



MOUNTAIN HOUSE CRICKET CLUB



Title	Prepared & Approved by	Version	Date
MHCC Rulebook	MHCC 2022 Executive board	2.0	Jan 2022

DISCLAIMER

The Primary Purpose of this Handbook is to provide guidance for MHCC Cricket and any individual/ organization who intends to use this handbook should assume that the law of the land will take precedence over any rule written here. This handbook explains the roles and responsibilities in detail for all associated parties in any capacity and under any ambiguous circumstances the board and its representatives (like umpires, organizers) reserve the right to make an appropriate decision purely with assessment of the situation.

This document has evolved throughout the life of MHCC and every effort is made to make it complete and comprehensive. This document will continue to be enhanced and updated to address changes, facilitate clarification of rules and regulations based on the feedback from the community.

For complaints/suggestions in the handbook, please reach out to mhcc.board@gmail.com.

It is mandatory for:

- Team Managers and Captains to go through this document and inform/update other team members of the variances from standard rules and recent changes.
- For any team member taking up umpiring responsibilities, read this document and understand the rules. Every team should have access to a physical or digital copy of this latest handbook.

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1. MHCC VISION

We all work towards the betterment of cricket at Mountain House and beyond and play inclusive cricket and bring energy at all levels.

2. CODE OF CONDUCT

2.1 PENALTIES, ESCALATIONS & DISCIPLINARY ACTION

2.1.1 Any unwelcome or abusive behaviors are not allowed at any stage of the game. Umpires will intervene if situations escalate on the ground and report it to the board. There will be disciplinary action taken after a thorough and fair investigation of the incident. The whole affairs will be documented in the MHCC archive for future purposes and kept confidential and shall be accessed by MHCC board members only.

2.1.2 Disciplinary action may lead up to, but is not limited to, points deduction, monetary penalties, banning the individual/captain/team, or involving legal authorities based on the severity of the incident.



2.1.3 It's strictly discouraged to engage in either any one or combination of the activities like Vaping/Smoking/Consumption of Alcohol/other relevant ones on the School Grounds and / On-Premise/Perimeter. And it is strongly Advised all MHCC members/those associated with the game follow these guidelines. Any deviations/escalations reported (either by residents/others) are considered as the sole responsibility of an individual. MHCC fully adheres and cooperates with City, County, State, and Federal laws and in any official proceedings thereafter.

2.1.4 During any time of the league, if there is a finding that a wrong player is playing for someone else, then the team falsifying will forfeit the game and the points will be awarded to the other team. Captain and vice-captain will be banned for a match.

2.1.5 If a player plays for a second-team within the league he will be banned for the rest of the league. And, the team captain who fielded an ineligible player will be banned for the next match and the game is relinquished to the opposite team.

2.1.6 Assaulting or attempting to assault or use foul language directed at an umpire or opposite player or any individual at the ground will result in immediate expulsion from the game and further disciplinary action.

2.2 HEALTH & COVID GUIDELINES



2.2.1 MHCC board strictly advises every individual who participates in the league to follow the CDC, California, and County guidelines.



2.2.2 The Board will be closely monitoring CDC and county guidelines and make amendments accordingly.



2.2.3 The board recommends everybody to wear masks and maintain social distance.

2.3 LEAGUE FEE & SECURITY DEPOSIT

2.3.1 If all players of the team are members of the MHCC, the team is considered an internal team with a \$200 registration fee per league.

2.3.2 If any one of the players in a team is not a member of MHCC, the team is considered an external team with a \$450 registration fee per league.

2.3.3 Every team should maintain the balance of \$100 security deposit at any given time until the league finishes that will be used to collect penalties caused by umpire absence, litter fees caused by the team and any other.

2.3.4 Security deposit is refundable, if not used, after the completion of the league.

3. GAME RULES / GUIDELINES

3.1 TEAMS & RESPONSIBILITIES

3.1.1 Each team should appoint a captain and vice-captain for the league and they both are official representatives of the team.

3.1.2 Each team should consist of a minimum of 8 players and may add up to 20 players at the max.

3.1.3 **CAPTAINS** should contact the board for queries about grounds, schedules, logistics, and any other provisioning for matches.

3.1.4 **CAPTAINS**, by agreeing to register the team and by participating in the league, the board considers it as a sign of agreement of the handbook. The rulebook will be uploaded to Cricclub for reference purposes only.

3.1.5 **CAPTAIN** is responsible for building a team and selecting the playing 11 for every match.

3.1.6 **CAPTAIN** will be held accountable for a player's conduct on the field and responsible for off the field unruly behaviors of the players on any MHCC controlled social media platforms and other communication modes.

3.1.7 **CAPTAIN** should make sure that team members maintain their MHCC membership to avoid the team status getting changed from internal to external at any time of the league.

3.1.8 **CAPTAIN** should help a player to onboard into the cricclub app and to your team.

3.1.9 On a game day, the **CAPTAIN** should verify the validity of the players of the opponent team before the start of the game and report to umpires if anything is concerning.

3.1.10 **CAPTAIN** is responsible for cleaning up after the match to make sure there is no littering by his team.

3.1.11 **TEAM SPONSORS** can cheer for their sponsoring team but no marketing on the field.

3.1.12 A **PLAYER** should maintain MHCC membership at all times to continue to play in the internal team and other benefits.

3.1.13 A **PLAYER** (Member or Non-Member of MHCC) should get registered himself in the cricclub app and maintain the profile with a valid photo uploaded at all times.

3.1.14 A new **PLAYER** can join the team at any time before the end of pool stage games (round Robin) and play at least one pool stage game prior to playoffs in that particular league to be eligible to play in the playoffs for his team. Otherwise, he can play if the opposite captain agrees. If a team is found playing ineligible players during the playoffs the game is automatically forfeited to the opposite team.

3.1.15 If a **PLAYER** wants to switch his team for any reason, he is allowed to do so after the league completes and his current and future team's captains should handle the matter. If it requires MHCC board intervention, please reach us through email (mhcc.board@gmail.com).

3.1.16 A **PLAYER** is responsible for cleaning up after the match to make sure there is no littering.

3.1.17 If all players of the team are members of the MHCC, the team is considered an **INTERNAL TEAM**.

3.1.18 If any one of the players in a team is not a member of MHCC, the team is considered an **EXTERNAL TEAM**.

3.1.19 For every match, one from the playing teams will be assigned as the **HOME TEAM (A ROLE TO BE PLAYED BY ONE OF THE TEAMS IN A MATCH)** whose responsibilities are ground set up before the match starts.

3.1.20 The **HOME TEAM** should have a plan to give enough time to the ground setup that enables the organizers to start and finish the game as scheduled.

3.1.21 The ground setup includes duties like but is not limited to, setting up the pitch - crease, wide lines, stumps & bails, a mat if applicable, boundary lines, inner circle, umpire scorecards.

3.1.22 Both home and away teams should provide one set of stumps for the match.

3.2 LEAGUE & PLAYOFFS

3.2.1 Teams are ranked purely based on their standing at points table (points and net run rate) from pool stage matches within their division irrespective of knockout stage results.

3.2.2 Top-ranked teams (teams count may vary based on teams registration and will be declared before the start of the league) in their current division will move up in their ranking for the upcoming league. An exception is that the top-ranked teams in Division A shall not move up in the order because that is the maximum ranking in the league.

3.2.3 Bottom-ranked teams (teams count may vary based on teams registration and will be declared before the start of the league) in their current division will move down in their ranking for the upcoming league. An exception is that the bottom-ranked teams in the bottom division shall not move further down in the order because that is the minimum ranking in the league.

3.2.4 Moving up or down in the ranking is not always guaranteed to move into another division since the total number of teams registered also plays a role in forming the divisions.

3.2.5 Post team registrations, if there is a team that's dropping from the league, the teams below them will move up by one position in the rankings. And, any new teams registered will be added to the bottom of the rankings.

3.2.6 Before division formation, a time window will be opened for teams from the rankings list to be allowed to swap their ranking with one level higher/lower ranked team only once, if both swapping team captains agree to it.

3.2.7 If a team skips playing for a league, it will be considered as a new team and it has to start again from the bottom ranking when registering for later leagues.

3.2.8 Top-ranked teams (teams count may vary based on teams registration and will be declared before the start of the league) from the pool group stage matches will be qualified for playoff games within their division.

3.2.9 Knockout games include qualifiers (if applicable), semi-finals, and final matches.

3.2.10 Winners from the 1st and 2nd semifinals will play in the finals.

3.3 SCHEDULES / TIMELINES / RESERVATIONS

3.3.1 Schedule for group stage matches and knockout games will be released before the start of the league.

3.3.2 Match and umpires schedules are randomized and not guaranteed to fix a preferred date for any parties.

3.3.3 The overall period of the league may depend on factors like the number of teams registered to play, grounds availability, and other logistics.

3.3.4 If a team likes to withdraw in the middle of the league, it is highly advised not to do so as it would upset the team positions. If the team is still pursuing to withdraw for whatsoever reason, they should fulfill their other duties like umpiring, etc., for the remainder of the league and remaining teams in the division who played or will play against them will secure the complete match points to neutralize any impact caused by the team exit.

3.3.5 Playing 11 should be declared (in cricclub app or to the umpires, in case of any application issues) before the start of the match and at least a minimum of 8 verified members from the playing team should be available during the toss and playing members should be elected into the cricclub app.

3.3.6 Only registered players with photo id (hard or digital copy) are allowed to play.

3.3.7 Non-member of a team can never take the field. Also, a substitute player provided by the opposition team is not allowed to field.

3.3.8 After the first 10 overs of every innings, both teams will get 5 mins to break. And, after the completion of 20 overs of the first innings, both teams will get 10 mins to break.

3.3.9 Bowling teams are allowed to set the field and discuss bowling options in between the overs but have to respect the time of the opponents and umpires. If the umpires or opposite captain feel the bowling team is taking more time, their concerns will be conveyed to the bowling team captain expecting that he takes care of it.

3.3.10 There won't be any rescheduling of the matches during the league stage if it is affected by rain and points will be shared. Knockout stage matches will have a reserve day for canceled matches.

3.3.11 If a match is impacted by ground outfield conditions like wet outfield by sprinkler, grass, etc., the board will reschedule the match to resume based on the situation.

3.3.12 There will be one reserved weekend after the knockout stage matches to reschedule any canceled matches at the knockout stage. If no canceled matches, finals may be scheduled on the reserved weekend.

3.3.13 Mats are provided only for MHCC League matches but not for practices.

3.3.14 MHCC reserved grounds can be used for practice matches when there are no league matches scheduled. And, practice matches between teams will take precedence over individual team practices concerning ground availability.

3.4 GAME DAY QUALIFICATIONS

3.4.1 If any of the playing teams is not showing up until or after 10mins of the scheduled start time or the players are shown up lesser than the approved count, the match will be declared as won by the opponent.

3.4.2 If both teams are late to the match, umpires reserve the right to decide to abandon the match and teams get no points.

3.4.3 Any latecomers of the playing team are allowed to participate in the match before the end of the 4th over of the 1st innings. The end of the over is considered when the bowler completes the last ball of the over and the ball is collected and kept.

3.4.4 Schedules are time-bound since there is a high chance that back-to-back events are scheduled at the same venue by MHCC and other entities. So the 1st innings bowling team should finish their quota of 20 overs in 90 mins, excluding unexpected time delays caused by things like injury, ball collection from outside of the park, etc., or else they may lose an over for every 5 mins delay during their batting.

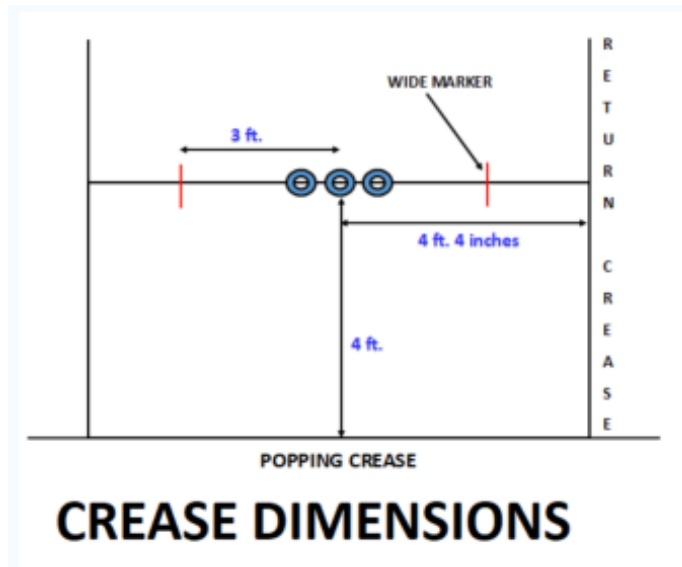
3.4.5 If the bowling team in the 2nd innings has a slow-over rate, they will be penalized by reducing one over for every 5 mins delay in their next match.

3.4.6 During any time of the innings, if it is found that the batting team used the ball that is not provided by MHCC, the match will be forfeited to the opposite team.

3.5 DIMENSIONS & RULES

3.5.1 - GROUND SETUP:

Boundary Length	Inner Circle	Pitch length
160 ft	75 ft	64ft



3.5.2 - GROUND SETUP: Game start time may vary based on the season and weather. Board will communicate to the leads group before the start of every league about the start time and other details.

3.5.3 - GROUND SETUP: There is a proposal presented to the authorities for 360-degree grounds and it is a work in progress.

3.5.4 - GRANTED RUNS (ONLY BY GROUND RESTRICTIONS): If the ball hit by the batsman or by misfield touches or goes over the fence or any objects obstructing the fielding, **1 run** is granted → if the fence or any objects obstructing the fielding is ≤ 100 feet from the center of the pitch. Refer [5.1.1](#)

3.5.5 - GRANTED RUNS (ONLY BY GROUND RESTRICTIONS): If the ball hit by the batsman or by misfield touches the fence or any objects obstructing the fielding, 1 run is granted → if the fence or any objects obstructing the fielding is > 100 feet and ≤ 120 feet from the center of the pitch. Refer [5.1.1](#)

3.5.6 - GRANTED RUNS (ONLY BY GROUND RESTRICTIONS): If the ball hit by the batsman or by misfield goes over the fence or any objects obstructing the fielding, 2 runs are granted → if the fence or any objects which obstruct the fielding is > 100 feet and ≤ 120 feet from the center of the pitch. Refer [5.1.1](#)

3.5.7 - GRANTED RUNS (ONLY BY GROUND RESTRICTIONS): If the ball hit by the batsman or by misfield touches or goes over the fence or any objects obstructing the fielding, 2 runs are granted → if the fence or any objects obstructing the fielding is > 120 feet from the center of the pitch. Refer [5.1.1](#)

3.5.8 - SCORING: Leg umpire should count the balls bowled by the bowler and runs scored against them, wickets taken. After a bowler completes the over, the leg umpire should confirm the score with the batting team scorer before the start of the next over.

3.5.9 - SCORING: Batting team should have access to scoring in the Cricclubs app and update the scorecard for every ball bowled and also confirm the score with the leg umpire before the start of the next over.

3.5.10 - SCORING: Batting team should record the match start time in the Cricclubs app and confirm with the leg umpire. If not possible, the time recorded by the leg umpire will be used as the only source to confirm the start time.

3.5.11 - POWER PLAYS: At a T20 match, the bowling team may choose to use their quota of powerplay overs (3 overs) during the first 10 overs (1-10) and it must be consecutive overs.

3.5.12 - POWER PLAYS: If the bowling powerplay is not taken until 7 overs, the last 3 (8-10 overs) will automatically become powerplay overs.

3.5.13 - POWER PLAYS: At a T20 match, the batting team may choose to use their quota of powerplay overs (3 overs) during the second 10 overs (11-20) of their innings and it must be consecutive overs.

3.5.14 - POWER PLAYS: If the batting powerplay is not taken until 17 overs, the last 3 (18-20 overs) will automatically become powerplay overs.

3.5.15 - POWER PLAYS: Bowling team can field a maximum of 2 fielders outside the circle.

3.5.16 - POWER PLAYS: Bowling team can field a maximum of 3 fielders on the leg side.

3.5.17 - BATTING: For a player's safety, the board strongly advises all batsmen to wear the guard and board is not liable to any injuries caused.

3.5.18 - BATTING: Batsmen can retire and return to the crease at any stage of their innings.

3.5.19 - BATTING: If a batsman requests for a by-runner upon his injury, it is up to him and the opponent captain to agree. Umpires shall intervene to give advice to help the situation. If the batsman is granted a by-runner, he won't be allowed to bowl in the 2nd innings of the match.

3.5.20 - BATTING: When a batsman switches his side during the bowler run up, the leg and off side of the striker's wicket shall be determined by the striker's stance. If the batsman switches his side when the bowler approaches the bowling crease, both sides of the batsman shall be considered as off side for wides. When a batsman moves during the delivery of the ball, the wide line gets moved and the umpire makes the judgment of the wide.

3.5.21 - BOWLING: At a T20 match, a bowler can bowl a maximum of 4 overs but two continuous overs in an innings can not be bowled by the same bowler at any given time.

3.5.22 - BOWLING: Bowler should notify the umpire about which arm and side he is going to bowl so the umpire shall inform the striker. Failing to do so will result in no ball.

3.5.23 - BOWLING: A delivery by the bowler is considered legal when A) both feet of the bowler are inside the crease, B) the front foot or part of the front foot is behind the popping crease, C) the front foot landed behind the popping crease before sliding over.

LEGAL DELIVERY



3.5.24 - **FIELDING**: Intentional blocking or disturbing of batsmen when they complete the run may lead to batsmen injury and may result in disciplinary action for the fielder.

3.5.25 - **FIELDING**: At any time of the game there should be a minimum of 4 fielders inside the inner circle.

3.5.26 - **FIELDING**: Bowling team can field a maximum of 5 fielders on the leg side during non powerplay overs.

3.5.27 - **FIELDING**: Any fielding restrictions violation will be declared as no ball.

3.5.28 - **RUNNING**: If a runner leaves the crease before the bowler completes his run up and releases the ball, it may lead to "mankading".

3.5.29 - **KEEPING**: Only the player from declared playing 11 for that particular match will be allowed to keep the wicket.

3.5.30 - **KEEPING**: A keeper is allowed to bowl at any time.

3.5.31 - **KEEPING**: When some part of the wicket-keeper's person or equipment was not completely behind the wicket when the ball came into play, the umpire at striker's end can signal a no ball.

3.5.32 - **WIDE**: Any ball bowled on the leg side (not on top of the stumps) with no contact with the bat/body of the batsman is wide.

3.5.33 - WIDE: First ball above the batsman's shoulder in an over is a first bouncer warning and if the delivery passes or would have passed over the head height of the striker standing upright at the popping crease is wide with a warning but if the batsman hits the ball, it is just a warning.

3.5.34 - NO BALL: When half mat is used, if the ball pitched short of mat area (area towards bowling end) by the bowler is a no ball.

3.5.35 - NO BALL: When a mat is used, if the ball pitched outside the mat area (leg or offside long area) by the bowler is a no ball.

3.5.36 - NO BALL: Any beamer or a full toss ball above the batsman waistline from a bowler is no ball. The reference of the height should be considered Batsmen standing upright and some part in the crease.

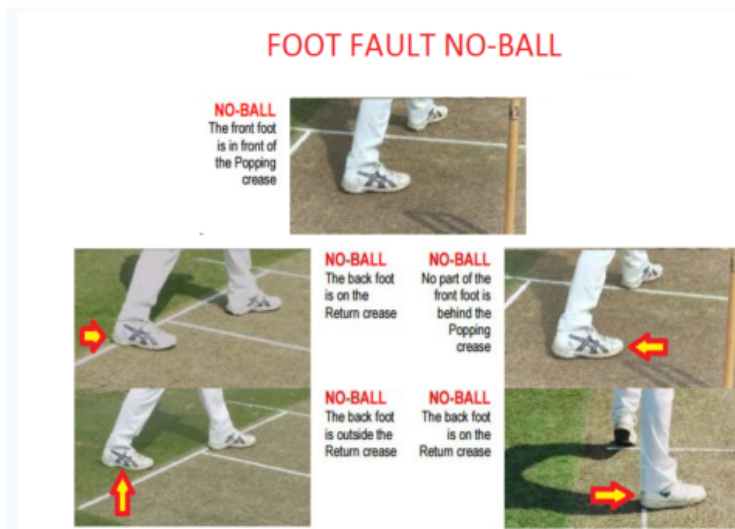
3.5.37 - NO BALL: The umpire shall call and signal no ball for any delivery (after the 1st bouncer warning) which, after pitching, passes or would have passed over the head height of the striker standing upright at the popping crease(21.10).

3.5.38 - NO BALL: After a first ball warning of a bouncer (above shoulder), any subsequent bouncer in the same over above the batsman's shoulder will be considered as no ball.

3.5.39 - NO BALL: Any no ball, height or steps, is a free hit and if a free hit is wide or no ball, then the next valid ball is considered a free hit.

3.5.40 - NO BALL: A no ball takes precedence over a wide ball because it gives more protection to a batsman from being dismissed (as you can be stumped off a wide but not a no ball). (ICC law: 21.13, 22.2)

3.5.41 - NO BALL: Front foot no ball will be considered when a bowler's A) front foot is in front of the popping crease or no part of the front foot is behind the popping crease, B) the back foot is outside or on the return crease.



3.5.44 - NO BALL: If the ball bounces twice before it reaches the popping crease, it's a no ball. If it bounces twice on or after the popping crease, it's a fair delivery(Law 21.7).

3.5.42 - **BYES:** Batsmen are allowed to take runs by byes.

3.5.43 - **LEG BYES:** Batsmen are not allowed to take runs by leg byes.

3.5.45 - **DEAD BALL:** When half mat is used, if the ball pitches at the edge of the short end of half mat is dead ball.

3.5.46 - **DEAD BALL:** The ball shall be considered to be dead when it is clear to the bowler's end umpire that the fielding side and both batters at the wicket have ceased to regard it as in play. Whether the ball is finally settled or not is a matter for the umpire alone to decide.

3.5.47 - **OUT WITHOUT BAILS:** No different than ICC rules

3.5.48 - **MANKAD:** "Mankading" is allowed. The bowler can complete his bowling action, and run the non-striker out, if he is out of the crease, without giving any warning. Spirit of the game also means that the non-striker remains inside the crease, so Mankading is not actually against spirit, it is just another way to legally take a wicket.

3.5.49 - **RUN OUT:** No different than ICC rules

3.5.50 - **FREE HIT:** If a batsman gets bowled by a free hit ball, no runs can be scored.

3.5.51 - **SLEDGING:** Sledging is for fun. Anything more would attract the umpire's attention. If a player is warned twice by any match officials, they are disqualified from taking further part in the tournament and the team will be penalized with losing points. MHCC Board owns the final decision based on the investigation with on field umpires.

3.5.52 - **SUBSTITUTES:** No rotation of players except when a player is injured.

3.5.53 - **SUBSTITUTES:** An injured player can be replaced only for fielding. A substitute player can not keep the wickets or bowl or bat.

3.5.54 - **SUBSTITUTES:** Maximum of two substitute players are allowed for fielding.

3.6 UMPIRING

3.6.1 There will be two umpires provided by registered teams from the different divisions for each match.

3.6.2 If an umpire does not show up during the match, that could result in a \$50 penalty and 1 point from points table revoked per absence for the resulting team.

3.6.3 One has to take leg umpiring and another the main umpire. Both shall switch the role at regular intervals and it is recommended to switch after completion of every 5 overs to give an equal amount of chance for umpires to understand the game and be engaged.

3.6.4 Leg umpire has to record the match start time to calculate overall innings time (90 mins) and be used for any other administrative purposes.

3.6.5 Both on field umpires may discuss and make decisions collectively for any on field claims.

3.6.6 Umpires are final decision makers and are not to be influenced or argued with. Any unacceptable behavior might result in points being docked or penalty of overs.

3.6.7 By mistake, if there were wrong decisions by umpires against the handbook and it goes unnoticed by both captains of the match, then there should not be any claim if the next ball is bowled.

3.6.8 Before the match, teams providing umpires should declare umpires and their contact details at least a week in advance in the leaders group so the respective playing team captain can contact umpires if anything.

3.6.9 Umpires should insist on conducting the games at a scheduled time and if any delay is caused, they have authority to decide and alter the game rules to abide by the laws like slow over rate, etc.,

3.6.10 If an umpire shows up after the stipulated start time but within 30mins of the scheduled start, the umpiring team should pay the penalty of \$25. Anything more than 30 mins will be considered as an absence.

3.7 RUN RATE & DUCKWORTH—LEWIS

3.7.1 Run rate rules are no different than ICC rules.

3.7.2 D/L method will be applied if the match is abandoned after a significant amount of play and can not be resumed at any point in the future for any reason. At MHCC, 8 or more overs should have been completed at the 2nd innings to apply D/L. The [calculator](#) will be used to declare the result.

3.8 TROPHIES

3.8.1 Every division winner will conquer their division trophy for the season.

3.8.2 If possible, the board may conduct a champions trophy among the toppers from all divisions after all due consideration.

4. ADDITIONAL

4.1 MAINTENANCE

4.1.1 Pitch repair is a collaborative work by MHCC, LUSD, CSD, and other entities who use the ground. It is a work in progress.

4.1.2 MHCC board is working with respective ground authorities regarding MAT management. It is a work in progress. For now, the mat should be set up by the home team before the match and the away team has to pick and drop it to the designated location after completion of the match.

4.1.3 There is an agreement between MHCC and CSD/LUSD regarding grass and sprinkler scheduling and if there are any inconveniences during the match, please report it to the board via email and we will work on it.

4.2 TECHNICAL & LOGISTICS ISSUES

4.2.1 If the cricclub app or internet is not working during the match, the leg umpires score sheet and batting team score sheet should be cross verified and used to update the scores.

4.2.2 If the ground conditions are not good for playing for reasons like watering at the ground, unexpected crowd occupation, the match will be continued from where it was stopped on the next possible day, or else it will be rescheduled or points are shared.

4.3 DISCIPLINARY COMMITTEE

4.3.1 The committee will be formed on a demand basis based on the incident and individuals/teams involved.

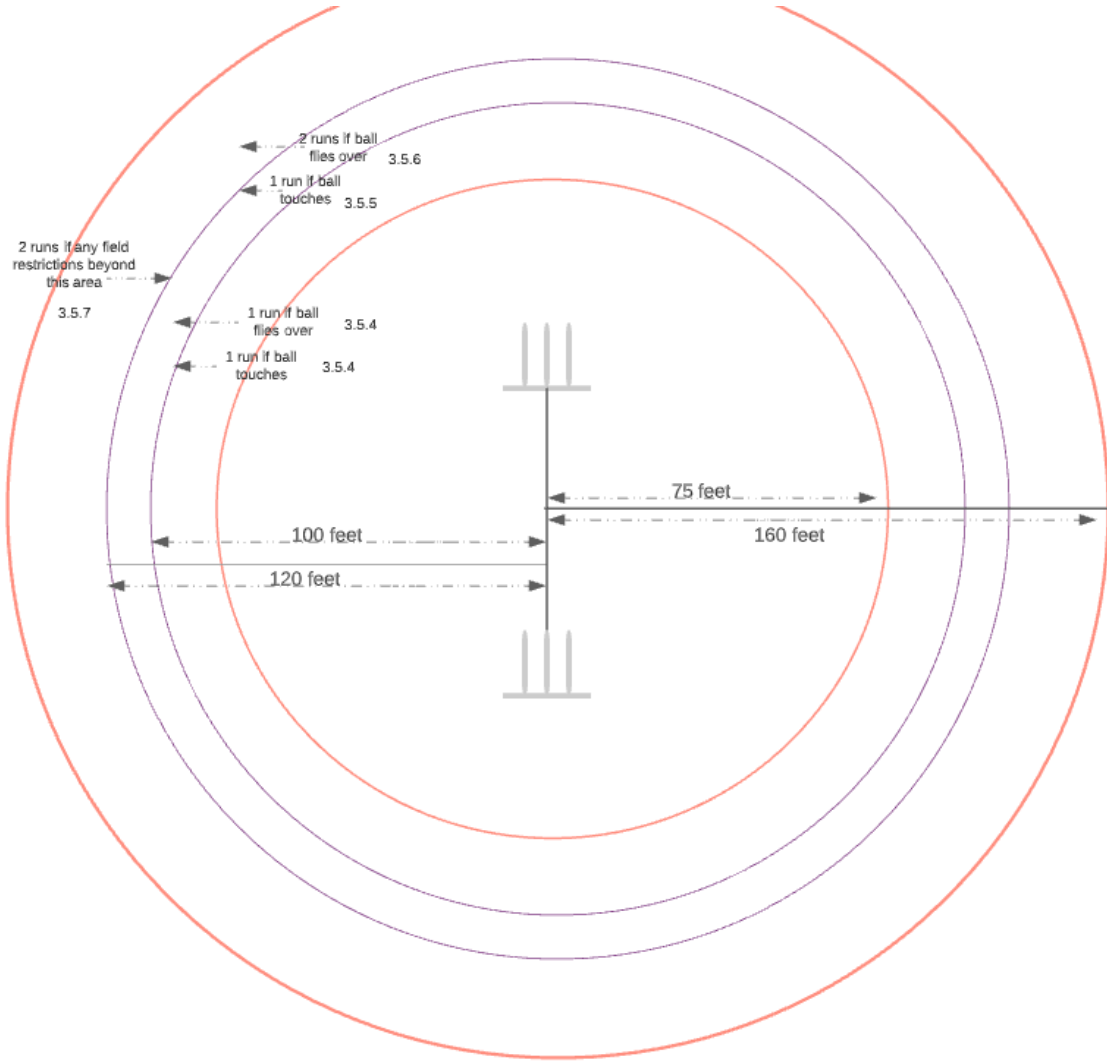
4.4 SPIRIT OF THE GAME (SLEDGING, SMOKING, ETC.,)

4.4.1 REFER CODE OF CONDUCTS

5. APPENDIX

5.1 DEPICTIONS

5.1.1 Granted Runs



5.2 2022 SPRING LEAGUE

5.2.1 Team's Ranking (Refer rules 3.2.1 ~ 3.2.7)

After 2021 Winter League

1	Buddies
2	Bravehearts
3	Mavericks
4	Knight Warriors
5	Slc Panthers
6	Avengers
7	Silicon Stars
8	Livermore Monks
9	Tracy Titans
10	Royal Kings
11	Modesto Maharanas
12	Tigers
13	Allcaps
14	Challengers
15	Dodgers
16	Blasters
17	Spartans
18	Lions
19	Risers
20	Eagles
21	Stalwarts
22	Falcons
23	Raptors
24	Gully Boyz
25	SunRisers

After new registration and drop outs

1	Buddies
2	Bravehearts
3	Mavericks
4	Knight Warriors
5	Slc Panthers
6	Avengers
7	Silicon Stars
8	Tracy Titans
9	Modesto Maharanas
10	Tigers
11	Allcaps
12	Challengers
13	Dodgers
14	Blasters
15	Spartans
16	Lions
17	Risers
18	Eagles
19	Stalwarts
20	Falcons
21	Raptors
22	Gully Boyz
23	SunRisers
24	Brentwood (BCC)
25	Khiladis
26	Warriors
27	Tsunami

After rank swapping

1	Buddies
2	Bravehearts
3	Mavericks
4	Knight Warriors
5	Slc Panthers
6	Avengers
7	Silicon Stars
8	Tracy Titans
9	Tigers
10	Modesto Maharanas
11	Allcaps
12	Challengers
13	Dodgers
14	Blasters
15	Spartans
16	Lions
17	Risers
18	Eagles
19	Stalwarts
20	Falcons
21	Raptors
22	Gully Boyz
23	SunRisers
24	Brentwood (BCC)
25	Khiladis
26	Warriors
27	Tsunami

5.2.2 Divisions

	A	B	C
1	Buddies	Modesto Maharanas	Stalwarts
2	Bravehearts	Allcaps	Falcons
3	Mavericks	Challengers	Raptors
4	Knight Warriors	Dodgers	Gully Boyz
5	Slc Panthers	Blasters	SunRisers
6	Avengers	Spartans	Brentwood (BCC)
7	Silicon Stars	Lions	Khiladis
8	Tracy Titans	Risers	Warriors
9	Tigers	Eagles	Tsunami

5.2.3 Schedules (Refer rules 3.3.1 ~ 3.3.2, 3.3.10 ~ 3.3.14, 3.4.4 ~ 3.4.5, 3.5.2)

L	01/29/2022	8:00 AM	Allcaps 🏏	Risers 🏏	Hansen(2)	Avengers	Avengers
L	01/29/2022	8:00 AM	Falcons 🏏	Gully Boyz 🏏	Hansen(1)	Challengers	Challengers
L	01/29/2022	8:00 AM	Warriors 🏏	Tsunami 🏏	CP-MAIN	Challengers	Challengers
L	01/29/2022	11:30 AM	Dodgers 🏏	Lions 🏏	Hansen(2)	Avengers	Avengers
L	01/30/2022	8:00 AM	Brentwood Cricket Club 🏏	Khiladis 🏏	Hansen(2)	Challengers	Challengers
L	01/30/2022	11:30 PM	Knight Warriors 🏏	Tracy Titans 🏏	Hansen(2)	Challengers	Challengers

5.2.4 Playoffs (Refer rules 3.2.8 ~ 3.2.10)

5.2.5 Pitch Setup (supplements 4.1.2)

As you all know, we only have 4 mats and we are currently in the process of procuring 2 more mats. Until then, Mat will not be used in Cordes Park. **Mats are mandatory even if one of the teams agrees to play on it for the grounds:** Hansen 1, Hansen 2, Hansen Park, and Bethany. If there is the availability of Mat for the games to be played in Cordes Park, and even if one team doesn't want to play on it, games will be conducted without a mat.