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1. Definition

The By-Laws are an integral part of the constitution; however, they are comprised of that portion of the constitution that can be amended without going through the Constitution Amendment process described in article 8. It follows from the above that the Executive Committee, on an as needed basis, can modify the By-Laws. Furthermore, the By-Laws deal with competition related matters only.

2. Competitions

The following competitions shall be held under the auspices of the NTCA, each year:

1. NTCA Primary League : NTCA Primary League Divisional Tournament - 45 Overs for Premier, 40 Overs for A & B divisions
2. NTCA Legacy T20 (summer and fall)
3. NTCA T20 League T20 League – formation of NTCA T20 League
 - 3.1. T20 League
 - 3.2. T20 Tournament (summer and fall)
4. NTCA youth league
 - 4.1. U11 League
 - 4.2. U13 League
 - 4.3. U16 League
 - 4.4. Possible age groups could be added
5. Winter – T20 Memorial Cup (Optional) – unofficial

The Premier, A and B divisions shall be collectively referred to as Primary League.

3. Divisions

1. Organization: The Primary league competition within NTCA shall be generally organized under Premier, A and B divisions. The EC shall have the right to increase or decrease the number of divisions, as well as to place the teams in one division or the other, as deemed fit.
2. Structure:
 - 2.1. Premier Division – 10 teams
 - 2.1.1. Premier division teams will play 13 games (includes 9 in phase one followed by 4 in phase II)
 - 2.1.2. Phase II



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- 2.1.2.1. R1 plays R10, R8, R6 and R4
 - 2.1.2.2. R2 plays R9, R7, R5 and R3
 - 2.2. A Division – 14 teams
 - 2.2.1. Teams play against each other only once – thus 13 games each
 - 2.3. B Division – remaining teams
 - 2.3.1. Each team will play 13 games
 - 2.3.2. Scheduling tool picks up 13 random games for a team without manual intervention
3. Playoffs
 - 3.1. Top 4 teams in Premier
 - 3.2. Top 3 teams in A division
 - 3.3. Top 4 teams in B division
4. Note: Ranking will freeze at the end of league phase
5. Playoff format: Premier Division
 - R1 Vs R2 – Qualifier
 - R3 Vs R4 – Eliminator
 - Semifinal - Winner (R3 Vs R4) Vs Loser (R1 Vs R2)
 - Final – Winner (R1 Vs R2) Vs Winner (Semifinal)
6. A Division
 - R2 Vs R3 Semifinal
 - Final – R1 Vs Winner (R2 Vs R3)
7. B Division
 - R1 Vs R4
 - R2 Vs R3
 - Final Winner (R1 Vs R4) Vs Winner (R2 Vs R3)
8. Promotion/demotion to/from a higher/lower division
 - 8.1. Effective 2021 season, the following is the promotion/demotion structure:
 - 8.2. Premier \leftrightarrow A Division – Top 3 Teams will move Up from A division to Premier and bottom 3 Teams will move down from Premier to A division.
 - 8.3. A Division \leftrightarrow B Division – Top 4 Teams will move Up from B division to A division and bottom 4 Teams will move down from A division to B division.
 - 8.4. Ranking for 2021 is based on the ranking at the end of 2019 season, as 2020 was washout. ** (Applicable for 2021 and will be removed in 2022)



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9. T20 League: Teams will play 10 matches (random pooling) and based on the ranking at the end of league phase, ranking will be assigned. Multiple divisions will be formed in 2022 based on the ranking. EC reserves the rights to choose the number of teams in each of the divisions.
10. Scheme: Re-ranking shall occur once a set of promotions/relegations have been completed. Teams being promoted to a higher division shall occupy the bottom positions while teams being relegated to a lower division shall occupy the top positions. In case of a vacancy due to any reason (e.g. a team pulls out from the Primary League) in any division, for any reason, the promotion shall be based on re-ranking i.e. the picking order shall start with the top ranked team in the lower division.

4. General Regulations

The stipulations of this article apply generally to all divisions and all forms of competitions except where they are explicitly overridden by the Regulations for specific events. The Laws of Cricket as laid down by the MCC for the time being (2017 Edition) shall apply in all cricket played under the auspices of the NTCA, together with any experimental laws or conditions described in this document.

For anything that is not explicitly or implicitly covered in these regulations, the EC and its designated bodies' decision shall be final and binding, for all.

1. All games will be played with balls supplied or approved by the NTCA (see section 26).
2. Boundaries at each ground should, if possible, measure not less than 65 yards and certainly not greater than 75 yards if applicable, measured from the center of the pitch being utilized for that particular game.

5. Registration

A Bona-Fide member having appeared in, at least, **one** NTCA administered match for a club, shall be deemed to have been registered with the organization.

6. Eligibility

1. Any one, in agreement with the aims and objectives of the NTCA, willing to abide by its code of conduct and interested in playing cricket, shall be eligible.
2. For Primary League: Once registered with the organization, a player shall be limited to play for one club only i.e. the one through which registration was affected. (not applicable for ALL T20 Tournaments I II & III)



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3. Any Youth Player (Under-17) playing in NTCA Youth League can play for one club in the NTCA primary league. The request must be submitted to GS/JS before the start of the league, just like the transfer process (using the same template).
4. Each club and team that plays in the League, as required under the Constitution will be properly registered with the League and their players similarly registered under the terms and conditions which may be decided by the League from season to season.

7. Minimum Number of Players for a Match

1. In order to constitute a match, a **minimum of eight** nominated players, who must be part of the club/team for whom the team has been nominated, must appear at the ground ((i.e. be present)) in proper match kits (whites for 40/45 overs and colored for T20) by start time.
2. In the event that there are fewer than 10 players of a team present (at 15 minutes) past the scheduled starting time, the umpires **MUST** award the game to the team that has at least 10 players present. Team arriving after the start time but before the deadline will automatically loose the toss. They will also loose over per every 4 minutes of delay.
3. For delayed starts due to Rule 7.1, overs should be reduced at 4 mins per over from the offending team's innings to a max of 3 overs.
4. A player **cannot be part of TWO playing elevens** at the same date and time.
5. Should there be no play possible as per the umpire on game day; the requirement of ten nominated players being present shall not apply. Furthermore in such a situation, irrespective of whether or not a team was present, the result shall be a wash out. The points to be awarded shall be 50% of the maximum points.
6. For rule 7.2 to apply, a playing team no longer needs to wait for both umpires to be present at the ground before claiming forfeit, if the other team does not have the minimum number of players.
 - i. If one umpire is there, the decision to call off the game is taken on the ground after confirming the number of players present for both sides and awarding the game to the team meeting the requirements of this section.
 - ii. If both the umpires are not in the ground at start time, the other team can claim forfeit after meeting the requirements in section 1.
7. The team must provide documented evidence with timestamp to show less than 8 players were on the field. The evidence must be emailed to OC, copying both the sides and the umpiring teams. Additionally, the umpire(s) will be reported for missed umpiring penalty (see relevant section).
8. Similar rules apply for umpires arriving late.
 - i. Umpire arriving 15 minutes after the scheduled start can be rejected by the mutual consent of the playing captains.



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- II. If the captains agree to allow the umpire to officiate the game, the Umpiring team will be penalized with monetary fine only, no points deducted, such umpire will not be paid by the playing teams.
- III. Each of such occurrence will transform into Umpire no show and must be reported to OC. (Both of the above situations must be reported to OC)

8. Changing Club / Transfer

1. A person having once appeared and duly registered for a club shall be considered part of that club until and unless he explicitly alters his association by the use of the "Transfer" procedure.
2. For all divisions, a move from one club to another club will only be permitted during the transfer window (whenever it may be). The Primary and the T20 League transfer window will open once announced by the office of the GS and will close on Wednesday 11.59 PM prior to the 1st week of the season. The transfer window for other events will be announced by the Office of General Secretary (OGS) prior to the start of the tournament. The OGS, at its own discretion, may alter the transfer window, without any prior notice.
3. In addition, a second transfer window is available for Legacy T20 after the completion of Primary League. Such transfer is only for Legacy T20 and the player will return to the parent club upon the completion.
4. The T20 Leagues' T20 tournament will have updated clauses decided by EC and will be communicated later.
5. A person wishing to move from a club to another, shall petition his intention to the OGS of the association, by submitting a request for transfer. OGS will create a new google spreadsheet for all the transfer requests. Player will have to enter details in the spreadsheet and then send out a mail (particular format) to the OGS. The transfer will be approved and processed within 48 hours by the office of the GS. Once processed, the player will be notified by the office of the GS. Once notified, the player is eligible to represent his or her new club.
6. Player transfers inside 48 hours from weekend, may not be completed and/or Protected player list updated before the weekend game. EC will make every effort to process the requests, but doesn't guarantee completion of late requests.
7. The new T20 league is also club based and all the rules for the club will apply to the T20 league as well. A player playing for Club X cannot play for Club Y in the T20 league. ***A T20 based entry will be permitted only if the players of the team are NOT part of any clubs in the primary league.***

9. Dress code

1. Player Dress Code



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- I. For the primary leagues, the dress shall be all white (no exceptions) other than sponsors' logos where applicable. For other competitions, alternative dress codes may be permitted. Players can use colored winter gears as long as they have approval from the umpire.
 - II. Player Uniform violation - All primary league players must wear White uniforms. Player will be allowed to take part in the game only after changing to white uniforms.
 - III. All T20 League/tournaments to be played in NTCA approved color clothing, color pads and white ball only. Exception will be given to teams for first 3 weekends only. After that a very strict rule will be followed. Every player of the team MUST have a common color uniform, having common color pattern. Teams are requested to order additional cloths if they expect new players to join the club/team. A monetary fine will be imposed if the captain or umpire report such incidence to OC.
 - IV. Every player is advised to wear helmets while batting at all times.
2. Umpire Dress Code
- I. Umpires are restricted from wear shorts, flip flops, etc. for any NTCA match. Captains are requested to report any such incidence.
 - II. Umpires must arrive at game in proper attire that represents their club and NTCA in positive light.
 - III. Shoes must be worn on the field at all times. No Exceptions.
 - IV. During 40 over games, umpires are advised to wear a Black/Navy trouser, Plain White/Off White shirt and shoes.
 - V. During T20, umpires must wear plain dark shirt, a trouser and shoes.
 - VI. Umpires are permitted to wear a sweater, or jacket if the weather conditions require them.

10. Match Reporting

1. Each side must provide a proficient scorer.
2. Match scores must be entered real-time via CricClubs mobile app Scoring module.
3. Request all players to claim their profile via CricClubs.com (please contact the Operations Committee for further instructions).
4. PCOs to make sure all their teams have Captain's & VC's. Also verify that they are:
 - I. Able to Add/update players.
 - II. Able to do the live scoring for their games.
5. Verify your team names and the associated club name:
6. You can verify the P, A, B divisions (team + its club) or the NTCA T20 League in <http://www.cricclubs.com/ntca> page.



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7. Download the 'CRICCLUBS' app and login. They should be able to see the teams, schedule etc.
8. Verify that captains/VC/Team admin/Team scorer can setup and start online scoring from the CricClubs app.
9. Failure to comply with the above may incur penalties as stipulated in article 24 of the By-Laws.

11. CricClubs Scorecard

1. Match reporting shall be accomplished via the Cricclubs mobile application. This is Mandatory.
2. Failure to use online scoring using the official scoring app will result in penalties as per Section 22.10.
 - a. NOTE: Exception will be made only if scoring issues were reported across the entire league which will be validated by OC.
3. LIVE SCORING SETUP FOR MATCHES:
 - a. For help setting up the live scoring for the games, please watch the below video:
 - b. https://www.youtube.com/watch?v=D0eJ0xARj_o&width=80%25&height=90%25
4. Both home and visiting teams shall verify the MATCH SCORES i.e. the totals for both sides, the wickets fallen for both sides and the number of over's played by both sides.
5. Both teams shall be responsible for reporting their portion of the detailed scores.
6. The Scorecard must be completed no later than the 11:59 PM, on the 1st Monday, following the day of the match. Failure to comply with the above shall incur penalties as stipulated in article 24 of the By-Laws.
7. Using alternate player in the scoring app MUST be informed to the umpires and the other captain. If there any dispute raised at a later stage, the captain in question may face disciplinary action.
8. Falsifying match reports and the information contained therein is deemed a serious offence and shall be dealt with as stipulated in article VI.1 of the By-Laws.
 - I. Match Report Integrity: Once a Match Scorecard has been completed by both teams it shall be deemed OFFICIAL and may not be altered by any person without the express written approval of either the Operations or the Executive Committee. The web application is designed to lock the scorecard after 48 hours. Irrespective of whether that feature is enabled for a particular round or not, a completed match report should not be altered without notice to, and permission from, the Operations or the Executive Committee.
 - II. Appeal of Scorecard Information: Any party may appeal or contest information contained in a scorecard. The normal procedure to contest a scorecard is by turning



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the confirmation flag to “disputed” at the match scores confirmation time. Once a report is locked, any appeal or contest of information contained must be submitted in writing (electronic form) to the Operations Committee within thirty (30) days of the completion of the match. The Operations Committee shall conduct a hearing as to the nature of the appeal or contest and rule on the appeal or contest within sixty (60) days of the completion of the match.

12. Statistics

The Statistics shall be compiled, separately for the following events:

1. Primary League and T20 League
2. 20/40/45 Over’s (League & Knock out), further broken down by divisions
3. Other limited Over Events (League & Knock out), further broken down by divisions

13. Ranking

NTCA Conducted Tournaments

The team winning a championship the previous year, as stipulated in article II of the bylaws, shall be ranked the team of the first rank, for the same competition, in the current year. The runner shall be the team of the second rank. The same principle shall apply to the rest of the ranks i.e. the respective position of a team in the previous year shall determine its rank in the current year.

At the end of the season or at the end of a championship, the standings for the current season shall be determined by the ladder computation, as follows:

Ladder will be computed, in the order presented, as follows:

Primary League

1. The team with highest points
2. The team with highest net run rate (NRR), where the NRR shall be calculated as follows:
(Runs For / Over’s Faced) - (Runs Against / Over’s Bowled)
3. Winner of the previously played game in the same tournament (head to head). This will not apply if more than two teams are tied or both teams have won one each in case they played twice in the year.
4. The team with the highest winning percentage out of the matches actually played (including forfeits but not washouts).



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5. The team taking all ten wickets in an innings most number of times during bowling.
6. The team with the highest overall batting average per wicket for the championship
7. The team with the lowest bowling average per wicket for the championship
8. The team with the highest number of total runs scored
9. The team with the highest number of wickets taken
10. Same rule applies for the T20 league also.

All T20 Tournaments

1. The team with highest points
 2. The team with highest net run rate (NRR), where the NRR shall be calculated as follows:
(Runs For / Over's Faced) - (Runs Against / Over's Bowled)
 3. Winner of the previously played game in the same tournament (head to head). This will not apply if more than two teams are tied or both teams have won one each in case they played twice in the year.
 4. The team with the highest winning percentage out of the matches actually played i.e. not including washouts.
 5. The team with the highest overall batting average per wicket for the championship
 6. The team with the lowest bowling average per wicket for the championship
 7. The team with the highest number of total runs scored
 8. The team with the highest number of wickets taken

The following will be uniform across all tournaments mentioned in this document.

15. Short Pitched Bowling

1. One fast short-pitched delivery is allowed per over where as the definition of short-pitched will be "a fast delivery that would have passed above the shoulder and below the head height of striker, standing in an upright position".
All subsequent repetitions in the over shall be called No-Balls. See article 17 of By-Laws for Free-hit details.
2. Any delivery above the head will be called a No Ball and shall be considered one short pitched delivery of the over.
3. Any full toss delivery, fast or slow, above the waist height of a batsman standing upright in normal stance, will be called a no-ball.



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4. Any delivery, above waist (even if slow), will be called a no-ball and warning would be issued to the bowler. After the second instance, upon the discretion of the umpire and if deemed intentional, the bowler shall be ineligible to bowl in the remainder of the match.
5. No persons may bowl underarm in competitions played under the auspices of the NTCA.

16. Power Play Rules and Regulations

The following ground prep is required to define the fielding restriction area:

6. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters).
7. The semi-circles shall be linked by two parallel straight lines drawn on the field.
8. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
9. The fielding restrictions limits identified below remain the same whether a team has 8, 9, 10 or 11 players a side.

Fielding Restrictions for PRIMARY LEAGUE games

1. The following ODI format power play rule applies only to Primary League (Premier, A and B).
2. Each block of Power play Over's must commence at the start of an over.
3. Power Play overs will be determined in accordance to the Total Possible Overs (TPO), see table below.
4. In circumstances when the number of overs of the batting team is reduced, the number of Power Play Overs shall be reduced in accordance to the Total Possible Overs (TPO).
5. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

TPO – Total Possible Overs

| Mandatory Power Play #1 (PP1) | Mandatory Power Play #2 (PP2) | Mandatory Power Play #3 (PP3) |
|-------------------------------|-------------------------------|-------------------------------|
| 20% of TPO | 60% of TPO | 20% or TPO |

6. During the 1st Mandatory Power-Play, only TWO fielders shall be permitted outside the fielding restriction area at the instant of delivery.
 - I. To be enforced during Overs 1 – 9 (45 over division)
 - II. To be enforced during Overs 1 – 8 (40 over division)



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7. During the 2nd Mandatory Power-Play, only FOUR fielders shall be permitted outside the fielding restriction area at the instant of delivery.
 - I. To be enforced during Overs 10 – 36 (45 over division)
 - II. To be enforced during Overs 9 – 32 (40 over division)

8. During the 3rd Mandatory Power-Play, only FIVE fielders shall be permitted outside the fielding restriction area at the instant of delivery.
 - I. To be enforced during Overs 37 – 45 (45 over division)
 - II. To be enforced during Overs 33 – 40 (40 over division)

Rain Interrupted matches:

1. If play is interrupted, then on resumption, it is necessary to determine how remaining Power Play overs should be allocated.
2. The total number of Power Play overs for the innings is derived from the table above.
3. Any Power Play overs already taken prior to the interruption will be deemed to have been in sequence: PP1 allocation, then PP2 allocation then PP3 allocation.
4. Mandatory Power Play #2 overs maybe be adjusted so that Mandatory Power Play #1 and Mandatory Power Play #3 overs are equal.

Example:

A match starts as a regularly scheduled 40 overs match. In this case, the first 10 overs will be considered PP1. There are 20 overs of PP2 and 10 overs of PP3. Once the match has started and 10 overs of PP1 have been bowled and 6 overs of PP2 also completed, the match is delayed by 10 overs and shortened to 30 overs.

The new PP allocation for a game of 30 over is $6+18+6 = 30$. Considering that we have had 16 overs already, there are only 8 overs of PP2 and 6 overs of PP3 remaining.

All conditions remaining the same above, but the match resumes as 23 overs each:

The new PP allocation is now $5+13+5=23$. Again, PP2 may be adjusted up or down to ensure PP1 and PP3 are equal.

Fielding Restrictions for T20 games

1. During the Mandatory Power-Play, only TWO fielders shall be permitted outside the fielding restriction area at the instant of delivery.

All T20 Tournaments - To be enforced as Overs 1 – 6



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2. At the instant of delivery apart from the Power-Play overs the fielding team must have a minimum of 4 players inside the fielding restriction circle throughout the innings (Full or reduced as the case may be)
3. In circumstances when the number of overs of the batting team is reduced, the number of overs in Power Play block shall be in accordance with the table below and shall apply to both 1st and 2nd innings.

| Total Possible Overs | Field Restriction Overs |
|----------------------|-------------------------|
| 8 | 2 |
| 9 – 11 | 3 |
| 12 – 14 | 4 |
| 15 – 18 | 5 |
| 19 - 20 | 6 |

Umpires Duties:

1. At the commencement of each discretionary block of Power Play Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
2. In the event of an infringement of any of the above fielding restrictions as outlined earlier, the square leg umpire shall call and signal 'No Ball'.

17. Free Hit for Every No-Ball

1. The Delivery following any no-ball 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.
2. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
3. Field changes are not permitted for free hit deliveries unless there is a change of striker.
4. The umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

18. Abandonments/Cancellations

1. A match once started must be played to completion at scheduled ground and cannot be moved. The match is considered abandoned if it could not be played to completion because of factors beyond the control of either team or the umpires, e.g. bad weather, park closure, or extreme unforeseen situations etc. If play had started and match is in progress, the game is considered abandoned only if minimum number of overs is not bowled to achieve result using DL method.
2. Cancellations, Abandonment and Washouts that occur during a match in progress, shall be the exclusive responsibility and jurisdiction of the Umpires.



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3. In extreme cases (Excessive Rain, Flooding of grounds, National Calamities and other Force Majeure), the OC may Abandon/Cancel games with the consent of both captains.
4. If ground becomes unavailable due to City Closure upon excessive rain and no proof of official communication is available then the OC will honor the ground representative's notification that City closed the ground as official. However, the OC reserve the right to either ask for official email/text from City official if there is a protest from one of the involved teams and EC determines it as a valid complaint.
5. Matches will be played on the scheduled dates. No changing or re-arranging of matches will be permitted, except in very extreme circumstances and then only with the express permission of the Executive body, who must be unanimous in their decision. Any side failing to fulfill a fixture must within 48 hours thereafter notify the Executive body of their reasons for failing to fulfill the fixture and along with any other determination made by the Executive may forfeit the points.

Extreme Weather

1. If the expected high temperature for the game day is 50F or higher than the match must take place UNLESS BOTH teams agree to not play in which case both teams will split the points.
2. If the playing conditions satisfy bylaw 18.f, the following additional bylaws may be applied to determine the game start times.
 - I. If the temperature is 40 F or above at the scheduled start time, play will start at scheduled start time, unless both playing teams agree to delay the start or call off.
 - II. If the temperatures are under 40 F according to the local weather forecast, the home team in coordination with the away team must determine the revised start time. The earliest revised start time will be when the temperatures hit 40 F or above.
 - III. The revised start time must be communicated via email and include everyone: both playing teams, umpiring team and Operations Committee (OC). Please include the weather report screenshot in the communication.
 - IV. The revised start time is determined by applying the cut-off times for delayed start of game.
3. Check game day weather forecast on previous evening by 5 PM for this purpose and call opposing Captain if in doubt. Go to Weather.com app or <http://www.weather.com> and enter local city name or postal code of ground to look up hourly forecast.
4. Umpire and playing teams will arrive at the ground based on the scheduled start agreed upon. Umpires must arrive 15 minutes prior to toss. Toss is 15 minutes prior to game start time. Home team must have field ready before game start time.
5. The team not showing up, when play is possible meeting the requirements specified in this section, will get 0 pts and the team present (if By-Law 7 requirements are met) will get full points.
6. If rain or bad light curtails play, the Duckworth Lewis Method shall be applied to determine how to obtain a result if play time is still possible. NTCA recommended DL



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calculator for mobile devices is the Tarams Inc DL Calculator. All scores are required to download DL Calculator app from TARAMS inc.

7. Check game day weather forecast one day prior at 5pm for this purpose and call opposing Captain if in doubt. The link is located on the WC web site or can be accessed by logging in to <http://www.weather.com> and enter DFW or the local city name.
8. If the expected temperature (high) for game day is 49F or less, then teams will split points unless the 2 captains decide to play. Umpires will NOT be obligated to officiate if weather forecast is 49F or less. The result will count.

Cut Off times for delayed start of game.

In the event of the start of a game is delayed due to weather, or other unforeseen circumstances, the start of game can be delayed up to cut-off times determined based on official scheduled start time.

1. NTCA rules will require a minimum 3-hour window to complete a Primary League match and achieve official result. This is to allow sufficient time to complete 2 innings of minimum 15 overs per inning plus 15-minute break between innings.
2. For a T20 game, a minimum of 60 minutes is needed to complete 2 innings of minimum 5 overs per innings plus 10 minute innings break.
3. Primary League games - Cut-off Time for delayed start:
 - I. The Cut-off time is determined by reducing 3 hours from scheduled end time, which is 5:00 PM for a 9:30 AM game.
 - II. For example,
 - i. For games starting at 9:30 AM the cut-off time will be 2:00 PM
 - ii. For games starting early at 8:30 AM the cut-off time will be 1:00 PM
(Game Window → 9:00 AM to 5:00 PM OR 8:00 AM to 4:00 PM for early start)
4. T20 Game - Cut-off Time for delayed start:
 - I. The cut-off time will be determined by adding 2 Hours and 45 minutes to scheduled start time. This is calculated based on the time required to bowl 15 overs per innings (75 minutes) + 15 minutes for drinks, and reduced innings break.
 - II. For example,
 - i. If game scheduled start time is 8:30 AM, the cut-off time will be 11:15 AM.
 - ii. If game scheduled start time is 1:00 PM, the cut-off time will be 3:15 PM.
5. Game will be called off, if play doesn't commence by the cut-off time.

Grounds becoming unavailable:

1. Home team can request for moving a game to different ground (but no change in the game start date and time) in the event where the ground is not available or not playable, e.g. Ground is flooded, City declared if unsafe or unplayable, City scheduled other event



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and not available anymore or the ground is not available to complete the full quota of overs of the both innings etc.

2. Home Team must report and request Ground move by Thursday 5:00 PM regardless of Saturday or Sunday games.
 3. The email to OC (dl-oc@ntcricket.org) should be sent by club/team rep and include the PCOSCOs of playing teams, umpiring teams, captains and ground rep. with adequate proof supporting the request.
 4. Any Requests after the deadline will not be entertained and teams must attempt to play or call off depending on the reason for the request.
 5. Once a request is made, OC will respond with status the following day, Friday 5:00 PM cut off time for rescheduled games. If requester or the teams did not receive response, please escalate to EC (dl-ec@ntcricket.org).
 6. EC always reserves the right to make changes depending on circumstances past cut-off deadline.
 7. Only official email communication will be entertained. Social media communication will not be considered and OC will reserve the right to escalate to EC to take disciplinary action against concerned team or individuals for any failure to follow rules and with intent to bring disrepute.
 8. Games will be moved to other grounds based on following criteria and formula.
 - a Games will be moved to allow maximum number of games to be played and keep it fair and just for all the requesting teams in a division
 - b Games will be moved to available grounds only if number of grounds available are more than the number of ground move requests received per division
 - c In case of same number of requests received between multiple divisions but only one division's game can be moved, a higher division games will be moved
 - d Scenario-1: P division request - 2, B division request - 3, available grounds - 3. In this scenario, all 3 B division games will be moved to the 3 available grounds
 - e Scenario-2: A division requests 2, B division requests 2, available grounds 3. In this scenario all the A division games will be moved and no B division games will be moved even if 1 ground is still available to keep it fair for both the B division requestors.
 - f Scenario-3 P division requests – 1, A division requests – 2, T20 league requests -2. Available grounds – 3. In this scenario, one P division game and two A division games will be moved and two T20 games will not be moved.
 - g
 - h
 - i
 - j
 - k
 - l
 - m
 - n
 - o
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 - r
 - s
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 - u
 - v
 - w
 - x
 - y
 - z
- a. Extended Ground Closure - OC will work with SC to reschedule games in the event of indefinite or extended ground unavailability. Teams must still be aware that each week, OC will include these games during the rescheduling calculations and reserve the right to reverse previous decision by the OC cut-off time.



19. Complaints

1. All protests, complaints or objections made by any side participating in these competitions, must be made in writing to the Executive body within Fifteen days from the date of the match. No other form of complaints will be considered, other than those made properly in writing, and endorsed by a responsible Club member.
2. Umpires will officiate the game impartially and in accordance with the Laws of Cricket and these regulations. They should also carry a copy of these regulations and provisions to each game. Any problems encountered during a game must be reported to the Executive body, in writing, within 30 days, within thirty days from the date of the match.
3. The decision of the NTCA Executive body on all matters affecting the competition, whether included in these rules or not, **will be final and binding upon all concerned.**

20. Division Regulations

Primary League

Composition

The primary leagues consist of the 45 over competition in Premier division and 40 over competitions in A, and B divisions.

1. The Umpires, as well as, both Captains, shall carry a copy of these regulations (this document) to the game.
2. **Player Protection Rule:**
 - i All Clubs in Premier and A division with multiple teams must submit names of 4 players (per team) to be placed on player protection list for the calendar year.
 - ii NTCA appointed Committee will review and approve the names.
 - iii The protected player list must be submitted 7 days prior to the start of Primary league every calendar year.
 - iv Protected players from Premier division CAN play in A-division game ONLY if their Premier team does not have a scheduled game that weekend (both days).
 - v Protected Players from Premier division CANNOT play in any B-division games
 - vi Protected players from A-division CAN play in B-division game ONLY if their A-division team does not have a scheduled game that weekend (both days). A-division protected player cannot play in C-division.
 - vii Protected players from B-division CAN play in C-division game ONLY if their B-division team does not have a scheduled game that weekend (both days).
 - viii Doesn't apply to clubs with multiple teams in the same division



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3. In each match, one of the teams shall be the home team while their opponents will be visitors. The team whose name appears in the 'Home Team' column in the schedule shall be the home team. Home teams shall be responsible for preparing the ground for match play which for the Premier Division shall include putting up the 30 yards. Home teams shall be required to clearly mark both the popping and return creases with suitable material such as adhesive tape, paint etc. Such marking i.e. the measurements shall be in accordance with Law 9 of the MCC 2017 Code. The Umpires shall ensure that these requirements are met before commencing the game.
4. Should the home team fail to complete the preparation of the ground, the umpires shall deduct one over, from the total allotment of the home team, for every four minutes or part thereof, for the time lost. This deduction shall apply irrespective of whether the home team bats first or second.
5. The Laws of Cricket as laid down by the MCC for the time being (2017 Code) shall apply in all cricket played under the auspices of the NTCA, together with any experimental laws or conditions, together with the following special conditions:
6. Matches should start at the times specified in the schedule (normally 9.00 AM or 9:30 AM).
7. In the event that there are fewer than 8 players of a team present at scheduled starting time, the umpires may award the game to the other team by applying article 7 of By-Law.
8. Each team in 40 overs division shall have 3 hours and 30 minutes, including drink breaks to bowl their quota of 40 overs. Should they fail to do so, play shall continue till the quota is complete. The side batting second shall receive the same number of overs that were bowled at the cut-off time i.e. when 3 hours and 30 minutes will have been completed.
9. Each team in 45 overs division shall have 3 hours and 55 minutes, including drink breaks to bowl their quota of 45 overs. Should they fail to do so, play shall continue till the quota is complete. The side batting second shall receive the same number of overs that were bowled at the cut-off time i.e. when 3 hours and 55 minutes will have been completed.
10. Should the side batting first be all out, the team batting second, shall receive the full quota (or a reduced one as the case may be).

Example 1: Start: 9:00 Cut-off time: 12:30, If by 12:30 the side fielding first bowls 35 overs, play shall continue till 40 overs are bowled, however, the side batting second shall receive only 35 overs.

Example 2: A match has been reduced to a 35 overs match. If the side fielding first bowled 31 overs by the cut-off time, play shall continue till 35 overs are bowled, however, the innings of the side batting second shall be restricted to receive 31 overs only.

11. For delayed starts beyond 9:15 AM (or 9:45 AM or 11:15 AM), (where weather is a factor or where the match could not be started due to no fault of one side e.g. soccer) the umpires must deduct one over for every 5 minutes or part thereof, lost from the playing



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- time. The overs to be deducted must be rounded down, during the first innings, to ensure that both sides face an equal number of overs.
12. Overs quota: Each bowler may bowl no more than one fifth of the overs to be bowled. No bowler may bowl more than 8 overs (9 overs for 45 over division).
 13. In the event of the overs being reduced before the start, no bowler may bowl more than one fifth of the overs to be bowled. Thereafter, the bowler's quota remains the same, irrespective of other overs, which may be deducted.
 14. Once a match has started, if the weather intervenes, the umpires will deduct overs at the rate of 1 over per 5 minutes or part thereof, for the time lost.
 15. A minimum of 15 overs must be bowled in each innings (unless a side is all out prior to that stage being reached) for a result to be reached.
 16. In the event of a bowler breaking down in mid-over, another bowler must complete the over. Part of an over shall count as a full over so far as each bowler's limitation is concerned.
 17. Umpires, as part of their duties, in the event where there is a late start or a game is cancelled for any reason, must provide a written report to the Executive body by Tuesday afternoon following the weekend of the game, who may determine to take further action.
 18. Drinks will be allowed twice during each session of play and usually taken after 15 and 30 overs. The intervals shall not last more than 5 minutes on each occasion. (
 19. Lunch will normally be taken between the innings and must not exceed 30 minutes
 20. Umpires will be scheduled by the NTCA and all participating clubs must honor their umpiring commitments.
 21. In the event of an umpire or umpires failing to appear, the participating clubs must appoint umpire(s) for the day, proceed with the match and report the matter to the Executive body as soon as possible, via the Match Report feature or any other suitable means.

The Playoffs

1. A player must have played a minimum of 5 games or 50% of the league games (whichever is lower) in order to qualify to play in the playoffs (applies to both Primary and T20 league playoffs)
2. In case the player has played for multiple teams/divisions within the club, the player will be eligible to play only for team which player has played the most number of games, provided the player fulfills the condition no. 1.
 - i E.g.: Player Aaron has played 7 games in primary league, 4 for A division team and 3 for B, then he will qualify to play for A division team only, provided that the team has qualified for playoffs.
3. OC shall request roster of players prior to the playoffs and lock the team before the start of the first playoffs. Clubs can request player to be added, in case of exception, but the criteria mentioned above must be fulfilled.



The Result

4. The side that scores the most runs shall be the winner.
5. If the scores are level, there are no tie-breakers. The match shall be declared a tie.
6. If rain or bad light curtails play in the second innings then the Duckworth Lewis Method shall be applied to determine how to obtain a result from played time thus far or if play time is still possible.

NTCA recommended DL calculator for mobile devices is the Tarams Inc DL Calculator. All scorers are required to download DL Calculator app from TARAMS inc.

7. In the event of the team batting first being all out before the completion of their specified overs, their run rate will be determined over the number of overs they should have faced had they not been all out.
8. The team batting second's average will be determined over the actual number of overs and part thereof, that they faced before the cancellation of play for the day.

Points will be awarded as follows in all NTCA matches:

| | |
|-----------------------------|--------------------|
| Win | 20 points |
| Tie / Abandoned | 10 points per side |
| Match started but no result | 10 points per side |
| Loss | 0 point |
| Forfeit | 20 points |

Re-Scheduling for abandoned games

1. At the end of Phase 1 of Primary league, EC may choose to pick 2 weekends that had the maximum impact of abandoned games (every possible reason) and reschedule all games that had to be abandoned for those weekends (Saturday and Sunday).
2. 1st tie-breaker for choosing reschedule weekend: If the number of abandoned matches are equal then the weekend with the higher percentage of abandoned games would get the priority
3. 2nd tie-breaker for choosing reschedule weekend: If additional tie breaker is still required, EC along with OC will execute a random draw to pick the weekends to break the tie.
4. The rescheduled games will be scheduled prior to commencement of Phase 2
5. No Phase 2 games will be rescheduled (only if applicable)



All Twenty20 Leagues/Tournaments

Composition

1. The Twenty20 league will have a divisional structure with the number of games determined based on registrations and logistics. The winner of the division will be based on a playoff model. Ranking will be decided at the end of the league phase. Due to variability in # of participating teams, EC reserves the rights to alter this format and structure as needed upon completion of registration process for the season.
2. The Twenty20 tournament will be comprised of two stages, namely a Round-Robin and a Knockout. Entrants will be placed in groups, the formation of which will depend upon the number of entrants and possibly other factors, the determination of which shall be at the sole disposal of the EC and its affiliate bodies, charged with the task.

Advancement

1. At the completion of the round robin stage, at least, the top ranked teams in each group will advance to the Knockout stage. Again, depending on the composition of the groups, it is possible that more than one team from each group could advance to the Knockout. Wild Cards may be used as necessary depending on the number of groups, number of teams in each group, and number of teams that are required to advance to the Knockout stage. These principles will be established before the commencement of the event and published.
2. Teams advancing to the Knockout stage will be ranked in order of overall points earned, followed by the NRR. If necessary some additional criteria may be introduced to break a tie.

Match Ups

Knockout stage rules will be circulated along with the tournaments guidelines. For Primary league & T20 League, Qualifier/Eliminator formula will be used. For T20 tournaments, the match ups will be the highest ranked against the lowest.

Abandonment

1. A match will be considered abandoned, if it is not played to completion because of factors beyond the control of either team or the umpires, e.g. bad weather, ground



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occupied, etc. Furthermore, matches will be considered abandoned should it not be possible to play at least five (5) overs per side.

2. Teams will be awarded points as described in the section titled “The Result” below.
3. At the round-robin stage, abandoned matches will not be rescheduled.
4. Cancellations, Abandonment and Washouts shall be declared on the ground only and shall be the exclusive responsibility and jurisdiction of the Umpires.

Umpiring

1. Teams shall carry out umpiring duties as in other NTCA events as stipulated in the by-laws and there is no compensation in T20. Only qualified umpires will be allowed to stand.
2. Failure by teams/clubs in sending umpires for the assignments will be subject to penalties in article 20 of the by-laws.

Player Registration and rosters

1. Each team that plays in the event, as required under the Constitution will be properly registered with the League and their players similarly registered under the terms and conditions which may be decided by the association from season to season. This applies to both Primary and the T20 League.
2. Summer Legacy T20 tournament is club-based and open to all the club members. Non-club members must transfer (see club transfer rules) to be considered.
3. No player protection is applicable for T20 tournaments.
4. If a team is not a part of the current NTCA club system, they will have to provide a player roster (unlimited) 5 days prior to the start of the club based Summer Legacy T20 tournament.
5. The teams cannot change the roster after commencement of the first game of the tournament.
6. A player registered with a club wanting to play for another club or independent team in this tournament should send a transfer request to dl-gs@ntcricket.org before the start of the tournament (This transfer applies only for this tournament).
7. Clubs fielding multiple teams in the club based Summer Legacy T20 tournament can play any of its registered players in any of the teams it is registering.
8. Violation of the above rules will result in forfeiture of game by the team in violation (includes playoff games).

Duration, Timings and Limits



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All matches shall be comprised of one innings per side where each innings shall be limited to a maximum of 20 overs. The timings will normally be as follows:

| Morning Matches | | |
|-------------------------|---------------|-----------------------|
| 1st Innings | 9:00 – 10:45 | 1 hour and 45 minutes |
| Innings Break | 10:45 – 11:00 | 15 minutes |
| 2 nd Innings | 11:00 – 12:45 | 1 hour and 45 minutes |
| Afternoon Matches | | |
| 1st Innings | 1:15 – 3:00 | 1 hour and 45 minutes |
| Innings Break | 3:00 – 3:15 | 15 minutes |
| 2 nd Innings | 3:15 – 5:00 | 1 hour and 45 minutes |

Ground Preparation

1. In each match, one of the teams shall be the home team while their opponents will be visitors. The team whose name appears in the 'Home Team' column in the schedule shall be the home team. Home teams shall be responsible for preparing the ground for match play. Home teams shall be required to clearly mark both the popping and return creases with suitable material such as adhesive tape, paint etc. Such marking i.e. the measurements shall be in accordance with Law 9 of the MCC 2017 Code. The Umpires shall ensure that these requirements are met before commencing the game.
2. Should the home team fail to complete the preparation of the ground, the umpires shall deduct one over, from the total allotment of the home team, for every five minutes or part thereof, for the time lost. This deduction shall apply irrespective of whether the home team bats first or second.

Innings Break

The interval will normally be of 15 minutes duration. In reduced overs matches, the interval will be reduced to 10 minutes.



Re-arrangement of Overs / Number of Overs to be Bowled

1. At times, it may become necessary to amend the number of overs to be bowled, due to weather, as well as, other unforeseen circumstances. If so, the succeeding paragraphs shall apply.
2. In case of a delayed start, based on the earliest start time possible and the scheduled end time for the match, umpires are instructed to calculate the number of overs possible to be bowled at the rate of 5 minutes per over after deducting 10 minutes for the innings break from the time available. The total number of overs possible within this available time divided by two will constitute the quota for each innings. Additionally the umpires shall also calculate fielding restrictions per article 16 (Power Play Rules and Regulations section) in the By-Laws unless the team batting first has already played their full quota of restricted overs in which case the team batting second will receive the same number of restricted overs.

Example:

A match was scheduled to start at 9 AM and actually started at 10 AM. The scheduled close of play for this morning game is 12:45 PM. With 10 minutes deducted for the innings break, there are 2 hours and 35 minutes available. Within this 2 hours 35 minutes, the number of overs possible at the rate of 5 minutes per over is 31 overs in total. Hence the match will be reduced to 15 overs a side (31/2 rounded off). The fielding restrictions shall apply for overs 1-4 (per article 16).

To determine the fielding restrictions please refer to article 16 (Power Play Rules and Regulations section) in the By-Laws.

Delay – First Innings: In the event of a weather interruption or any other delay (excluding deliberate delays by the batting / fielding teams) only during the first innings of a match, the umpires shall note the time lost due to the interruption. They will also reduce the innings break from 15 minutes to 10 minutes, and then take into account the number of overs lost at the rate of 5 minutes per over. This will be divided by two and will be deducted from each team's full playing quota. Additionally the umpires shall also calculate fielding restrictions per article 16 (Power Play Rules and Regulations section) in the By-Laws unless the team batting first has already played their full quota of restricted overs in which case the team batting second will receive the same number of restricted overs.

Example:

A game commenced at 9:00 AM, and went on till 9:30 AM. The team batting first played its full quota of 6 restricted overs. At this juncture, there is a weather interruption lasting 15 minutes, following which it takes another 15 minutes to re-commence the game. So in total 30 minutes have been lost. The umpires shall calculate that 6 overs have been lost (30 minutes / 5) and reduce 3 overs per side. The match will now be 17 overs per side and the team batting first will receive 11 more overs. The team batting second will receive in all 17 overs, out of which the first 6 overs will be subject to fielding restrictions – the same number as the first team.



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3. Delay – Second Innings: In the event of a weather interruption or any other delay (excluding deliberate delays by the batting / fielding side), the umpires shall note the time lost due to the interruption. Then the Duckworth Lewis Method shall be applied to determine how to obtain a result from played time thus far or if more play time is still possible.

NTCA recommended DL calculator for mobile devices is the Tarams Inc DL Calculator.

All scores are required to download DL Calculator app from TARAMS inc.

The Result

1. Each side will have faced (or will have had the opportunity to face) a minimum # of 5 overs in order to constitute a completed T20 match.
2. The match must commence during the morning or afternoon scheduled game window by the cut-off time and every effort to complete the game during the game window must be made by the umpires and teams in order to constitute a match. Umpires are the best judges of the situation and will apply the rules to get the game completed on time, and without delaying later game when scheduled.
3. The side that scores the most runs will be the winner.
4. In the case of reduced over matches played to completion, irrespective of the reduction being caused by rain, bad light or other factors, the side batting 2nd must either:
 - I. Score more runs than the side batting first
 - II. Achieve the target score determined using Duckworth-Lewis (DL) method.
5. In the event of the team batting first being all out before the completion of their specified overs, their RPO will be determined over the number of overs they should have faced had they not been all out.
6. The team batting second's RPO will be determined over the actual number of overs and part thereof, that they faced before the cancellation of play for the day.
7. In the event the game is tied, the tie-breaker will be determined by playing a Super-Over.
8. Super Over Format:
 - I. Weather permitting; the Super Over shall commence 10 minutes after the main match.
 - II. Each team bats one over under the same restrictions as for the final over in a normal match. 3. The team batting second in the main match will bat first in the Super Over.
 - III. In both innings, the fielding team chooses from which end to bowl.
 - IV. The loss of two wickets ends the team's innings.
 - V. In the event of the scores being level in the Super Over, the first satisfied of the following criteria will determine the winner:



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- VI. The team whose batsmen hit the most number of boundaries (both 4s & 6s) from its two The Super Over shall be the winner.
- VII. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowed deliveries will be counted as dot balls.

Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wide's, no ball or penalty runs.

Example:

RUNS SCORED FROM:

| | TEAM 1 | TEAM 2 |
|--------|--------|--------|
| Ball 6 | 1 | 1 |
| Ball 5 | 4 | 4 |
| Ball 4 | 2 | 1 |
| Ball 3 | 6 | 2 |
| Ball 2 | 0 | 1 |
| Ball 1 | 2 | 6 |

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

The maximum points awarded shall be:

| | | |
|-----------|----|------------------|
| Win | 20 | Points |
| Abandoned | 10 | Points each side |
| Loss | 0 | Point |
| Tie | 10 | Points each side |

Umpires, as part of their duties, in the event where there is a late start or a game is cancelled for any reason, must provide a written report to the Executive body within thirty days following the weekend of the game, who may determine to take further action.

Number of Overs per Bowler

- 1 Each bowler may bowl a maximum of four overs.



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- 2 In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

Net Run Rate (NRR)

- 1 The NRR shall be utilized as the second factor in determining the rankings during the round-robin stage. The first will be overall points.
- 2 A team's NRR is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.
- 3 In the event of a team being all out in less than its full quota of overs, the calculation of its NRR shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- 4 Only those matches where results are achieved will count for the purpose of NRR calculations.

Rain-out games and criteria to determine elevation to next round

- 1 All round-robin games the points will be split equally between both teams.
- 2 All play-off games that are rained out the winner will be the higher-seeded team.
- 3 The Winner of the Final can only be decided upon playing a game to completion.
- 4 Teams need to be prepared to play the rescheduled Final(s).
- 5 The rescheduled date will be determined by SC, which is final and cannot be protested.

21. Trophies and awards

The following trophies shall be awarded each year:

Primary League Divisions (for each division)

Champion Team Trophy
Runner Up Team Trophy
14 individual Small Trophies for Champion Team only
14 individual medals to Runner Up Team
Best Batsman
Best Bowler
Most Valuable Player (MVP)
Best Wicket-Keeper
Best Fielder

T20 Tournaments

Champion Team Trophy
Runner Up Team Trophy
14 individual Small Trophies for Champion Team only
14 individual medals to Runner Up Team



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Best Batsman
Best Bowler
Most Valuable Player (MVP)
Best Wicket-Keeper
Best Fielder

Memorial Cup (Winter Cup)

Champion Team Trophy
Runner Up Team Trophy

Combined

Cricketer of the Year
Individual Awards for Century(s)
Individual Awards for 5 Wicket hauls
Individual Award for Hat-Tricks

Cash Prizes will be decided by EC per tournament basis.

22. Forfeiture

Forfeitures are a matter of extreme importance and signify a failure, by the club, to honor their commitment to other member clubs, demonstrated when entering teams in NTCA administered competitions. Should a club forfeit a NTCA scheduled fixture, it shall immediately submit to the EC, a written narrative which shall, at least, be comprised of the cause, the magnitude and the proposed rectification of the situation.

In case of a forfeiture, maximum points possible shall be awarded to the other team. In addition, forfeitures come with severe penalties. The team will be fined \$250 and additionally 10 points will be deducted from the team(s) overall standings. In the event, the umpiring team was not notified ahead of time, the forfeiting team is responsible for the applicable umpiring fees.

Should a club forfeit a second time during one calendar year, irrespective of the competitions, divisions and teams, it shall be suspended from further participation, from that point onwards. The club shall be notified in writing. The suspension shall generally apply to the entire club and all teams entered by the club. The suspension may also mean revocation of membership. If so, it may be so denoted in the written notice to the club.



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If a team walks out disputing umpires decision, the match shall result in a forfeit.

If a team is suspended then the other teams who are supposed to play the suspended team, will also be awarded the max points possible for that particular division.

If in a game between two teams from the same club is forfeited by either team, both team shall receive Zero Points.

23. LOG (historical information)

1. Intent

The intent behind introducing this section is to provide a carryover log or a mechanism that enables due consideration of events that have been recorded, actions that have been taken and statuses that have been changed (and continuity thereof, if applicable). Examples could be a Transfer from one club to another, penalties imposed, dues owed, repetition of a violation, changes to approved or locked Statistics etc.

2. Use

On-going

24. Penalties

Specific Penalties

1. Including a registered player from another Club without a transfer
 - I. The offending team shall automatically lose the game in which the player appeared
 - II. Additionally, two points shall be deducted from the overall standing of the offending team
 - III. \$100 fine payable before the next fixture
 - IV. Further penalties may be imposed by the EC
 - V. Note: Substitute player from another club will be treated as an offence and same penalty shall be applied
2. Verbal misbehavior with players
 - I. Includes all items described in the Code of Conduct, Players' Conduct, (1) & (6).
 - a. A one match suspension – counted as minimum one full week
 - II. Further penalties may be imposed by the EC/DC, including monetary fines
3. Second & multiple offence of 2
 - I. Minimum Two matches suspension – counted as minimum two consecutive weeks
 - II. Further penalties may be imposed by the EC/DC, including monetary fines
4. Verbal misbehavior with umpires
 - I. Includes all items described in Code of Conduct, Players' Conduct, (3), (4) & (5).
 - II. One match suspension –\$100 fine payable before the next fixture



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- III. Further penalties may be imposed by the EC/DC, including monetary fines
5. Second & multiple offence of 4
 - I. Up to 3 match suspension starting from the day the event occurred
 - II. Further penalties may be imposed by the EC/DC, including monetary fines
 - III. Probation and/or other conditions placed by the EC/DC
 - IV. Possible permanent expulsion from the NTCA
6. Physical contact
 - I. Includes players, umpires, spectators, club officials
 - II. Up to 12 months long suspension starting from the day the event occurred
 - III. Probation and/or other conditions placed by the EC/DC
 - IV. Possible permanent expulsion from the NTCA
7. Second offence of 6
 - I. Permanent expulsion from all NTCA activities
8. Sledging
 - I. See X. NTCA Code of Conduct, Responsibilities for the definition
 - II. Includes all items described in Code of Conduct, Players' Conduct, (2)
 - III. Four matches suspension – counted as minimum four weeks
 - IV. \$100 fine payable before the next fixture
 - V. Further penalties may be imposed by the EC/DC, including monetary fines
 - VI. Probation and/or other conditions placed by the EC/DC
9. Second & multiple offence of 8
 - I. Eight matches suspension - counted as minimum eight weeks
 - II. Up to \$500 fine payable before the next fixture
 - III. Further penalties may be imposed by the EC/DC, including monetary fines
 - IV. Probation and/or other conditions placed by the EC/DC
 - V. Possible permanent expulsion from the NTCA
10. Failure to use Scoring App – Cricclubs
 - I. Cricclubs scoring is mandatory. OC will review scorecards and assess penalties for failure to use the official scoring application.
 - II. Penalty of 2 points and \$100 penalty will be assessed for failure to use cricclubs.
11. Missing or Incomplete Scorecard
 - I. Any scorecard that is missing or incomplete by Tuesday midnight will be considered to be in violation. Results of the game must be entered for abandoned or forfeited games otherwise this will also fall under missing scorecard violation. For a scorecard to be complete, the batsman, fielder, bowler names, dismissals etc., must be fully populated. If not this shall incur:
 - a. 2 points deducted irrespective of a win or a loss
 - b. Further points may be deducted at the discretion of the OC or the EC, if the Scorecard continues to be incomplete for an extended period.



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- c. A monetary fine may be imposed in addition.

12. Falsification of Scorecards

- I. Once determined, the falsification of a Scorecard, in part or in full, shall incur:
 - a. 0 point if it was a win
 - b. 2 points deducted for a loss
 - c. A \$100 fine imposed payable before the next match

13. Slow Over Rate Penalties

- I. Teams must complete the quota by the cut-off time. The cut-off time is when the allocated duration of innings ends.
- II. Similar criteria is applied if a game is delayed, or interrupted resulting in reduced overs. The innings duration and the cut-off time will be calculated based on amount of time left for game to be completed with revised overs at 5 minutes an over and cut-off time is appropriately adjusted.
- III. Umpires will note down any interruptions prior to considering any penalty.
- IV. Failure to meet the minimum number of overs will result in the following penalties:
 - a. Side bowling first must complete the full quota to completion. Umpires will take into account the acceptable loss of time (every 5 minutes = 1 over) and apply over reduction for overs that started after cut-off time. The side batting second must achieve the target within the reduced number of overs.
 - b. Slow over-rate will result in the following penalties for either innings:
 - o 1st Offense → Warning issued
 - o 2nd Offense → 1 penalty point plus \$50 fine
 - o 3rd and subsequent Offenses → 2 penalty points plus \$50 fine and 1 game suspension for captain.
 - c. Slow over-rate penalties are applied only when reported and brought to attention of OC for either innings in the match report immediately after the game (within 48 hours). OC will be maintaining log of all penalties reported and applied.
 - d. OC will notify playing teams about reported slow over-rate penalty and include umpiring teams in the communication. If team does not agree, they have 48 hours after notice to dispute and offer evidence, that can be corroborated by opponent and umpires. Upon further review, OC can waive the penalty.

14. Other Penalties

- I. Penalty for non-compliance with umpiring guidelines - See IX.2 & IX.5
- II. Club Offences (see article X. NTCA Code of Conduct)
 - a. Penalties shall be imposed as deemed appropriate by the EC/DC or its appellate(s)
 - I. Diverse/Multifarious: This a broad category which will cover all offences not explicitly covered by VI.1 above. It shall also cover the situations were more than



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one of the above described offences apply. The penalties applicable shall be: As deemed appropriate by the EC/DC or its appellate(s)

II. Applying player bans

I. The EC/DC will determine specifically which games a player is banned for to uphold the spirit of the penalty.

II. Once the decision has been communicated, the player concerned has a 24 hour window to appeal, along with a 50\$ payment which will be refunded ONLY if after the appeal there is a change to the original decision based on the new evidence

15. OC will be keeping track of the violations and will be levying the penalties.
16. OC will apply all penalties and ensure fines are paid in timely manner to ensure the team rankings for Primary league Phase 2, or playoffs are not impacted.
17. Team will be eligible to continue further participation, only upon all penalties being applied and fines paid.

25. Appendices

1. Forms (Available under Operations tab on www.cricclubs.com/ntca)
2. Membership (Available under Operations tab on www.cricclubs.com/ntca)
3. Match Report (Available under Operations tab on www.cricclubs.com/ntca)
4. Transfer (Available under Operations tab on www.cricclubs.com/ntca)
5. Expense (Available under Operations tab on www.cricclubs.com/ntca)
6. Umpires Report (Available under Operations tab on www.cricclubs.com/ntca)
7. Team Nomination (Available under Operations tab on www.cricclubs.com/ntca)
8. Power Play Fielding Restrictions & Free-Hit (See end of this document)

26. Match Balls

- 1 All Match balls shall be approved by NTCA with the NTCA Emblem.
- 2 No other balls shall be used, without official consent/approval from NTCA EC.

27. Umpiring

Assignment

1 umpire = 1 umpiring assignment

(Example: If both umpiring slots for a game is assigned to one team and both umpires do not show up to officiate the game then it will be considered as 2 missed umpiring assignments)



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1. All clubs shall be required to fulfill their umpiring assignments as appearing in the schedule. Furthermore, the umpiring in all the divisions shall be restricted to qualified NTCA Certified umpires only.
2. Chase to Umpiring assignment rules:
 - A club can send maximum of 2 'paid umpires' per league phase
 - League Phase
 - NTCA Primary League- league phase games only
 - T20 League – League phase games only
 - Any T20 Tournaments – League phase only
 - Paid umpire definition: A paid umpire may or may not be a playing member of any NTCA club or Team. The paid Umpire must be NTCA level one certified. A player getting paid within a club to take up umpiring assignments shall not be treated as Paid umpiring by NTCA, as long as he is a current or former PLAYING member. Such player shall have played a minimum of 3 NTCA games. Note: OC can give exception for first 3 weeks, if the player is NEW to NTCA.
 - The Playing CAPTAIN MUST send the details about paid umpire (in case of NON club person) to OC on or before the noon of Friday prior to the match weekend and copy the playing teams (PCO SCO list is available in cricclubs), other umpiring assigned team (in case of different club assignments).
 - Failure to do so will result in Missed umpiring assignment penalties.
 -

Failure

3. The failure to meet first umpiring assignment of the season shall result in an automatic fine of \$100 per failure, payable on or before the Friday following the assignment.
4. Furthermore, 2 points shall be deducted from the team(s) overall standings.
5. Should the penalty described above be defaulted, the team in violation shall automatically lose the next game it plays. Should there be no games left in the championship, the team shall have points equivalent to one win deducted from its overall standings.
6. If umpire arrives 15 minutes after the scheduled start time, captains of the playing teams can decline to avail umpiring services and can report that as Umpiring No Show.
7. Should a team fail to fulfill an umpiring assignment for the second time during the same calendar year, irrespective of whether or not it occurs in the same competition (i.e. league, knockout or a tournament), it shall result in an



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automatic fine of \$200 and a deduction of 4 points from the team’s overall standings. The fine shall be payable on or before the Friday following the date of the assignment.

8. Should there be a subsequent failure by the same team during the same calendar year, the following shall apply:
 - a. A fine of \$600 and a deduction of 6 points from the team’s overall standing shall be applied.
 - b. The matter shall be referred to the Executive Committee, and may result in suspension of the team from further participation in the events administered under the auspices of the NTCA.
- a. A warning can be issued to the teams whose umpire did not show up 15 minutes prior to the start (toss).

Training

All Bona-Fide members shall be obliged to go through umpires training.

Compensation

The umpires shall be compensated, at the ground, as follows:

9. There shall be no compensation for umpiring in all T20 games.
10. There shall be compensation for umpiring Primary league games.
11. Each team shall pay, one umpire, in cash, at the time of the nomination.
12. The umpiring fee will be equally shared between the 2 teams, based on combined total for the 2 umpires (see compensation chart).
13. Should there be only one umpire, the umpire shall be paid in full, by both teams, in line with the figures listed below.
14. The match be washed out, there shall be no compensation. The umpires shall return the money, if collected.
15. The Umpiring fee compensation chart:

| Umpiring Certification Level | Primary League | | | T20 |
|----------------------------------|----------------|----------|--|-----|
| | 45 Overs | 40 Overs | | |
| Unqualified (Uncertified) | \$25 | \$20 | | \$0 |
| NTCA Level 1 | \$45 | \$40 | | \$0 |
| NTCA Level 2 OR Other Recognized | \$55 | \$50 | | \$0 |
| NTCA Level 3 or ACUS or Above | \$65 | \$60 | | \$0 |



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NOTE: Other Recognized refers to certification by other recognized national boards or certifications equivalent to Level 2 or UP. Prior to umpiring a game, the umpire must check with NTCA Umpiring committee (email to: dl-uc@ntcricket.org and cc dl-gs@ntcricket.org) to get their certification approved for consideration under this category. Failure will result in the umpire being considered non-certified (unqualified) umpire.

Failure to compensate umpires at the ground

16. Each team failing to do so shall be fined \$100 for each contravention
17. The compensation for the umpires shall still apply
18. The total amount owed shall be delivered to the NTCA treasurer, in cash, on or before the Wednesday following the occurrence of the non-payment.
19. Should there be a further violation; the team (and not the club) shall be suspended from all scheduled activities till a deposit of \$500, to cover the estimated cost of umpiring, has been received, by the office of the treasurer

Substitute Umpiring

20. Paid Umpires must be NTCA Certified under all circumstances.
21. It is the responsibility of the assigned umpiring team to ensure that Furthermore, Captains of the playing teams can seek ID of the umpires to verify the names, if they umpires are unknown person to them.

28. NTCA Code of Conduct & The Spirit of Cricket

POLICY STATEMENT

As stated in the Constitution, the objective of the NTCA is to *organize and to promote the game of Cricket* which implies improving the level of playing excellence, enhancing the prestige of cricket and fostering the spirit of sportsmanship among all cricketers. In furtherance thereof, the NTCA shall control, organize, foster, improve, aid and extend the game of cricket. Consistent with these objectives, the Executive Committee will do its utmost to ensure that all matches and league events will be played at the highest possible level of integrity and fair play so as to provide opportunities for all players and spectators to experience and enjoy the game at its best.

PLAYERS' CONDUCT

The NTCA continues to be concerned with some aspects of player behavior in our Cricket. The areas of major concern and those completely unacceptable, to the NTCA are:

1. The use of offensive language - generally as a disparaging remark to an opposing player or toward an Umpire, or even as an expression of frustration or self-admonishment. This includes racial vilification (any act that is reasonably likely to threaten, disparage, vilify,



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offend, insult, humiliate or intimidate another person or group based on race, religion, descent, color or national or ethnic origin).

2. **Sledging** or making offensive gestures or hand signals or deliberately distracting an opponent - **See (5) under Responsibilities.**
3. The questioning/disputing of the Umpire's decision - often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no - balls, wides, byes, etc.
4. The excessive number of frivolous and ridiculous appeals - primarily aimed at pressuring and intimidating the Umpire into a favorable decision.
5. The actions of the dismissed batsman - in failing to leave the crease promptly on being given out and any equipment abuse (e.g. banging the bat into the ground or against the fence or self, etc and/or throwing the bat or equipment during or after his return to the batting side's camp).
6. **Send offs** - usually to a dismissed batsman by the bowler or a member of the fielding side. This can often inflame the situation and lead to a more serious altercation.

It is the responsibility of everyone involved with the NTCA - Club Officials, Team Captains and especially the Players, to ensure a return to the levels of conduct and sportsmanship traditionally inherent in the Game.

RESPONSIBILITIES

1. The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
2. Players and Team Officials shall not at any time engage in conduct unbecoming to a player or team official that could bring the game into disrepute.
3. Players and Team Officials must at all times accept the Umpire's decision. Players must not show dissent at the umpire's decision. Umpires decision is final and binding in the ground, failure to accept umpires decision would be considered forfeit (opposition team would be awarded maximum possible points for the game).
4. Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or spectator.
5. Players and Team Officials shall not use crude or abusive language nor make any offensive gestures, nor appeal excessively nor sledge. **Sledging** is the practice whereby players seek to *gain an advantage* by insulting or verbally intimidating the opposing batsman. The purpose is to try to weaken the opponent's concentration, thereby causing them to make mistakes or to underperform. Alternatively put, the aim is to distract the batsman into making a fatal mistake and being dismissed. Sledging thus tries to "break the flow" of the batsman's game. It can be effective because the batsman stands within hearing range of the bowler and certain close fielders; and *vice-versa*.



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Sledging may be direct or feature in conversations, among fielders, designed to be overheard.

6. Players and Team Officials shall not make any public pronouncement or comment that is detrimental to the game in question.
7. Clubs must take adequate steps to ensure the good behavior of their members and supporters toward players and umpires.

APPLICATION AND INTERPRETATION OF CODE

This Code shall apply to:

1. Players, Team Officials, League Officials and is applicable to all NTCA sponsored games.
2. All players, club members, league officials while they are participants at NTCA sponsored games.

JURISDICTION

The NTCA retains jurisdiction over all players, team officials and club members during NTCA sponsored events and who are physically present within the perimeter of said events.

BACKGROUND PRINCIPLES

General

All players registering for play in the NTCA acknowledge that they have read and accepted the Code of Conduct.

Umpires

The Umpires are the sole judges of fair & unfair play and can intervene without appeal. The Umpires may intervene at any time; it is the responsibility of the Captains to take action when required. The Umpires are authorized to intervene in the cases of: Time Wasting, Damaging the pitch, Intimidatory bowling, tampering with the ball or *any other action* that they consider to be unfair.

Umpires are encouraged to report what they deem inappropriate, to dl-DC@NTCricket.org. **Umpires must report all incidents involving misbehavior of any kind.** The NTCA shall extend it utmost support to all umpires, at all times.

Umpires are instructed to have proper attire, avoid usage of electronic devises during the course of the game. They can, however, use the app to verify overs/scores, during the break between overs. Captains of playing team are requested to report such incidence, which may result in the umpiring being banned for rest of the season.

Captains

There are two Laws, which place the responsibility for the Team's conduct firmly on the Captains.

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.



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In the event of any Player failing to comply with the instructions of the Umpire, criticizing his decision by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the **Player's Captain** requesting the **latter to take action**. Captains must comply with the umpires' directives. The Spirit of Cricket The Spirit of Cricket involves respect for: Your opponents, Your own Captain, Team and Club, The role of the Umpires, The game's traditional values.

It is against the Spirit of the Game to:

- Dispute an Umpire's decision by word, action or gesture
- Direct abusive language towards an opponent or Umpire
- Indulge in cheating or any sharp practice, e.g.
 - Appeal, knowing the batsman is not out
 - Advance towards an Umpire in an aggressive manner when appealing
 - Seek to distract an opponent either verbally or with persistent clapping or unnecessary noise, such as but not limited to belching, under the guise of enthusiasm and motivation of one's own side

Violence

There is no place for any act of violence on the field of play.

Players

Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Actions

In the event of a player failing to comply with the instructions of an umpire or criticizing his decisions, the umpires should in the first place give the player a verbal warning and request the assistance of the captain to remedy the situation. If this proves ineffective, the Umpire shall report the matter to the executive body. Should the nature, the gravity or the seriousness of the alleged incident be not adequately or clearly covered by this document, the charges may be laid under the following categories:

- ▶ Unfair play, Conduct that brings the game into disrepute, Refusal to comply with umpires' instructions.

CLUB OFFENSES

- Any infraction which involves 4 or more members of a team in a single occurrence shall be attributed to the Team and shall be considered a Club infraction.
- Infractions by any official of a Club shall be attributed to the club, if at the time of the infraction that person was acting in his official capacity and was acting on behalf of the club.
- Unfair play perpetrated by the team and sanctioned by the Club.
- Any conduct of the team and/or club that brings the game into disrepute.



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Appendix

ii. Extreme Weather Situation Examples – Appendix

| | | |
|------------------------------------|--|-------------------------------------|
| Start Time → 9:30 AM | Innings Duration → 3 Hours 30 Minutes | Overs → 40 |
| First Innings Cut-off → 1:00 PM | Innings Break → 30 Minutes | Second Innings Cut-off → 5:00 PM |

| | | |
|-------------------------------------|--|-------------------------------------|
| Start Time → 9:00 AM | Innings Duration → 3 Hours 55 Minutes | Overs → 45 |
| First Innings Cut-off → 12:55 PM | Innings Break → 30 Minutes | Second Innings Cut-off → 5:20 PM |

| | | |
|-------------------------------------|--|-------------------------------------|
| Start Time → 9:30 AM | Innings Duration → 2 Hours 35 Minutes | Overs → 30 |
| First Innings Cut-off → 12:05 PM | Innings Break → 15 Minutes | Second Innings Cut-off → 2:55 PM |

Example 1:

9 AM Weather → 35 F.

Delay Game until Weather reaches 40 F.

11 AM Weather → 40 F

New Game Start time → 11:00 AM

Delay Taken → 90 Minutes

Outcome → Delayed start to 11:00 AM. Number of Overs reduced = Time Lost / Time per over.

90 minute / 5 minutes = 18 overs lost. 9 overs/team reduced as a result. Each innings will have maximum of 31 overs.

Example 2:

9 AM Weather → 35 F.

Delay Game until Weather reaches 40 F.

2 PM Weather → 41 F

New Game Start time → 2:00 PM

Delay Taken → 4 Hours 30 minutes.

Time remaining → 3 Hours

Outcome → Delayed start at 2:00 PM. Based on the time lost, the number of overs per innings will be decided by the umpires.



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Example 3:

9 AM Weather → 35 F.

Delay Game until Weather reaches 40 F.

3 PM Weather → 40 F

Cut-off Time → 2:00 PM

40 F + Time → 3:00 PM

Outcome → Improved weather conditions are after cut-off time. Game will be called off.



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DECLARATION

I/We the undersigned have read this entire document and pledge to abide by its contents, implications and intent, in proof whereof I/we have affixed our signatures below.

Club Name

Team Name

Captain's Name & Signature

Date

Vice-Captain's Name & Signature

Date



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Summary of Updates to the By-Laws

| Date | Description of Change | Resource | Reference |
|----------------|--|---------------------------------|---|
| April 26, 2004 | First complete compilation of the By-Laws (& Constitution) | anwer | Entire document |
| August 2, 2005 | Changes for NRR etc | anwer | |
| March 14, 2006 | Major changes to Regulations including Bonus Points for A & B Divisions, 30 Yards Circle, Deduction of points for Umpiring assignment fulfilment failure, the same for filing incomplete scorecards | anwer | 10.1 & 10.2 (known) Rest (unknown) |
| April 21, 2006 | Correction to replace typing error in regulations for A & B divisions (“bonus points, batting”) which incorrectly specified 45. It should be 40. Adding interpretation of Minimum Number of players. Adding a new section titled “Extreme Weather and Grounds becoming unavailable”. Adding a new section titled “ Summary of Updates” i.e. this one. | anwer anwer anwer | IV.10.2.17 IV.3 XI XII |
| July 27, 2006 | Addition of article 10.3 to provide for a complete set of regulations for the Summer League. | Aziz Savul | IV.10.3 |
| March 13, 2007 | Amended points system for the Premier Division to devalue the bonus points. Wins are now 20 points. Abandoned and tied matches carry the weight of 10 points each. | anwer | IV.10.1.18 |
| March 13, 2007 | Added Thirty Yards Circle to the regulations for the A & B divisions. This is a new item under article 10.2 and causes the increment of subsequent ones under article 10.2 by 1. | anwer | IV.10.2.3 |
| March 13, 2007 | Amended points system for the A & B divisions to devalue the bonus points. Wins are now 20 points. Abandoned and tied matches carry the weight of 10 points each. | anwer | IV.10.2.18 |
| March 13, 2007 | Amended the points system for the Summer League to devalue the bonus points. Wins are now 20 points. Abandoned and tied matches carry the weight of 10 points each. | anwer | IV.10.3 |



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| March 13, 2007 | Added a clause to the article pertaining to transfers, giving the General Secretary the explicit right to authorize the use of any suitable means, for the electronic submittal of transfers. Also made minor wording changes in existing clauses of 4.2.2. | anwer | IV.4.2.2 |
|----------------|---|-------|----------|

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| | | | |
| March 13, 2007 | Added two sub-items (under bullet points) to implement the resolutions pertaining to second and subsequent umpiring assignment failures. | anwer | IX.2 |
| July, 2007 | Added 30 yards circle and fielding restrictions to the regulations for the summer league. Overhauled article 18 which deals with qualification to the knockout stage. There were minor wording changes to article 19 and 21, as well. Updated the date on the footer of the entire document to reflect July 12, 2007 (last modification). | anwer | IV 10.3 |
| March 12, 2008 | Deleted article III.(B).2. Article III.(B).1 was replaced in entirety to allow clubs to provide only one protected list per club. The number of protected players was reduced from eight to seven, as well. Also added appendix "A" to exhibit interpretation of article III.(B).2. | anwer | III (B).1 III.(B).2 |
| May 12, 2008 | Added reference to Appendix "A" in Appendices and renumbered the items moving "other" to the bottom. | anwer | VII |
| May 12, 2008 | Added new article at the end of section IV titled "Forfeiture". This was approved in the DM of 2008. Updated the TOC. | anwer | IV 12 |
| Oct 16, 2009 | Added Article 10.4 dealing with Twenty20 regulations. | anwer | IV 10.4 |
| March 4, 2010 | Updated Code of Conduct-introduction of sledging, penalties, regulations, promotions/relegations, Transfers, Awards; Removed redundant portions such as protected players & appendix "A". | anwer | Multiple |



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| <p>June 6, 2012</p> | <p>Short pitched bowling rule (as described in the T20 section) will be uniform across all NTCA tournaments at the end of Phase 1 primary league 2012. Add: Any full toss delivery, fast or slow, above the waist height of a batsman standing upright in normal stance, will be called a noball. Power Play rule, already implemented in 2011, will be added to the by-laws, thereby replacing the old fielding restrictions. Transfer Procedure - financial obligation (ongoing season only) of the player towards the club being left. The transferee shall only be responsible for the ongoing year's club dues if the transfer is requested after the NTCA season team registration deadline. Changing "minimum of 12 months" suspension to "up to 12 months" suspension for second offence under verbal misbehavior with the umpire.</p> | <p>Aziz s.</p> | <p>Multiple</p> |
| <p>October 20, 2014</p> | <p>New division formats New division relegations New T20 Formats New dress code for T20 Points on forfeiture</p> | <p>Jai Muthu</p> | <p>Multiple</p> |
| <p>March 17th, 2016</p> | <p>2. Competitions 3. Divisions 4. General Regulations 6. Eligibility 7. Minimum number of players for a match 9. Dress code 11. ResultsVault Scorecard 13. Ranking 14. Elevation/demotion to/from a higher/lower division 15. Short Pitched Bowling 16. Power Play Rules and Regulations 17. Free Hit for every no ball 18. Abandonments/Cancellations 20. Division Regulations 27. Umpiring</p> | <p>1.Naveen.Peiris 2. Wadiyat Abbas 3. Samuel Parmella 4. Kashif Syed</p> | <p>Multiple</p> |
| <p>March 08th, 2017</p> | <p>Title 2. Competitions 6. Eligibility 13. Ranking 20. Divisional Regulations</p> | <p>1. Lovkesh 2. Vinod 3. Charan 4. Sunil</p> | <p>Multiple</p> |



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|---|---|--------|----------------|
| April 21 st , 2017 | <ul style="list-style-type: none"> iii. Time restriction for completion of 40 overs iv. Minimum Number of overs required to constitute a T-20 game. | Charan | Page 14 and 21 |
| June 15 th , 2017 | <ul style="list-style-type: none"> v. Player Registration and rosters vi. Changing Club / Transfer | Charan | Page 4 and 18 |
| January 31 st , 2018 | <ul style="list-style-type: none"> 1. Changing Club/ Transfer 2. Penalties | Charan | Page 4 and 26 |
| Feb 26 th 2019 | <ul style="list-style-type: none"> 1. Competitions (Section 2 – T10) 2. References to MCC 2000 updated to MCC 2017 edition 3. Changes to primary league Tie rule 4. Minimum # of overs needed for T20 result changed to 5 overs 5. Extreme Weather conditions additions 6. Section 8: Transfer rules additions 7. Section 11, 24.10 – Cricclubs 8. Primary league – batting bonus point change 9. Section 7, minimum players at start of match 10. Section 22 - Forfeiture 11. Section 27 - Late for Umpiring penalties 12. Section 27 - Umpiring - Dress code & Etiquette 13. Player registration and rosters – updated for open t20. 14. Slow over rate penalties 24.13 15. Added Appendix w/ Delayed start examples | Ravi | Several pages |
| Aug 19 th 2019 & Sep 26 th 2019 | <p>Updated Section 18 18.a wording updated to include any unforeseen situation, park closure etc. Cut-off times for delayed start times added.</p> | Ravi | |



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| | <p>Moved content from extreme weather section (page 12-13) and added Cut Off times for delayed start of game section with clarifications.</p> <p>Error correction – T20 results section - T20 minimum overs for a match to 5 overs.</p> <p>Removed Highlighting of 2019 Spring - bylaw changes.</p> | | |
| Oct 4 th 2019 | <p>Missing Divisional restructuring plan approved in 2019 DGM added.</p> <p>Moved 14. Elevation/demotion to/from a higher/lower division section <i>under Section 3. (c & d) With Divisional restructuring updates</i></p> | Ravi | |
| Oct 9 th 2019 | <p>Wrong version of Divisional restructuring plan corrected. Corrected with updated plan emailed to clubs on 3.7.19</p> | Ravi | |
| Feb 7 th 2020 | <ul style="list-style-type: none"> - Section 2 - Competitions updated <ul style="list-style-type: none"> o Updates for primary league changes <ul style="list-style-type: none"> ▪ Premier Division – 45 Overs ▪ C Division – 30 Overs - Section 3 - Divisions updated to reflect 2019-20 divisional restructuring. - Player Transfer <ul style="list-style-type: none"> o Final deadline for Phase 2 club transfers added. - Section 9 Dress code updated. Umpiring dress code moved from section 27 Umpiring. - Section 10 match reporting updated to specify all divisions and cricclubs link. - Section 11 typo cricclubs fixed - Statistics – updated tournaments - Section 13 Ranking for primary league updated and bonus points references removed. Additional tie-breaker criteria (e) added. | Ravi | |



- Section 16 – Power play regulations updated to simplify wording.
 - o Reworked the section as a result of 45 and 30 over divisions.
 - o No fundamental changes.
 - o Old highlighting changed to normal.Compare with previous version in Section 18 and anywhere else.
- Section 20 Primary league results section updated - Bonus points removed. All references updated.
- Section 20 Primary league results section updated - Bonus points removed. All references updated.
- Section 20 – Updated Player protection rules due to addition of C division. No fundamental changes.
- Section 20 – Updated duration of play for 45 overs and 30 over games.
- Section 20 – Overs Quota reworded due to 45 and 30 over innings.
- Section 20 – Lunch break updated
- Section 20 – Points updated
- Section All Twenty20 Leagues updated to specify wording for T20 division and removed Open T20 tournament references
- Section 21 – Trophies and awards updated. Generic wording used.
- Section 22 – Forfeiture. Forfeiting team will incur additional 10 point deduction.
- Section 24 – 13. Slow over rate updated to make it generic wording for all formats (45, 40, 30 etc.). removed 40 over reference
- Section 24 – added 15,16,17. Moved 15 from 27.11 umpiring section.
- Section 27.1 updated to clarify NTCA certified umpires.
- Section 27 updated with umpiring compensation chart and clarification notes.



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| | <ul style="list-style-type: none"> - Appendix – Cutoff times table added for 45 and 30 overs. | | |
| March 1 st , 2020 | <ul style="list-style-type: none"> - Section 27 - Uncertified Umpire must be club member for lifeline. - Section 27 - Rental umpire must be NTCA Certified. - Due to numbering changes in bylaws sections, Rental umpire violation verbiage changed to refer to Section 27 Umpiring in entirety. | Ravi | |
| March 3 rd 2020 | <p>24.11 Missing or Incomplete scorecards updated. Section 18 – Ground Closures has been revised with OC input.</p> | Ravi Phartheeb | |
| March 3 rd 2020 | <p>Best All-rounder award corrected to Most Valuable Player (MVP) Added following 14 individual Small Trophies for Champion Team only 14 individual medals to Runner Up Team</p> | Ravi Govin | |
| October 10 th 2020 | <p>Clean-up document to removed deleted items and highlights. No additional changes to March 3rd version.</p> | Ravi Govin | |
| Feb 2021 | <p>Removed clauses for Primary league 30 overs, added clauses for paid umpires. Added clauses for the new T20 league.</p> | | |