

LOUISIANA CRICKET ASSOCIATION

(LCA)



LEAGUE STRUCTURE, RULES, AND CODE OF CONDUCT

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**Follow ICC rules if any situation arises that is not addressed in LCA
Rule Book**

<https://www.lords.org/mcc/the-laws-of-cricket>

Article I. Louisiana Cricket Association – Structure and Rules

Section 1.01 General

This document outlines the rules, league format, and code of conduct for the cricket tournaments conducted by the LCA during the 2023-2024 season and subsequent seasons, subject to any future amendments. The rules specified in this document take precedence over all standard ICC rules where applicable. Furthermore,

- a) The LCA Board of Members (Board) will serve as the sole authority for providing interpretations of and rulings on the rules for any tournament conducted by the LCA.
- b) Wherever the terms "The League" or "LCA" appear in this document, they shall refer to all members of the LCA Board.

Section 1.02 Team Registration

The registration fee for the season will be announced prior to the first game of the season. Payment for this amount should be made payable to 'Louisiana Cricket Association' and mailed to the League Treasurer's address.

Section 1.03 Start and End of Season

The season will officially commence in the second week of August and conclude by the end of May. The exact duration of the season will be determined by the official schedule published by the LCA.

Section 1.04 Member Registration

All participating teams must submit a list of at least sixteen (16) members before playing any of their scheduled games.

- a) The registration list submitted by a team is considered provisional. A player on that list becomes officially registered only when they appear in the playing XI for a tournament game.
- b) Players may not transfer from one team to another during the current season, except in the following cases:
 - (i) If a team management releases a player, the player may join another team.
 - (ii) In case of a dispute between team management and the players, a maximum of **2** players will be allowed to transfer from the team in chronological order. Transferred players must sit out for the first **3** non-washed-out games.
- c) Teams may register new players during the round-robin phase. However, player eligibility for playoff games still applies to late registrants (see 2.04 Player Eligibility for Playoffs).

- d) Any player registration by a team during the round-robin phase must be made no later than two days before the team's scheduled game, upon a written request from the team's captain/representative to the LCA Secretary, and approval by the President.

Section 1.05 Unregistered Players

No team may field players in their playing XI who are unregistered or officially registered to a different team. In the event that such players are fielded, the following provisions will apply:

- a) **Before the Start of the Game:**
If discovered before the game begins, the unregistered player(s) will not be allowed to participate under any circumstances.
- b) **During the Game:**
If such an incident is discovered during the game, the umpire will stop play, call off the game, and award all available game points to the opposing team.
- c) **After the Game:**
If the incident is brought to the LCA's attention after the completion of the game, the offending team will forfeit the game, and all available game points will be awarded to their opponents.

Section 1.06 Required Equipment

All clubs are required to use cricket equipment that is deemed legal according to ICC regulations. Additionally, all participating teams must use the official tournament balls supplied by the LCA.

- a) **Ball:**
 - i. Any team not using an official tournament ball will be penalized \$100 per game, payable prior to their next scheduled game.
 - ii. If a team does not have an official tournament ball available for play, the umpire will attempt to find a suitable replacement ball. If the game is delayed due to the lack of an official ball, the responsible team will be penalized for the delayed start, as outlined in the rules regarding delayed starts.
 - iii. If both teams do not have official balls, the rules for delayed starts will apply, with both teams having their innings equally shortened.
- b) **Stumps and Bails:**
 - i. Each team must carry a full set of six stumps and four bails.
- c) **Boundary Markers:**
 - ii. Teams must carry flags or cones for boundary marking, and tape or spray paint for marking the creases and pitch.
- d) **Emergency/First-Aid Medical Kit:**
 - iii. All teams are recommended to carry an emergency medical kit. The following items are essential to include:
 - iv. First Aid Handbook.
 - v. Two Pairs of sterile gloves.
 - vi. Sanitizing Agent.
 - vii. Adhesive tape and Gauze.
 - viii. Antibiotic ointment.

- ix. Adhesive bandages
- x. Scissors and tweezers
- xi. Pain relief spray
- xii. Cold Pack

Section 1.07 Game Scheduling and Venues

- a) All games must be played on surfaces approved by the LCA. Only grounds located in Baton Rouge, Hattiesburg, Lake Charles, and Ponchatoula are eligible to host games.
- b) Games will not be rescheduled once the day of the game has arrived. In certain circumstances (such as, but not limited to, rain or unavailability of a scheduled field), the LCA may alter the schedule of games before their scheduled dates.
- c) All game venues will be determined before the start of the league. Any requests for scheduling changes must be submitted in writing by the team captains at least two weeks prior to the scheduled first game of the season.
- d) A home team will be designated for every scheduled game. The designated home team is responsible for ensuring the field is ready to play (in the judgment of the umpire) prior to the start of the game. This includes, but is not limited to, marking infield and outfield boundaries, setting up the stumps and bails, and clearing any debris or dirt from the pitch. If the field is not ready for play due to inadequate preparation by the home team, the umpire will report this to the LCA, and the home team will be fined \$50, payable prior to their next scheduled game.

Article II. LCA League and T20 Tournament Format

Section 2.01 Structure

- a) The LCA League will consist of 10 teams, and the T20 tournament will also feature 10 teams during the year (Table 1).
- b) With 10 teams participating in the LCA League, each team will play against every other team once. This results in a total of 9 games for each team.
- c) Each team will also participate in a single round-robin tournament in T20 format.

1	Baton Rouge Cricket Club (BRCC)
2	Dilwale (DILW)
3	Friends Cricket Club (FCC)
4	Lafayette Cricket Club (LCC)
5	New Orleans Cricket Club (NOCC)
6	Khyber Pakhtunkhwa Cricket Club (KPK)
7	Lake Charles Kings (LCK)
8	Gujarat Lions Cricket Club (GLCC)
9	Saints Cricket Club (SCC)
10	Baton Rouge Tigers (BRT)

Section 2.02 Points system and League Standings

- a) Each win is awarded two points, while a loss earns zero points.
- b) League standings will be based on the points accrued during the round-robin phase. In the event of a tie, the following tiebreakers will be applied in order

- i. Tied teams will be ranked based on the net run rate (NRR) at the end of the group phase.
- ii. If the teams are still tied, the ranking will be determined by the number of wins during the round-robin stage.

Section 2.03 Playoffs

- a) The top six teams at the end of the round-robin stage will qualify for the play-offs.
- b) The top 2 teams will go straight to the semi-finals. The team finishing 3rd will play the team finishing 6th in the 1st eliminator, with the winner advancing to the semi-finals. The team finishing 4th will play the team finishing 5th in the 2nd eliminator, with the winner also advancing to the semi-finals. The lower-seeded team from the winners of the eliminators will play the team finishing 1st in the semi-finals, and the other eliminator winner will play the team finishing 2nd. The winners of both semi-finals will advance to the finals.
- c) In the event of a tie after the allotted overs in the finals, the following criteria will be applied in order to determine the winner.
 - i. Both teams get to play one over each (six balls) in the Super Over, with the batting team being allowed only three batsmen.
 - ii. The team that scores more runs in the Super Over will be declared the winner.
 - iii. If the Super Over is tied again, additional Super Overs continue until one team emerges as the winner.

Ground Selection:

- i. Higher-seeded teams will have the advantage of selecting the ground. For the eliminators, the team seeded 3rd will have the first choice of ground location, followed by the 4th seed. For the semi-finals, the 1st seed will select the ground first, followed by the 2nd seed. The following conditions must be met:
- ii. FCC, Dilwalay,, NOCC and SCC will only play in Woodlawn, Hattiesburg and Ponchatoula
- iii. LCC will only play in Lake Charles, Woodlawn and Ponchatoula
- iv. Lake Charles Kings will only play in Lake Charles and Woodlawn.
- v. The LCA Board will announce the venue for the finals along with the schedule.

Section 2.04 Player Eligibility for Play-offs

- a) All teams must submit a 16-player roster before the tournament begins.
- b) Players listed in the 16-player roster must play at least 2 games to qualify for the playoffs. Qualification will carry forward to only one future tournament only. Wash-out games will not count.
- c) Any player added to the roster after the initial submission must play at least 3 games. Washed out games will not count

Section 2.05 LCA League Game Duration and Timings

- a) All games will consist of one innings per side, with each innings lasting 25 overs. A bowler will be allowed to bowl a maximum of 5 overs.
- b) The scheduled time for the toss is 9:15 a.m., and the game start time is 9:30 a.m. (For FCC/LCCC games, the corresponding times are 9:45 a.m. for the toss and 10:00 a.m. for the start). The scheduled time for the start of the 2nd innings is 12:10 p.m., following a 20-minute lunch break. These scheduled times may be altered only by the umpire in the case of a delayed start or other interruptions (such as rain, injuries, etc.). See Article IV for detailed game times and over reductions under rain-affected scenarios.
- c) Each team will be required to bowl their allotted overs in no more than 2 hours and 15 minutes, including a 5-minute drinks break, which must be taken at the end of the 13th over.
- d) In case of extremely hot weather, or for any other reason solely determined by the umpire, the umpire may relax the game timings and allow more frequent drinks breaks to ensure player safety. In all cases, the umpire shall keep the captains informed of the game schedule.
- e) Second game timings mentioned.

Section 2.06 T20 Tournament Game Duration and Timings

- a) All games will consist of one innings per side, with each innings lasting 20 overs. A bowler will be allowed to bowl a maximum of 4 overs.
- b) The scheduled time for the toss is 9:15 a.m., and the game start time is 9:30 a.m. (For FCC/LCCC games, the corresponding times are 9:45 a.m. for the toss and 10:00 a.m. for the start). The scheduled time for the start of the 2nd innings is 11:55 a.m., following a 20-minute lunch break. These scheduled times may be altered only by the umpire in the event of a delayed start or other interruptions (such as rain, injuries, etc.).
- c) Each team will be required to bowl their allotted overs in no more than 2 hours, including a 5-minute drinks break, which must be taken at the end of the 10th over.
- d) On days without doubleheaders, both teams may agree to a late start, provided they notify the LCA in advance.

Section 2.07 Toss and Lost Over

- a) Both teams must be 'ready to play' (see 2.11. Ready to Play) at the ground at least half an hour before the scheduled game time.
- b) The toss shall be conducted 15 minutes prior to the scheduled start time, as determined by the umpire (including any delays in the start).
- c) If, at the time of the toss, one of the teams is not 'ready to play,' the toss will be awarded to the team that is 'ready to play.'
- d) After the toss, if a team is still not 'ready to play' at the scheduled start time, the team will lose one over for first 15-minute delay, and an additional over for every subsequent 10-minute delay. If a team is not 'ready to play' within 1 hour after the scheduled start time, the game and all game points will be awarded to the opposing team, provided the other team is 'ready to play.' The official umpire will make the final decision regarding 'ready to play' and the awarding of the game. Both teams will still have the assigned time to complete their overs.

- e) If both teams are not 'ready to play' at the scheduled start time, the game will be reduced by one over for every 10-minute delay. The time available for the teams to complete their overs will be prorated based on the fraction of 50 overs (25 + 25 overs for the LCA League) or 40 overs (for T20) that was lost.
- f) If both teams are not 'ready to play' within 1 hour after the scheduled start time, the game will be counted as a loss for both teams, and no points will be awarded.
- g) Refer to [Article IV](#) for detailed timings of normal and rain-curtailed games for both the LCA League and the T20 tournament.

Section 2.08 Interruptions and Over Reduction (LCA League and T20)

In the event of a game being delayed or interrupted due to rain or other causes, the umpire will reduce the number of overs to be played according to the following guidelines:

- a) If the game start is delayed, the umpire will reduce the number of overs by 1 over for every 10 minutes lost..
- b) If the game is delayed after the start, the umpire will adjust the game length to maximize the likelihood that both teams' innings are of equal length and that each team's innings is at least 5 overs long. For this purpose, if a team is all out in fewer overs than their allotted number, it will be considered to have played the full allotment of overs.
- c) The umpire may shorten the lunch break to 10 minutes to facilitate the completion of the game.
- d) In the case of a shortened game where each team's innings is at least 5 overs long, the result will be determined using the DLS method.
- e) If either team's innings is less than 5 overs, the game will be abandoned, and each team will be awarded 1 point.

Section 2.09 Reduction of Allotted Overs (LCA League and T20)

If the number of overs is reduced prior to the start of the game, the maximum number of overs a bowler can bowl will be determined as follows:

- a) In the event of a team being penalized for a late start, the number of overs allocated to each bowler of the opposing team remains at 1/5 of the original number of overs scheduled for the innings.
- b) In the case of other reduced games, the overs reduction is distributed according to the 5-bowler minimum rule. For example, if the game is reduced to 17 overs, two bowlers may bowl a maximum of 4 overs each, while the remaining bowlers will be limited to 3 overs each.

Section 2.10 Field Restrictions

- a) At any point during the game, there shall not be more than five fielders on the on-side (leg-side). A right-arm bowler delivering from round the stumps or a left-arm bowler delivering from over the stumps shall not be counted as one of the five fielders on the on-side.
- b) No more than two fielders are allowed behind square on the on-side (leg-side).
- c) The umpire shall call a no-ball if the above two conditions are not met.

- d) The following fielding restrictions shall apply during Powerplay overs at the moment of delivery:
 - i. LCA Power Play –No more than two fielders shall be permitted outside the inner 30-yard circle during overs 1 to 7, and a maximum of five fielders shall be permitted outside the circle during the remaining overs.
 - ii. T20 Powerplay –No more than two fielders shall be permitted outside the inner 30-yard circle during overs 1 to 6, and a maximum of five fielders shall be permitted outside the circle during the remaining overs.
- e) In circumstances where the number of overs for the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with clause 41.2.4 of the ICC Standard Twenty20 match playing conditions.

Section 2.11 Ready to Play (Minimum Players)

- a) A team shall be considered 'ready to play' if they have eight (8) players present on the ground, properly dressed, and accounted for by the Umpire.
- b) Additionally, the home team must have the stumps in place, all necessary markings (creases, boundary, cones/flags), and any other field preparations completed 15 minutes prior to the start of the game.
- c) Both team captains must submit a duly signed Team Declaration sheet to the umpire before the toss. No alterations will be allowed once the Team Declaration sheet is submitted to the umpire. Both captains are authorized to review the Team Declaration sheet along with the umpire.

Section 2.12 Cancellations and Bad Weather

- a) If affected by bad weather, no game may start later than 1:00 p.m. during both the LCA League and T20 tournaments. If one of the teams is not ready to play by the adjusted time, they shall lose the game, and two points will be awarded to the opposing team. If both teams are not ready to play by the adjusted time, the game will be registered as a loss for both teams, and no points will be awarded.
- b) In the event of inclement weather, the assigned home team will make the decision regarding the game. The host team's representative shall inform the Board and the visiting team representative and discuss the possibilities of delaying or canceling the game. The host representative must inform the visiting team representative no later than 9:00 p.m. the night before the game. Earlier notification is encouraged to allow distant visiting teams sufficient time to notify their members before long-distance travel. Teams are expected to show up unless travel time is excessive, as in most cases, a reduction in overs can still allow the game to be completed.
- c) For all games that are or may be affected by rain, both representatives must post a message in the Representative group for record-keeping purposes, allowing the League to track decisions alongside other teams. If both representatives decide to wait until the morning of the game to make a decision, they must update the LCA group with the agreed time.

- d) If the local weather forecast shows a 60% or more chance of rain during game time, either the home or visiting team may decide to call off the game at 9:00 p.m. the day before, even if the other team wants to play. In case of a conflict, both teams shall involve the President and Vice President only to make a decision. The final decision will be left to the Board members to resolve the situation.
- e) LCA will use the local weather forecast from www.weather.com in determining the feasibility of playing or abandoning a game due to inclement weather. No other websites will be used to ensure the decision-making process remains consistent and free from any subjective bias.

Section 2.13 Umpiring

- a) LCA will attempt to provide paid neutral umpires at the teams' request, if available. The playing teams shall share the cost of umpiring equally, with each team paying half of the total fee.
- b) If one of the playing teams requests a neutral umpire, both teams will be required to share the cost if neutral umpires are provided.
- c) Neutral umpires will be paid \$50 each. If both neutral umpires are available, the total fee of \$100 will be split equally between the two teams. If only one neutral umpire is available, the total fee of \$50 will be shared equally by the two teams.
- d) During the round-robin phase, LCA will assign umpiring duties to the individual teams. If neutral umpires are not assigned, the batting team shall confirm to the opposing captain the 4 umpires officiating the game at the toss.
- e) Both the front and square-leg umpires will be either playing or non-playing members of the batting team if neutral umpires are not assigned.
- f) For all play-off games, LCA will assign two neutral umpires.
- g) In case of an umpire no-show, the assigned team will be penalized \$100, payable before their next scheduled game.
- h) Umpires must wear proper attire, including preferably a colored shirt, black trousers, and shoes that do not interfere with the visibility of the white balls used in both LCA League formats.
- i) The officiating umpire must arrive at the game venue 20 minutes before the scheduled start time.
- j) If team captains are dissatisfied with the standard of umpiring (and the umpire is officiating under the League's instructions), they may lodge a formal complaint with LCA.
- k) No one is allowed on the field during play other than the batsmen, the fielding side, and the officials. In case of an injury or substitution, the umpire must be notified.

Section 2.14 Playing Surfaces & Markers

- a) If both captains (and the umpire for play-off games) agree that the pitch or outfield is dangerous to play on, they may call the game off and must inform the LCA Board.
- b) The creases, infield, and outfield markings, as well as boundaries, must be distinctly marked by the home or designated home team at least 30 minutes prior to the scheduled game start time.
- c) Players are not allowed to wear metal spikes or any other type of footwear that may cause damage to the pitch.

Section 2.15 Game Results and Points for Canceled or Abandoned Games

- a) If a game is canceled due to bad weather, both teams will split the points. In this case, 1 point shall be awarded to each team.
- b) In case a game must be shortened due to weather, a minimum of 8 overs per innings must be bowled for it to constitute a complete game in the LCA League and 6 overs per innings in the T20 Tournament.
- c) If the game must be abandoned after only one of the teams has completed its innings, the DLS rule may be used to decide the result, provided a minimum of 5 overs has been bowled. If the DLS method cannot be applied, the game will be canceled and both teams will be awarded 1 point each.
- d) If the game is not completed after it starts for any reason other than weather and ground issues, teams must notify the board immediately about the situation and proceed as directed. If a team walks off or leaves the ground, game points will be awarded to the opposing team after notifying the board of the incident.
- e) In the case of a tied regular-season game, a Super Over or one-over eliminator will be used to determine the winner (Section 2.02 (b) ii).
- f) For all play-off games, if the game is tied, a Super Over will be used. If teams are still tied after the 3rd Super Over, the following criteria will be applied in order until the tie is broken:
 - i) The team scoring more boundaries (including 4's and 6's) during the regular game will be awarded the game.
 - ii) If the tie is still unbroken after applying the above, a coin toss supervised by the umpire will decide the outcome of the game.

Section 2.16 Practice and Friendly Games

- a) The association's schedule will take precedence over all other scheduled commitments.
- b) If a ground is not available due to community activities or any other reason, the concerned club must inform the association and the Secretary at least one (1) week in advance.

Section 2.17 Team Declaration Sheets (ONLY CricClubs app will be used)

- a) Only official LCA team declaration sheets will be used.
- b) Captains must submit the team declaration sheets before the toss.
- c) No alterations to the team declaration sheet will be permitted after the toss, except for a substitute fielder. In such cases, the umpire shall ask the captain to add the substitute player's name to the team declaration sheet under his supervision.
- d) Team Captains are required to provide the complete names of all players, including the 12th man, on the declaration sheet.
- e) **The above points (a) to (d) will be applicable only if CricClubs app malfunctions.**

Section 2.18 Scoring

- a) The League will use www.cricclubs.com for scoring, scheduling, and maintaining player statistics. This application is available on both Android and iOS phones, and it is the responsibility of the batting team to enter scores accurately throughout the duration of the innings. Paper scoring should be strictly avoided unless there is an issue with the scoring application.
- b) Each team is advised to use the provided 'Scorer' account credentials for scoring purposes. Each team's scorer account shall have 'Live Scoring' access to the games they are part of..
- c) Both captains are responsible for accurately entering and posting the scorecards online from their innings (this includes their batting and the other team's bowling and fielding details).
- d) Teams are urged to enter accurate player names for all batsmen/bowlers/fielders involved in a dismissal on the score sheets.

Section 2.19 Rescheduling

- a) No games will be rescheduled except for the play-off games. For play-off games, there will be a backup weekend for the eliminator, semi-finals, and finals. If a play-off game is moved to a backup weekend, both teams must be ready to play on Saturday if the weather forecast for Sunday shows a 60% or more chance of rain and no rain is forecasted for Saturday.
- b) In case of rain or inclement weather, or non-availability of the scheduled ground, games scheduled for a weekend can be moved to Saturday or Sunday, or to a different ground, provided the day and ground are available for the same weekend only, and both teams agree.
- c) Both participating teams must agree to the revised venue and date/time for the rescheduling to happen. If an agreement is not reached, the scheduled game is considered abandoned, and both teams shall be awarded one point each. Any such decision shall be promptly communicated to the President and/or Vice President to ensure proper visibility.

Section 2.20 Replacing Lost Game Balls

- a) All teams are urged to carry multiple used balls to replace any game balls that are lost or damaged during the course of the game.
- b) If the ball is lost, destroyed, or damaged during an active power-play (the first 7 overs of T25 or the first 6 overs of T20 League), it must be replaced with a new ball.

- c) If a ball needs to be replaced after the power-play, refer to Section 2.20(d) for guidelines on replacement.
- d) The batting team shall provide a suitable replacement ball that has similar wear and tear, and is as close to the lost ball as possible. If a similar replacement ball is not available, both umpires and captains must agree on the best available replacement.

Section 2.21 Trophies

- a) Team trophies will be awarded to both the winning team and the finalist team at the conclusion of the LCA League and T20 tournaments.
- b) LCA will also award various individual achievement awards (such as MVP, Best Batsman, Best Bowler, etc.) based on the season statistics.

Section 2.22 Protests & Complaints

- a) All protests and complaints regarding game disputes must be submitted in writing (via email or regular mail) to the Secretary no later than the Wednesday following the weekend of the game in question.
- b) Teams must also review the scorecards (as maintained on the official League statistics site: www.cricclubs.com) and the points table every week. No protests regarding the scorecard or points awarded from a game will be considered after the Friday following the game in question.
- c) The decision of the Board will be final regarding all protests, and the turnaround time for all decisions is 7 days.
- d) No protests or complaints will be considered unless the proper procedures are followed.

Section 2.23 Chucking Policy

- a) The batsman facing the bowler in question is the only individual who may initiate a complaint against the bowler's action if they believe the bowler is unfairly delivering a ball without bending the arm sufficiently. Complaints regarding a bowler's action cannot be made by any other individuals (e.g., other players, captains, spectators, etc.).
- b) The neutral umpires will then evaluate the bowler's action and delivery style, which may include sample ball delivery, video analysis of the bowler's action, or any method deemed fit by the umpires. If the bowler is found guilty in this initial analysis, the delivery will be signaled as a "no-ball" by the neutral umpires, and the bowler will not be allowed to bowl for the remainder of the game. If the bowler is not found guilty, the delivery will be considered "legal," and the bowler may continue bowling.
- c) If the bowler is found guilty, any runs scored in the over during which the bowler is stopped from bowling will count.

- i. If the over is completed before the bowler is stopped, they will not be allowed to bowl any additional overs in the game
 - ii. If the over is not completed, a new bowler will finish the remaining legal deliveries in that over.
 - iii. After the game, all video evidence of the bowler's action must be submitted to the LCA Board for review.
- d) If the bowler receives complaints from two or more teams during the tournament, and all complaints are supported with evidence, the bowler will be banned from bowling in the league indefinitely until the LCA Board clears the bowler's action.

Section 2.24 Time Delays

In the event of time delays caused by a lost ball or an injured player, it is the responsibility of the umpire to record the time lost. It is also considered good practice for both captains to note the time and remind the umpire if necessary. The umpire's decision regarding time delays is final, and no requests for reconsideration of time delay issues will be entertained.

Section 2.25 Disputes with Boundaries and Boundary Catches

In the event of a dispute regarding a hit for 4 or 6 runs, or a catch at the boundary, fielders should remain in position and assist the umpire in making the correct decision by maintaining their ground. The benefit of the doubt will always be given to the batsman.

Section 2.26 Umpire Intervention

If a team or player is found to be engaging in any of the following actions, the umpire has the authority to intervene:

- a) Wasting time.
- b) Damaging the pitch.
- c) Dangerous or unfair bowling.
- d) Tampering with the ball.
- e) Any other action deemed unfair.

Section 2.27 Proper Clothing

It is very important that players present themselves in proper attire when on the field of play.

- a) All teams are required to wear a jersey and pants that correspond to their team's designated uniform colors. Whites or any other colored uniforms are not allowed unless specified for a particular tournament.
- b) All teams need to pick color for their jerseys as a substitute for initial team jerseys.
- c) For the red ball (T30) tournament, all teams must wear white uniforms.
- d) In case of cold weather, cricket sweaters may be worn. If cricket sweaters are unavailable, players are allowed to wear warm clothing underneath their cricket shirts.
- e) If a player is not in the proper attire, the umpire will ask the player to leave the field. The player may re-enter the field only once they have the correct uniform. If the team decides to field a player

who is not in proper attire, a penalty of **10 runs** will be imposed for each player without the proper uniform

Section 2.28 Rules update

The following rules update will be enforced by LCA going forward:

- a) In the event of a batsman getting caught out, the new batsman will be on strike unless it is the end of the over.
- b) The use of saliva on the ball is now prohibited by the new Laws. This also eliminates any gray areas, such as fielders eating sugary sweets to alter their saliva for applying to the ball. Using saliva will be treated as any other unfair method of changing the condition of the ball.
- c) If a ball is pitched outside the concrete width of the pitch before the stumps at the striker's end, it will be called a No-ball, with a free hit to follow.
- d) If the non-striker is out of their ground at any time from when the ball comes into play until the bowler is expected to release the ball, the non-striker is liable to be run out.
- e) Players are required to wear a helmet in the following circumstances:
 - i. Batsmen, When facing seam-up or pace bowlers.
 - ii. Wicketkeepers, When they are standing up to the stumps.
 - iii. Fielders ,When fielding close to the batter in front of the wicket.
 - iv. LCA highly recommended for batsmen to wear helmets throughout their innings.If a batsmen chose not to wear the helmets LCA will be not responsible for the injury.
- f) A call of No ball shall override a call of Wide ball at any time
- g) If a team or player is found guilty of violating any LCA rules, the LCA Board may take strict action, which may include suspension, fines, or disqualification from current and future LCA events.

Section 2.29 Ground Check

On-field Conflict Regarding Ground/Pitch Conditions:

- a. If neutral umpires are present at the game, their decision on ground/pitch conditions will be considered final.
- b. If a conflict arises between teams regarding ground or pitch conditions, team captains/players must involve an LCA Board member to resolve the issue.
- c. The LCA Board will attempt to contact a neutral party with cricket experience, located nearest to the ground, within 1 hour of being notified. If a neutral party is found, their decision will be considered final.
- d. If the Board is unable to locate a neutral party to assess the ground or pitch conditions within 1 hour, the game will be considered abandoned, and each team will be awarded 1 point.

Section 2.30 Forfeit Rule

Team Forfeit: If any LCA team forfeits a game in the tournament, the captain of the team will be handed a 1-game suspension.

Fine:

The team will be fined \$250 for forfeiting the game. This fine must be paid by Thursday of the following week after the forfeited game.

Section 2.31 Batsman leaving the field or retiring.

The following rules will be followed by LCA:

- a) A batsman may retire at any time during their innings. The umpire must be informed of the reason for the batsman's retirement before play resumes.
- b) If a batsman retires due to illness, injury, or any other unavoidable cause, they are entitled to resume their innings, subject to Clause (d) below. If the batsman does not resume their innings, it will be recorded as "Retired – not out."
- c) If a batsman retires for any reason other than illness, injury, or unavoidable cause, they may only resume their innings with the consent of the opposing captain. If they do not resume, their innings will be recorded as "Retired – out."
- d) A batsman who resumes their innings after retiring may only do so following the fall of a wicket or the retirement-out of another batsman.

Section 2.32 Mode of Delivery

- a) The umpire must ask the bowler for their mode of delivery and communicate it to the batsman.
- b) The bowler is not required to inform the umpire of their bowling style in advance.
- c) If the bowler fails to notify the umpire of a change in their mode of delivery, it is considered unfair. In this case, the umpire shall call and signal a **No ball**.

Section 2.33 – Ball Bouncing Overhead Height of Striker

a. One Bouncer Per Over:

One bouncer per over is allowed, provided it passes the batsman above shoulder height but below head height in their normal batting stance. If the ball strikes the batsman's bat or body, it is still considered a bouncer if it would have passed above shoulder height but below head height.

b. Warning for First Bouncer:

A warning shall be issued to the bowler for the first bouncer of this nature in the over.

c. No Ball for Subsequent Bouncers:

Any subsequent bouncers of the same nature (above shoulder height but below head height) in the same over shall be called a No Ball by either umpire.

d. Wide for Unreachable High Deliveries:

A delivery will be called a "**Wide**" if it passes above the striker's head when they are in their normal batting stance and is out of reach for them to play the ball with a normal cricket shot.

Article III. Code of Conduct

Section 3.01 The spirit of the Game

Players are required to adhere to the spirit of the laws of cricket as outlined below.

- a) Respect the umpire, your opponents, your own captain and teammates, and the traditions of the game of cricket. **A player can be sent off the field** by the umpire for the rest of a match for serious misconduct.
- b) It is against the spirit of the game to
 - i. Dispute an umpire's decision by word, action, or gesture.
 - ii. Direct abusive language towards an opponent or umpire.
 - iii. Indulge in cheating or any sharp practice, such as appealing when the batsman is not out.
 - iv. Advance towards an umpire in an aggressive manner when appealing.
 - v. Seek to distract an opponent either verbally or by harassment, including persistent clapping or unnecessary noise under the guise of enthusiasm and motivation for one's own team.
 - vi. Use taunting words towards the umpire.
 - vii. Alcoholic beverages (glass bottles) are prohibited in and off the field of play in all parks. Smoking/Vaping is prohibited in the field of play. Violators will be subjected to disciplinary action by LCA.
 - **First Offense:** \$50 fine for the player involved.
 - **Second Offense:** \$100 fine and one (1) game suspension for the player involved, with a warning issued to the captain.
 - **Third Offense:** Suspension of the player for the remainder of the season and a \$200 fine to be paid by the team by Thursday following the game when the incident took place.

Section 3.02 Procedure

The **LCA Board** has the right to act upon any report of any alleged breach of the code of conduct and shall deal with the matter as it sees fit. This includes, but is not limited to, suspension from games or from the LCA. The decision of the **Board** in respect of any breach shall be binding on all members.

Reporting and Resolving Violations

a.) Any violation of the code of conduct shall be brought to the attention of the **umpire(s)**, who, in accordance with the laws, shall refer it to the **captain(s)** for resolution.

- b. The **umpire(s)** and the **captains** shall consult with each other and attempt to resolve the matter.
- c. If the matter is not resolved to the satisfaction of the **umpire(s)** and/or **captain(s)**, the **umpires** and **captains** shall make a written complaint to the **Board**.
- d. The **Board** shall be responsible for notifying the club members of such complaints, obtaining their written response, and subsequently ruling on the complaint.
- e. The **Board's** decision shall be subject to appeal or further clarification or explanation.

Actions Following Receipt of a Complaint

Upon receipt of a complaint, and as soon as reasonably practicable, the **LCA Board** shall consider the complaint and resolve it by:

- a. Taking no action, except to record the complaint and notify the player/guest involved; or
- b. Referring the matter for a disciplinary hearing.

Section 3.03 Disciplinary Hearing

- a. Any incident referred to a disciplinary hearing shall require written notice to the alleged member at least **seven days** in advance.
- b. The **Board** shall convene the hearing as soon as is practicable.
- c. The alleged member shall be entitled to attend the hearing and state their case.
- d. The hearing shall be conducted by the **Board**, which shall consist of not less than **three persons**.
- e. The purpose of the hearing shall be to establish the facts surrounding the incident.
- f. Where appropriate, the hearing may take disciplinary action to discipline the member in a manner designed to protect the club's reputation.

Section 3.04 Levels of offense and penalties

Levels of Offense

The following levels of offenses have been identified when directed towards fellow teammates, opposing players, officials, or spectators:

Level 1:

- Excessive non-friendly or combative chatter/verbal abuse, especially if the player fails to comply with a firm warning given by the umpire or LCA official present on the field.
- Use of crude and/or abusive language (sledging) or making offensive gestures towards players and/or umpires.

Level 2:

- Repeat of offense from **Level 1**.
- Threatening violence towards fellow teammates, opposing players, officials, or spectators.
- Use of language or gestures that seriously humiliate, intimidate, offend, insult, threaten, disparage, or vilify another person and cause mental or emotional distress to a player.

Level 3:

- Repeat of offense from **Level 2**.
- Use of abusive comments or actions based on a person's race, religion, color, descent, national or ethnic origin.
- Threatening physical abuse or committing physical abuse of another player using parts of the body (e.g., head, fist, legs, foot, etc.).

Level 4:

- Repeat of offense from **Level 3**.
- Threatening physical abuse or committing physical abuse of teammates, opposing players, officials, or spectators using a bat, stumps, or another object equivalent to a weapon or a weapon.

Penalties

The following penalties will be imposed upon a member when confirmed as indulging in the levels of offenses mentioned above:

- **Level 1:**
 - Player handed a **1-game suspension**.
 - **Level 2:**
 - Player handed a **3-game suspension**.
 - Captain handed a **Level 1** offense.
 - **Level 3:**
 - Player banned for **one complete season**.
 - Captain handed a **Level 1 offense**.
 - Team fined **\$250** (to be paid by Thursday of the following week).
 - **Level 4:**
 - Player banned for **lifetime**.
 - Team suspended for **1 game**.
-

Additional Notes:

- After a penalty is handed out, if the next game is rained out, the penalty shall be carried over to the following game.
- If penalties are committed during the **playoffs**, these offenses will be imposed immediately.
- If penalized for an incident during the **Finals**, the penalty will be carried over to the **next season**.
- The **LCA Board** has the final say in decisions and is responsible for implementing the **Code of Conduct** and adjudicating as needed.

Article IV. Game Times and Rain-curtailed Game Scenarios

Section 4.01: Game Times for LCA

- **Ponchatoula and Baton Rouge** games: Start at 9:30 a.m..
- **Hattiesburg and Lake Charles** games: Start at 10:00 a.m..
- Each team has **2 hours 20 minutes** for each inning.
- If both team captains agree, the neutral umpires (if present) can adjust the start time due to unforeseen circumstances.

Section 4.02 LCA League Games with 9:30 a.m. start time

Game Duration: 9:30 a.m. to 2:30 p.m. (**5 hours**).

Toss: 9:15 a.m.

1st Innings: 9:30 a.m. - 11:50 a.m. (**2 hours 20 minutes**).

Lunch/Break: 11:50 a.m. - 12:10 p.m. (**20 minutes**).

2nd Innings: 12:10 p.m. - 2:30 p.m. (**2 hours 20 minutes**).

Section 4.03 T20 Games with 9:30 a.m. start time

Game Duration: 9:30 a.m. to 2:00 p.m. (**4 hours 30 minutes**).

Toss: 9:15 a.m.

1st Innings: 9:30 a.m. - 11:35 a.m. (**2 hours 5 minutes**).

Lunch/Break: 11:35 a.m. - 11:55 a.m. (**20 minutes**).

2nd Innings: 11:55 a.m. - 2:00 p.m. (**2 hours 5 minutes**).

Section 4.04 LCA League: Shortened Games

- a) Games will be called off if they don't start by 12:35 p.m..
- b) The minimum number of overs that shall be bowled: 15 overs.
- c) No overs will be lost during the first hour of delay.

d) Overs based on start times:

9:30 a.m.: 25 overs

10:30 a.m.: 25 overs

10:45 a.m.: 24 overs

11:00 a.m.: 23 overs

11:15 a.m.: 22 overs

11:30 a.m.: 20 overs

11:45 a.m.: 19 overs

12:00 p.m.: 17 overs

12:15 p.m. - 12:30 p.m.: 15 overs

12:35 p.m.: Game Called Off

- e) For games starting at 12:30 p.m., 15 overs will be played from 12:30 p.m. to 3:30 p.m. (3 hours). No lunch breaks will be taken.

- f) The League has the last call-in case of any issue. Contact any person from the Board in case of shortened games. Since we don't have rescheduling of games, it is advisable for all teams to play the games if possible and try to work with other teams. All such decisions shall be communicated with the League.
- g) In case of issues, contact someone from the Board. The League can only resolve conflicts with proper documentation and records.

Section 4.05 T20 Shortened Games

- a) Games will be called off if they don't start by 12:35 p.m..
- b) The minimum number of overs that shall be bowled: 12 overs
- c) No overs will be lost during the first 90 minutes after the scheduled start time (9:30 a.m. to 11:00 a.m.).
- d) **Overs based on start times:**
 - 9:30 a.m.: 20 overs
 - 11:00 a.m.: 20 overs
 - 11:15 a.m.: 19 overs
 - 11:30 a.m.: 18 overs
 - 11:45 a.m.: 17 overs
 - 12:00 p.m.: 16 overs
 - 12:15 p.m. to 12:30 p.m.: 14-12 overs
 - 12:35 p.m.: Game Called Off
- e) For games starting at 12:30 p.m., 12 overs will be played from 12:30 p.m. to 3:00 p.m. (2 hours 30 minutes). No lunch breaks will be taken.
- f) The League has the last call-in case of any issue. Contact any person from the Board in case of shortened games. Since we don't have rescheduling of games, it is advisable for all teams to play the games if possible and try to work with other teams. All such decisions shall be communicated with the League.
- g) In case of an issue or conflict, the League can only help resolve it with proper documentation and records.

Section 4.06 Double-headers for T20

Game #1:

- Start Time: 9:00 a.m.
- Game Duration: 9:00 a.m. to 1:15 p.m. (4 hours 15 minutes)
- Toss: 8:45 a.m.
- 1st Innings: 9:00 a.m. - 11:00 a.m. (2 hours)
- Lunch/Break: 11:00 a.m. - 11:15 a.m. (15 minutes)
- 2nd Innings: 11:15 a.m. - 1:15 p.m. (2 hours)

Game #2:

- Start Time: 1:15 p.m.
- Game Duration: 1:15 p.m. to 5:30 p.m. (4 hours 15 minutes)
- Toss: 1:00 p.m.
- 1st Innings: 1:15 p.m. - 3:15 p.m. (2 hours)
- Lunch/Break: 3:15 p.m. - 3:30 p.m. (15 minutes)
- 2nd Innings: 3:30 p.m. - 5:30 p.m. (2 hours)

Weather impact:

Only the impacted game (morning or afternoon) will be affected, not both. The 2nd game starts at 1:15 p.m. and will be completed by 5:30 p.m..

- If the 1st game cannot start by 11:45 a.m., it will be canceled, and one point will be awarded to each team.
- If the weather impacts the 2nd game, it will be reduced to 12 overs if not finished by 4:15 p.m.. One point will be awarded to each team if the game cannot be started.

Section 4.07 Play-Off games cut-off timings and Shortened Game

- **For LCA League Play-Off Games**
 - a) Games will be **called off** if they don't start by **1:35 p.m.**
 - b) The minimum number of overs that shall be bowled: **15 overs**.
 - c) **No overs** will be lost during the **first hour of delay**.

Overs based on start times:

- 10:30 a.m.: 25 overs
- 11:30 a.m.: 25 overs
- 11:45 a.m.: 24 overs
- 12:00 p.m.: 23 overs
- 12:15 p.m.: 22 overs
- 12:30 p.m.: 20 overs
- 12:45 p.m.: 19 overs
- 1:00 p.m.: 17 overs
- 1:15 p.m. to 1:30 p.m.: 15 overs
- 1:35 p.m.: Game Called Off

For games starting at **1:30 p.m.**, 15 overs will be played from **1:30 p.m. to 4:30 p.m. (3 hours)**. No lunch breaks will be taken.

- d) The League has the last call-in case of any issue. Contact any person from the Board in case of shortened games. Since we don't have rescheduling of games, it is advisable for all teams to play

the games if possible and try to work with other teams. All such decisions shall be communicated with the League.

- e) In case of an issue or conflict, the League can only help resolve it with proper documentation and records.

- **For LCA T20 Play-Off Games**

For LCA T20 Play-Off Games:

- Games will be **called off** if they don't start by **1:35 p.m.**
- The minimum number of overs that shall be bowled: **12 overs**.
- **No overs** will be lost during the **first 90 minutes** after the scheduled start time (**9:30 a.m. to 12:00 a.m.**).

Overs based on start times:

- 10:30 a.m.: 20 overs
- 12:00 p.m.: 20 overs
- 12:15 p.m.: 19 overs
- 12:30 p.m.: 18 overs
- 12:45 p.m.: 17 overs
- 1:00 p.m.: 16 overs
- 1:15 p.m. to 12:30 p.m.: 14-12 overs
- 1:35 p.m.: Game Called Off

For games starting at **1:30 p.m.**, 12 overs will be played from **1:30 p.m. to 4:00 p.m. (2 hours 30 minutes)**. No lunch breaks will be taken.

- a) The League has the last call-in case of any issue. Contact any person from the Board in case of shortened games. Since we don't have rescheduling of games, it is advisable for all teams to play the games if possible and try to work with other teams. All such decisions shall be communicated with the League.
- b) In case of an issue or conflict, the League can only help resolve it with proper documentation and records.

Follow ICC rules if any situation arises that is not addressed in LCA Rule Book

<https://www.lords.org/mcc/the-laws-of-cricket>