok Cricket League coordinator prior to any finals games and this request must be approved prior to the finals' games.*
- Any special request for a non-qualified player which is granted by the BCL for any finals' games, the below restrictions will be put in place.
  - The approved player shall not bowl more than 3 Overs
  - The approved player will not bat higher than position #9.

## SEASON 2022-2023 RESTRICTIONS

### PREMIER DIVISION

- Once a player plays **4 or more games in Premier Division** which will include preliminary games, semi finals or finals, then that player will not be eligible to play in any lower division matches

### A DIVISION

- Once a player plays **5 or more games in A Division** which will include preliminary games, semi finals or finals, then that player will not be eligible to play in any lower division matches
- Any request to deviate away from the above must be in writing and submitted to the Bangkok Cricket League coordinator prior to any games and this request must be approved prior to the games.*