



SCF League Rules and Playing Conditions



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Svenska Cricketförbundet

SCF League Rules

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1 Chapter 1: The League

1.1 Fixtures

- 1) Matches shall be played on the date specified by the League Schedule published by the Executive Council on SCF web site. Matches can only be rescheduled under exceptional circumstances.

1.2 Points Allocation

- 1) Points in the league matches will be allocated as follows.
 - a. **Win:** 3 points for winning team and 0 points for losing team
 - b. **Tie:** 1.5 points for each team
 - c. **Draw (rained-off/abandoned matches with no result):** 1.5 points for each team.
 - d. **Walkover:** 3 points for the team that receives walkover. The team that gives the walkover will receive a financial penalty of 500kr and deduction of 3 points from its league's accumulated points for the current season. Teams giving 2 walkovers in any format will be disqualified from the league in that format.
- 2) A match is considered tied if both teams have equal scores at the end of their allocated overs. No run rate or wickets count shall be considered to declare one team as a winner.

1.3 Semifinal and Final

- 1) There are two days allocated for completing the semi-final and final games. The following will apply:
 - a. If the game is not completed on the first day of play, the same game will continue the next day; bearing the same situation where the match was stopped on the first day. (For example if a reduction in target and overs is done on the first day the same situation will continue the next day).
 - b. No re-match will be played.
- 2) In case of non-completion of match even on the reserve day; the winner will be decided as follows:
 - a. Team with more points in the league.
 - b. Team with higher NRR in the league (counted to 2 decimal places)
 - c. In case both the teams have the same points and NRR, then the decision will be made by super-over.

1.4 Promotion and Relegation

- 1) At the end of season 2018, the top 4 teams from each division will be promoted to the next higher division while the bottom 4 teams in each division will be relegated to the next lower division. Where the divisions are split the top 2 and bottom 2 teams from each sub-division will be promoted or relegated as appropriate.
- 2) No clubs can have two teams in Elite division. It is permitted in other divisions if teams will finish in same division due to promotion or relegation. Where a club has more than one team in the same division, then the fixtures between those teams are



to be the first played at the beginning of the season. Clubs will also have to nominate their players for the teams at the start of the season; no player will be allowed to play for more than one team.

1.5 Offence Levels

- 1) Please refer to “**SCF Code of Conduct and Spirit of Cricket**” for further information.

1.6 Discipline and Code of Conduct

- 1) The Captains specifically, and players generally, are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws, By-Laws and Special Rules.
- 2) It shall be a disciplinary offence for any player or team, in the course of or in connection with a match or any other circumstances, to act in a manner likely to prejudice the good name of the SCF, and the individual and/or club committing the offence shall be liable to a penalty.
- 3) Serious offences will result in suspension from the match in accordance with Law 42.
- 4) For further information regarding disciplinary issues please refer to “**SCF code of conduct and spirit of Cricket**” document on SCF website.

1.7 Player’s Eligibility

- 1) No player should be allowed to play in a semi-final or final unless the player has played a minimum of TWO matches in the same format and in the same season for his/her team. Selection for participation in a match that resulted in a received walkover shall count as participation in a match. Participating as a substitute fielder does not count as participation in a match. If one team gave walkover or one match has been rained off then players included in the nominated playing XI in those matches will be counted as participants in that match.
- 2) Any player who has played one match for a club in any format is not allowed to change clubs for the rest of the season. Special permission may be granted by SCF Executive Council in case the player in question has moved to another city at least 100km away from the club’s registered address during the season.
- 3) Following shall apply only to those clubs that has more than one team playing in SCF league.
 - a. A player can be associated to only ONE team/squad within a club in a particular format.
 - b. Once a player has participated in a higher division, he is not allowed to play any match in the lower division in the same format for the rest of the season. For the purposes of player eligibility SCF’s 30-over, 40-over and 50-over league are to be considered one format, and the T20 leagues will be considered a separate format.
 - c. A player from lower division team can switch to higher division team only once within same club in the given format (T20, 30-overs, 40-overs or 50-overs).
 - d. Clubs are allowed to field players from the lower division in their higher division.



e. These rules are applicable to everyone, regardless of age, but not women.

Clubs breaching this rule (1.7.3) will be fined 500 SEK, deducted 3 points and any match won will be deemed lost with points going to the opposition.

1.8 Player Transfer

- 1) Players are allowed to change clubs once a season with 500 SEK as transfer fee to SCF. Once the transfer fee is paid to the SCF, it is considered as an official transfer and the player should not be allowed to transfer to another club or back to the mother club in the same season regardless of if the player has played any game or not for the new club.
- 2) The transfer is NOT considered "APPROVED" until SCF has received the transfer fee in SCF account. No Screenshots or receipts of payments will be accepted.
- 3) If the transfer is in the higher division then the parent club should be paid 1500 SEK in compensation. If transfer is in the same division or in a lower division then there will be only 500 SEK transfer fee to SCF.
- 4) If one player joins a new team in a lower division than his/her mother club but his/her new club has other team in higher division as well then the said player can only play in higher division when he/she will pay 1500 SEK to mother club. The level of any player is defined by majority of matches he or she played for his or her club in any one division. For example if a player played 10 Division 1 matches, 8 Elite matches and 4 Division 3 matches then he or she will be considered a Division 1 player.
- 5) This rule does not affect anyone who moved from one city to another more than 100km from their parent club.
- 6) Clubs playing with ineligible players will be fined 1500 SEK, deducted 3 points and any match won with ineligible players will be deemed lost with points going to the opposition. Clubs must have a registration procedure or documentary evidence for new players joining them. If a club fails to present any documentary evidence in a scenario where a player have found to be represented multiple clubs, the Club will incur penalties.
- 7) All member clubs will make mandatory registration of players on idrottonline, and any other systems as deemed necessary from time to time, with full personal numbers. All asylum seekers will be allowed to play with LMA number and any other registered document. Coordination numbers will also be considered as personal numbers. Players with Coordination numbers (samordningsnummer) should be registered with their CORRECT home address "folkbokföringsadress" and a valid personbevis should be shown immediately when requested by SCF.
- 8) Clubs are only allowed to field ONE overseas player in their playing XI in any match. Overseas player is defined as a player who does not have a Swedish personal number or any other registration number issued by the Swedish authorities. It will be the Umpire's duty to make sure that this rule is strictly followed. Umpires must take a group photo of both the playing XIs on the day of the match and send it to SCF along with the scorecard.



- 9) There will be no restrictions for female players to play in any division or format.

1.9 Awards

- 1) All teams will be judged by Umpires after every match and will be marked out of 5 points for their good behavior and sportsman like conduct on the pitch. 5 are the highest marks one team can get. Umpires should report the sportsmanship marks after each match along with the scorecard to the webmaster.
- 2) The Captains for all the teams will be asked to rate Umpires after each match. At the end of the season the best Umpire with highest ratings will be given a special award. Marks out of 5 where 5 is the highest one can get. Captains have to report the Umpire ratings after each match.

2 Chapter 2: Officials

2.1 Umpires

- 1) There will be at least one, preferably two, neutral Umpires for all matches. Umpires will be appointed by SCF Officials Committee (DPK). With only one neutral Umpire is available he/she will stand at the bowler's end at all times. The striker's end Umpire shall be provided by the batting team.
- 2) In the absence of a neutral Umpire/s, it is the responsibility of the Captains to agree on Umpires. It is recommended that an Umpire/s from a non-playing team is appointed.
- 3) The neutral Umpire/s shall be the sole judge of the fitness of the grounds, weather and light for play. In the absence of an appointed Umpire/s, both Captains must agree on the fitness of the playing conditions otherwise there will be no play, and the match will be considered tied.
- 4) Club Umpires will be administered by DPK. In the event that a club Umpire does not turn up for his/her designated match he/she be fined 1000 SEK, this money will be deducted for any match fees due. If this is not paid within 14 days the offending club will be penalized by a reduction of 3 points from their league table.
- 5) Although it is not the responsibility of the Umpire to keep score, he/she must be able to satisfy himself that the score is correct at all suitable intervals in play.
- 6) The neutral Umpire/s is the sole decision maker in all the situations arising before and during a match.
- 7) The obligations and responsibilities of the Umpire include:
 - a. Arrive at the ground at least 20 minutes before the scheduled start of play.
 - b. Confer with the Scorers and agree any pre-signals, match timings etc.
 - c. Check that the ground, playing area and other equipment needed for the match are adequate and safe.
 - d. Obtain team sheets from both sides before the toss and take a group photo of the playing XI's before the match starts.
 - e. Confer with the Captains to remind them about playing conditions, match timings etc.
 - f. Make the toss at least 15 minutes before the scheduled start of play



- g. Ensure that the match is played in accordance with the Laws of Cricket and these SCF Playing Conditions.
 - h. Communicate with the Scorers using the radio (if provided) to inform them about bowling changes, methods of dismissal etc.
 - i. Make a decision about reduction in target and overs (including the reduction of number of overs a bowler can bowl) etc. in case of bad weather.
 - j. Make sure that the match starts and finishes on time.
 - k. Check the result with the Scorers, sign the written scoring record with the Captains, and declare the winner at the end of the match.
- 8) Umpiring Fees for completed matches (paid by SCF)

	T20	30- overs	40-overs	50-overs
Umpire with no qualifications	250 SEK	300 SEK	400 SEK	500 SEK
Umpire Grade 1 (Sweden)	300 SEK	350 SEK	450 SEK	550 SEK
Umpire Grade 2 (Sweden)	350 SEK	400 SEK	500 SEK	600 SEK
Accredited Umpire ACO Level 1	400 SEK	450 SEK	550 SEK	650 SEK
Accredited Umpire ACO Level 2	450 SEK	500 SEK	600 SEK	700 SEK

- 9) For any travels more than 70 km (to and from the playing ground) SCF will reimburse the cost according to Skatteverket regulations.
- 10) All Umpires must be smartly dressed. SCF has provided each club with an umpiring jacket. It is compulsory that ALL standing Umpires, including square leg Umpires should be wearing these jackets. It is the Captain's responsibility to have those jackets available at every match. Failure to provide these jackets to the Umpires will incur a 250 SEK fine (if not paid within 14 working days, 1 league point deduction). These jackets will remain SCF property and in case of loss will incur a fine of 500 SEK to the club. Umpires may wear ECB ACO clothing if preferred.

3 Chapter 3: Before the match

3.1 Length of the matches & Time keeping

- 1) All matches in 50 overs league shall consist of no more than 50 overs per side. All matches in 40 overs league shall consist of no more than 40 overs per side. All matches in 30 overs league shall consist of no more than 30 overs per side. All matches in T20 league shall consist of no more than 20 overs per side.
- 2) All matches shall ordinarily start according to the time stated in the league schedule.
- 3) The toss shall be conducted between at least 15 minutes prior to the start of the game. In the event that Captains are not present, then teams must nominate a deputy for this purpose. Once the toss is made, the decision to bat or field should be made immediately by the winning Captain.



- 4) Delays caused by a team before the match starts will be penalized by a reduction in their batting overs. 1 over is to be deducted for each 4 minutes lost. No deduction shall be made for the first 15 minutes of playing time lost. For example if the start of a 50 over match is delayed for 40 minutes due to bad weather then the time that causes overs reduction is $40 - 15 = 25$. The total number of overs lost is $25 / 4 = 6.25$ overs = 6 overs rounded to the nearest whole number, so total overs played by the offending team shall be reduced to 44 in a 50 over match.
- 5) Any team causing delay of 45 minutes, shall forfeit the game. In such a case, the match shall be counted as a walkover.
- 6) In exceptional circumstances a new start time can be mutually agreed upon by the two Captains and the Umpires, providing the late team has called in the Umpire explaining the situation. This exception can only be granted if the ground is not required for a later game on the same day.

3.2 Home Team Responsibilities

- 1) The Home team is responsible for arranging the ground and making sure that the pitch and ground are in approved playing condition to conduct the match. Home teams must provide stumps & bails, scoreboard, table and chairs for the Scorers, boundary markers (if boundary is not marked), and inner-circle discs (if not marked). The pitch mat, if used, must be properly secured. Umpires must follow these guidelines to make a decision about the fitness of the ground. The home team should be given the possibility to make good the ground within reasonable time, but if all the deficiencies cannot be made good the ground must be declared unfit. Photo evidence should be provided in case off match being called off.
- 2) Home team also ensure that they have basic facilities available for the players. e.g. drinking water and toilets.

3.3 Match Formalities

- 1) The Captains must provide a written team list to the Umpires and Scorers before the toss. This must be on paper – emails and SMS etc are not acceptable. The team list must contain the player's registered name, as it appears in the SCF system, and their shirt number. The Captain and Wicket Keeper must be identified. Only these 11 nominated players may bat, bowl or keep wicket during the match. In the case of a walkover, a team list for the team receiving the walkover should still be submitted to the Umpire, or if that is not possible, submitted to a member of the SCF board no later than 24 hours after the scheduled start of the match.
- 2) All league games must be played with white balls approved and provided by SCF for the purpose of league matches.



4 Chapter 4: During the match

4.1 Timings

- 1) Recommended Timelines for the game (excluding drinks breaks) are:

Format	1 st Innings	Interval	2 nd Innings
50-overs	3 hours 20 mins	40 mins	3 hours 20 mins
40-overs	2 hours 40 mins	30 mins	2 hours 40 mins
30-overs	2 hours	20 mins	2 hours
T20	1 hour 20 mins	20 mins	1 hour 20 mins

- 2) A drinks break of 5 minutes shall be taken halfway through each innings. In 50 over matches two 5 minute drinks breaks shall be taken after the 15th and 30th overs.
- 3) It is the responsibility of the fielding team Captain to ensure that a reasonable over rate (15 overs/hour) is maintained. Umpires will advise Captains when over rates deteriorate.
- 4) If the team bowling first does not complete their allocated overs within stated time, a reduction of their batting overs occurs at 1 over/4 minute (rounded to the nearest whole number of overs).
- 5) If the team bowling second does not complete their allocated overs within stated time, a penalty of 1 point is deducted from that team's points unless the neutral Umpire deems the fielding side had any extenuating circumstances.
- 6) Major violations of the recommended timelines are to be considered a disciplinary matter which should be reported by the Umpire.

4.2 Player's kits and Equipment

- 1) The standard dress is coloured kit chosen by the clubs. A player not properly dressed is not permitted to play except with the consent of the opposing Captain and neutral Umpire. Coloured pads must be used by both batsmen at the crease.
- 2) No player is allowed to set foot on any kind of artificial pitch if they are using metal spikes. A violation will incur 25 penalty runs awarded to the opposing team.

4.3 Law of Cricket

- 1) All matches will be played in accordance with the Laws of Cricket (2017 Code) unless expressly modified in this document. In case of discrepancy the Laws will have precedence.

4.4 Inclement Weather

- 1) Calling off the game before game time:
 - a. Games should not be called off in advance even if there are chances that it may rain or snow. It is recommended by SCF that the teams and neutral



Umpire should be present at the start time to make a decision about the match.

- b. In case of heavy rain or snow on the morning of the game, the game can be called off with mutual agreement by the two team Captains 90 minutes prior to the official game start time without requiring the presence of any other player/official at the ground. Team Captains should notify all parties involved and SCF via email.
 - c. The neutral Umpire appointed for the game or the designated club for the umpiring duty is to be notified immediately by the home team Captain (at least 90 minutes before the start of the game).
 - d. If no play is conducted during the day, then match will be declared tied and both teams get 1.5 points and there will be no rescheduling.
- 2) Match hindered by bad weather during play:
- a. A league match can produce a result if a minimum of 50% of the scheduled overs are played by each team. The Umpire will notify the stoppage time to both Captains.
 - b. For the first time delay (e.g. owing to bad weather) no matter the stoppage occurs during the first or in second innings no reduction in overs is made for the first 30 minutes of stoppage time. There will 30 minutes extra which will be added in the scheduled time.
 - c. During the first innings play, if the first time delay continues after the first 30 minutes, a reduction of 1over/4 minutes is carried out. The same rule applies for second and any subsequent delay.
 - d. During second innings play, a reduction of 1over/4 minutes is carried out (provided if there was a stoppage of play in the first innings. If there was no stoppage in the first innings then no deduction in overs is carried out for the first 30 minutes).
 - e. The revised targets in case of rain affected matches are calculated using the Duckworth-Lewis-Stern (DLS) method. The neutral Umpire should make the calculation and advise the Captains and Scorers of the revised number of overs and target score.
 - f. The neutral Umpire is the sole judge of the fitness of the ground, weather and light for play. In the absence of a neutral Umpire, the play can only continue if both Captains agree on the fitness of the playing conditions. Players' safety should be considered at all times.

4.5 Bowling

- 1) Each bowler shall bowl no more than one fifth of the total overs agreed prior to start of the game. If the maximum numbers of overs per innings is reduced due to stoppage of play during the innings the maximum number of overs per bowler shall be recalculated by the neutral Umpire.

4.6 Refusal to Play

- 1) If a team or player refuses to play for any reason the procedure in Law 16.3 must be followed. The Umpire must report the refusal to SCF. This may result in the match



being awarded to the other team and disciplinary action including fines and deduction of points.

4.7 Super Over

- 1) In the event of no result being obtained by regular methods stated above and where there is no reserve date on which to play the game, a super-over will take place to achieve a result.
- 2) The following shall also apply in respect of super-over:
 - a. The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.
 - b. Same rules as per Law of Cricket and SCF League rules shall be applied.
 - c. Team that scores the most in the super-over shall be declared winner of the game.
 - d. If both teams score the same in super-over, then match will be declared "tie".

5 Chapter 5: After the match

5.1 Notification of Result

- 1) The Umpires and Scorers must agree the result at the conclusion of the match.
- 2) Both Captains and the Neutral Umpire(s) must sign the written scoring record as soon as it is completed at the conclusion of the match.
- 3) If a completed scorecard cannot be sent electronically to the Umpire he/she must take a photograph of the completed and signed scoring record.
- 4) The Neutral Umpire must update the SCF system with the scorecard for the match within three days. If this is not done by the Neutral Umpire within 3 days, SCF shall not be liable to pay any fees to the Umpire, and the club meant to provide the Umpire will incur a penalty of 500 SEK (payable within 14 working days and failure to pay the fine will result in deduction of 3 points from the league table). Where there are two Umpires on duty, both Umpires can agree with each other who should submit the scorecard. In an event of a disagreement, the Umpires can do a toss in front of the winning Captain to decide who should send the scorecard.

6 Chapter 6: Alterations and Additions to Law of Cricket

6.1 Law 26 – Practice on the Field

- 1) Players and Umpires are reminded of the provisions of Law 26.1.1 which states that no practice is permitted on the pitch at any time on the day of the match.

6.2 Law 28 – Fielder

- 1) In addition to Law 28 following restrictions on the placement of fieldsmen shall apply
- 2) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 3) Additional fielding restrictions shall apply to certain overs in each innings as per the following table.



Format	First Fielding Restriction	Second Fielding Restriction
50-overs	First 10 overs	between 11 th – 40 th overs
40-overs	First 08 overs	between 9 th – 32 nd overs
30-overs	First 07 overs	between 8 th – 24 th overs
T20	First 06 overs	

- 4) Two semi-circles shall be drawn on the field of play. The semicircles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- 5) During the **First Fielding Restriction** overs, maximum **two** fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- 6) During the **Second Fielding Restriction** overs, no more than **four** fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- 7) During the **non-Fielding Restriction** overs, no more than **five** fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- 8) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 9) In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal 'No Ball'