

JCA APPLE COAL LEAGUE 2011-12

PLAYING CONDITIONS

A. LEAGUE FORMAT

A.1 Round Robin Stage:

- 14 teams have confirmed their participation in the league.
- Each team play 11 games in the Round Robin Stage, with each team drawing byes against 2 other teams.
- Winning points and Bonus points are awarded as per details in Section B.
- At the conclusion of the Round Robin Stage each team is awarded a Ranking based on accumulated team points.

A.2 Knock-Out Stage:

- The Knock-Out Stage will be conducted upon conclusion of the Round Robin Stage.
- Teams ranked 1 and 2 will qualify directly for the Semi Finals.
- Teams ranked 3 and 4 will qualify directly for the Quarter Finals.
- Teams ranked 5 to 8 will qualify for the Pre-Quarter Finals, with the winners advancing to the Quarter Finals.

The Knock-Out Stage Schedule will be as follows:

PRE-QUARTER FINALS:

Match A -	Team ranked no. 5	vs.	Team ranked no. 8
Match B -	Team ranked no. 6	vs.	Team ranked no. 7

QUARTER FINALS:

Match C -	Team ranked no. 3	vs.	Lowest ranked Winning Team of Pre Quarter Finals
Match D -	Team ranked no. 4	vs.	Highest ranked Winning Team of Pre Quarter Finals

SEMI FINALS:

Match E -	Team ranked no. 1	vs.	Lowest ranked Winning Team of Quarter Finals
Match F -	Team ranked no. 2	vs.	Highest ranked Winning Team of Quarter Finals

FINAL:	Winner of Match E	vs.	Winner of Match F
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Note: A Reserve day is allocated for play for the FINAL ONLY



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B. POINTS AND RANKING SYSTEM / REPLAY OF MATCHES.

B.1 POINTS SYSTEM

B.1.1 Standard Points

WIN	:	(Twelve) 12 points (no bonus points)
DRAW / TIE / NO-RESULT	:	(Six) 6 points to each team (no bonus points)
LOSS	:	(Zero) 0 points plus bonus points as per Section B.1.2

B.1.2 Bonus Points

Batting Bonus Points

125 – 174 runs scored	:	ONE (1) point
175 – 224 runs scored	:	ONE (1) ADDITIONAL point
225 or more runs scored	:	ONE (1) ADDITIONAL point

Bowling Bonus Points

4 – 6 wickets	:	ONE (1) point
7 – 8 wickets	:	ONE (1) ADDITIONAL point
9 – 10 wickets	:	ONE (1) ADDITIONAL point

B.1.3 Penalty Points

Forfeit	:	SIX (6) points deducted under conditions as described in Forfeit of Match (Section C.1.3)
Score sheet Penalty	:	ONE (1) point deducted under conditions as described in Deadline for submitting Score Sheet Summary (Section D.1)
Umpiring Penalty	:	Please refer to Section D.3

B.2 RANKINGS

The Standings in the League Table shall be determined based on the following order of Merit:

B.2.1 Ranking by Points

The Team gaining more points shall rank higher in the standings.

B.2.2 Ranking by Most Wins

In the event of 2 or more teams having the same number of points, the team with the greater number of wins shall be ranked higher in the standings.

B.2.3 Ranking by Net Run Rate

In the event of 2 or more teams having the same number of points and the same number of wins, then the team with the higher Net Run Rate shall be ranked higher in the standings, as explained in Section G.

B.2.4 Ranking by Net Run Rate of team Concerned

In the event the ranking cannot be determined by Points (Section B.2.1), Most Wins (Section B.2.2) or Net Run Rate (Section B.2.3), the ranking shall then be determined by taking into account the Net Run Rate of the matches played between the teams concerned.

B.2.5 Ranking by Toss of a Coin

In the event the ranking cannot be determined by all the above, the ranking shall then be determined by the Toss of a Coin, with the winner of the toss being ranked higher than the other team in the standings.



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B.3 REPLAY OF MATCHES IN KNOCK-OUT STAGE

- B.3.1 In the event of a match in the Knock-Out stage (i.e. Pre-Quarter Finals, Quarter Finals or Semi Finals) ending in a TIE, or if the match is prevented from being started or completed as stipulated in the Weather/Calamity Rule (Section C.1.1), the winner shall be determined by the final ranking in the league table at the end of the Round Robin Stage, with the team placed higher in the table advancing to the next stage.
- B.3.3 If the Washed out match is the FINAL, it shall be replayed on the reserve day and if the game is washed out on the reserve day as well, then the BOWL-OUT method (see Appendix 1) shall apply to determine the winner.

This rule shall not be applicable for the Round Robin Matches.

C. RULES / REGULATIONS / PLAYING CONDITIONS.

C.1 GENERAL RULES AND REGULATIONS

C.1.1 Postponement of Matches

No requests for postponement or rescheduling of league matches shall be entertained during the season. However, in case of extraordinary circumstances the rescheduling shall be at the sole discretion of the JCA committee, subject to availability of venues.

C.1.2 Weather/Calamity Rule

In case of Natural or Artificial Calamities including but not limited to riots, strikes, earth quakes, unplayable ground conditions or any other situation under the fair opinion of the umpires, resulting in prevention of a match from being started or completed (except as noted in Section C.3.2), then such match shall be declared a NO-RESULT. Points shall be awarded to each team as per Section B.1.1. Such a fixture shall not be rescheduled for Round Robin Matches.

C.1.3 Forfeit of Match

- In the event where a team is unable to field a side, the match shall be automatically forfeited.
- WIN Points are awarded to the opposing team (which has fielded a full side during the match) as per Section B.
- Penalty points as per Section B.1.3 shall be applicable in event of a team forfeiting the match.

C.1.4 Player Registration / Transfer of Players

- It is the responsibility of each team to register its players with the JCA by completing the Player Registration Form which is available on the JCA website and emailing it to the JCA Secretary (William Noronha – William@eureka.lk) and JCA Statistician (Randy Reckerman – reckerman@gmail.com). This initial list should be submitted by latest 10th September 2011.
- Subsequently, all teams must inform the JCA Secretary and JCA Statistician whenever they have a new player/s in the team who is/are not registered for that team with the JCA. Any such player/s shall NOT be allowed to play a game without prior registration. Registration of additional players should be sent via email, SMS or BBM to the JCA Secretary and JCA Statistician by latest the morning of the game. Acknowledgement by the JCA Secretary or JCA Statistician is taken as confirmation of registration of the said player/s.
- A Player is allowed to change his team only ONCE during the league season, on or before 31st December 2011. Thereafter, under no circumstance shall a player be allowed to change teams.
- Once a player changes his team and plays for a new team, he shall remain with the new team for the remainder of the league season.



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- A player is NOT ALLOWED to play more than 11 games during the Round Robin Stage, irrespective of the number of teams he has played for during the season.

C.1.5 Player eligibility for KNOCK-OUT STAGE

For a player to be eligible to play in the Knock-out stage, the player must have played at least 2 games for that team during the Round Robin Stage.

C.2 GENERAL PLAYING CONDITIONS

C.2.1 Start and Cessation Times

- The toss of the coin shall be done at 8.45 am on the day of the game.
- All games shall commence at 9.00 am.
- At the toss of the coin both captains must submit a team list to the umpires.
- In case of a team having 6 or less players at the time of commencement of the first innings, unless the captains agree to a delayed start, the opposing captain can claim a Forfeit.
- **Hours of play shall be as below :**
 - First Session : 09.00 am to 12.00 noon (including drink intervals)
 - Interval : 12.00 noon to 12.30 pm
 - Second Session : 12.30 pm to 3.30 pm (including drink intervals)
- Each team shall be allocated 3 hours to bowl the stipulated 35 overs.
- The Fielding side gets an average of 4.5 minutes per over.

C.2.2 Substitute Player and Dress Code

- If a player doesn't take the field before the commencement of the 15th over of the innings he shall not be allowed to play the game as a player unless the opposition captain consents. He could however play as a substitute. This rule is applicable to both teams whether fielding first or batting first.
- A substitute fieldsman cannot bat, bowl or keep wickets.
- In the Round Robin Stage of the League, any player may be eligible to play as a substitute in a match irrespective of which team he is registered with, or played for.
- In the Knock-Out Stage of the league, for any person to play as a substitute, he/she should:
 - a) Be registered with the team for which he/she is playing as a substitute (irrespective of the number of games he has played for the team)
 - b) Should not have played for any other team during the Round Robin Stage.
- Any player entering the playing field shall be dressed in proper cricket attire (predominantly white). Shorts are permitted only with the consent of the opposing captain.

C.2.3 Runner for Batman / Retired Hurt / Retired Out & Player leaving the Field Rules

- As per the new ICC rules a batsman shall NOT be provided with a runner under any circumstance.
- If a batsman wishes to discontinue batting and leaves the field, the following scenarios shall apply:
 - **IN THE EVENT OF THE BATSMAN RETIRING BECAUSE OF ANY SICKNESS OR INJURY SUSTAINED AT ANY TIME DURING THE GAME**, then the batsman is considered



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retired hurt. The same batsman may come back to bat at any time he wishes to do so after the fall of a wicket.

- **IN THE EVENT OF THE BATSMAN RETIRING BUT NOT BECAUSE OF ANY SICKNESS OR INJURY SUSTAINED AT ANY TIME DURING THE GAME**, then the batsman is considered retired hurt. The same batsman may come back to bat at any time he wishes to do so after the fall of a wicket **ONLY IF THE OPPOSING CAPTAIN CONSENTS**.
- If the Batsman doesn't come back to play in either of the above situations he is considered Retired Out.
- Rules for leaving the field: Any player/ fielder can leave the field of play during an innings provided the umpire is informed and is OK with the reasons provided. The umpire should be informed on the return of the player back to the field.
 - If the player leaving the field returns **within 8 minutes of leaving the field**, he can bowl or bat whenever he pleases.
 - In case the player is away from the field for more than 8 minutes, he would need to wait for the time he spent outside the field (including the 8 minutes) before he can bowl or bat again.

C.2.4 Lunch and Drink Intervals

- If for some reason the 1st innings is not completed before the stipulated time of 12.00 noon, the lunch interval shall be shortened at the sole discretion of the umpires to ensure the second innings commence at 12.30 pm.
- Two drink intervals of 10 minutes each at the end of the 12th and 24th over shall be taken in both the innings.
- 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 the field without the umpires' permission.

C.3 LENGTH OF INNINGS

C.3.1 Uninterrupted Matches

C.3.1.1 Each team shall bat 35 (six ball) overs unless it is all out earlier.

C.3.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time of cessation of the 1st session, play shall continue until the required number of overs have been bowled. Unless otherwise agreed by the captains, 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.

C.3.1.3 If the team batting first is all out and the last wicket falls during the over in progress after the scheduled time for interval (i.e. 12.00 noon) the innings of the team batting second shall still be reduced as per described under Section C.3.1.2.

C.3.1.4 If the team batting first is dismissed before the scheduled time of the interval in less than the allotted number of overs, the team batting second shall be entitled to bat for the full number of overs allotted overs except as provided in Section C.3.1.3.

C.3.1.5 If by the scheduled cessation time the team fielding second fails to bowl the required number of overs, play shall continue until the required number of overs has been



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bowled or a result achieved except in case of Delayed/Interrupted Matches as stipulated in Section C.3.2.

C.3.2 Delayed or Interrupted Matches.

C.3.2.1 General

- Except as otherwise stated the objective shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- A minimum of 15 overs must be bowled by either side to constitute a match unless a result is achieved earlier, otherwise the match shall be declared a NO-RESULT.
- A team batting second shall not bat for a greater number of overs than the team batting first unless the latter was all out in less than the agreed number of overs.
- Fractions are to be rounded up in all calculations regarding the number of overs except for Net Run Rate calculation.

C.3.2.2 Delay or interruption of the First Innings

- If the first innings of the game is delayed or interrupted due to Rain or Weather/Calamity Rule, the umpires shall re-arrange the game to a less than 70-over game, based on an average of 4.5 minutes per over (**plus time for intervals/breaks as decided by umpires**), provided each team gets to bat for the same number of overs unless otherwise mentioned in Section C.3.1.
- The cut-off time for the end of the game of an interrupted game shall be extended by 30 minutes (i.e. up to 4.00 pm).
- **The lunch interval / break between innings could be reduced to a minimum of 10 minutes. The umpires could also decide to reduce the time and number of drinks breaks if they feel the need to do so.**

C.4 MATCH RESULTS

The Match result shall be as defined in the Laws of Cricket except as otherwise provided below and elsewhere in the JCA rules.

C.4.1 TIE

Except in a match being decided on better run rate (C.4.2 below), in event of both teams having scored the same number of runs in their allotted overs, the result shall be declared a TIE, regardless of the number of wickets lost by either side.

C.4.2 Incomplete Second Innings (RUN RATE)

In the event of the second innings not being completed, provided a minimum of 15 overs have been bowled during the 2nd innings, the winner shall be the team with the higher run rate (runs per over scored) at the time of stop of play.

Example: If Team one scores 105 runs in 35 overs, Average = 3.00 runs per over.
If the game is interrupted in the second innings, then the Team batting second wins if their average is more than 3.00 runs at the time of stoppage of play.



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D. SCORE SHEETS / TEAM LIST / UMPIRING

D.1 SCORE SHEETS

A uniform method of scoring should be applied by all scorers during the game ensuring use of proper and standard symbols used in the score sheets. For any team unaware of the scoring methods, they may contact the JCA for further clarification or information.

D.1.1 At the end of each game the score sheets must be duly signed and approved by both the playing captains and umpires. This rule also applies to all games with or without result.

D.1.2 It is the responsibility of the winning captain to submit the "Score Sheet Summary" within three (3) days of the match date, to the JCA Secretary (William Noronha – William@eureka.lk) and the JCA Statistician (Randy Reckerman – reckerman@gmail.com). A copy of the Score Sheet Summary must also be forwarded to the Losing Captain for reference and cross-checking before final submission to the JCA Secretary and JCA Statistician. The cut-off time for submission of the Score Sheet Summary is 5.00 pm. In the event of non-submission by the cut-off time, the winning team shall be penalized as mentioned in Section B.1.3.

D.1.3 In the event of a match resulting in a TIE or NO-RESULT, the captain of the "HOME" team, as mutually decided by the captains in consultation with both the umpires, shall be designated the responsibility of submission of the Score Sheet Summary within the allotted period.

D.1.4 It is the duty of the person submitting the Score Sheet Summary to ensure that

- a) the names listed in the Score Sheet Summary are correctly spelt,
- b) the scores tally,
- c) the Score Sheet Summary is complete.

In the event that the above three points are not followed or an incorrect or incomplete Score Sheet Summary is submitted, it shall be considered as a late submission & the winning team shall be penalized as per Section B.1.3.

(Correct names of players of all teams are listed on the JCA website www.jakartacrick.com for your reference)

D.2 TEAM LIST

All teams must submit a Team List before the start of the game to the umpires.

D.3 UMPIRE'S / CAPTAIN'S REPORT

An umpiring schedule is provided to each team at the start of the season.

All teams are required to abide by the umpiring schedule

It is the team's responsibility to ensure that umpires are sent for games required by them to officiate (the umpires could be from their team or otherwise, but the responsibility lies with the teams). Any interchanging of umpiring days may be done so within the teams on a one-to-one basis.

In the event that a team is unable to send umpires as required, the team shall have 3 points PER UMPIRE deducted from their league points. For example, if a team is required to send 2 umpires for a particular game and are unable to do so, a total of 6 points shall be deducted from their league points.

Since the minimum number of DAYS allocated for umpiring is 7 (seven), a maximum of 21 points can be deducted from the team's league points. However if a team fails to send umpires for more than 7 umpiring days, a monetary penalty of Rupiah 250,000/- shall be applied. For example, if a team has been allocated 8 umpiring days and it fails to send umpires for all 8 umpiring days, then there shall be a total penalty of 7 umpiring days x 3 points = 21 points deduction + 1 umpiring days x Rp 250,000 = 250,000 rupiah penalty, imposed on the offending team.



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A STANDARD FORM FOR THE UMPIRE'S REPORT AND CAPTAIN'S REPORT SHALL BE PROVIDED TO EACH TEAM AND ALL ARE REQUESTED TO SEND IN THEIR OBSERVATIONS ALONG WITH THE SCORE SHEET SUMMARY.

E. WIDES / NO-BALLS / FREE HIT – (Definition and Penalty runs)

E.1 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 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.

ONE RUN for a wide shall be added to the run total of the batting side.

E.2 NO BALL

E.2.1 A bowler shall be allowed to bowl one fast short pitched delivery per over. The provision for one allowable fast short pitched delivery per over does not override the rules regarding wide deliveries.

E.2.2 **A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the batsman standing upright at the crease.**

E.2.3 In the event the bowler bowls more than one fast short pitched delivery in an over, the umpire shall call and signal a NO BALL.

E.2.4 **Any FULL TOSS delivery bowled (whether Fast or Slow), and passes or would have passed above the WAIST height of the batsman standing upright at the crease shall be signaled a NO BALL by the umpire. Any Fast paced ball passing over or likely to have passed over the WAIST height of the batsman would be deemed to be a Dangerous Delivery and the umpire would then call NO BALL and also give the Bowler the First & Final Warning for Dangerous Bowling. If the bowler bowls 1 more such dangerous delivery the umpire shall signal NO BALL and instruct the bowler to cease bowling again in the innings.**

E.2.5 If the ball pitches (bounces) more than twice before reaching the batsman, it shall be called a NO BALL by the umpire.

E.2.6 If a bowler oversteps the popping crease at the time of delivering the ball, the umpire shall call such a delivery NO BALL. **If the back foot of the Bowler cuts or falls outside the Return crease (the sides of the pitch/ mat in our grounds) then it shall be called a NO BALL.**

E.2.7 An umpire may call a NO BALL if the fielding side does not adhere to the field restrictions as mentioned in Sections F.1 and F.2.

E.2.8 **An umpire may call a NO BALL if the wicketkeeper collects a ball that hasn't touched any part of the batsman, in front of the stumps.**

E.2.9 ONE RUN for a no ball shall be added to the run total of the batting side, in addition to any runs scored off that delivery.

E.3 FREE HIT

- A NO BALL called under Section E.2.6 shall be followed by a FREE HIT.
- A batsman cannot be OUT when facing a FREE HIT delivery, unless he is RUN OUT.
- If the delivery for the FREE HIT is not a legitimate delivery (i.e. it is a wide or no-ball), then the next delivery shall also become a FREE HIT for whichever batsman is facing it.
- During a FREE HIT the field placing CANNOT be changed if the same batsman is still facing the FREE HIT delivery, to whom the no-ball was bowled at.

A WIDE / NO-BALL / FREE-HIT delivery shall have to be re-bowled and shall continue till such a time that a legitimate delivery is bowled by the bowler.



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F. BOWLER RESTRICTIONS / FIELD RESTRICTIONS & POWER PLAYS.

F.0 BOWLER RESTRICTIONS

In a 35 over innings each bowler is allowed to bowl only 7 overs. These restrictions would be altered in case the innings is reduced.

F.1 LEG SIDE FIELD RESTRICTIONS

- At the time of delivery, there shall not be more than 5 fieldsmen on the leg side.
- No more than 2 fielders can be set behind square-leg line of a batsman.
- In the event of non-conformance of the above 2 points, the umpire may call a NO-BALL.

F.2 GENERAL FIELD RESTRICTIONS

- As except noted below for a reduced overs game, during the mandatory power play overs, no more than two (2) fieldsmen are permitted to be outside the "Outer circle" at the time of delivery.
- The Outer circle is marked at a 30 yard radius from the batting crease.
- As except noted below for a reduced overs game, at least two (2) players have to be in "stationary position" during the mandatory power play overs at the time of the delivery, within a radius of 15 yards from the batsman. A player in stationary position cannot walk-in at the time of the delivery.
- As except noted below for a reduced overs game, during the bowling or batting power plays, no more than three (3) fieldsmen are permitted to be outside the "Outer circle" at the time of the delivery. There are no restrictions on "stationary position" fielders during the batting and bowling power plays.
- For the remaining overs (all overs other than the mandatory power play overs, the batting power play overs and bowling power play overs), at least four (4) fielders have to be inside the outer circle at the time of delivery.
- In the event of General Field Restrictions not being adhered to, the umpire may call a NO-BALL.

F.3 POWER PLAYS

Each team shall bowl the stipulated 35 overs with 3 power plays.
Field restrictions as mentioned in F.2 shall apply during all power plays.

Power plays shall be as follows (Typical 35 over game):

Mandatory Power Play:

- First Eight (8) overs are mandatory power play overs.

Batting Power Play:

- Any Three (3) overs other than the first 8 overs at the choice of the batting side.
- Batsman or Batting Team captain can exercise the right of taking the batting power play at any time after the completion of the mandatory power play.
- If the batting side does not exercise the batting power play until the 32nd over, then the 33rd, 34th and 35th over shall automatically be declared as Batting Power Play overs.

Bowling Power Play:

- Any Three (3) overs other than the first 8 overs at the choice of the bowling side.
- Fielding Team captain can exercise the right of taking the bowling power play at any time after the completion of the mandatory power plays.
- If the bowling side does not exercise the bowling power play until the 32nd over, then the 33rd, 34th and 35th over shall automatically be declared as Bowling Power Play overs.

In the event of both the bowling and the batting sides not exercising their right to take their respective power plays until the 29th over, then by default the last six (6) overs of the game shall be considered as the bowling and batting power play overs.



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F.4 FIELD RESTRICTIONS IN REDUCED OVERS

In circumstances where the number of overs for the game is reduced for either side, the number of overs for restriction in Sections F.2 and F.3 shall be reduced proportionately in accordance with the table below. Fractions are to be ignored in all over calculations.

Total overs in Innings	Power Play 1	Power Play 2	Power Play 3
15-17	2	2	2
18-19	3	2	2
20-22	4	2	2
23-24	5	2	2
25-27	5	3	3
28-29	5	3	3
30-32	6	3	3
33-34	7	3	3
35	8	3	3

G. NET RUN RATE EXPLAINED

G.1 NET RUN RATE PER MATCH

A team's Net Run Rate is calculated by deducting the average runs per over scored against that team from the average runs per over scored by that team. The average runs are to be decimalized to the nearest 1/1000th of a run (i.e. to the nearest 0.0001). For Example:

- Team A scores 140 runs from its 35 overs (Average Runs = $140/35 = 4.000$)
- Team B scores 141 runs from 25.666 overs (25 overs and 4 balls) , Average runs = $141/25.666 = 5.493$
- Team A's Net Run Rate = $4.000 - 5.493 = (-) 1.493$ (negative Net Run Rate)
- Team B's Net Run Rate = $5.492 - 4.0000 (+) 1.493$ (positive Net Run Rate)

The Net Run Rate shall be calculated based on the maximum number of overs allowed for the innings.

Unless the team batting was all out, the Net Run Rate is calculated based on the actual number of overs batted.

If the team batting was all out then the Net Run Rate is calculated based on the actual number of overs it was supposed to bat.

G.2 NET RUN RATE THROUGHOUT THE SEASON

A team's Net Run Rate is aggregated through the season, match after match to determine its Net Run Rate at any given time through the season.

For Example:

Team A's current Net Run Rate after its match with Team B is (-) 1.493. It then plays Team C and achieves a Net Run Rate of (+) 2.002 from that match. Therefore its up-dated Net Run Rate would be (-) 1.493 + (+) 2.002 to come to a new current Net Run Rate total of (+) 0.509.

H. OFFICIAL MATCH BALLS.

All matches are to be played with official Match Balls provided to each team by the JCA.



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APPENDIX 1 (BOWL OUT METHOD)

- The Captains shall toss a coin for the right to decide which team bowls first in the bowl out.
- Each team shall nominate FIVE bowlers from the 11 nominated players for that match.
- The nominated bowlers shall each bowl a delivery making at total of 10 deliveries (5 from each team). The bowler must bowl in the same sequence as the list of players nominated and communicated by the team captains to the umpires prior to the toss of the bowl-out.
- The deliveries are taken alternatively by the teams.
- The Umpire shall be responsible to ensure that the correct sequence is followed.
- No bowler is allowed to bowl more than once during the Bowl-Out.
- The team with the most number of hits after five deliveries EACH shall be declared the winner.
- There shall be no batsman facing, when the Bowl Out method is applied.
- The Bowler is required to adhere to the standard legitimate bowling action during the Bowl Out.
- In case both teams strike the wickets an equal number of times, then the bowl-out method shall be applied again, till such a time there is a clear winner.
- If the Bowl Out method has to be re-applied, then the Captain has the liberty to re-nominate and re-sequence the 5 bowlers (from the 11 players nominated for the match) for the next bowl out session.
- In case a nominated bowler is injured during the bowl out (at any time, even after the toss has been taken) the injured bowler may be replaced by another player from the remaining playing 11 who were originally not nominated for the bowl-out. A bowler who has already bowled or is nominated to bowl cannot be nominated as a replacement for the injured bowler.
- A No-Ball or Wide shall be considered as a "MISS" and will not be retaken.
- At the time of the Bowl-out, all other players, except the Team Captains and the 5 bowlers are required to be outside the boundary line.

AWARDS FOR THE JCA APPLE COAL LEAGUE 2011-2012

TEAM AWARDS:

- a. League Winners Cup and medals for all players
- b. League Runners Cup and medals for all players

INDIVIDUAL AWARDS:

Player of the League: Based on highest number of points which are accumulated as per points system.

Best Batsman: Highest Run Aggregate during the season

Best Bowler: Most wickets during the season

Best Wicket Keeper: Most number of dismissals by a wicket keeper during the season.

Most Promising Indonesian Youngster: Based on highest number of points amongst Indonesian youth players



JCA COMMITTEE (2011-12)

NO.	POSITION	NAME	EMAIL	CONTACT
01	President	Suresh Subramanian	suresh.subramanian@tnsglobal.com	08129936829
02	Secretary	William Noronha	william@eureka.lk	081514123467
03	Treasurer	Dhiraj Nagpal	dhiraj-nagpal@hotmail.com	0816740088
04	Sixes & Overseas Tournament Coordinators	Avakash Lohia Chandroo R.	avakash@attglobal.net chandroomail@gmail.com	0811920617 0811984775
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