



PREMIER DIVISION, DIVISION ONE AND TWO PLAYING RULES

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1. BY-LAWS

Such matters as pertain to membership, Voting, Directors, General Meetings, Extraordinary General Meetings, Duties of Officer, Affiliated Clubs, Discipline, Payment of Fees, and Audit are all set out in the by-laws of the League incorporated under the Societies Act.

2. ADMINISTRATION

The home teams shall be responsible for the cleaning of the grounds (and locking and cleaning of the Pavilion at Riley Park) following their match. All teams will deposit a refundable \$100 fee for the maintenance of the Pavilion and the ground. (New)The Assigned teams which fail to perform such cleaning will be subject to a maximum fine of fifty (\$50) dollars per incident. Cleaning shall include, but not be limited to, the following: return of all chairs and tables to designated storage areas, removal of all garbage from around the grounds, and locking of clubhouse and/or storage lockers.

Teams which fail to leave the pavilion, when requested, for cleaning and lock up by another team, shall be required to clean and lock up the pavilion on the same day even though that team may not have been scheduled for cleaning duty on the said day.

2.2 The League shall issue one set of keys to each new team.

3. REGISTRATIONS

3.1 Clubs and Teams

3.1.1

Applications from clubs wanting to join the League must be in the hands of the League Secretary by the close of the Semi-Annual General Meeting, along with the relevant information of each club's contact person, for example, name, phone # and e-mail address.

3.1.2

Each new team, upon being accepted, shall pay a non-refundable entry fee of three hundred dollars (\$300.00) at the Semi-Annual General Meeting which will comprise part of their annual league dues.

3.1.3

A new team is defined as a team which did not play in the League in the previous year. However, a name change by any team, which is duly approved by the Executive, shall not constitute a "new team" for the purpose of item 3.1.2 above.



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3.1.4 Delete,

Every team must hand in a list of at least 12 active playing members prior to April 30th

3.1.5 Each Club must declare their affiliated teams before April 1st of each season. A club is permitted to declare only one affiliated team in each division.

3.2 Players

Each club shall register its players with the League Secretary on or before the SAGM of each season. Clubs failing to register at least 12 active playing members prior to this date will be removed from the playing schedule for the duration of the season. Players joining clubs after this date must be registered by their respective club within three days of first playing for the said club. See also Rule 6. The League Secretary shall maintain an up-to-date list of all registered players, an updated copy of which shall be posted on the Notice Board inside the Pavilion the Saturday morning of each week.

To be eligible to play for a club in the knockout competition or any designated league playoff matches, players must meet one of the following 2 criteria:

- 1) They must be registered with a club as of July 15th of the same season;
- 2) They must have played in a minimum of 3 games with their respective club prior to the knockout/playoffs;

Guest Player rule:

Only one player, registered in another league in Canada, may play in an official League game for a team as a Guest Player. Such a player may only play one game in a C&DCL season per team. Guest players who are not registered in another league in Canada must be registered by the Thursday following the first game that they have played in order to be eligible to play future games.

3.3 Financially Delinquent Players

At anytime during the season, each club may submit to the League Secretary, a list of players who have not paid their club dues for the previous season. These players will not be permitted to play for another club in the new season unless they have settled their debts with their old club. Notice of this settlement must be given, in writing, to the League Secretary by the clubs which originally submitted their names.

3.4 Junior Players



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3.4.1

Encouraging and developing junior players is a primary objective of all levels of Cricket administrations in Canada.

3.4.2

The League shall provide financial and coaching assistance, to the best of its ability, particularly through the formation and continuance of a Colts team participating in regular League matches.

3.4.3

A junior player is a player who is under the age of 19 years, prior to the start of the season, in accordance with standards as set out by the Canadian Cricket Association. Players are considered colts up to, and including, the age of 23 years of age if they were born before September 01.

3.5 Floaters

3.5.1

A "floater" is a player who is under the age of Nineteen (19) years of age as of September 01 of the current season, or over the age fifty (50) years. All floaters shall be subject to approval by the Executive Committee. The Executive shall publish a list of eligible floaters.

3.5.2

Floaters are not eligible to play in the Knock-Out or league playoff Competitions, except for the team under which they are duly registered.

3.5.3

For the purpose of determining the winners of the bowling and batting trophies, only runs made or wickets taken by a floater for the team under which he is registered shall count.

3.5.4

A team can play one U-19 floater per game. The U-19 player is restricted to 1 game in the season for the same club. Further, a team can only play a maximum of two U-16 players and one 50+ player per game. There will be no limit to the number of games they can play per team.

3.5.5

A designated coach of the colts for the season shall be able to play for the colts and one other registered team.

3.6 Ineligible Players

Any club using players deemed ineligible as per sections 3.1 to 3.5 above will be awarded a loss (a win will subsequently be awarded to the opposing team) for any games played using such players. It is the responsibility of each individual club to confirm that all players in a match are eligible. Forfeiture of points will occur on the first violation – there will be no warnings provided by the executive



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4. FEES

4.1 Membership dues for each club and affiliated body shall be fixed at the Semi-Annual General Meeting and must be paid in full by April 15th of each year. Fees must be paid in person at the offices of the Alberta Cricket Association (1528 16th Ave SW, Calgary, Alberta). Game balls for the upcoming season will be provided to the clubs upon receipt of membership dues. There is a 10% levy on unpaid balance as of May 1

4.2 Any club, which duly registers a team in the League, and subsequently withdraws from the League, will forfeit all of its dues already paid.

4.3 Clubs delinquent in the payment of their fees by April 20th shall be ineligible to play in League competition until payment is made in full to the League Treasurer. All points for games missed during the suspension, will automatically go to the teams which the suspended team should have played. If the team does not return to the League in that season, then the points will become void for the entire season.

5. LEAGUE SCHEDULE

5.1 Each team is entitled to request only one weekend off during the season. Teams shall notify the League of the dates they require to have off no later than March 30th. They may use a vacant pitch only after they have made a formal request to the Executive and only after the said body has given its approval

5.2 The League Schedule shall be made and circulated to all teams for comments and/or objections within a period of 48 hours and then finalized and published no later than April 15th. No changes shall be made to the Schedule thereafter, with the possible exception of unforeseen circumstances, touring teams from other provinces, or countries, or due to ACA/CCA fixtures (amended).

5.3 The Executive must approve all changes. In case of unforeseen circumstances, all affected teams must agree to the proposed changes before any games can be rescheduled.

6. TRANSFER OF PLAYERS

Any senior player who plays for a Club during the season (unless only as a substitute fielder), or who is on the Club's registered list of members, shall be allowed to transfer from one Club to another only under the following conditions:

(a) If the Club for which he is playing folds during the season and this is officially communicated in writing to the League Secretary, or if a written application is made by the said player to the League Secretary together with a letter of eligibility of release from his club. A duly authorized officer of the club must sign this letter. If a player wishes to change his Club at the commencement of a new season, he is free



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to do so, unless he has financial obligations to his old club as per 3.3 above.

(b) If any Club refuses to release a player, that player may appeal to the League Executive, and that body shall decide the issue.

(c) Players are permitted to transfer from one club to another once in a season, without penalty, provided that the transfer occurs before July 15th. Thereafter, 6d shall apply.

(d) A player requesting a transfer shall immediately cease to play for the Club for which he has been playing and shall sit out two (2) scheduled games of the Club to which he proposes to transfer. These two (2) games shall be counted from the time the League Secretary has received said application. In case of a Club folding during the season, then the waiting period is reduced to zero game once the League Secretary has been duly notified of the folding.

(e) The League Executive may deny the requested transfer, if the apparent purpose is to realign Club members so as to convey an unfair advantage to another team, based on actual or anticipated results.

(f) Players in the same club may transfer between the clubs designated teams as follows:

- (i) Players are permitted to move from their team to their affiliated teams during a season as follows :
 - a. Each team must submit a list, which must be approved by the Executive, of 8 seeded players at the start of the season. The players on this list will not be able to float down within the club or affiliated team.
 - b. The Executive will review the seeding lists by June 30th and August 15th and make changes to it based on player performance during the season.
 - c. The players not listed in the seeded player list are eligible to play for the other teams in the same club. (new)
- (ii) Unfair use of Players - Teams are expected to use players fairly in the division which best suits their talents and abilities and in which they have established themselves previously.
- (iii) Clubs will not be permitted to have more than one affiliated team in each division.

7. PLAYING RULES

7.1 Hours of Play

1st innings 12:00 PM to 3:30 PM (May, June, July, Aug) important:



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2nd Innings cut off (End of Second innings) time: 3.5 hours from the start time of Second innings (new)

11:00 A.M. to 2:30 P.M. (September). The interval between innings shall be 30 minutes. The 30 minutes shall commence either after the scheduled numbers of overs have been bowled or in the event that the first team is all out early, it shall commence immediately thereafter.

7.2 Matches will consist of one innings per side, limited to 50 six-ball overs and each bowler to 10 overs.

7.3.1 **Delayed Start**

If bad weather delays the start of a match, the number of overs will be rearranged so that each side bats for the same number of overs. (This will be decided by the umpires in the presence of the respective captains). To ensure a result each side must bowl at least 20 overs (unless a result is achieved as per 7.4.1 below). In this instance, the first innings may finish after the designated time (7.1). The reduction of total overs shall be calculated at the rate of 4 minutes per over; and the limit per bowler is the reduced total divided by 5 to be decided before the start of the game. Once a game has started, the number of overs, which may be bowled by each bowler, shall not be changed. The D/L Method now applies.

7.3.2 ***Delayed start – extenuating circumstances***

Umpires are given the discretion to adjust overs when there is a delay in the start of a game due to circumstances where neither team is to blame (i.e. poor playing conditions)

7.3.3

If the team bowling (first) fails to bowl 50 overs in 3.5 hours (or any other agreed number of overs in agreed allotted time), they shall be penalized 6 runs per over for (each uncompleted over) in allotted time. This rule shall be applied to both innings of the match.

Example:

First Innings:

If the bowling team bowls 48 over's in their allotted time, they will continue to bowl the remaining 2 overs. If the batting team scores 200 runs in 50 overs, the total will be increased to 212 runs (6 runs per over penalty).

Second Inns



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Bowling team bowls 47 over's in allotted time. The batting team target will be revised as $222-18 = 204$. The bowling team will continue to bowl remaining three overs. The revised target will be considered as a new target.

7.4 THE RESULTS

7.4.1 A WIN

(a) A win can be achieved only if both teams have batted for at least 20 overs, unless one team has been all out in less than 20 overs, or unless the team batting second scores enough runs to win in fewer than 20 overs. All other matches in which one or both teams have not had the opportunity of batting for a minimum of 20 overs, shall be declared "Abandoned" (7.4.3)

(b) Matches in which both teams have had an opportunity of batting for 50 overs in an uninterrupted match, the team scoring the higher number of runs shall be the winner.

(c) If the team batting second has not received the allotted number of overs and has not been all out and has not passed its opponent's score, the following shall apply:

(d) If the game is abandoned or suspended before the second team receives its allotted overs, the result shall be based on the revised D/L target calculated by the umpire, provided at least 20 overs have been bowled in each innings.

7.4.2 A TIE

(a) In the event that two scores are equal or D/L adjusted targets are equal in a round robin League game, then the teams shall be awarded 3 points each.

(b) In a playoff or knock out game, where results are a must, then the team which received the fewer number of balls to amass its score shall be declared the winner. If the two scores are equal and the number of balls received is also equal, the team losing the fewer number of wickets shall be declared the winner. If the two scores, the number of balls received and the number of wickets lost are all equal, the result will be decided by the flip of a coin.

7.4.3 ABANDONED GAMES

If a team has not received at least 20 overs and has not been completely dismissed (see 10.1 and 10.2), such a game shall be treated as "Washed-Out game "Abandoned" and no points shall be awarded and the game shall not be replayed except In case of a playoff or knock out game, where this game shall be rescheduled. If the game is not completed on the rescheduled day, the team with the highest average points wins.

7.5 POINTS



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The points shall be awarded as follows:

CRITERIA POINTS

A Win 6 points

A Tie 3 point each

The winning team shall be penalized 1 point if complete and accurate statistics cards are not passed to the statistician.

7.6 The first water break may only take place after the first hour of playing time has elapsed and it shall not exceed five (5) minutes; other water breaks will be at the umpires' discretion.

7.7 No match shall commence if either or both teams have less than seven players present up to 30 minutes after the scheduled start of the game. If one team has less than 7 players present, it shall forfeit the match. The non-defaulting team shall receive 6 points.

7.8 A win by forfeiture must be reported to the League Executive by the captain of the winning team.

7.9 Any team or club which fails to show up (as described in 7.7 above) for three or more games in any one season shall automatically be disbarred from playing in the League the following season.

7.10 League standings shall be determined by highest points per game played average. In the event that two or more teams have the same average, the tie breaker(s) will be based on the following (in order):

- i. Head to Head result(s)
- ii. Net run rate

8. CODES OF CONDUCT

Level 1

The Offences set out at 1.1 through 1.6 below are Level one Offences. The penalty for a Level one offence shall be an official reprimand, a one game suspension and a \$50.00 fine.

1.1 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings

1.2 Showing dissent at an umpire's decision by action or verbal abuse

1.3 Using language that is obscene, offensive or insulting and/or the making of an obscene gesture

1.4 Excessive appealing



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1.5 Pointing or gesturing towards the opposite team in an aggressive manner by a bowler or member of the fielding side upon the dismissal of a batsman.

1.6 Public criticism of or inappropriate comment on a match or related incident.

Level 2

The Offences set out at 2.1 to 2.10 below are Level 2 Offences. The Penalty for a Level 2 offence shall be a fine of \$100.00 and a three game suspension.

2.1 Repeat of any Level one Offence within one season of such offence.

2.2 Showing serious dissent at an umpire's decision by action or verbal abuse

2.3 Serious public criticism of, or inappropriate comment on a match-related incident or match official

2.4 Inappropriate and deliberate physical contact between Players in the course of play

2.5 Charging or advancing towards an umpire in an aggressive manner when appealing

2.6 Deliberate and malicious distraction or obstruction on the field of play

2.7 Throwing the ball at or near a player, umpire or official in an inappropriate and/or dangerous manner

2.8 Using language that is obscene, offensive or of a serious insulting nature to another Player, umpire, Referee, Team Official or spectator. (It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will look to lay charges when this falls below an acceptable standard. In this instance, language will be interpreted to include gestures).

2.9 Changing the condition of the match ball in breach of Law 42.3.

2.10 Any attempt to manipulate a match in regard to the result, net run rate, bonus points or otherwise. The captain and members of any team guilty of such conduct shall be held jointly responsible.

Level 3

The Offences set out in 3.1 to 3.4 below are Level 3 Offences. The penalty for a Level 3 Offence shall be a \$250.00 fine and a five game suspension.

3.1 Repeat of any of Level 2 offence within the same season of such offence

3.2 Intimidation of an umpire or referee whether by language or conduct



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3.3 Threat of assault on another player, team official or spectator

3.4 Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, color, descent or national or ethnic origin.

Level 4

The Offences set out at 4.1 to 4.5 below are Level 4 Offences. The Penalty for a Level 4 Offence shall be a \$500.00 fine and a ten game suspension.

4.1 Repeat of any Level 3 Offence in the same season as such offence

4.2 Threat of assault on an umpire or referee.

4.3 Physical assault of another Player

4.4 Any act of violence on or off the field of play by any member of the league

4.5 Using language or gestures that seriously offends, insults, humiliates, intimidates, threatens, disparages, or vilifies another person on the basis of that person's race, religion, gender, color, descent or national or ethnic origin.

Note: Any player under suspension in a given division is not permitted to play in another division until his suspension is fully served in the division where the offence was committed.

Where the facts of or gravity or seriousness of the alleged incident are adequately or clearly covered by any of the above offences, the person laying the charge may allege one of the following offences: -

(A) Breach of Rule C1- conduct contrary to the spirit of the game; or

(B) Breach of Rule C2- conduct that brings the game into disrepute.

The person laying such a charge must specify the level of breach to accompany the charge: for example, "conduct contrary to the Spirit of the Game –Level 2" or "conduct that brings the Game into disrepute- Level 1".

5.0 In deciding penalty, the executive should not take into account the prior record of the person charged.

5.1 If damage has been caused to any property, the Executive Committee may order compensation to the aggrieved party as part of the penalty.

5.2 The Executive Committee shall, as far as possible, impose a ban so as to apply to the next match (es) in which the Player is scheduled to play.

5.3 Where there are separate incidents in the course of a match, the umpire, a participating captain or any registered member of the League should lay separate charges. If the Executive Committee finds that the person charged to be guilty of more than one offence, they shall impose separate penalties in respect to each offence. Penalties in such cases are cumulative and not concurrent.



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5.4 Plea-bargaining is not permitted. It is open to the Executive Committee to find a Player guilty of an offence in a level lower than that in which he is charged where the constituent elements of the lesser offence are the same.

5.5 Nothing in this Code of Conduct alters the onus on the Captain to ensure that the Spirit of the Game is adhered to as stated and defined in the Preamble to the Laws of Cricket.

5.6 The Player or Official reported shall be entitled to appeal against the finding and/or a penalty imposed in respect to Level 2, level 3 or Level 4 offences. In determining the appropriate penalty (if any) on an appeal, it is open to the appellate body to increase or decrease to the penalty.

9. PROTESTS AND APPEALS

9.1 The presiding umpires shall be the sole authority for settling disputes on the field of play.

9.2

9.2.1.

Any registered member of the League, or spectator, may lodge a complaint against any other member of a club or team of the League for unsportsmanlike conduct that is prejudicial to the well being of the League. Such a complaint must be made in writing to the Secretary of the League within 10 days of the alleged incident and can be made against either a playing member or non-playing member. A hearing must be held within 14 days of the complaint being received by the Executive, as per 9.3.

9.2.2

In cases where a player's conduct towards an umpire or the opposition, is judged by either umpire to be unsportsmanlike or prejudicial to the well being of the League, the umpires shall file a written complaint to the Executive. Such a complaint must be made in writing to the Secretary of the League within 10 days of the alleged incident. A hearing must be held within 14 days of the complaint being received by the Executive, as per 9.3. The player(s) involved, as well as the team captains, will be called to such a hearing. Captains of the teams may be found guilty of an offense even if not named in the report.

9.3 The League Executive Committee shall meet as soon as it is practical to review the complaint. The Executive Committee shall hear evidence from the complainant(s), defendant(s) and their witnesses in an effort to resolve the matter. The Executive Committee shall determine if League rules or the Spirit of the Game have been contravened and if they have, it shall reprimand, fine and/or suspend the offending parties for a period of time which is commensurate with the severity of the offense.



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9.4 The Executive Committee must present a written judgment to the parties of the hearing.

9.5 Any party to the dispute may waive his rights to being heard by the Executive Committee, but the League shall give notice of the hearing to the complainant(s) and the defendant(s).

9.6 Any person who has been found guilty by the Executive Committee may appeal the verdict to the Cricket Alberta Executives. Such an appeal shall be in writing and shall be presented to the Cricket Alberta Secretary within ten days of the judgment being given to the parties concerned.

Such an appeal shall only be allowed on one of the following grounds:

- (a) Severity of sentence
- (b) Denial of due process as outlined in items 8.2 through 8.3, inclusive.

The letter of appeal shall specifically and clearly state the grounds for the appeal.

9.6 The Cricket Alberta Executives Committee may deny an appeal hearing if it has determined that such appeal is inconsistent with item 9.5 or if it is felt that it is based on frivolous grounds.

9.7 The verdicts of the Cricket Alberta Executives Committee on all matters relating to discipline, protests, appeals, etc., shall be final and binding. No bodies to which the C&DCL is an affiliate, or of which the C&DCL may be a member, will have any right to review, accept, or reject, in any way, the decision of the Cricket Alberta Executives Committee.

10. ABANDONED GAMES

10.1 If, in the opinion of the presiding umpires, or in their absence, the captains, prevailing conditions render play impossible or dangerous, they shall declare such a game abandoned.

10.2 If a result can not be achieved as per 7.4.3 above, and if the teams are in compliance with 7.7 above, a game shall be declared abandoned

11. RESULTS

11.1 A suitable statistician box shall be placed in the Pavilion. The captain of each team is required to submit a complete score sheet, provided by the statistician, at the conclusion of each match. The score sheets shall be signed by both captains and at least 1 umpire, and deposited in the box by each captain by Wednesday at 12pm of the following week. As in 7.5 above teams will be penalized one (1) point for failing to comply.



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11.2 Scorecards must be submitted electronically (via online statistics program) by Wednesday at 12pm following the match. As in 7.5 above teams will be penalized one (1) point for failing to comply.

11.3 The League Statistician's published figures for the League championship shall be considered as final, unless protested, in writing, to the League Secretary no later than one week after posting on the Notice Board. The Final figures shall be posted no later than the day of the final playoff match, or if there is no Knockout/Playoff Competition, one week after the final League game.

12. SCORE BOOK

Each team shall keep neat and accurate score books and these shall be made available to the Executive and Statistician if and when required.

13. PREPARATION OF GROUNDS

The home team shall be responsible for the marking of the ground, including the 30-yard circle, and to put the stumps in place in sufficient time so as to allow for a punctual start of the match. The home team shall also be responsible for the removal and proper storage of all equipment, including chairs, tables, and garbage bins at the conclusion of the match. Failure to do so will result in a fifty (\$50) dollar penalty, per incident, payable within 30 days.

Prior to the start of the match, the home team must roll the pitch with a light hand roller for a minimum of 10 minutes in the presence of at least one of the presiding umpires or the opposing captain. Failure to do so will result in the home team causing a delayed start as in 7.3.4 above.

14. WEARING OF APPAREL

14.1 All players in division 2 shall wear whites for trousers, shirts and sweaters. No metal additions to the heels and soles of footwear will be tolerated. Crepe soles are recommended. If, in the opinion of the umpire, any player is damaging a mat he shall be ordered to leave the field and must remove his footwear and replace them with suitable ones.

14.2 All Premier and Division 1 matches will be played with white balls and coloured clothing. Premier and Division 1 teams will be responsible for supplying their own coloured kit as follows:

(a) Team Colors must be registered with the league before March 1st of the upcoming season.

(b) Teams are responsible for providing their own coloured pads (including wicket keeping pads)

(c) Team jerseys must clearly depict the team name across the front of the jersey. The team logo shall appear on the left chest side of the jersey. All



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sponsors logos must be approved by the league prior to being placed on jerseys and can only appear on the right chest. The C&DCL logo MUST appear on the right chest of all Premier and Division 1 jerseys. The C&DCL is required to provide the image file to all clubs in the Premier and Division 1 to put on the jerseys.

(d) It will be the responsibility for each team to supply extra jerseys for floaters or additional players

(e) Player numbering is NOT mandatory.

(f) Players participating in Premier and Division 1 matches may only wear their league approved jersey in each match. In the event that a team has more than one approved jersey, all players must be wearing the same jersey.

(g) Players failing to comply with 14.2 (f) must immediately leave the field. Failure to do so will result in the player's team losing the match in question.

(h) Bowlers cannot use white tape on their hands unless an injury has been suffered during a match.

(i) Bowlers cannot wear ring/rings on his/their bowling hand.

15. ANNUAL PREPARATION AND UPKEEP OF THE PAVILION AND GROUNDS

15.1 The Clubs will be requested from time to time to assist with the preparation of and repairing of the pavilion, grounds, equipment, etc. All teams shall provide the equivalent of 3 players for 5 hours (15 man-hours) for each spring workday. Failing to provide will result in a penalty of \$20.00 per hour to the team. Teams may be requested to supply manpower for work at other times. The same rules apply.

15.2 Bowling Machine: The bowling machine shall be kept at Riley Park and will be available for use by all teams. The league will not provide balls for the bowling machine.

16. PAVILION MANAGER

All matters pertaining to the proper use and upkeep of the pavilion shall be under the jurisdiction of the pavilion manager who will be selected at the semi-annual meeting. The manager, together with the Executive, shall make rules for the use of the pavilion.

17. GROUND RULES

Large Pitch – Riley Park

17.1.1 The boundaries are to be marked inside the trees so the only possible problem can be overhanging branches. If the base of the tree is outside the line any branches hanging over the playing fields will be treated as follows.



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(a) If the ball hits any part of the overhang and falls inside the boundary, it will be four (4) runs. If the ball hits a branch and falls over the boundary it will be six (6) runs.

(b) The batsman cannot be out-caught- if the ball hits any part of the tree and is caught by a fielder.

Small Pitch – Riley Park

17.2.1

The boundary line shall be marked inside the trees and in line with the sight screen on the south side so that only overhanging branches can influence play, (see rules under Large Pitch). Fielders cannot lean on the fence bordering the practice strip to catch or stop the ball and the ball must carry completely over the fence to be a six. The same applies to the sightscreens.

17.2.2

The trees on the northeast corner are part of the boundary. Fielders cannot lean on them to make a legal catch nor stop the ball. If the ball goes under said trees, it is four (4) runs and if the ball clears them completely, it is six (6) runs.

17. 3 Inland Park.

There are no ground rules specific to Inland Park.

18. DISPLAY OF PLAYING RULES

The playing rules shall be displayed in the pavilion and shall be furnished to each club Secretary before the start of the season.

19. PLAYERS

The names of the full team including a twelfth man must be submitted to either umpire by both teams at least 15 minutes before the toss.

20. SELECTION OF REPRESENTATIVE TEAMS

20.1 All senior teams representing the League shall be chosen by a selection committee comprising of (5) five members. Four (4) members shall be elected at the semi-annual meeting. The president of the League or his designate shall chair this committee. The chairman shall have the casting vote. The quorum for this committee is three (3) members.

20.2 Members of the selection committee, including the chairman, are not eligible for selection for any teams representing the C&DCL.



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20.3 All players selected to represent the League must attend practice sessions as specified by the duly appointed captain and/or manager of the said team. The captain or the manager must be informed by any player of his inability to attend, or about his absence from any session. Reasonable excuses shall be furnished in all cases. The manager or the captain shall inform the selectors of any unbecoming behavior of any player selected.

20.4 In the event that any player becomes unavailable for the game, the chairman of the selection committee shall appoint a suitable replacement after consultation with the committee.

20.5 Team managers and coaches shall be selected by the executive prior to the publishing of any representative teams

20.6 All junior and women's teams (including U23) shall be selected by the duly appointed coaches and confirmed by the executive.

20.7 The executive may remove a player from any representative team if one of the following applies:

- a) the player was reported for disciplinary issues in the previous seasons representative matches
- b) the player is currently under suspension by the C&DCL, ACA, CCA, or ICC (this can apply even if the suspension does not explicitly state a ban from representative matches)

21. UMPIRES

21.1 Each team should send a minimum of 2 candidates to attend an umpiring clinic to be held before the start of the season.

These candidates should be encouraged to write the CCA Level One examination and, if successful, join the Provincial Umpires Association as qualified umpires.

21.2 The league Umpiring Co-coordinator will be responsible for supplying an Approved List of umpires, their levels and contact information to all teams in the league.

21.3 The league is responsible for the payment of all fees to the umpires.

21.4 The team assigned is responsible for ensuring that one (1) umpire from the Approved List is present to officiate in the scheduled game. Where umpires fail to show, the team assigned is responsible for finding suitable replacements and advise the League Umpiring Coordinator of the changes.

21.5 Umpires assigned should not be registered players from either of the clubs participating in the game to be played.

21.6 Wherever possible, teams should first seek to use umpires that have achieved certification.



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21.7 Teams that fail to have umpires assigned will be subject to the following penalties:

- First Offence (One missed assignment in a season) – a \$100 fine and one point deduction from the team's season point total
- Second Offence (Two missed assignments over the course of a season) \$200 fine and a two-point deduction from the team's season point total and a one-game ban for the captain of the team.
- Third Offence (Three missed assignments over the course of a season) \$400 fine and the team is suspended from league play for the remainder of the season. League dues will not be refunded and all matches (played and un-played) are voided.

Teams will be considered to have missed an umpiring assignment if the scheduled umpire has not shown up 30 mins past the scheduled start time.

21.8 The umpire's decision is final. However, a team may report what it considers to be unsatisfactory performance by an umpire to the Executive, who shall only be responsible for explaining and deciding on matters of interpretation.

21.9 An umpire who leaves the field of play before the end of the match shall not be paid unless it is an emergency or if he has been cleared by a member of the Executive and a suitable substitute is found.

21.10 The umpires shall assess the situation in case of a late start and penalize the team(s) responsible, accordingly.

21.11 The umpires must file a written report on incidents in a match that adversely affect the Spirit of the Game within 10 days of the offence.

21.12 Umpires must be dressed in a plain white coat or shirt. No shabby clothing or jeans is to be worn. Umpires standing in Premier and Division 1 matches must be dressed in a plain coloured coat or shirt

21.13 No umpire shall be allowed to smoke or talk on a cellular phone on the field of play. Offenders will be fined fifty (\$50.00) dollars per offence.

21.14 Any game(s) which shall ultimately decide the League champions shall be presided over only by senior, neutral, experienced and the best qualified umpires as appointed by the Executive Committee.

22. WIDE BALL RULE

22.1. The home team is responsible for the marking of the wide ball lines on both sides of the wicket which is exactly 24 inches from the middle stump and visible to the umpire. If a ball pitches outside the offside wide-ball line and swings or spins and breaks the plane of the "popping" crease inside the line, then the ball is considered a



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legitimate delivery.

If a ball pitches inside the wide ball line and swings or spins and breaks the plane of the "popping" crease outside the line, then it is to be considered a wide ball.

22.2 The 24 inch wide-ball line only applies to the offside of the batsman. In accordance with ICC rules, a ball passing outside the batsman's leg stump behind him and not played by the batsman or does not touch the batsman in any way, will be considered a wide.

NB: A ball passing outside leg stump in front of the batsman is not a wide.

23. Automatic Dead Ball Rule:

Any ball striking the edge of the matting or a spike in the matting and behaving in an unusual fashion shall be a dead ball. Another ball shall be bowled if a ball becomes dead.

24. Trophies

The Executive shall post in the pavilion a list of the trophies that can be won by the players and teams and coordinate a presentation of trophies after the end on the season.

Criteria for trophy winners will be draw up by executive and posted in the pavilion.

25. Promotion and Demotion of Teams

The winning team from each Division will be promoted to a higher Division. The team with the lowest average/ points in a higher Division will be demoted to a lower Division. (New)

26. Playoff Games:

The divisional champions in each division shall be decided by playoff games. The four top teams from each Division will take part in it. These four teams will play semi-finals and a final based on their ranking, i.e. (The number one team plays against number 4 and Number 2 against Number 3.)

Play-off Playing Rules

The Play-Off competition shall be played between the top four teams to determine the Champions in all Divisions and shall be played under the C&DCL Playing Rules, subject to the following:

i) Player's qualifications for participation in the Play-Offs are:

a) A player who transfers from one club to another during the current season must play a minimum of three (3) games for his new club prior to the play-offs.

b) A floater or guest player is ineligible to play in the Play-Offs.



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c) The lowest ranked team in the regular season will be always Home Team in Play-off.

The lowest ranked in the regular season will always be Home Team in the Play-Offs).

d) Violation of rules will result in loss of the game(s).

27. Teams Volunteer Hours:

Each weekend team will be required to volunteer a minimum of 10 hours in a season. Failing to do so will result in a \$200.00 fine. A League assigned Volunteer Coordinator will assign the tasks for volunteer hours for the teams.

28: Addendum:

These Playing Rules shall not be amended once the season has begun, except, and only under exceptional circumstances, by a duly convened extraordinary general meeting.