

JAPAN CRICKET LEAGUE MANUAL

Last revised: 31 March 2025

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OUTLINE

The Japan Cricket Association (the “JCA”) issues this Japan Cricket League Manual (this “**JCL Manual**”) to provide information about the principles, format, and administration of the Japan Cricket League (the “JCL”). This JCL Manual, the Laws of Cricket THE LAWS OF CRICKET 2017 CODE (3rd Edition – 2022); the “Laws”), and the Japan Cricket League Playing Conditions (the “**JCL PCs**”) are the main, but not only, documents governing the JCL.

The captains and representatives of all JCL clubs and all umpires participating in the JCL are required to read this JCL Manual, the JCL PCs, and other related documents (see “Documents Governing the JCL” below). The JCA also recommends that all players in JCL matches be familiar with these documents.

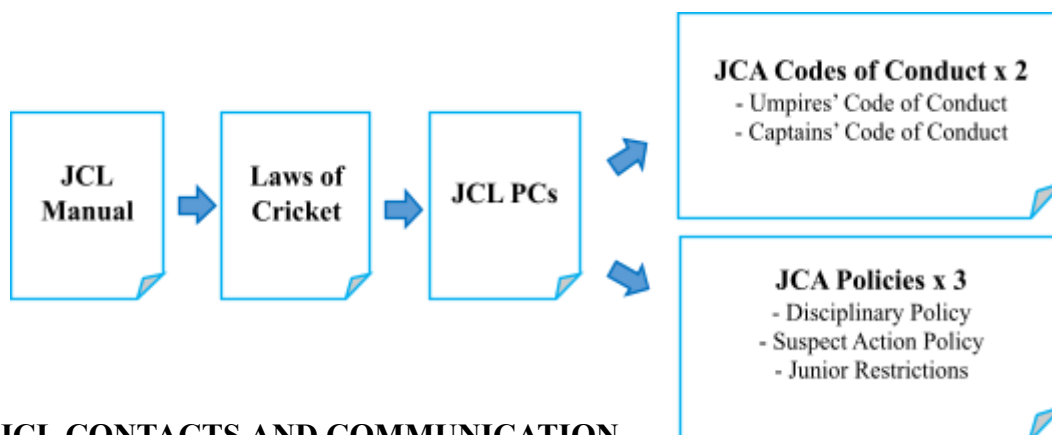
DOCUMENTS GOVERNING THE JCL

**All of these documents are available at:*

<https://cricket.or.jp/archives/competition/japan-cricket-league>

- This JCL Manual
- Laws of Cricket
- JCL PCs
- JCA Umpires’ Code of Conduct (“**Umpires’ Code of Conduct**”)
- JCA Captains’ Code of Conduct (“**Captains’ Code of Conduct**”)
- Japan Cricket Association Disciplinary Participant Code of Conduct and Disciplinary Policy for Matches (“**Participant Code of Conduct and Disciplinary Policy**”)
- JCA Suspect Bowling Action Policy (“**Suspect Action Policy**”)
- JCA Junior Playing Restrictions for Senior Cricket (“**Junior Restrictions**”)
- JCA Weather Policies for Senior Cricket (“**Weather Policies for Senior Cricket**”)

The framework for these documents is illustrated on the next page.



JCL CONTACTS AND COMMUNICATION

JCL Committee

Committee email address: jcl-committee@googlegroups.com

Chairman: Manoj Bhardwaj

Administration Manager: Masaki Kawashima

Reports Manager: Rahul Koul

JCA Representative: Dhugal Bedingfield (JCA)

General Communication

The JCL Committee will use the email group below to communicate with the JCL clubs. The JCL clubs can also use this group to communicate with each other.

JCL Clubs Email Group: jcl-teams@googlegroups.com

Abusive, disrespectful or obscene language, and personal or other verbal attacks, will not be tolerated in this email group. The JCL Committee may remove or restrict a member's access to the mailing group and apply further penalties, such as suspension or deduction of competition points, etc.

Communication directed solely to the JCL Committee should be sent to the JCL Committee's email address.

JCL Committee: jcl-committee@googlegroups.com

JCA Contact

Club or competition related matters:
Dhugal Bedingfield, Community Cricket Manager
d-bedingfield@cricket.or.jp
090-8455-4441

GENERAL PRINCIPLES

The JCL is positioned at the core of the JCA's player pathway in the Kanto Region.

Objectives

1. To develop a sustainable club structure and encourage the establishment of 2nd XIs, 3rd XIs and 4th XIs
2. To provide a competitive and positive environment for player development
3. To enhance the Spirit of Cricket
4. To enhance a positive image of cricket in Japan

Management

1. The day-to-day management of the JCL is the responsibility of the JCL Committee.
2. The JCL Committee is appointed by the JCA from volunteers from the clubs.

Format (General)

1. Four divisions with promotion/relegation system
2. 40 overs per innings (*Division 4 only 35 overs per innings*)

Principles of a Sustainable Club Structure

1. Encourage clubs to establish 2nd XIs, 3rd XIs and 4th XIs
2. Prioritize accommodating the needs of the clubs who enter multiple teams
3. Highly restrictive criteria are set for each new club that wishes to join the JCL. This is to promote the concept of new players joining existing clubs, rather than having new clubs replacing old clubs. The criteria are detailed here:
<https://cricket.or.jp/wp-content/uploads/2019/10/JCL-Entry-Criteria-v2020.pdf>

Competitive and Positive Environment

1. Fuji, Sano, Sammu grounds or similar standard grounds will be used.
2. Neutral umpires will be allocated.
3. Umpire education courses will be provided.
4. Matches are to be scored live on the Japan Cricket app. If the app cannot be used for any reason, scores must be submitted online by midnight on the day of match.
5. Players must have sports insurance that covers injury and third party liability.
6. All players must wear team uniform, which is to be approved by the JCL Committee.
7. The JCL PCs and codes of conduct and other policies, etc. that apply to the JCL must be strictly observed. It is the responsibility of each captain and umpire to be familiar with these materials.

Expectations of a JCL Club

1. Open to and actively seeks new players particularly in a focused region or area
2. Actively seeks opportunities to create links with university clubs and women's clubs or establish junior and women's teams
3. Actively seeks opportunities to secure and develop home grounds
4. Strongly encourages its best players to be available for selection for the Japan Premier League
5. Strictly abides by the JCL PCs, codes of conduct, policies, principles and fees of the JCL and the JCA—all JCL clubs are deemed to have agreed to these by participating in the JCL

JCA Commitments to the JCL and JCL Clubs to Achieve the Above:

1. Priority use of the best grounds to ensure that the competition is run in the best environment possible.
2. Assist in establishing links with University clubs or other schools where possible.

3. Assist with documentation and negotiations in securing grounds.
4. Assist with ground equipment in securing grounds.
5. Assist with plastic equipment or coaching resources in establishing junior teams or programmes
6. JCA's commitment to supporting JCL clubs is not limited to the above and the JCA is prepared to assist in any way possible. Clubs should not be discouraged by difficulties or fear failure in pursuing any of the above activities. The JCA strongly encourages clubs to keep striving forward. All that matters is that we achieve our aims, not the number of failures it takes us to get there. Under no circumstances should any efforts listed above be criticised. If we face difficulties, we will find a solution, or help clubs work through difficult times. If you do not know who to contact in the JCA for any assistance, your first point of contact should be the Community Cricket Manager (see "JCA Contacts and Communication" above).

ADMINISTRATION DUTIES OF JCL CLUBS

Fees

Fees will be invoiced to each club at the beginning of the season.

Ground costs are a division of costs borne by the JCL for ground maintenance. The costs are calculated based on how many days the grounds are "booked" (not "used"), and there is no refund for cancelled matches, because ground maintenance is not affected by how many matches are played or cancelled. Thus, this cost should be regarded as a cost for participating in the JCL. (This policy applies to other JCA official competitions, such as the Japan Cup, and the Women's League.)

Player Registration

Each player must be registered on the JCA website and also registered on the CricClubs score system by the end of the Wednesday before the match the player plays in. Failing to register a player will result in penalties. See "Administration-Related Penalties" below.

Player Transfers

A player may represent no more than one club in any season. Players may transfer between clubs between seasons with the consent of the clubs involved and the JCL committee. To initiate a player transfer the Player Transfer Request Form must be

submitted at least 7 days before the match the player intends to play in. The JCL committee will then contact the club the player wishes to transfer from and the club that wishes to transfer to. If either club wishes to block the transfer then the transfer will not be approved. If both clubs consent to the transfer then the transfer will be approved by the JCL committee. If the transfer is approved the club that the player transferred to will be charged a ¥2000 fee. The club that the player transfers from will be credited ¥1000.

Players must not represent a new club without the official consent of the JCL committee. Clubs that do not comply with the player transfer process will be subject to points penalties.

Insurance

Each player must be covered by sports insurance that covers not only injury, but also third party liability, before each match played.

Recommended insurance: Sports Anzen Insurance

Sports Anzen Insurance: <https://www.spokyo.jp/spoannet.html>

TEAMS, DIVISIONS & ROUND-ROBIN FORMAT

The JCL will be played in three divisions, with each team playing the other teams in its division on a round-robin basis, followed by semifinals and a grand final in each division.

2024 divisions are as follows:

Division 1

1. Wyverns 1st XI
2. Tigers 1st XI
3. Alpha Quashers Yokohama 1st XI
4. Chiba Sharks 1st XI
5. Tokyo Falcons 1st XI
6. Men In Blue Tokyo 1st XI
7. Tokyo Titans 1st XI

8. MAX 1st XI
9. Sano 1st XI
10. Rising Stars 1st XI
11. Kawasaki Knight Riders 1st XI

Division 2

1. Sano 2nd XI
2. Tigers 2nd XI
3. Alpha Quashers Yokohama 2nd XI
4. Chiba Sharks 2nd XI
5. Tokyo Titans 2nd XI
6. Kawasaki Knight Riders 2nd XI
7. Men In Blue Tokyo 2nd XI
8. Tokyo Falcons 2nd XI
9. Rising Stars 2nd XI
10. Tokyo Wombats 1st XI

Division 3

1. Tokyo Star Kings 1st XI
2. Tigers 3rd XI
3. Alpha Quashers 3rd XI
4. Men in Blue Tokyo 3rd XI
5. Tokyo Falcons 3rd XI
6. Kawasaki Knight Riders 3rd XI
7. Wyverns 2nd XI
8. Tokyo Titans 3rd XI

Division 4

1. Tokyo Titans 4th XI
2. Chiba Sharks 3rd XI
3. Alpha Quashers 4th XI
4. Men in Blue Tokyo 4th XI
5. Keio University United 1st XI
6. Kawasaki Knight Riders 4th XI
7. Adore 1st XI
8. Tigers 4th XI
9. Tokyo Falcons 4th XI
10. Tokyo Star Kings 2nd XI

POINTS TABLES

The following points system applies for round-robin matches:

Regular Win: 4 points

Bonus Point Win: 5 points

Tie or No Result: 2 points

Loss: 0 points

Forfeit: -2 points * The non-forfeiting team in the same match will also receive 5 points.

Bonus Points

The team batting second will receive one bonus point if the target is reached no later than when 80% of the overs it was entitled to receive have been bowled.

The team bowling second will receive one bonus point if it bowls the opposition out no later than when 80% of the overs it was required to bowl have been bowled.

The winning team will not be eligible for a bonus point if the match is delayed due to the winning team's late arrival.

If there is any dispute, the JCL Committee will make a ruling, and its ruling will be final.

PRE-FINALS RANKINGS

After the round-robin phase of the competition, if two teams or more finish on an equal number of competition points, then the methods set out below will be used to decide the ranking of those teams in the order of priority in which those methods are listed (i.e., method (1) will be used first, and if the teams remain level even after method (1) has been used, then method (2) will be used, and so on).

- (1) Net run rate (the higher the net run rate, the higher the ranking; scores from any match that ends as a “no result” will not be counted in net run rates)
- (2) The number of wins by the tied teams in the round-robin phase (the higher the number, the higher the ranking)
- (3) Head to head results between the two teams.
- (4) Coin toss

FINALS FORMAT

The following finals format applies to all Divisions.

Semifinals

Semifinal A: 1st plays 4th

(to be played at Sano International Cricket Ground if available)

Semifinal B: 2nd plays 3rd

(to be played at Sano International Cricket Ground if available)

All finals will be played at Sano International Cricket Ground (if available) where possible with the 1st v 4th semi final taking priority over the 2nd v 3rd semi final if both are played on the same day.

All semi finals and finals will be played on turf wickets if available.

Grand Final

Winner of Semifinal A v Winner of Semifinal B

(to be played at Sano International Cricket Ground if available)

Notes:

- (a) If a semi final or final ends in no-result due to weather then a reserve day will be used. The JCL Committee will decide the date and location of these reserve days.
- (b) If any semifinal or grand final match ends in no result (after all reserve days, if applicable, have been exhausted), the winner of the match in question will be determined by the ranking each team in that match held at the end of the round-robin phase of that division.

PROMOTION AND RELEGATION

The JCL has a system of relegation and promotion that applies to each JCL club that has one team or two teams in the JCL (i.e., a club that has only one team in the JCL; a **“One-Team Club”**, a club that has two teams in the JCL; a **“Two-Team Club”**, a club that has three teams in the JCL; a **“Three-Team Club”**). The JCL Committee will decide on the relegation and promotion of One-Team Clubs and Two-Team Clubs based on the provisions set out below.

- (1) **The JCL committee may adjust the number of teams in each division as well as promotion and relegation as necessary**, for example if a new Club has been accepted for admission to the JCL or a club is entering another team. The JCL committee will announce this at the JCL Club Meeting immediately before the start of the season.
- (2) Up to two teams can be relegated from Division 1 to Division 2, and up to two teams promoted from Division 2 to Division 1. Up to two teams can be relegated from Division 2 to Division 3, and up to two teams promoted from Division 3 to Division 2. The upper rank of "One-Team Club" or "Two-Team Club" of the final phase normally has a right of promotion to the upper division, and the lower rank of "One-Team Club" or "Two-Team Club" of the round robin phase may normally be relegated to the lower division.
- (3) There are no promotion / relegation play-off match at the end of each season.

Where a team is due to be promoted / relegated to the other division, it will only be decided by the rank of the round-robin phase or finals phase.

- (4) Where a 2nd XI is due for promotion to the same division as the Club's 1st XI no promotion will take place, and the next eligible team in the lower division may be promoted instead.
- (5) Where a "Two-Team Club"'s 1st XI is due to be relegated from Division 1 to Division 2, its 2nd XI will also be relegated from Division 2 to Division 3 and may be replaced by the next eligible team from Division 3.
- (6) Where a team has qualified for promotion to the upper division, they may make a request to the JCL Committee not to be promoted, in which case the next eligible may be promoted instead.
- (7) A team will normally only have a possibility to be promoted if it finishes in the top two OR wins the semi final. A team will normally only have a possibility to be relegated if it finishes in the bottom two.
- (8) The highest-ranked One-Team Club or Two-Team Club in Division 2 or Division 3 at the end of the **finals** phase will be determined according to the following order:
 - (a) the winner of the Division 2 or Division 3 grand final;
 - (b) the loser of Division 2 or Division 3 grand final; and
 - (c) the loser of a Division 2 or Division 3 semifinal.

In the case of (c) above, for example, if two One-Team Clubs or Two-Team Clubs are losers in the Division 2 semifinals, then the team ranked higher of those two teams after the round-robin phase will be considered the highest-ranked team in Division 2.

FORFEITURE OF MATCHES

By agreeing to participate in the JCL, each JCL club, regardless of whether it is a One-Team Club, Two-Team Club or Three-Team Club, affirms that it has an adequate number of players to field a legitimate team in each match it participates in and promises to use its best efforts to field a full team of eleven players (preferably with a 12th man) at each of those matches. Each JCL club also acknowledges that **failing to field a team** in a match (or "forfeiting") causes inconvenience to the JCL and, in particular, the opponent club in the forfeited match.

As stated in "Point Tables" above, **two competition points will be deducted** from a team on each occasion it forfeits a match.

In addition, the forfeiting club must:

- (a) pay the other club's share of the ground booking for that match and the ball fee for the other club; and
- (b) pay the other club's share of the umpire costs (if any have been incurred; this includes the cost of any pre-booked car or train tickets, etc.).

If a match is forfeited, the ground that was to be used in the forfeited match may be used for practice. In this case, the non-forfeiting club has preference with regard to use of the ground for practice (if the non-forfeiting club does not wish to use the ground, the forfeiting club may then use the ground). Regardless of whether the ground is used for practice and which team uses the ground for practice in that case, the forfeiting team will pay the amounts set out in (a) and (b) above in all cases. No other club may use the ground for practice on that day without the express permission of the JCA.

If a club fails to field a team multiple times, the JCL Committee may impose more severe penalties.

DELAYED MATCH START DUE TO LATE ARRIVAL

If both teams have at least seven players present before the scheduled start time of the match, the match shall start on time and no penalties shall apply.

If, one hour after the scheduled start time of the match, a team still has fewer than seven players present at the ground, they shall be deemed to have forfeited the match. The winning team shall receive 5 points, the forfeiting team -2 points.

If team A is ready to start at the scheduled start time but team B is not, the match may be started late (no more than one hour). However:

- Team B is penalised 1 JCL penalty point. (This does not apply in case of forfeit).
- Team B loses one over of their innings for every four minutes late the match starts (latest possible time is one hour after the scheduled start time. In this case team B innings = 25 overs). Any fractions of overs lost shall be rounded up.
- Team A still receive their allocated 40 overs (regardless of whether they bat first or second).
- Team B is not eligible to receive a bonus point for this match
- Team A may still receive a bonus point if in the second innings they bowl out team B within 32 overs or they reach the target score within 32 overs.

If neither team are ready to start by the scheduled start time, both teams will be penalised 1 JCL penalty point. Each team's innings shall be reduced by one over for

every four minutes until they are ready to take the field. Neither team is eligible to receive a bonus point.

Note: the aforementioned rules for late arrival apply to every case, including those caused by external factors such as train delay and traffic congestion.

PLAYER ELIGIBILITY (1ST, 2ND AND 3RD XI; GENERAL, FINALS, AND PLAY-OFFS)

By fielding two teams or three teams in the JCL, clubs are expected to select separate teams for each round of matches. Naturally, the selection of 1st XI and 2nd XI teams will differ from round to round due to player performance, availability and other factors. However during any given round players should not be selected in both 1st XI, 2nd XI and 3rd XI.

Player Eligibility & Division Restrictions:

A player can be selected for his first match of the season in any XI.

After having played his first match of the season a player can not be "dropped" more than one XI from the last match he played without written consent from the committee.

Example: a player plays a match in his club's 1st XI. His next match can be in 1st XI or 2nd XI but not 3rd XI or 4th XI.

Penalties

For each player who is selected on the team sheets of two or more XIs for a club in a particular round, all of the XIs of the club will be penalised 1 competition point, regardless of the result of the matches.

For example, if the 2nd XI in question wins the match they will still receive 4 competition points but will then be deducted 1 competition point for each player who also played in the 1st XI in that round.

*Notes:

- To participate in a team as 12th man (or a substitute fielder), the player in question must be registered as a member of that team's club for the JCL. The 12th man will not be regarded as being selected in the playing XI. Therefore it is acceptable for a 12th man or substitute fielder to participate in a team having already been selected in

a different XI for that round. No points deductions will apply in this case.

Finals and Play-Offs

To play in a semifinal or grand final, a player, regardless of whether he plays for a One-Team Club, Two-Team Club or Three-Team Club, must be registered for that club before the final round of the round-robin phase. The rules set out below also apply.

- (1) To play in a semifinal, or grand final for a **One-Team Club**, a player must have played at least one game for that club before the semifinal.
- (2) To play in a semifinal or grand final for a **Two-Team Club or Three-Team Club**, a player must have played at least one game for that club before the semifinal if:
 - (a) the **Two-Team Club or Three-Team Club** has a team in a semifinal or grand final for their 1st XI **only**; or
 - (b) the **Two-Team Club or Three-Team Club** has a team in a semifinal or grand final for their 1st XI and has a team in a semifinal or grand final for their 2nd XI or both 2nd XI and 3rd XI.
- (3) To play in a semifinal or grand final for a **Two-Team Club or Three-Team Club** that has a semifinal or grand final for their 2nd XI only or their 3rd XI only or both 2nd XI and 3rd XI only, a player must comply with the following:
 - (a) he has played at least one game in their 2nd XI if he intends to participate in the semifinals or grand final of the division which his 2nd XI belongs to. Also he has played at least one game in their 3rd XI if he intends to participate in the semifinals or grand final of the division which his 3rd XI belongs to; and
 - (b) of the matches played by him for that club in that JCL season not more than 50% of those matches were in divisions higher than the division he intends to participate in the semi final or grand final (the 50% rule).

*Notes:

- With regard to (1), (2), and (3) above, if a match is a “no-result” due to rain, forfeiture, etc., then a captain may list a player as being in the playing XI for that match by listing that player in the “Captain's Report for no-result or forfeited matches” submitted by the Monday after that scheduled match.
- The captain is not obliged to submit the “Captain’s Report for no-result or forfeited matches.” But it will be deemed that a player has not played any match during the season if, in addition to that player not appearing in any scoresheet for a completed match during the season, the player has not been listed in a “Captain's Report for

no-result or forfeited matches.”

- “Captain’s Report for no-result or forfeited matches” need not be considered when determining a player’s eligibility under the 50% Rule.
- Participation in any semifinal is not considered when determining a player’s eligibility to play in the Division 2 or Division 3 grand final under the 50% Rule.
- Under no circumstances may a player play in semi final in two or more divisions.
- Under no circumstances may a player play in grand final in two or more divisions.
- Clubs are permitted to change their XIs between the semi final and grand final. For example, a player may play in a 2nd XI semi final and then be “promoted” to the 1st XI for the grand final. A player may also play in a 1st XI semi final then be “dropped” to the 2nd XI for the grand final as long as (i) both XIs are playing in the grand final OR (ii) he is eligible under the “50% rule”.
- If a player plays in a 2nd XI or 3rd XI semi final he is automatically eligible to be selected for the 2nd XI or 3rd XI grand final. The 50 % rule does not apply in this case.
- If a player is ineligible to play in a semifinal or grand final under the 50% Rule, but would otherwise be eligible to play in the semifinal or grand final (i.e., the player is registered and has played at least one game for that club before the semifinal and is not subject to any penalty that stops his or her participation), then the player in question may participate as 12th man (or a substitute fielder).

CANCELLATION OF MATCHES (IN ROUND-ROBIN PHASE)

Each club **must endeavour to** play each match on the scheduled day and to avoid cancelling matches. Cancellation are to be considered a “last resort”. A decision to cancel a match must be made in accordance with the **JCA Senior Cricket Weather policies**.

Sano Groundskeeper, Kento Ota-Dobell, can provide updates to clubs of the status of the grounds in Sano on the Friday before each match.

Fuji Groundskeeper, Jarrad Shearer, can provide updates to clubs of the status of the grounds in Fuji on the Friday before each match.

Kento Ota-Dobell: 080-8702-5161, k-ota@cricket.or.jp

Jarrad Shearer: 090-3540-9729, j-shearer@cricket.or.jp

Reserve Dates:

There will be no reserve days scheduled for round-robin matches in 2024 that are declared a no-result. Matches that are postponed due to a State of Emergency or other external factor may be rescheduled to a later date by the JCL committee. If it is not possible to reschedule matches then the matches will be declared a no-result.

SCORESHEETS AND CRICCLUBS SCORING SYSTEM

As indicated in the JCL PCs, each team is responsible for providing a scorebook, connected device with the Japan Cricket app and scorers for each match. Two scorers must be operating at all times. The score must be recorded in at least one team's scorebook. The score must also be recorded using the Japan Cricket scoring app, but at least one paper scorebook must be used at each match. Where it is not possible to use the Japan Cricket scoring app two scorebooks must be used. In this case the scores must be entered manually online into the CricClubs score system by midnight on the same day of the match.

Note: at least one paper scorebook must be used at all times.

For matches scored using paper score books only the winning team is responsible for entering the score in the CricClubs online scoring system and sending a photo of the original score sheet (paper) by the Sunday immediately following the match. A photo of the original score sheet (paper) must be sent regardless of whether the match is also scored using the Japan Cricket scoring app or not. Failing to send that photo will result in penalties. See "Administration-Related Penalties" below.

Send the photo of the score sheet to the following address
jcl-committee@googlegroups.com

TEAM SHEETS

Each team playing in a match must prepare a team sheet and submit it to the umpires at the toss.

Spellings of names on the team sheets must precisely match spellings of names registered in the JCA online scoring system and JCA registration system.

Players not listed on the team sheet will not be able to play in the match.

Captains are encouraged to list any substitute fielders at the bottom of the team sheet.

The umpires must submit a photo of each team's team sheet to the JCL Committee **before the toss**. Failing to do so will result in penalties. See "Administration-Related

Penalties” below.

Team sheet:

<http://cricket.or.jp/en/archives/competition/japan-cricket-league>

Send photos of the team sheets to the following address:

jcl-committee@googlegroups.com

UNIFORMS

Each team must be attired in cricket uniforms approved by the JCL Committee. In principle, approved uniforms means the following:

- coloured cricket shirt;
- coloured cricket trousers;
- sports shoes;
- matching jumper or vest (in cool conditions); and
- Team hat or cap.

Each team must be wearing colored cricket clothing. The design of that clothing must be submitted in advance to the JCL Committee for approval.

Regardless of the colour of the uniform worn, all members of the playing XI must be wearing the same uniform. Small differences in manufacturer labels and logos are permitted. If all members of the playing XI are not wearing the same uniform, penalties will apply. See “Administration-Related Penalties” below.

USE OF HELMETS FOR BATTING AND FIELDING

The JCA Junior Playing Restrictions for Senior Cricket apply to the JCL. Those restrictions stipulate compulsory rules regarding use of helmets by junior players.

From 2024 all batters are required to wear a helmet when facing any bowling that the umpires consider to be “medium pace” or faster. Please refer to the JCL PCs (25.9) on batters wearing protective helmets.

Although senior players (players who are 19 years old or older as of 2 April in the relevant season) are not compulsorily required by the JCL to wear helmets when batting against spinners, fielding in positions close to the batsman, wicketkeeping close to the wicket, etc., the JCL Committee strongly **advises** the use of helmets by all players in such circumstances.

In line with recommendations made by the ICC, the JCA also recommends use of helmets that conform to the British Standard “BS7928:2013” for design and manufacture of cricket head protectors. Please refer to the following URL for more details:

<https://www.icc-cricket.com/about/cricket/rules-and-regulations/helmets>

UMPIRING FEES, REPORTS, & PENALTIES

The following applies in addition to the provisions set out in the JCL PCs.

- (1) For Division 2 and 3 matches the costs of transportation and lunch for the umpires standing in their match are covered by the club(s) which provides the umpire.
- (2) For Division 1 matches, in the case in which JCL Panel Umpires are assigned by the JCL committee, the costs of transportation and lunch for the umpires standing in the match are covered by each team participating in the match.
- (3) Each umpire must submit an Umpires’ Report (via the online form) and the team sheets from both teams (see “Team Sheets” above; to be sent by email) upon the conclusion of each completed match. Failing to do so will result in penalties. See “Administration-Related Penalties” below.

Online form:

<http://cricket.or.jp/en/play-cricket/leagues-tournaments/japan-cricket-league-documents-and-links>

Email for team sheets: jcl-committee@googlegroups.com

- (4) Each club will be subject to penalties for not providing two umpires (unless otherwise instructed by the JCL Committee) at a match for which it is responsible for providing umpires. The prescribed penalty is listed below under Administration-Related Penalties.

Note: the penalty will apply to all XIs in the case of Two-Team Club or Three-Team Club failing to provide umpires.

CAPTAINS’ REPORTS

After each match, the captains must complete the online Captains’ Report at the link below by the Monday immediately following the match. Failing to complete it on time will result in penalties. See “Administration-Related Penalties” below.

Forms:

<http://cricket.or.jp/en/play-cricket/leagues-tournaments/japan-cricket-league-documents-and-links>

ADMINISTRATION-RELATED PENALTIES

Penalties

JCL teams will be subject to the following penalties, which are to be regarded as standard for all JCL matches, unless otherwise announced by the Committee. Penalties are to be applied by the Committee as soon as possible after the incident takes place and the team will be informed of the penalty.

Deduction of two competition points:

1. failure to field a team (the team forfeits the match). In addition, the forfeiting team must (a) pay the other team's share of the ground booking for that match and (b) pay the other team's share of the umpire costs (if any have been incurred; this includes the cost of any pre-booked car or train tickets, etc.). If a team fails to field a team multiple times, the Committee may impose more severe penalties.
2. Naming an ineligible player on the team sheet. In this case the team will also be deemed to have forfeited the match.
3. Failure to provide any umpires for a match in which a team is scheduled to provide two umpires.

Deduction of one competition point:

1. Providing only one umpire for a match in which a team is scheduled to provide two umpires.
2. Match start time is delayed due to one team arriving to the ground late.
3. failure to upload scores to the JCA online score system on the day of the match after having received at least one warning (winning team).
4. failure to wear approved cricketing attire after having received at least one warning

Deduction of 0.2 NRR points

1. failure to upload scores to the JCA online score system on the day of the match (winning team).
2. failure to submit a photo of the score sheets to the committee by the Monday following the match (winning team).
3. failure to submit a Captain's Report by the Sunday following a completed match (both teams).
4. failure to submit photos of team sheets to the Committee before the match (umpires).
5. umpire provided by the team failing to wear approved umpiring attire (see Umpire's Code of Conduct).
6. failure to submit an Umpire's Reports for a completed match at which it provides

umpires by the Sunday following the match (both umpires are required to submit reports).

7. failure to wear approved cricketing attire.
8. Penalties for actions including, but not limited to, those set out in this document will be imposed at the discretion of the Committee in consultation with the JCA and may be based, among other factors, upon Captain's Reports and Umpire's Reports submitted after matches.

(See the link for the Disciplinary Policy under “Documents Governing the JCL” above.)

SUSPECT BOWLING ACTIONS

In addition to rules provided in the Laws of Cricket and the JCL PCs, see the Suspect Action Policy regarding handling of suspect bowling actions.

For JCL matches, the reporting process mentioned in the Suspect Action Policy will be conducted via the Umpires’ Report that an umpire is required to submit by the Sunday following a match.

(See the link for the Suspect Action Policy under “Documents Governing the JCL” above.)

JUNIOR PLAYING RESTRICTIONS

The Junior Restrictions apply to the JCL. All captains, umpires, and junior players are required to know, and to comply with, the Junior Restrictions

(See the link for the Junior Restrictions under “Documents Governing the JCL” above.)

GROUND INFO

Fuji

<https://cricket.or.jp/en/archives/ground/fuji-1>

<https://cricket.or.jp/en/archives/ground/fuji-2>

The container at the Fuji grounds contains all of the ground equipment. The container is locked using a key from Furuiya Ryokan. The teams playing a match at Fuji must organise for someone to pick up the key.

Furuiya Ryokan;
6 Heigakichō, Fuji-shi, Shizuoka-ken 416-0918 (TEL:0545-61-0233)

All players must be very polite and respectful with softball and baseball players at the Fuji grounds. The softball community has the power to ban cricket from the ground, and the baseball community south of Ground 2 has helped cricket a lot. Some softball players would love an excuse to ban cricket from the ground and it has taken a lot of effort to get regular access to the grounds.

Fuji Ground contact: Jarrad Shearer (j-shearer@cricket.or.jp)

Please make sure the container is kept tidy.

Sano River Ground

<https://cricket.or.jp/en/archives/ground/sano-1>

<https://cricket.or.jp/en/archives/ground/sano-2>

<https://cricket.or.jp/en/archives/ground/sano-3>

<https://cricket.or.jp/en/archives/ground/sano-4>

The teams playing a match at Sano River Grounds 3 or 4 must organise for someone to pick up the ground equipment from the storage shed located across the road from Sano River Ground 3. The shed will be kept unlocked during match days.

The teams playing a match at Sano River Grounds 1A, 1B, 1C or 1D must collect the ground equipment from the storage shed at Sano River Ground 1. The shed will be kept unlocked during match days.

The equipment must then be returned after the match. It can not be left out on the ground overnight under any circumstances. Please make sure the storage shed is kept tidy.

Sano Ground contact: Souta Wada (s.wada@cricket.or.jp)

Sano International Cricket Ground

<https://cricket.or.jp/en/archives/ground/sano-international>

The equipment at Sano International Cricket Ground is located in the two sheds furthest to the right in the long row of sheds. The equipment must then be returned after the match. Please make sure the storage shed is kept tidy.

Sammu

<https://cricket.or.jp/en/archives/ground/sanbu-no-mori>

The address is: 千葉県山武市埴谷1884-1 (1884-1 Haniya, Sanmu-shi, Chiba Prefecture)

A building called “Araragi-kan, Sanbu-no-Mori Kouryu Center” (さんぶの森交流センターあららぎ館) is located at the venue. This building can be accessed during the day. Car parks are located outside the building or closer to the actual ground (on the same level as the ground).

A storage room (which also has toilets) is located at the south end of the ground, and the Flicx pitch and other ground equipment are stored in that room.

To access the storage room, one of the club representatives must collect the key. It is not on-site. The key is stored at a Manager’s Office (さんぶの森公園管理事務所) which is located about 800 m up the road from the ground (opposite a large supermarket). The address for the Manager’s Office is 千葉県山武市埴谷1904番地3 (1904-3 Haniya, Sanmu-shi, Chiba Prefecture).

Normally, the key can be picked up from 08:15 and must be returned by 17:15. This means that the ground must be cleaned up quickly after matches in the afternoon.

Officials at the ground will inform the East Kanto Japan Cup Committee if the ground is playable at noon on Friday before the match. This information will be relayed to the clubs.

List of Ground Equipment

- Stumps
- Box with bails, counters, markers, chalk
- White disks for 30-yard circle
- Tape measure
- Boundary rope (four for Sano 3)
- Scoreboard
- Umpires’ tent, table & chairs (table and chairs are not the JCA’s, so they should be treated with utmost care)

Ground Preparation and Clean-up

Basically, the home team is responsible for preparing the ground before the match, such as setting up the stumps, preparing the 30-yard circle as shown in Appendix B (the

15-yard marks are not required), placing the boundary rope, and setting up the scoreboard, tents, tables and chairs. The away team is responsible for tidying up the ground after the match.

These responsibilities can be discussed between the teams but it is not appropriate to let the opposition team do all the work. If the ground is already set up when your team arrives, your team should volunteer to do pack up the ground.

Do not leave garbage at the ground. After the match, each player should look around and pick up any garbage, regardless of whose it was or when it was disposed.

APPENDIX A: Match Preparation Flow

Captains, representatives, and umpires need to take the following actions as necessary before and after matches.

Before Match

Playing clubs

- Register new players by Wednesday
- Insure players before Friday



Wednesday & Thursday

Playing clubs

- Contact JCL Teams email group
 - Announce captain & contact details
 - Request details about umpires
 - Confirm details about match prep (pick up for umpire, key, equipment, etc.)
 - Does equipment need to be returned or tidied?

Umpiring clubs

- Announce umpires & contact details
- Request transport if necessary



Match Day

Captains

- Check the Sano Groundsman's blog or video updates regarding weather as necessary
- Pass team sheet to the umpire before the toss
- Confirm score sheets are perfect & take photos of score sheets
- Return or tidy equipment as required
- Remove all rubbish from ground!

Umpires

- Send photos of teams sheets to JCL committee (before the toss)
- Confirm scorecards are perfect
- Remove all rubbish from ground!



No later than Sunday after match

Umpires

- Submit umpire's match report (all umpires must do this)

Captains

- Both captains: Submit captains' match reports
- Winner (or "home" captain if "No Result"):
 - Enters scoresheet in JCA online database (if match was not scored live on the Japan Cricket app)
- Winner (or "home" captain if "No Result"):
 - Send summary of match to JCL clubs



No later than Monday after match

Captains

- Winner: Send photos of scoresheets to JCL Committee

APPENDIX B: 30-Yard (27.5 m) Circle

