

NAIROBI PROVINCIAL CRICKET ASSOCIATION RULES AND REGULATIONS 2016



In these rules and regulation unless the context otherwise requires:

"Association" means the Nairobi Provincial Cricket Association:

"CLUB" means a Team participating in the Association Tournament:

"PLAYER" means any person who has applied for registration or who has been registered under these rules and regulations:

"SEASON" means the twelve-month period between the 1st May of each and every year and the 30th April of the following year.

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PLAYING CONDITIONS – FOR LIMITED OVERS MATCHES

P1 LAWS OF CRICKET

Except as varied here under the laws of cricket (2000 Code) 4th Edition 2010 and subsequent amendment, ICC Code of Conduct and ICC Regulations shall apply.

P2 GROUNDS

- 2.1** At the time of submitting the Tournament Entry each club shall nominate the ground on which all its HOME matches will be played. A maximum of two teams may have the same ground nominated as their home ground. In the event the ground nominated by a club does not belong to the club, **a written consent shall be required to validate the ground nomination.**
- 2.2** All SUPER DIVISION MATCHES and shall be played on NATURAL GRASS WICKETS.
- 2.3** The home ground authority shall be responsible for the preparation of the pitch and the playing ground, including the marking of creases before the start of the match, during the lunch interval and change of Innings.
- 2.4** The pitch for the match shall normally be ready at least 45 minutes before the scheduled starting time of the match
- 2.5** It shall be the responsibility of the home ground authority to rectify the faults to the satisfaction of the match umpires to enable to start as scheduled. Failure of the match to commence at all, the match umpires shall award the game to the visiting team This shall be considered as a default and the rules under this law shall apply. (P21)
- 2.6** All decision concerning the fitness of the pitch, ground, weather, light and play shall be in the hands of the Umpires and are final. No matches shall be abandoned before 1300 hours in an effort to give the home ground authority sufficient time to get the ground fit to play in case of rain.
- 2.7** Home grounds should ensure that there is enough equipment i.e. rollers, lawn movers, pitch cutter, good sight screens and enough personnel to maintain the ground.

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P3 MATCH BALLS

3.1 Each team in the Super Division and Division One shall provide the match ball which shall be a 4 Piece ball and subject to approval by the Association. The brands currently approved by the association are Kookaburra, SG Test and Ishan. If any club wishes to use any other brand apart from the ones approved, shall send the sample to the association for approval prior to use in the matches.

3.2 In Division Two and Division Three, there will be no restriction to the make of the ball to be used as long as the ball in use, is a 4 Piece, conforms to the regulation size and weight as per the laws of Cricket.

3.3 Only one new ball shall be used per each innings.

3.4 The captain of the fielding side shall hand over the match ball to the umpire at least 5 minutes before the scheduled start of the game.

3.5 In the matches where the Association provides the match ball, the teams shall use the ball so supplied.

3.6 Each team is expected to have at least 3 used balls for replacement if necessary.

3.7 The Umpires shall retain possession of the ball (s) throughout the duration of the match when play is not actually taking place. During play Umpire shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drink interval, or any other disruption in play.

P4 PRACTICE ON THE FIELD

4.1 At no time on any day of the match shall there be any bowling or batting practice on the pitch or the square.

4.2 There shall be no bowling or batting practice on any part of the square or the area immediately parallel to the match pitch after the commencement of play. Any fields' man contravening this law may not bowl his next over.

P5 COVERING THE PITCH

5.1 Every ground must have sufficient covers to cover the pitch and the square and bowler's run-up area.

5.2 Its Mandatory to have the pitch covered 3 days prior to the game.

5.3 In the event of rain, the home ground authority will be responsible to ensure the ground is covered. Failure to do so will result in a penalty of deduction of 5 points from your aggregate points.

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P6 "HITTING UP"

Teams are required to observe Ground Authority regulation and exercise utmost care and caution when engaging in practice and pre match warm-up and "hitting up" activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and square.

P7 NOMINATION OF PLAYERS

SCHEDULED START TIME OF MATCH shall be taken as the time the match is programmed to start, as advertised in the fixtures, or as advised by the Association, in writing, notwithstanding any natural, cause for delays.

- 7.1 The Captains shall hand over the team list of their 11 players and 2 Substitutes to the opposite captain and the umpires at least 30 minutes before the SCHEDULED START TIME OF MATCH.
- 7.2 Any nominated player arriving after SCHEDULED START TIME OF MATCH will be barred from taking part in the match except as substitute when so allowed by the Umpire. NO SUBSTITUTE will be allowed to take the position of the latecomer.
- 7.3 This rule will apply even if the start of the game is delayed for any reasons.
- 7.4 A minimum of seven players in each team will need to be on the ground for the match to commence.

P8 TOSS

Toss **MUST** take place at least 30 minutes before SCHEDULED START TIME OF MATCH or, in a delayed start, at least 15 minutes' prior start time as decided upon, by the Umpires.

P9 DURATION OF THE MATCH

9.1 Each match shall consist of 6 Ball per over innings. The timings for each inning including the water breaks shall be as indicated below, depending on the, over per inning, match.

Overs	50	40	20
Time Allowed (min.)	210	170	90
Water Breaks at	17 & 34	13 & 26	N/A
Declaration	N/A	N/A	N/A

9.2 A team shall not be permitted to declare its inning closed.

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- 9.3 If at any time during the 1st innings any delays or stoppages due to light, weather or ground conditions, the number of overs to be played is to be reduced at the rate of 1 over for each side for loss of 8 minutes of part thereof of the playing time.
- 9.4 The innings shall be completed allowing 4 minutes for each over to be played plus any water breaks in the event of delayed start.
- 9.5 Slow over rate will be penalised as follows;
- 1) If the team bowling first fails to bowl its requisite overs in the stipulated time, the umpires will allow them to bowl the full quota of overs. However, the team batting second will be penalised the number of overs they bowled short. For example, Team A bowls 48 overs and the time is up, Team A will bowl the full 50 overs but when they come to bat, they will face 48 overs only.

The above adjustment in the 'Number of Overs' to be played shall not be applicable for the loss of up to 30 minutes.

P10 HOURS OF PLAY

- 10.1 If the innings ends more than 30 minutes prior to the scheduled lunch interval, the second innings shall commence after the 10 minutes change over and the lunch will be taken at scheduled time.
- 10.2 If the 1st Innings ends within 30 minutes of the scheduled Lunch Interval, Lunch will be immediately taken and the 2nd Innings shall commence after 40 minutes of the time the 1st Innings ended. In this event the umpires shall inform both captains of start time of 2nd Innings.
- 10.3 Where play is delayed or interrupted the Umpires will reduce the length of the lunch interval to a minimum of 30 minutes.
- 10.4 The umpires shall not declare the game **ABANDONED** before 13:00 hours, except in circumstances where the conditions are so bad that it is impossible to start the game, latest by 13.45hrs.
- 10.5 In the event the second inning of the match is delayed for reason of weather, then, the time lost for the stoppage/s shall be added on to the allowed time (3 Hours 30 Minutes in the event of a fifty over match), For Example, should the second innings of the match be stopped for 30 minutes, due to weather conditions, the time lost (30 minutes) shall be added on to the allowed schedule time of "End of Play."
- 10.5 The Schedule of Start Timings are herewith appended below. However, there shall be occasions where the Association shall schedule two games (Shorter version) in a day. Therefore, the timings as advertised in the fixtures from time to time shall supersede the below table.

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Hours of Play (Only applicable for scheduled match to be as below)

For overs reduced match, alternate rules as appearing below (P10 (IV)) shall apply.

Overs	50	40	20	20
First Innings Start	09:30 a.m.	10:00 a.m.	09:30 a.m.	02:30 p.m.
First Innings End	01:00 p.m.	12:50 p.m.	11:00 a.m.	04:00 p.m.
Lunch Start/Break	01:00 p.m.	12:50 p.m.	11:00 a.m.	04:00 p.m.
Lunch End/Break	01:45 p.m.	01:30 p.m.	11:20 a.m.	04:20 p.m.
Second Innings Start	01:45 p.m.	01:30 p.m.	11:20 a.m.	04:20 p.m.
Second Innings End	05:15 p.m.	04:20 p.m.	12:50 p.m.	05:50 p.m.

P11 DRINKS INTERVAL

11.1 Match drink intervals will be taken as indicated in the table in RULE P 9

11.2 The drinks intervals may be altered at the discretion of the Umpires.

11.3 An individual player may be given a drink either on the boundary edge or the fall of a wicket, on the field, provided that no playing time is wasted. No other drink shall be taken onto the field without the permission of the Umpires.

11.4 Any player taking drinks onto the field shall be dressed in proper Cricket attire.

11.5 For games reduced to less than 20 overs there shall be no water breaks.

P12 PENALTIES

12.1 In the event of the fielding side failing to bowl the requisite number of overs at the end of the stipulated time, the Umpires shall report the same to the Association. The Association shall deliberate on this report and the team reported, may be subjected to disciplinary hearing

12.2 In the event of 12.1 being repeated, the captain of the team at fault will automatically be suspended for the next match.

P13 NUMBER OF OVER PER BOWLER

13.1 In any one-day match, the bowling restriction shall be as; any one bowler may bowl a maximum of, One Fifth, of the total number of overs, as applicable, in any one inning.

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13.2 In the event of bowler being unable to complete his over for any reason, another bowler shall bowl the remaining balls. Such part of an over shall count against both bowlers as far as, "overs per bowler" restriction is concerned.

P14 RESTRICTIONS OF PLACEMENT OF FIELDSMAN

14.1 The new ICC Rules for field restriction shall apply.

14.2 At the insistence of delivery:

14.2.1 There shall not be more than (5) five field men on LEG side.

14.2.2 Depending on the overs being played, there shall be a restriction for 'Maximum Players allowed outside the 30 YARD MARK'.

14.3. In the event of an infringement of any of the above (iii), the square leg Umpire shall call and signal "NO BALL".

14.4 The number of overs in regard to the field restriction shall be as follows;

Power Play	50 Overs	40 Overs	Remarks	Field Restriction
Power Play 1	0-10 Overs	0-8	20%	2 Players allowed outside 30 yard circle
Power Play 2	11-40 Overs	9-32	60%	4 Players allowed outside 30 yard circle
Power Play 3	41-50 Overs	33-40	20%	5 Players allowed outside 30 yard circle

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20 Over Tournaments

T20 has only one power play during which only 2 fielders are allowed outside the 30-yard circle.

Duration	Power Play 1
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

P15 FIELDSMAN LEAVING DUE TO INJURY

15.1 No field man shall leave the field or return a session of play without the consent of the Umpire at the bowler's end

15.2 The Umpire's consent is also necessary if a substitute is required for a fieldsman at the start of play or when his side returns to the field after an interval.

15.3 If a member of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field longer than 8 minutes:

15.3.1 The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and or his side's innings has been in progress for at least that length for playing time for which has been absent or, if earlier, when his side has lost 5 wickets.

15.3.2 The player shall not be permitted to bowl in that inning after his return until he has been on the field for at least of playing time for which he was absent.

15.3.3 The restriction in (C) (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for exceptional and wholly acceptable reason (other than injury or illness) and consent for a substitute has been granted by the opposing captain.

NOTE- In the event of a field man already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

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15.4 If a player wishes to change his shirt, boots etc. he may leave the field to do so (no changing on the field) but no substitute shall be allowed.

15.5 No player shall act as a runner for an injured Batsman.

P16 WIDE BOWLING- JUDGING A WIDE

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket

Any offside or on side (leg side) delivery which in the opinion of the Umpire does not give the Batsman a reasonable opportunity to score shall be called a wide. As a guide, on the onside a ball landing clearly outside the leg stump going further away shall be called a wide.

A wide ball shall attract One Run for the Delivery, and additional runs for any runs scored off that delivery.

EXAMPLE

The wicket keeper misses a wide ball delivered and the ball runs down to the boundary. In this case FIVE RUNS shall be added to the total tally (One Run for the Wide Ball Delivered and Four Runs for the Boundary). All the runs shall be accounted for in the extras under the wide ball section.

P17 NO BALL

17.1 A penalty of ONE RUN shall be scored for the NO BALL, plus any other run scored. The NO BALL penalty is one run, which shall be scored in the normal manner. Any runs scored are either added to extras, or to the batsman's tally, if the runs are scored off his bat.

EXAMPLE ONE

Four runs are scored off a NO BALL, which the Batsman has hit for THREE RUNS. The Batsman is credited with the runs hit (Three Runs). The No Ball is added to the extras as a No Ball. A No Ball hit for a SIX is SEVEN RUNS to the Total Score - SIX RUNS to the Batsman's Tally and ONE RUN to the Extras Tally.

EXAMPLE TWO

Three runs are scored off a NO BALL, which TWO RUNS are scored off a LEG BYE. The No Ball (One Run) is added to the No Ball Tally whilst the other two are added to the Leg Byes Tally. Other extras plus the No Ball are scored accordingly.

17.2 The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

17.3 In addition to the above, the delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

17.4 All No-Balls will be treated as free hit.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if

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the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker

P18 DANGEROUS AND UNFAIR BOWLING.

18.1 A bowler shall be limited to TWO Fast Short pitched delivery per over in a 40 and 50 Over Match and ONE Fast Short pitched delivery per over in a 20 Over Match

18.2 A Fast Short Pitched delivery is defined as a ball which passes or would have passed between the Shoulder and Head Height of the striker standing upright at the crease.

18.3 The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

18.4 In addition, for the purpose of this regulation and subject to the clause below, a ball that passes above the height of the batsman, that prevents him from being able to hit it with his bat by means of a normal stroke shall be called a WIDE.

18.5 For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.

18.6 In the event of a bowler bowling more than the requisite fast short pitched delivery in an over as defined above. The umpire at the bowler's end shall call and signal a NO BALL at each instant. A differential signal shall be used to signify a fast short pitched delivery. 18.6 The umpire shall call and signal a NO BALL and then tap his head with the other hand.

18.7 If a bowler delivers a more than the requisite number of fast short pitched delivery in an over, the umpire, after the call of NO BALL and the ball is dead shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred This caution shall apply throughout the innings.

18.8 If there is a second instance of the bowler being NO BALLED in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

18.9 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal a NO BALL and the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part therefore, not be allowed to bowl the next over or part thereof.

18.9 The bowler thus taken off shall not be allowed to bowl again in that innings.

18.10 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

18.11 Any delivery, which passes or would have passed on the full above the waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not is it likely to inflict physical injury on the striker.

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18.12 In the event of a bowler bowling a height full pitched ball as defined above, the umpire at the bowlers end shall, in its first instance, call and signal a NO BALL, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

18.13 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal a NO BALL and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part therefore, not be allowed to bowl the next over or part thereof.

18.14 The bowler thus taken off shall not be allowed to bowl again in that innings.

18.15 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

P19 BOUNDARIES

If an unauthorized person enters the playing arena and handles the ball, the Umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored, or the ball be treated as still in play, or called dead ball if a batsman is liable to be out, as a result of the unauthorized person handling the ball.

P20 THE RESULTS

20.1 In a 50 and 40 over tournament, a match shall be declared **NO RESULT** if it is not possible for each side to bat a minimum of 20 overs (unless bowled out for less). Where the match is reduced to 20 overs and should there be any further stoppage due to light, weather or ground conditions during the 1st innings warranting further deductions of overs, the match shall be declared **NO RESULT**.

20.2 In a 20 over tournament, a match shall be declared **NO RESULT** if it is not possible for each side to bat a minimum of 5 overs (unless bowled out for less). Where the match is reduced to 5 overs and should there be any further stoppage due to light, weather or ground conditions during the 1st innings warranting further deductions of overs, the match shall be declared **NO RESULT**.

20.3 For a 'KNOCKOUT' type of match, the scores shall be endorsed by the Match Umpires and the Respective Captains at the completion of 20 Overs for a 50 and 40 Over Match and at the completion of 5 Over for a 20 Over Match.

20.4 In the event of an interruption due to Bad Weather etc., where both teams have batted for their respective innings past the required threshold, (20 Overs for a 50 and 40 Over Match and 5 Over for a 20 Over Match) the winner may be declared as the one who has the higher score.

20.5 In the event of a tie, the team with the lesser number of wickets lost shall be declared the winner. In the event of a tie (same score/same number of wickets lost), the scores at 20 overs will be used to determine the winner. If the scores are level at 20 overs, the team with less number of wickets lost will be declared as winner. If the number of wickets lost is the same, then a replay may need to be played.

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P21 POINTS

The points shall be awarded as follows: -

50 Overs Points Awards	1st Point	2nd Point	3rd Point	4th Point
Batting	175	200	250	275
Bowling	3 Wickets	5 Wickets	7 Wickets	10 Wickets

Twenty 20 - Points Awards

Win – 4 Points

Tie – 2 Points (*Incomplete games*)

Loss – 0 Points

Bonus Point Calculation.

- The team that achieves a run rate of **1.25 times** that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.
- Run Rate = Runs Scored / Overs bowled
- Example 1 – Team Batting Second
Team A scores 100 runs in 20 overs. Run Rate = $100/20 = 5$.
For Team B to get a Bonus point, they will have to chase the score with a run rate of $5 \times 1.25 = 6.25$. They have to chase the score in $(100/6.25)$ 16 overs to get the bonus point.
- Example 2 – Team Batting First
Team A scores 140 in 20 overs. Run Rate = $140/20 = 7$
For Team A to get a Bonus point, they have to restrict the opponents to a score of less than $(7/1.25) = 5.6 \times 20$ overs = 112

NOTE:

If the team is all out before the full quota of overs, the run rate will be based on the total overs of the match i.e. 20 overs.

- With this system, either the side batting first or second has a chance to collect the bonus point.

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21.1 In the event that the side batting first is restricted or is all out for a score of 174 runs or less, the

winning side shall be entitled to two batting bonus points.

21.2 In the event of a match being declared abandoned by the match Umpires for reasons stated elsewhere in these rules the teams shall be awarded 6 points each plus any batting or bowling points earned at the time the match was declared abandoned The same rule shall apply in the event of a tie.

21.3 In the event the Aggregate points earned are equal, then the following shall apply.

21.3.1 The team with the higher number of Batting Points in their aggregate shall be slotted above the other.

21.3.2 In the event, that there is a tie on the Aggregate Batting Points, then the team with the higher number of Bowling Points in their aggregate shall be slotted above the other.

21.3.3 In the event that there is a tie on the Aggregate Bowling Points then the winner of the fixture against each other shall determine which team is slotted above the other.

21.3.4 In the event the fixtures against each other are equal, then the team which has earned more batting points at the fixture against each other shall be slotted above the other.

21.3.5 In the event that there is a tie on the batting points earned, then the team which has earned more bowling points shall be slotted above the other.

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P22 DEFAULT

22.1 A match shall be lost by a team which, during the match;

- (a) **Refuses to play,**
- (b) **Concedes defeat.**
- (c) **The Home Team fails to rectify the faults on the ground, to the satisfaction of the Umpires, for the match not to start at all.**

The umpires shall award the match to the opposing team and shall report the incident to the Executive.

- The opponents shall be awarded 20 points for the match.
- The defaulting will be penalised with a deduction of 20 points.
- The Executive shall, after due consideration, impose disciplinary action on the offending team
- In the event one of the teams does not show up for the Scheduled Match, the matter shall be reported to the Association which will decide the fate of the faulting team

22.2 A repeat offense of P22.1 will result in all the above penalties and a financial fine of Ksh 30,000/- which must be paid prior to the next scheduled match.

P23 UMPIRES

23.1 Should both Umpires fail to appear before the scheduled start off the match, it shall be the duty of the two captains to appoint the match Umpires. After the start of the match, should a recognized Umpire arrive, and is willing to Umpire he shall be allowed to officiate the rest of the match. Under no circumstances will the match be declared abandoned due to non-appearance of the appointed Umpires. 1

23.2 In event of only one appointed match Umpires appearing and there is a recognized or acceptable person available, he / she may be recruited to Umpire the game. The captains shall be expected to oblige to this.

23.3 In case of the pitch being unfit for play at the scheduled time or any other time during the match only the match Umpires, Captains and Ground Authority are allowed to inspect the pitch. Home Ground Authority must ensure no member of the public is allowed near the pitch in such circumstances. It will be the responsibility of the Captains to ensure that their teams abide by this rule.

23.4 The Association will appoint match referees, as they deem necessary from time to time. Notwithstanding whether there are Umpires on the day, both Captains shall ensure that the Result Slip is completed, duly signed, and the team lists included, for the submission, by the home team, to the designated place by the designated time, for the attention of the Association.

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P24 MISCONDUCT OF PLAYER OR OFFICIAL

- 24.1 During a match or within 30 minutes after the end of play on the relevant day a player's conduct can give rise to an official warning by an Umpire, in the event of serious misconduct by that player or official.
- 24.2 If one or both the umpires see reason to issue such a warning they must forward the reason for such warning in writing to the Fixture Secretary of the Association to reach him by 4.00 p.m. on Monday following the issue of the warning. The Umpire(s) must inform the player or the official of their intention.
- 24.3 The information so given to the player or official will suffice for the player or official to appear before the **Disciplinary Committee of the Association on Tuesday at 7.00 p.m. at the identified venue** following the day of the information by the Umpire(s).
- 24.4 The player or official is entitled to forward his reading of the incident.
It will be necessary for the match Umpire(s) to be present at the hearing to answer any supplementary questions that may arise.

P25 ACCEPTANCE OF DECISIONS

Any action taken by the Executive shall be final and binding except where such action results in the suspension of a Member Club. Only in this event has a Member Club leave to appeal to the Council of the Association.

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ADMINISTRATIVE CONDITIONS

A1 TITLE

THE COMPETITION SHALL BE TITLED BY THE ASSOCIATION AS AND WHEN NECESSARY

A2 PARTICIPATION IN THE LEAGUE

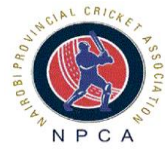
- 2.1. Until the executive determines otherwise the league be competed for by affiliated club members of the Association and any club who though not an affiliated club member of the Association has accepted an invitation from the Executive to participate in the league.
- 2.2. The club shall:
 - 2.2.1. Complete, sign and return to the Association the league Entry forms on or before the published closing date for entry;
 - 2.2.2. Pay in full the entry fees as stated on the league entry Forms on or before the published closing date for entry;
 - 2.2.3. Pay in full all other outstanding amounts due to the Association, of which proper written information has been provided by the Treasurer of the Association, on or before the 30th May of each and every year;
 - 2.2.4. Give written undertaking to the Association that the club and any player registered by it to participate in the league agree to be bound by Constitution of the Association, any bye- laws made thereunder and the bye-laws governing the conduct of the league.

A3 GATE CHARGES

- 3.1. The Home Ground Authority may levy gate charges. The following shall be exempted from paying gate charges:
 - 3.1.1. Members of the Home Club;
 - 3.1.2. Players and Officials of the opposing team The Umpires and Scorers. It shall be the responsibility of the Team Captain to identify these two members to the Home Ground Authority if called upon to do so;
 - 3.1.3. Ordinary members of the Association on production of their current membership card;
 - 3.1.4. Officials of the Cricket Kenya;
 - 3.1.5. Officials of the Association;
 - 3.1.6. Members of the Kenya Cricket Umpires & Scorers Association;
 - 3.1.7. Children under the age of fourteen

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A4 MATCH PROGRAMME

The program shall be published by the Association and made available to all participants. The Fixtures Secretary of the Association is empowered to alter, amend, revise or change the published program if found necessary. Every effort will be made to adhere to the program as originally published but should a situation arise where it is necessary to revise the program such that some matches are to be played on a Saturday the decision of the Fixtures Secretary of the Association shall be final and binding.

It is a condition of the Kenya National Sports Council that no club or institution represent sectional, tribal or ethnic groupings thus no match shall be postponed on religious grounds.

A5 REPORTS

5.1. MATCH RESULT CARD

The match umpires and captains will sign the scoring books at the end of every match.

The Home Team Captain must complete the official match result card. The information entered must be accurate and legible. The result card must be signed by both captains and the match umpires. The Home Team Captain shall be responsible for ensuring that the result card is delivered at the Designated Drop Box on or before 7.00 P.M. on the Monday following the day of the match

Alternatively, a scanned copy of the Match Result Card may be dispatched by email to the designated email address of the Fixtures Secretary of the Association on or before 7.00 P.M. on the Monday following the day of the match

Failure to comply with this rule will result in **one point being deducted** from the total number of points earned by the home team, for each and every default.

5.2. CAPTAINS REPORT ON UMPIRES

At the end of every match each of the Captains shall independently complete the Captain's Report on Umpires.

The report should indicate the standard of each one of the Umpires officiating in the match by using one of the Captains Report forms obtainable from the Association.

When complete each Captain shall be responsible to ensure that the report is delivered at the Designated Drop Box on or before 7.00 P.M on the Monday following the day of the match

Alternatively, a scanned copy of the Captains Report on Umpires may be dispatched by email to the designated email address of the Fixtures Secretary of the Association on or before 7.00 P. M on the Monday following the day of the match

Failure to comply with this rule will result in **one point being deducted** from the total number of points earned by the defaulting team, for each and every default.

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A6 LOWER DIVISION WINNER

In the event that the Second Division is organized into two or more groups the winner and the runner up shall be determined by a play-off involving the teams that finish with the most number of points in their respective group.

A7 PROMOTION AND RELEGATION

Promotion and relegation shall apply in the following manner:

- Super and Division one team will only have one team per club. The clubs can have multiple teams in the lower division.
- If team X has a team in Super Division and they have finished top in division one, team X will not be promoted to the super division. Only in such cases, number 2 team can be considered for promotion provided they don't have another team on the upper division. If they do, there will be no promotion or relegation.
- At the end of the league the teams finishing top of their respective divisions shall be promoted to the upper division and the team standing last in their respective divisions shall be relegated to the immediate lower division. In the event of two or more teams finishing equal on points with each other than in order to ascertain their respective finishing positions in their respective Division both generally and for the purpose of promotion and relegation, the position shall determine in the following manner:
 - The team or teams with the most number of wins, shall be placed higher;
 - If there are still two or more teams with an even number of points in equal position then the side with the most number of ties shall be placed higher;
 - If there are still two or more teams with an even number of points in equal positions then the side with the most number of batting points shall be placed higher;
 - If there are still two or more teams with an even number of points in equal positions then side with the most number of bowling points shall be placed higher;
 - If there are still two or more teams with an even number of points in equal positions then their position shall be decided by the result of the match played between each other during the League, i.e. the side which won the match will be placed higher;
 - If there are still two or more teams with an even number of points in equal position then their position shall be decided on the basis that the team which finished in the higher position in its respective Division in their previous League shall be deemed to be the team finishing higher;

The decision of promotion and relegation however, at all times shall remain with the Association.

A8 INTERPRETATION

In the event of any dispute or query under the administrative and playing conditions of these Byelaws the decision of the Executive shall be final.

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	REGISTRATION OF PLAYERS	
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A9 PROCEDURES FOR REGISTRATION.

- 9.1. Any player intending to participate in any tournament organized by the Association is required to complete and sign the, **Application for Registration**, form and submit the same to the Association through the Club he intends to play for.
- 9.2. The application form, duly completed and signed by the player, must be forwarded to the Fixture Secretary of the Association either in person or mailed to the address as stated on the form on or before the published closing date set by the Association or in event of late registration at least seven days prior to the player's participation in any tournament organized by the Association. A confirmation as to the players' registration shall be made in writing. 9.3. Unless the respective team receives such communication, the player shall not be eligible to play.
- 9.4. Failure by the player, to complete in full, information required on the application form or to sign the same, or to provide any additional information or documentary evidence as may be required and requested for by the Association shall render the application for registration invalid and registration shall not be granted until such time as the Association is satisfied that the application is proper.
- 9.5. The Association will confirm the Registration of the player in writing.

A10 CATEGORIES OF PLAYERS.

10.1 RESIDENT.

- **CITIZEN** - Shall be any player who is a citizen of the Republic of Kenya and who is ordinarily resident in the Province of Nairobi.
- **N ON-CITIZEN** - Shall be any player who is not a citizen of the Republic of Kenya and who is ordinarily resident in the Province of Nairobi. Any player applying for registration under this category will be required to provide documentary evidence that he is legally present in the country and has been in continuous residence in Kenya for a period of not less than THIRTY DAYS immediately prior to the date of his first qualification to play.

10.2. NON-RESIDENT.

- **CITIZEN**: Shall be any player who is a citizen of the Republic of Kenya and who is not ordinarily resident in the Province of Nairobi.
- **NON-CITIZEN**; Shall be any player who is not a citizen of the Republic of Kenya and who is not ordinarily resident in the Province of Nairobi, but is ordinarily and legally resident in the Republic of Kenya. Any player applying for registration under this category will be required to provide documentary evidence that he is legally present in the country and has been in continuous residence in Kenya for a period of not less than THIRTY DAYS immediately prior to the date of his first qualification to play.

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10.3. OVERSEAS COACH /PLAYERS.

Shall be any player, who is not ordinarily resident in the Republic of Kenya and who has been recruited to play for a Member club of the Association in any Tournament organized by the Association. Any member club applying for registration of a player under this category shall be required to satisfy the following requirement before registration can be considered.

10.3.1. The application for the registration must be made in writing to the Association.

10.3.2. The application must contain the following information.

- Player's full name
- Personal address in full
- Address in full of the Playing Club or Institution of the player, in his country of Domicile.
- Address in Kenya
- Date of birth
- Country of birth
- Country of residence
- Citizenship
- Detailed bio-date of the player's cricketing career to date highlighting his international and first class cricket record and details of all coaching activities undertaken by him.
- Confirmation that the player will be made available to assist the Association in any cricket-coaching program organized by them.
- Confirmation that the Association has no financial liability relating to the recruitment of the player.
- Confirmation that all the legal requirement for the player's presence in Kenya has been complied with.
- Confirmation that the player will participate in not less than six cricket fixtures per season

10.3.3. Registration under this category will be done at least 14 days prior to the player qualifying to play

10.3.4. The Association shall confirm in writing the approval or otherwise for this application to the applying club.

10.4. NATIONAL CONTRACTED PLAYERS

Shall be a Player, who is contracted by the National Cricket Board to represent the country in international matches.

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All RESTRICTIONS ON REGISTRATION.

A Club shall be entitled to register a maximum of THIRTY players. However, in any tournament organized by the Association, which permits the entry of more than one team, a club shall be entitled to register a maximum of THIRTY players for each and every additional team

For a team registering more than 30 players a supplementary fee may be levied by the Association to the respective club. Such charges will be communicated to the members from time to time at the beginning of every season

The following restrictions are placed with regard to the registration of players:

11.1. RESIDENT

Where a club has entered a team to participate in both the first and second division of the league tournament organized by the Association, only a maximum of two Players may be allowed to play, in any one game, in the downwards division, while a maximum of 6 players shall be allowed to play in the upward division, in any one game.

11.2. NON-RESIDENT

A club shall be entitled to register a maximum of TWO players for the whole of the season for which the registration applies.

Where a player is ordinarily resident in the Province of Kenya that has a registered Cricket Association the player shall be required to obtain a clearance certificate issued by the Association concerned to be submitted with the application for registration.

Where a player is ordinarily resident in a Province of Kenya that has no registered Cricket Association the Club recruiting the player shall be required to forward a written request for registration to be submitted with the application for registration.

11.3. OVERSEAS COACH / PLAYER

A Club shall be entitled to register a maximum of TWO Players for the whole of the season for which the registration applies.

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A12 REGISTRATION FEES.

The fees applicable shall be as per attached fees schedule, and may change, at the discretion of the Association, from time to time.

A13 LATE REGISTRATION.

Any application for registration, received after the closing date for registration as published by the Association shall be considered a late registration for which all the rules and regulations stated in these rules and regulations shall apply save and except in the fees payable. The fees applicable shall be as advised by the Association and may change from time to time at the discretion of the Association.

A14 TRANSFERS.

A player may request for a transfer, to the Association, at the end of any one season, without any other reference. The following condition shall apply.

- Payment of the required TRANSFER FEE
- Filling up the prescribed form,
- Indicate the club, which he has been registered under at the time of requesting for the transfer.

The transfer shall only be considered as approved, once communication saying so, is received by the player requesting transfer, from the Association.

For a player who intends to apply for a transfer after the CLOSING of the TRANSFER DATE, the player shall have,

- Not played for any team during the current season,
- Obtain a release from his immediate previous team registered under
- Pay the required Late Transfer fee.

A maximum of 3 Players per division may be transferred INTO and OUT OF any one club, in any one season. The Association shall qualify this on FIRST COME FIRST SERVE Basis. Therefore, it shall be the responsibility of the applying Player/Club; to establish the date of submission, of the Application of transfer, to the Association, by having a date marked on the application form, on the date of submission.

A15 TERMS AND CONDITIONS OF REGISTRATION.

Registration of a player by the Association shall constitute acceptance by the player of the following terms and conditions:

- 15.1. That the player agrees to be bound by the Constitution of the Association, any byelaws made thereunder, the rules and regulations of any tournament organized by the Association and the Laws of Cricket

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- 15.2. That the player in any match or tournament organized by the Association or kindred Associations shall not by word or by action conduct himself in a manner that brings disrepute to the game of cricket. Every player shall sign and abide by the CODE of CONDUCT as produced by the Association as required by the ICC.
- 15.3. That the player indemnifies the Association of any liability arising from any injury sustained by the player when playing in any tournament organized by the Association or following riots or public disturbances at any match in any tournament organized by the Association resulting in death of the player or causing him permanent or partial disablement.
- 15.4. That the player shall not register for more than one club. Any player found to have registered for more than one club shall be disqualified from participation in any tournament organized by the Association for the period as imposed by the Association.
- 15.5. That the player accepts that in any dispute concerning the interpretation of these rules and regulations the ruling of the Executive Committee of the Association shall be final and binding. All parties shall conduct themselves with the best interest of the game in mind, and with the intention of promoting harmony within the fraternity.