



Operating Rules

Effective 2020 season

1. Administration

- a) The Halifax Cricket League (HCL) shall be governed by a sub-committee of the Nova Scotia Cricket Association (NSCA) as follows:
 - i. One (1) representative from the NSCA Board who shall act as Chair of the HCL Sub-committee,
 - ii. One (1) delegate from each Club approved by the NSCA to participate in the HCL;
and
 - iii. One (1) delegate from the NSCA Umpires Association, if applicable.
 - iv. The representative from the NSCA Board will commence their term on the HCL Sub-committee after the NSCA Board is formed at an NSCA Annual General Meeting (AGM) and will continue in the role until the following AGM, unless replaced by the NSCA Board earlier.
 - v. The NSCA Board may appoint another Board member to temporarily assume the position of HCL Chair if the appointed Chair is unable to fulfil their role.
 - vi. Club and Umpire delegates to the HCL Sub-committee will serve continuously and can be replaced by their Club or Association at any time.
 - vii. Clubs may appoint another member of their Club to temporarily assume the position if the appointed Club delegate is unable to fulfil their role.
- b) The HCL Sub-committee shall conduct business by email, instant messaging and in-person meetings as required.
- c) The HCL Sub-committee shall be responsible for managing all aspects of the HCL, including but not limited to:
 - i. Review and amending of HCL Rules as required.
 - ii. Informing the NSCA of ground booking requirements for the season.
 - iii. Creating the playing schedule.
 - iv. Informing the NSCA of ball and match equipment requirements for the season.
 - v. Appointing an umpire(s) for each scheduled game and keeping records of appointments to submit to the NSCA for payment, through the appointed Umpires Delegate.
 - vi. Maintaining statistics and results, and publishing these to the public on a regular and timely basis.
 - vii. Game day logistics such as provision of a key and scoring device to home team.
- d) Prior to each season, the HCL Sub-committee Chair shall submit proposed changes to HCL Rules to the NSCA Board for final review and approval.
- e) Prior to each season, the HCL Sub-committee Chair shall submit a proposed playing schedule to the NSCA Board for final review and approval.

2. Finances

- a) The HCL Sub-committee shall have no financial transactions.
 - i. Clubs shall pay their Club fee and NSCA individual member fees directly to the NSCA, the amount being set by the NSCA prior to each season.
 - ii. The NSCA shall pay for ground bookings, balls, umpires, and other costs related to the running of the HCL.

3. Clubs

- a) Four foundation Clubs were invited to participate in the 2019 season.
- b) The admission of new Clubs into the HCL will be governed solely by the NSCA Board. New Clubs will not be considered until:
 - i. There is an increase in ground availability at existing grounds or an increase in the number of available grounds.
 - ii. An existing Club is removed from the HCL creating a vacancy.
- c) Existing Clubs shall be required to apply to the NSCA Board for entry into the HCL on an annual basis. Entry shall only be denied in extenuating circumstances, including but not limited to:
 - i. Failure to pay Club Fee to NSCA
 - ii. Inability to show evidence of enough players to fulfil HCL schedule.
 - iii. Serious actions that have brought the NSCA or the sport of cricket into disrepute.
- d) Clubs shall pay the Club Fee each season, with the amount and deadlines to be notified by the NSCA to clubs no later than February 28 of each season.

4. Players

- a) To play for a Club in the HCL, a player must first register as an NSCA member by 5pm on the Friday preceding their first game, and will then be considered a “Registered Player”
- b) A Registered Player must ordinarily reside within the Province of Nova Scotia to be eligible to register as a player in the HCL.
- c) A Club must have a minimum of 28 Registered Players as at April 15 of each season. Clubs that don’t meet this minimum will be obliged to accept players at the direction of the NSCA.
- d) Each Club must provide a list of Registered Players to the NSCA Treasurer by April 15 of each season. The NSCA Treasurer will then provide an invoice to the Club with the Club Fee and the NSCA member fees for each player.
- e) Clubs may register additional players after April 15, but not later than August 15. The NSCA Treasurer will then provide an additional invoice to the Club for the NSCA members of these additional players.
- f) Players may not change Clubs after April 15 of a season.
- g) Players are free to change clubs between the end of one season and April 15 of the following season.

5. Restricted Player List

- a) Each Club will have 6 players designated as Restricted Players. Restricted Players are ineligible to play in Division 2.
- b) A Club’s Restricted Player List will be determined by the HCL Sub-committee upon the receipt of the Registered Players List by each Club on April 15 and will be decided and published by April 30.
- c) The HCL Sub-committee reserves the right to make changes to a Club’s Restricted Player List, as follows:
 - i. Only players in their first season in the HCL, or any player registered after the selection of the Restricted Player List, may be added.
 - ii. The addition of a new player must occur prior to their 4th game played in any division.
 - iii. Any addition to a Club’s Restricted Player List must be accompanied by the removal of a current Restricted Player, to keep the number at 6.
 - iv. A player cannot be removed from the list due to injury.
- d) Restricted Players shall be selected on the basis of their past and projected performance. There is no direct correlation with the selection of provincial squads or high-performance programs.

6. Unrestricted Players

- a) Players not classified as Restricted Players per Rule 5 shall be referred to as Unrestricted Players.
- b) Unrestricted Players are eligible to play in both Division 1 and Division 2, subject to the following:
 - i. A player cannot exceed 4 games in both divisions.
 - ii. Once a player exceeds 4 games in one division, by default the player is ineligible to exceed 4 games in the alternate division.
 - iii. Deonarine Cup and playoff games are excluded for the purposes of this rule.
 - iv. T20 and 40 over games count equally for the purposes of this rule.
 - v. For the purposes of this rule, any game which commences (at least one (1) ball bowled) is counted as a game.
- c) Unrestricted Players are eligible to play in playoff matches in any division that they have played 4 or more matches in.

7. Reserve Player Pool

- a) Players unable to find a club to register with can put their names on the NSCA Reserve Player Pool.
- b) A club in need of a player during the season may select a player(s) from the Reserve Player Pool for one game. At the conclusion of the game, the club must add the player as a Registered Player or can return the player to the Reserve Player Pool for other clubs to use.
- c) A club cannot use a Reserve Player after they have returned the player to the Pool.
- d) A Reserve Player is not required to register with the NSCA and pay the membership fee until they register with a club.

8. Team Duties

- a) The team that is designated as “Home” team for the first game of a day (or a 40 over match) is responsible for setting the ground up before the scheduled toss time, including:
 - i. Setting up stumps and cleaning/sweeping pitch
 - ii. Setting out boundary markers
 - iii. Setting up scorer’s table, scoreboard and scoring tablet.
 - iv. Bringing box of first aid equipment and other match-day items.
 - v. Bringing out the bag of NSCA bats for shared use.
 - vi. Setting up a garbage bag.
- b) The team that is designated as “Home” team for the last game of a day, or the “Away” team in a 40 over match, is responsible for packing up the above items and storing neatly in the pavilion, in addition to ensuring the ground and seating area are left in a clean state and garbage correctly disposed of.
- c) Clubs are responsible for the handling of their own equipment bags.
- d) Both teams shall bring 2 match balls (4 for a 40 over game) from the balls supplied to them at the start of the season, for all regular season and Deonarine Cup games. Balls for playoff games will be supplied by the NSCA.

9. Halifax Cricket League Competition Rules

- a) The Halifax Cricket League (HCL) is to be played in two (2) divisions, as follows
 - i. Division 1 – a mixture of T20 and 40 over games, combined in one competition.
 - ii. Division 2 – T20 only.
- b) Both divisions shall have independent schedules, standings, playoff series and statistics.
- c) Competition points shall be allocated as follows (for games in both T20 and 40 over format)
 - i. Win (including forfeit win) – 6 points
 - ii. Tie – 3 points
 - iii. Abandoned / No-Result – 2 points
 - iv. Loss – 0 points
 - v. Forfeit Loss – minus 3 points
 - vi. Forfeit Loss if Nova Scotia Provincial team is playing that weekend – 0 points
- d) At the league's conclusion, the 2nd and 3rd placed teams shall meet in a Semi Final (1 game)
- e) The winner of the Semi Final shall meet the 1st placed team in the Final. In Division 1, the Final shall be played over 3 games. In Division 2, the Final shall be 1 game.
- f) The winner of the Final Series (first team to win 2 games) shall be declared the Champion.
- g) Semi Finals and Finals to be played in T20 format.
- h) If two (2) or more teams are equal on standing points at the league's conclusion, their ranking shall be determined by the following tiebreakers:
 - i. Net Run Rate.
 - ii. Head to Head record between the equal teams.
 - iii. In the unlikely event that teams are still equal, a coin toss shall decide the rankings.
- i) A Reserve Day(s) shall be scheduled for the Semi Final. If no result is possible on the Reserve Day(s), the higher ranked team shall advance to the Final Series.
- j) If the Final Series is abandoned with no further rescheduling possible, the team with the most wins in the Final Series shall be declared the champion. If both teams have an equal number of wins (0-0 or 1-1), the team ranked 1st at the league's conclusion shall be declared the champion.

10. Deonarine Cup Competition Rules

- a) The Deonarine Cup shall be played as a single round-robin between each HCL club, with each club entering one team. All games to be played in T20 format.
- b) Competition points shall be allocated as follows:
 - i. Win (including forfeit win) – 6 points
 - ii. Tie – 3 points (no Super Over)
 - iii. Abandoned / No-Result – 2 points
 - iv. Loss – 0 points
 - v. Forfeit Loss – minus 3 points
- c) The team with the most points at the end of the single round robin shall win the Deonarine Cup.
- d) If two (2) or more teams are equal on standing points at the league's conclusion, their ranking shall be determined by the following tiebreakers:
 - i. Net Run Rate.
 - ii. In the unlikely event that teams are still equal, a coin toss shall decide the rankings.
- e) If more than 50% of scheduled matches result in a No-Result, the Deonarine Cup shall be awarded to the club who won the tournament in the preceding season.

11. Uniforms

- a) All HCL competitions are to be played in coloured uniforms.
- b) Clubs shall be responsible for designing and procuring their own uniforms. The design must include:
 - i. Colours approved by NSCA board.
 - ii. HCL logo on the right chest of the playing shirt.
 - iii. Club logo on the left side of the playing shirt.
 - iv. Names and numbers on the back are optional. If numbers are used, there shall be no duplicate numbers within a team.
 - v. White shall be minimal, restricted to logos, names, numbers and other minor features.
- c) All players within a team shall wear the same official club uniform (jersey, pants, cap). Broad-brimmed hats in white or the club's colour are permitted.
- d) NSCA Provincial caps are not permitted to be used in HCL matches.
- e) Coloured batting and wicket-keeping pads are mandatory. A club can choose black or their club colour, but all pads used by a club must be in identical colour. Pad covers (clads) are also included in this.
- f) Closed shoes must be worn by all players. Metal spikes are not permitted.

12. Umpiring

- a) The HCL Sub-committee will endeavor to appoint one neutral umpire to all league games, and two neutral umpires to all playoffs and Deo Cup games.
- b) Where there are less than two neutral umpires appointed, the batting team shall provide players to act as umpires. Teams are to ensure player-umpires are capable of performing the duty.
- c) Player-umpires shall act in the capacity of an umpire and not a player when performing the role. Communication with batsmen shall not extend beyond normal umpire and player interactions.
- d) The fielding captain reserves the right to request the batting team replace a player-umpire. If no neutral umpire is present, the request shall be granted. If one neutral umpire is present, they shall decide on the request.

13. Scoring

- a) Scoring shall be performed by the batting team on the CricClubs app on the tablet provided by NSCA, unless an official scorer has been appointed by the NSCA or HCL Sub-committee.
- b) The scorer shall be located so that they are clearly visible to the umpire.
- c) Fielding teams shall notify the scorer of each bowling change, to ensure correct statistics are kept.
- d) The batting team shall update the scoreboard at the end of each over. Ball-by-ball updates permitted.

14. Inclement Weather

- a) NSCA Board will advise all club contacts in the event of ground closure by the HRM.
- b) If grounds are open, but weather appears that the game will not be able to proceed, both captains may call off the game by mutual agreement at least 2 hours before the scheduled start. They must notify the NSCA Board and the appointed neutral umpire.
- c) If no decision is made as per 14(b), both teams are to report to the ground. The neutral umpire will have sole discretion in this event. In the absence of a neutral umpire, both captains shall decide to play or not.
- d) At all times, player safety shall be the primary factor in any decision to play or cancel a game



Playing Conditions

effective 2020 season

Prelude

All T20 matches in the Halifax Cricket League (HCL) and Deonarine Cup shall be played under the Standard Twenty20 International Match Playing Conditions (hereafter referred to as “ICC T20 Playing Conditions”), dated 28th October 2019 (the most recent version prior to the commencement of the 2020 HCL season).

All 40 over matches in the Halifax Cricket League (HCL) shall be played under the Standard One Day International Match Playing Conditions (hereafter referred to as “ICC One-Day Playing Conditions”), dated 30th September 2018 (the most recent version prior to the commencement of the 2020 HCL season).

The ICC Playing Conditions are themselves subject to the MCC Laws of Cricket (2017 Code, 2nd edition), except where noted in the ICC Playing Conditions.

Note: No changes to the MCC Laws of Cricket or ICC T20 Playing Conditions after April 1, 2020 will be acknowledged by the HCL for the 2020 season.

HCL Exceptions to ICC Playing Conditions (applies to both formats unless stated)

“12 player Rule”

1.1 – Number of Players

1.1 shall be replaced by the following:

- A match is played between two sides. Each side shall consist of up to 12 players, of which a maximum of 11 can bat in the one innings, and a maximum of 11 can field at a time.
- The player who doesn’t bat may bowl and field. 24.2.3 shall not apply to any fielder leaving the field (an absence of longer than 8 minutes from the field will prohibit bowling or batting until they have been back on field for equivalent time).

“Player eligibility”

1.2 – Nomination and Replacement of Players

1.2 shall be replaced by the following:

- Each captain shall nominate 12 players in writing or on an NSCA electronic device before the toss.
- All players must be eligible to play according to the HCL Operating Rules, specifically 4, 5 and 6.
- A team that plays an ineligible player(s) will be awarded a forfeit loss for that game, with the opposing team being awarded a forfeit win.
- If both teams field ineligible players, both teams will be awarded a forfeit loss.

“Innings time limits”

12.7 – Start and Cessation Times

12.7 shall be replaced by

T20 matches

- Match start times will be as per the NSCA schedule. Each innings shall be 1 hour 25 minutes (85 minutes) each, separated by a 10-minute interval between innings.
- No drinks breaks are permitted.

40 Over matches

- Match start times will be as per the NSCA schedule. Each innings shall be 2 hours 50 minutes (170 minutes) each, separated by a 20-minute interval between innings.
- A maximum of two (2) drinks breaks, not exceeding five (5) minutes each, may be taken at the discretion of the umpires, or in the absence of umpires, the fielding captain.

12.8 – Minimum Over Rates

12.8 shall be replaced by

- The scheduled cessation time for each innings shall be 85 minutes after the innings starts in T20 matches, and 170 minutes in 40 over matches.
- For each over not commenced before the cessation time, a penalty of 10 runs shall be awarded to the batting team.
- If this penalty applies to the first innings, these penalty runs shall be added to the score.
- If this penalty applies in the second innings, these penalty runs shall be deducted from the target.

Examples

First Innings: If the bowling team bowls 18 overs in their allotted time, they will continue to bowl the remaining 2 overs. If the batting team scores 100 runs in 20 overs, the total will be increased to 120 runs (2 x 10 runs per over penalty).

Second Innings: Bowling team bowls 17 overs in allotted time. The batting team target was 112 runs. This target will then be revised to 82 runs (3 x 10 runs per over penalty). The bowling team will continue to bowl the remaining three overs. The revised target will be considered as a new target for the batting team to win.

“Arriving on time”**13.4 – The Toss**

13.4 shall be replaced by the following

- The captains shall toss for the choice of innings not earlier than 30 minutes, nor later than 15 minutes before the scheduled time for the match to start.
- If a team does not have seven (7) players present at the field 15 minutes prior to the scheduled start time, the toss shall be awarded to the other team.
- If a team does not have seven (7) players present at the field at the scheduled start time, a forfeit shall result, and a win shall be awarded to the other team. Should neither team have seven (7) players, a no-result shall be declared.
- If both captains agree, one or both teams may commence the game on time with less than 7 players if additional players are expected to arrive within 30 minutes. If the team still has less than 7 players 30 minutes after scheduled start, a forfeit shall be awarded (or no-result if neither team has 7 players).

“Bowling Restrictions”**13.9 – Number of Overs per Bowler**

13.9 shall apply in full. For convenience, this rule is summarized as follows

- No bowler shall bowl more than 4 overs in an innings in a T20 match, or 8 overs in a 40 over match.
- In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

“Super Over”**16.3 – A Tie**

16.3 shall be replaced, for T20 matches only, by

- League matches and Deonarine Cup round-robin matches shall not have a Super Over. A tied match shall result in three (3) points per team in the league standings.
- Playoffs that end in a tie shall have a Super Over as per Appendix 6 of the ICC Playing Conditions.

“Pedestrian Hit by Ball”**20 – Dead Ball**

20 shall apply subject to the following

- Should the ball come into contact with a public pedestrian, or a pedestrian’s pet, while in the field of play, the play will automatically be considered Dead and the batting team instantly awarded 2 runs to either the batsmen who struck the ball, or as extras if applicable for this delivery from the bowler.
- The only exception to this rule is where the ball’s momentum after making contact with the pedestrian or animal in the field of play, took the ball over the boundary on the bounce or on the full, in which case the umpire is to signal the appropriate boundary decision.

“Free Hit”**21.19 – Free Hit**

21.19 shall apply subject to the following

- A No-ball resulting from a delivery landing off the pitch shall not be subject to a free hit.

“Fielding Restrictions”**28.7 – Restrictions on the placement of fieldsmen**

28.7 shall apply in full. For convenience, this rule is summarized as follows

T20 matches

- a) Maximum 5 fieldsmen on the leg side during all overs.
- b) During Powerplay overs (first 6 overs in uninterrupted match) - Maximum 2 fieldsmen outside the fielding restriction circle (30 yards).
- c) During non-Powerplay overs - Maximum 5 fieldsmen outside the fielding restriction circle (30 yards).

40 over matches

- a) Maximum 5 fieldsmen on the leg side during all overs.
- b) During Powerplay 1 (Overs 1-8 in uninterrupted match) - Maximum 2 fieldsmen outside the fielding restriction circle (30 yards).
- c) During Powerplay 2 (Overs 9-32 in uninterrupted match) - Maximum 4 fieldsmen outside the fielding restriction circle (30 yards).
- d) During Powerplay 3 (Overs 33-40 in uninterrupted match) - Maximum 5 fieldsmen outside the fielding restriction circle (30 yards).

NOTE: If the fielding team has less than 11 players, the above maximums still apply.

“Bouncers and Full Tosses”**41.6 – Dangerous and Unfair short pitched deliveries (Bouncers)**

41.6 shall apply in full. For convenience, this rule is summarized as follows

Unfair Bowling:

- A bowler shall be limited to one fast short-pitched deliveries per over in a T20 match.
- A bowler shall be limited to two fast short-pitched deliveries per over in a 40 over match.
- These are defined as a delivery that would pass above shoulder height of the striker standing upright at the popping crease.
- In addition, if the ball passes above head height batsman does not make contact, this shall be signaled as a wide and shall count as the allowable short pitched delivery/deliveries for the over.

Dangerous Bowling:

The bowling is dangerous if the bowler’s end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded. In this event, the umpire shall:

- First instance: No-Ball shall be signaled and caution the bowler.
- Second instance: No-Ball shall be signaled and caution the bowler, indicating that this is a final warning.
- Third instance: No ball shall be signaled and direct the captain to take the bowler off.

41.7 – Dangerous and Unfair non-pitching deliveries (Beamers/Full tosses)

41.7 shall apply in full. For convenience, this rule is summarized as follows

Unfair Bowling:

- Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, the umpire shall immediately call and signal No ball.

Dangerous Bowling:

The bowling is dangerous if the bowler’s end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded. In this event, the umpire shall:

- First instance: No-Ball shall be signaled, and umpire shall issue first and final warning to the bowler and captain.
- Second instance: No-Ball shall be signaled, and umpire shall direct captain to take the bowler off.

“Players Conduct”**42.2 – Level 4 Offences and Action by Umpire (removal of player from field, “red card”)**

42.2 shall not apply due to lack of experienced neutral umpires. Players shall conduct themselves in a manner that would not require this action if we did have experienced neutral umpires.