

# NEW YORK SOFTBALL CRICKET LEAGUE



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### THE "NYSC" League

#### **2024 RULES, REGULATIONS, AND PLAYING CONDITIONS**

Even though the games will be played within the ICC Standard ODI and T20 Playing Condition. New York Softball Cricket League (NYSC) has formulated the following playing conditions it deems necessary for the playing of softball cricket. It is the responsibility of all team Managers and Captains to ensure that their members are familiar with these playing conditions and fully adhere to them.

**By registering with NYSC, every such individual (member) agrees to abide by the Rules, Regulations, and Playing Conditions of NYSC.**

**Note:** *Situations may arise that are either partially covered or not covered at all by these Rules, Regulations, and Playing Conditions and in any such instance (s) NYSC reserves the right to make a decision (s) to address such situation.*

#### **PREAMBLE-THE SPIRIT OF CRICKET**

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains but extends to all players, umpires, and, especially in junior cricket, teachers, coaches, and parents.

Respect is central to the Spirit of Cricket. Respect your captain, teammates, opponents, and the authority of the umpires. Play hard and play fair. Accept the umpire's decision. Create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you.

Congratulate the opposition on their successes and enjoy those of your own team. Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship, and teamwork, which brings together people from different nationalities, cultures, and religions, especially when played within the Spirit of Cricket.

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## **RESPONSIBILITY OF CAPTAINS**

The captains are always responsible for ensuring that play is conducted within the Spirit of Cricket as well within these Playing Conditions.

### **1. REGISTRATION & FEES:**

- 1.1 Teams must be registered, and all fees paid before the season starts. Registration of additional players for the first competition will not be allowed after the second game, and for subsequent competition no later than two (2) days before the start of any such competition. Registration fees are **non-refundable and non-transferable** after the season starts.
- 1.2 Any team failing to full fill all their financial commitment to the league by the deadline, will not be allowed to participate any further in any competition or activities organized by the NYSC.
- 1.3 The league will organize and promote other cricket special competitions and events. Some may require additional fees and other charges to participate.
- 1.4 Every team registered with NYSC will be allowed a **maximum** number of players as stipulated per division. No team will be allowed to pay extra for any player more than this amount.
- 1.5 **Division 1, 2A, 2B, 2C**-The players' roster will have 20 players including a playing manager if needed.
- 1.6 It is imperative that players when registering use their correct names together with their nicknames or "calling names" in brackets. A passport size picture of each player **must be filed** with NYSC at the time of registering. The absence of any picture\name will deem that person to be unregistered.
- 1.7 Any player (s) transferring from one team to another (only allowed between competitions and not during competition) will assume the identity of the new team. Therefore, cannot participate in a game relating to his previous team and the previous competition.
- 1.8 New York Softball Cricket League (NYSC) **reserves the right to refuse registration of any player or players and or team for cause.**

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## **2. THE PLAYERS**

- 2.1 A match is played between two sides. Each side shall consist of eleven (11) players, one of whom shall be Captain. The Vice-Captain must be one of the nominated members of the playing eleven.
- 2.2 Each Captain shall nominate eleven (11) players plus a substitute fielder and submitted in writing to the Match Umpires and opposing Captain before the toss. No player (s) may be changed after the nomination without the consent of the opposing captain.  
**Note:** This list must be done on the player's list (blue card) supplied by the league (NYSCL).
- 2.3 Only those nominated, as substitute fielder shall be entitled to act as a substitute fielder during the match, unless the match umpire (s), in exceptional circumstances, allows subsequent additions.
- 2.4 All those nominated including those nominated as a substitute fielder must be eligible (registered) to play for that team and by such nomination, the nominee shall warrant that they are so eligible.
- 2.5 Teams can have any number of **Overseas** players in their registered players' roster. Teams when registering **MUST** submit in writing the names of their **Overseas** players.
- 2.6 Each team shall not name more than **two (2) Overseas** players in its starting eleven (11) for any match. Teams will not have more than two (2) **Overseas** players on the field of play at any time during any match. And this is including of a substitute fielder.
- 2.7 **An Overseas Player:** Is a player who does not live in the USA or reside (be present) in the USA for a period of six (6) or more consecutive months.
- 2.8 **Overseas Player Proof:** A player may prove his residence in USA by submitting to NYSCCL a government or state-issued identification document, such as passport, work permit or pay stub, etc.
- 2.9 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by and adhere to all the applicable NYSCCL Rule, Regulations, and Playing Conditions.

## **3. PLAYERS TRANSFER FEE**

- 3.1 Any player who transfers from one NYSCCL team to another NYSCCL team during the season must pay a fee of one hundred (\$100) dollars to the league. This fee must be paid each time a player changes or transfer to another team.
- 3.2 Any player failing to pay the player's transfer fee when moving from one team to another will be

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considered as an unregistered player with the new team.

3.3 Any team found playing a player not registered, under a different name or using someone else name, will forfeit the game and disciplinary action will be taken against the team. Such disciplinary action will include fines not to exceed two hundred (\$200) dollars for the first offense.

3.4 Should Rule # 3.3 occur for the second time in the same competition. That team will be expelled from the competition and not be allowed to play any further until the new competition start once all fines are paid.

3.5 All fines must be paid before the next scheduled game, or the team would not be allowed to take part any further in the competition. All points awarded to opposing teams will stand.

## **4. PLAYER (s) ARRIVING LATE**

4.1 No player (s) will be allowed to take part in a game if he arrives for the game after one-half (1/2) of the allotted overs has been completed. If eight (8) in 15 overs, thirteen (13) overs in the twenty-five overs, and ten (10) overs in Twenty20. This rule shall apply to both the batting and fielding team.

4.2 No Captain will be allowed to make changes to their nominated player's list once the game has started. The match umpires will oversee making sure that (Rule # 4.1) is in force by both Captains.

## **5. PLAYERS PLAYOFFS QUALIFICATION**

5.1 A player must play at least two (2) games in the preliminary rounds in the same competition, to qualify for the playoffs. The twelfth (12<sup>th</sup>) man in a game is not counted as a qualified player.

5.2 Whenever a team is given or awarded a win by walkover, that team must have their scorebook signed by the umpire, showing the names of the eleven (11) players present. It is the responsibility of the team to submit a match report sheet to the league showing the same.

5.3 A player MUST physically (actually) play and play in the whole game to be considered as "played in the game". A player nominated by his team and not playing or showing up for the game, any such player is "not considered as qualify".

5.4 No player would be allowed to use two (2) walkover games as a qualifier. A player may use only one (1) walkover game towards his quota of qualifying games once (**Rule # 5.2**) is complied with.

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## **6. START OF THE GAME**

- 6.1 The game is scheduled to start at 1:00 pm. Starting off the game requires the first ball to be bowled at 1:00 pm unless another time is designated due to the weather or playing condition. It is necessary for teams to get to the ground in ample time to ensure a 1:00 pm start (wickets must be prepared, boundaries marked, umpires paid, roster submitted, toss spun, etc.).
- 6.2 As soon as the toss is completed, the Captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires immediately of his decision. Once notified, the decision cannot be changed.
- 6.3 There will be a half-hour grace period for a team arriving late (1:30 pm), after this time the opposing team may deduct over (s). Any team not ready to start by 1:45 pm will forfeit the game. A team shall consist of no less than seven (7) players. Umpires must be paid before the toss is spun.
- 6.4 For every five (5) minutes a team is late one (1) over will be deducted from the number of overs that team must bat, all minutes late are rounded to the nearest five (5) e.g., 12 minutes is two (2) overs, and nineteen (19) minutes late is four (4) overs.
- 6.5 All matches will consist of one (1) innings per side, each innings being limited to the prescribed overs of the said competition. All matches shall be of one (1) day's scheduled duration. The overs may be reduced due to unforeseen circumstances in increments of five (5) overs.
- 6.6 No game shall be less than fifteen (15) overs, or any amount decided by the match umpires, due to bad weather or for any unforeseen circumstances.

## **7. RESULTS**

- 7.1 If the team batting second exceeds the score of the team batting first, the team batting second is awarded a WIN, if not; the team that batted first gets the **WIN**.
- 7.2 If bad weather prevents further play during the innings of the team batting second then the result of the game shall be determined as follow.
- 7.3 If less than eight (8) overs (in 15 overs competition) or less than ten (10) overs (in Twenty20 competition) and less than thirteen (13) overs (in 25 overs competition) were completed for the team batting second, the result is a **DRAW**.

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7.4 If eight (8) overs (for 15 overs competition) or ten (10) overs (for Twenty20 competition) and thirteen (13) overs (for 25 overs competition) or more were completed for the team batting second. Then the score of the corresponding overs will be compared, and the team scoring the most runs will be awarded a WIN. If the corresponding scores are the same, the team losing fewer wickets will be awarded the **WIN**.

7.5 If play is stopped during an over, then the number of overs completed will be determined as follows: If 1, 2 or 3 deliveries have been bowled then the score at the end of the preceding over will be used. If 4 or more deliveries have been bowled, then that over will be counted as completed. For example, if the play is stopped in the 17<sup>th</sup> over after 3 balls have been bowled, and then the score at the end of the 16<sup>th</sup> over will be used. If 4 or more balls have been bowled, then the score at the end of the 17<sup>th</sup> over will be used.

## **8. TIE GAME**

8.1 If the game end and the scores are equal, the result is a **TIE**. But only if the side batting last has completed its innings. No account shall be taken of the number of wickets that have fallen.

8.2 In the event of a Tie match (**preliminary or playoff**) the teams shall compete in a Super Over (SO) to determine the winner. These games will be played as per Rule # 9.

## **9. SUPER OVER (SO)**

9.1 It is necessary for the game to have a winner; therefore, a Super Over (SO) rule (s) will be implied as follow.

9.2 A one (1) over Super Over (SO) will be played immediately after the match concludes. The (SO) will be played on the same pitch allocated for the match unless otherwise changed by the umpires.

9.3 The game must be played using the same eleven (11) players as in the earlier match. An injured player may use a substitute fielder who would not be allowed to bat, bowl or as the wicketkeeper.

9.4 The team batting second in the match will bat first in the Super Over (SO).

9.5 The umpires shall stand at the same end as that in which they finished the match.

9.6 The umpires shall choose which end to bowl from and both teams will bowl from the same end.



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9.7 Prior to the commencement of the Super Over (SO) each team will elect three (3) batsmen and one (1) bowler. The nominated players must be given in writing to the official match umpires.

9.8 The umpires shall not disclose the names of the nominated players to any other person until both teams have submitted their respective nominees. These nominated **players must** not be changed.

9.9 A new ball shall be used by both teams. Each team's over is played with the same fielding restrictions as per competition rules.

9.10 The loss of two (2) wickets in the over end the team's one over innings.

9.11 Should the Super Over (SO) end with the scores equal, the following will decide the winner: The team losing the least number of wickets will be the winner. If both teams lost the same number of wickets, then the team hitting the most sixes (boundaries) will be the winner. If both teams team hit the same number of sixes, then the team hitting the most number of fours (boundaries) will be the winner. If both teams team hit the same number of fours, then the team with the most number of triples will be the winner. If both teams team hit the same number of triples, then the team with the most number of doubles will be the winner. Rule # 9.11 applies only to the Super Over (SO).

## **10. POINTS**

Points will be awarded as follow:

WIN	10 Points
ABANDONED	No Points
NYSC "called off"	2 Points

10.1 Any points won against a team that is either disbanded or expelled during any competition will stand and will be included in the final points count. Also, all statistics relating to any such game will be considered in determining prizes.

10.2 If no result is achieved in a **final** match, NYSC reserves the right to make a ruling to the outcome or final decision of the match.

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## **11. UMPIRES AWARDING A MATCH**

11.1 A match shall be lost by a side which either.

- a) Concede defeat or. (b) In the opinion of the match umpires, refuses to play and the umpires shall award the match to the other side.
- b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play, then the umpires together shall ascertain the cause of the action. If they decide together that this action does constitute a refusal to play by one side, they shall so inform the captain of that side.
- c) If the captain persists in the action the umpires shall award the match in accordance with (a) or (b).
- d) In addition to the consequences of any refusal to play prescribed under the clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the Captain and team responsible, under the Code of Conduct.

11.2 If any team's Manager, Captain, player (s), members, and or supporters run onto the playing field during the game, causing disruption or stopping the game. The officiating umpires reserve the right to assess the circumstances and award the game to a winner as they see fit.

11.3 Team Managers and Captains are responsible for ensuring their players, members, and supporters display exemplary behavior and sportsmanship during the games.

## **12. NET RUN RATE**

12.1

a) If two or more teams are tied with the same number of points; **Net Run Rate (NRR)** will determine the team rankings as they advance to the playoffs. If the teams are tied on NRR, then **Head to Head** clash will determine the playoff order. The NYSC website software will automatically perform all calculations. The net run rate differential rule will be applied as described in b, c, d, and e below.

b) The team batting first, regardless of how many overs they batted, their score will be divided by the allotted overs as per the competition. This rule recognizes the advantage of bowling the team out before their allotted overs are completed.



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- c) If the team batting second wins, the run rate will be decided by the number of overs batted to make the target score. This rule recognizes the advantage of winning within the allotted overs.
- d) If the team batting second lose the game, that team's run rate will determine by dividing their score by the allotted overs as per competition.

**Note: Any stats during a one over, Super Over (SO) is excluded from these calculations.**

- (e) In the circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, either by the umpires in accordance with Rule 11 (a), (b), (c), (d) or giving a walkover or in accordance with the provisions of the relevant event agreements signed by the participating teams. The net run rate of the defaulting team shall be affected in that the full allotted overs of the defaulting team's innings in such a forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt, the runs scored, and overs bowled in such a forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

In effect, the allotted overs are added to the denominator of the loser's "scored" run rate, while their "conceded" run rate is unaffected. The winner's run rate is unaffected. This is easier to understand with an example. Suppose Team A, does not show up for their game against Team B. Then for the purpose of calculating the net run rate, the following data is considered from this game

<i>Team A (loser)</i>	<i>Team B (winner)</i>
<ul style="list-style-type: none"><li>• Runs Scored: 0 from allotted overs.</li><li>• Runs Conceded: 0 from 0 overs.</li></ul>	<ul style="list-style-type: none"><li>• Runs Scored: 0 from 0 overs.</li><li>• Runs Conceded: 0 from 0 overs.</li></ul>

Section 21.10.5 of [ICC Cricket World Cup Playing Conditions](#) covers this situation.

## **13. RESCHEDULING**

- 13.1 Rescheduling will be entertained if the venue should become unavailable and another venue cannot attain within a reasonable time.
- 13.2 If the umpires determine that inclement weather prevents play for the day, the game (s) may be rescheduled.
- 13.3 Should it become necessary to move to another location after a game has started, the game will continue and not commence as a new game on the same day.

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13.4 If a day's play is **"called- off"** by NYSC officials because of inclement weather, national disaster/tragedy (e.g., 9/11), or any other act beyond the control of NYSC. If no rescheduling, then each team will be awarded two (2) points and move on to the next week's scheduled games.

**a) If you have a scheduled walkover or bye, you will get the same two (2) points like every other team.**

13.5 Except in the event of (Rule # 13.4) occurring on the day, of a playoff game, such as quarter-final, semi-final, or finals, then all games will be rescheduled.

## **14. HOLIDAYS**

14.1 There will be no playing of cricket organized by NYSC on the following holidays. Except in the event of any special competition prearranged by NYSC. NYSC will not allow any other days off.

- a) Memorial Day Weekend (Sunday)
- b) July Fourth Weekend (Independence Day Weekend)
- c) Labor Day Weekend (Sunday)

## **15. MATCH REPORT AND SCORE SHEETS**

15.1 It is the responsibility of the team's Managers and Captains to ensure that their match report sheets are submitted within seventy-two (72) hours (Wednesday night) after the game end. Match reports sheets received late may result in the statistics not being credited to the player of those teams.

15.2 Teams found to be intentionally submitting false or incorrect match reports will face a penalty. This penalty may include match points being deducted from their total.

15.3 Statistics will be prepared immediately after the completion of each competition. All match reports must be submitted in a timely manner and only on the match report sheets supplied by NYSC.

## **16. RUNNER FOR BATSMAN**

16.1 A runner for a batsman when batting **is not permitted**. The injured or ill batsman has the option of retiring hurt and returning to bat at a later stage should the need and/or opportunity arise.

16.2 A retired hurt batsman may resume his innings, it shall be only at the fall of a wicket or the retirement of another batsman.

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## **17. FIELDERS**

17.1 At the instant of delivery, there must be no more than five (5) fielders on either side of the wicket (onside or offside). In the event of an infringement of this rule, either umpire shall call "No Ball".

17.2 The wicketkeeper **MUST** at all-time wear a pair of cricket wicket-keeping gloves when he is keeping the wicket during the game. Should the wicketkeeper fail to do so, the umpire must call "no ball".

## **18. SUBSTITUTE FIELDER**

18.1 The umpires shall allow a substitute fielder. If they are satisfied that a fielder has been injured or become ill and that this occurred during the match. Or for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.

18.2 A substitute shall not bat, bowl, or use as wicketkeeper and or act as Captain.

## **19. BOWLER**

19.1 A bowler shall bowl only a maximum of one-fifth (1/5) of the allotted overs.

## **20. NO BALL**

20.1 The one-run penalty for a NO ball shall be scored as a No ball extra. Unless the call is revoked, this penalty shall stand even if a batsman is dismissed. Any runs completed by the batsman or a boundary allowance shall be credited to the striker if the ball has been struck by the bat, otherwise, they shall also be scored as NO ball extra. All runs resulting from a NO ball shall be debited against the bowler.

20.2 Any ball delivered by a bowler, **bounce, or full toss (full pitch)** and passes over the batsman's shoulder (batsman in a normal batting stance) **must be called a NO BALL**. The umpire (s) will determine the batsman's stance.

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## **21. WIDE**

21.1 A penalty of one run shall be credited instantly on the call of **WIDE** ball. Unless the call of **WIDE** is revoked or changed by the umpire. All runs completed by the batsmen or a boundary allowance together with the penalty for the **WIDE**, shall be scored as **WIDE** ball extra. All runs resulting from a **WIDE** ball shall be debited against the bowler.

## **22. BREAK**

22.1 A break of five (5) minutes is allowed for refreshments (water, soda, and other non-alcoholic beverages) when the halfway point of each innings is reached.

22.2 A break of ten (10) minutes is allowed between innings.

## **23. PITCH & EQUIPMENT**

23.1 A wicket shall comprise of four (4) stumps, be twelve (12) inches wide overall, and twenty-eight (28) inches high. No metal stumps or wickets are allowed.

23.2 It is recommended that each end wicket (stump) have bails, or under some circumstances, the umpires may decide to use bails on the batting end only.

23.3 The length of the pitch from stump to stump shall be twenty (20) yards or (60 feet).

23.4 Two Wide markers will be placed at the batting end crease at "24 inches" from the stumps on the side. These markers will be used as a guide for the umpires calling the wide ball.

23.5 Each team must provide a set of wickets (stumps) for the game. Any team failing to comply will forfeit the game.

23.6 A bat must not exceed four and a quarter (4 ¼) inches in width, and no metal bat is allowed.

23.7 **No player shall be allowed to use or wear spike (metal) shoes or boots in games organized by NYSCL.**

23.8 **The Fiber Glass bat is not allowed in games organized by NYSCL.**

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## **24. BALLS**

24.1 NYSCL shall provide cricket balls of an approved standard for the match and no other balls may be used. Prior to the toss of the coin, each Captain must provide the umpires with two (2) balls for the game. It will then be solely the Umpire's decision to allocate the balls as they deem equitable for each innings. Each Captain may request to see all four (4) balls prior to the start of the game.

24.2 One ball shall be used per innings in the twenty-five (25) overs or Twenty20 (20) overs and fifteen (15) overs competitions.

24.3 Should it become necessary to change or replace the ball due to being damaged, discolored, or lost, all replacement must be with a new ball.

## **25. LEGAL DELIVERY- THE ARM**

25.1 The softball cricket bowler **MUST** bowl underhand; the bowler **MUST** carry his bowling arm below the waist. At the point of releasing (ball), he must not bend his elbow and must have a straight arm, or this would constitute a **no-ball**.

25.2 The umpire (s) will determine the legality of the delivery, below the waist, and bending of the bowling arm.

## **26. BOWLER THROWING (PELTING)**

26.1 A bowler throwing (pelting) the ball when bowling is unfair, dangerous, and is likely to inflict physical injury to the batsman, irrespective of the protective clothing and gears he may be wearing.

26.2 In the first instance of a bowler being called for throwing (pelting), the umpire shall call "no ball" and inform him that this is his first and final warning, before suspension if repeated. The umpire will inform the other umpire and the Captain of the fielding team.

26.3 In the second instance of the same bowler being called for throwing (pelting), the umpire shall call "no ball" and direct the fielding Captain to take the bowler off forthwith. He shall not be allowed to bowl again in the game.

26.4 If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, not be allowed to bowl the next over, or part thereof.

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26.5 The Umpire (s) and or Captain shall write a report of the bowler's action and this must be forwarded to the league's (NYSC) organizing committee.

26.6 Any bowler with **two (2) write-ups** in the preliminary round and or **one (1) write-up** in the playoffs **shall** not be allowed to bowl any further in the same competition.

26.7 The NYSC appointed five (5) member committee will be responsible for immediately making decisions or taking actions against any bowler who is reported for violating Rule # 25. At least three (3) members of the committee must be present.

26.8 NYSC reserved the right to take action against any player reported for violating Rule #25 or #26(pelting). The action taken against the player will refrain the player from bowling only (player can still participate in the game).

26.9 The player must receive written permission from NYSC before being allowed to bowl again in any NYSC tournament.

26.10 Any team found using a bowler that has been banned\suspended from bowling will automatically forfeit that game.

## **27. NON-STRIKER LEAVING HIS GROUND EARLY**

27.1 If the non-striker is out of his crease/ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball. The bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

27.2 If the bowler fails in his attempt to run the non-striker, the umpire shall call and signal **Dead ball** as soon as possible.

27.3 It should be noted that umpires shall deem the bowler to have completed his delivery swing once his bowling arm passes the normal point of releasing the ball.



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## **28. PROTESTS**

28.1 All protests must be submitted within forty-eight (48) hours (deadline Tuesday 6 pm) from the end of the game from which the protest originated. A written protest (email okay) must be submitted to the league's Secretary within this time, any late filing shall not be considered as valid.

28.2 The Disciplinary / Protest Committee will review the protest and if necessary, will convene a hearing so that both parties are afforded the right to be heard. All protests will be attended to, including a hearing within three (3) days after being filed.

28.3 It is necessary that the opposing Captain and the Umpire (s) be notified before, or during the game, of the intent to protest, failing to adhere to this, the committee may reject the protest.

28.4 The non-refundable protest fee of one hundred (\$100.) dollars MUST be paid by the team filing the protest prior to the start of the hearing. It is recommended that all evidence including photographs, witness statements, and any supporting documents be submitted now also.

28.5 Any team filing a protest and successful in winning their protest, shall be refunded fifty percent (50%) of the protest fee.

28.6 Any defendant or team losing the protest hearing, shall pay an additional penalty of one hundred (\$100.) dollars. This penalty must be complied with as per Rule # 28.10

28.7 The losing team will lose all points awarded and will not be **allowed** to use any game statistics (runs and overs) for Net Run Rate (NRR) from the game. The D/P Committee has the right to impose additional fines, which may include monetary fines to a maximum of two hundred dollars.

28.8 Should any situation arise before, during, or after the game that necessitates filing a report on the game, then such report must be submitted within forty-eight (48) hours of the scheduled game end.

28.9 Any team fined or under penalty and refuse to pay or satisfy such fine (s) or penalty (s) will not be permitted to participate in any games thereafter in the current or any subsequent competitions until that fine or penalty is satisfied.

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## **29. CONDUCT**

29.1 The games are played under the aegis of NYSC and are governed, where applicable by the Rules, Regulations, and Playing Conditions. The conduct of all players and members is bound by these.

29.2 NYSC has a policy of zero tolerance for misconduct. The league would like to caution, all managers, captains, members, and teams to keep this in mind when registering for the season.

29.3 Exemplary behavior and sportsmanship must be exhibited by all players, members, and supporters at all games. Failure to do so will result in disciplinary measures.

29.4 It is the responsibility of the Captain or Vice-Captain to eject a player upon the umpire's instruction. Failure to do so will result in the forfeiture of the game. No substitute **shall** be allowed for an ejected player.

29.5 The following penalties approved by the membership will automatically be applied to the respective infractions.

<b>INFRACTIONS &amp; CAUTIONS</b>	<b>PENALTY</b>
<b>(a).</b> Assault on any player(s), the umpire(s) or NYSC official.	A minimum of a one-year suspension and possible expulsion from the League
<b>(b).</b> The deliberate act of knocking down the wicket or stumps during the match.	Two games suspension
<b>(c).</b> Verbal abuse of the Umpire(s) and/or NYSC official.	Two games suspension
<b>(d).</b> Illegal drug use or alcoholic beverage consumption during a game by the player(s).	Two games suspension
<b>(e).</b> An Umpire's report of two cautions to a player in a game.	One game suspension
<b>(f).</b> Failure to produce your official stamped copy of team photo registration, upon request by the opposing team captain.	Forfeit of the game and a win will be awarded to the opposing team.

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## **30. CAUTIONS**

30.1 Based on the umpire (s) judgment and discretion, cautions may be issued to a player for the following.

- a) Tampering of the ball and boundary markers.
- b) The crude or abusive language "known as sledding" or offensive gesture.
- c) Showing of dissent with umpire (s) decision.

30.2 When an umpire officially cautions a player, it is imperative that he makes his intentions known to his fellow umpire, and to the respective captains. Any player (s) who is issued two (2) cautions in a game by the umpire (s) will be automatically suspended for one (1) game, the next scheduled game.

30.3 Any team failing to show up for a game will be fined fifty (\$50) dollars. Except if the league is informed of inadequate time and a satisfactory excuse is given and is accepted by the league.

30.4 Any team missing two (2) consecutive games in a single competition will be asked to appear before the Disciplinary/Protest Committee to explain their future participation in the competition.

30.5 It is the team's collective responsibility to ensure that the ballfield and the playing area is clean of all garbage before leaving the park at the end of their game.

30.6 NYSCCL would like to remind you that it is illegal to **consume alcoholic beverages** in Public Parks.

30.7 The infractions and cautions (above list) are not inclusive of all potential infractions and cautions. All Managers, Captains, and team members collectively are responsible for ensuring exemplary behavior and sportsmanship.

30.8 Regardless of the penalties stipulated above, depending on the severity of the incident (s). The Disciplinary/Protest Committee reserve the right to consider instituting further penalties which may include expulsion from NYSCCL.

30.9 The penalties stipulated above are final. Team's Managers /Captains may appeal any additional penalties instituted by the Disciplinary/Protest Committee.

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## **31. UMPIRES**

- 31.1 Official NYSCL umpire (s) shall umpire the game and each team must pay one umpire a fee of one hundred (\$100) dollars per game, whenever there are two (2) umpires in a game. In a game with only one (1) official league umpire, each team will pay the umpire fifty (\$50.) dollars.
- 31.2 The umpires officiating in a **final** shall be paid a fee of one hundred and twenty (\$120) dollars each. It is the responsibility of the Captains in the finals to pay the umpire his fee.
- 31.3 The umpire (s) fee **MUST** be paid before the start of the game. It is the Captain's responsibility to ensure that the umpires are paid. Failure to pay will result in the forfeiture of the game.
- 31.4 An umpire shall not be changed during the match, other than in exceptional circumstances unless he is injured or become ill.
- 31.5 The umpires shall be the final judges of the fitness of the ground, weather, and light for play.
- 31.6 An umpire's decision is final. Any team or player found to be abusive or aggressive towards the umpire (s) during or after the game will be subject to disciplinary procedures (see chart).
- 31.7 The umpires shall control the game as required by the Rules, Regulations, and Playing Conditions with absolute impartiality.

## **32. UNIFORMS**

- 32.1 All team players participating in any NYSCL game must be in uniform at the start and until the completion of the game.
- 32.2 All players of a team **MUST** wear full-length trousers and a shirt during the game, no shorts, short pants, or shirtless players are allowed.
- 32.3 Any team not completely in uniform will be fined fifty (\$50) dollars per player, to be paid no later than two (2) days before their next scheduled game.
- 32.4 Failing which, each of their subsequent games shall be forfeited, and points awarded to the opposing team. Furthermore, the offending team shall not be allowed to participate in any other NYSCL organized competition or event until the fines are satisfied.

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## **33. OBSTACLE OR TREE WITHIN BOUNDARY**

33.1 It is the responsibility of the Captains, together with the umpires to agree prior to the start of the game on the boundaries.

33.2 Any obstacle of any sort, a plant or tree is within the playing area. The Captains will decide and inform the umpires if it will be a boundary or an out should the ball touches the obstacle or tree during play.

## **34. TEAM'S CONTACT RESPONSIBILITY**

34.1 It is the sole responsibility of the Clubs/Teams to inform NYSC in writing of any changes to their Manager, Captain, or Team's Contact person. NYSC cannot be held liable if the information passed on to persons listed is not communicated to their respective members.

## **35. INTER-STATES AND INTERNATIONAL TOURNAMENTS**

35.1 NYSC has the rights to all its registered team's players in the **Inter-States and International Tournaments**, both at home and away tours. Once a player is selected to represent the league and the player's NYSC registered team is **not** participating in the tournament. And once the player is available to play; his first preference **MUST** be to represent the league.

35.2 Any team that is playing with NYSC and entering the tournaments, **must** use only their 15 registered players. Teams not playing in tournaments, all their players must be available to play for the league's team.

35.3 Failing to adhere to Rule # 35.1, NYSC reserves the right to act against any such player (s) which shall include suspension or being expelled from the league.

## **36. LITIGATION OR COURT ACTIONS**

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36.1 Any Litigant (person, team member, or team) involved in any Litigation or Court Action against NYSCL or any of its Executives or Committee Members. Would immediately be suspended from participating in any NYSCL organized competitions or activities pending the court's outcome.

36.2 NYSCL reserves the right to further consider the Litigant (person, team member or team) future involvement in the league (NYSCL) after the conclusion of the Court or any other settlement.

## **37. DECISIONS**

37.1 In electing to participate in New York Softball Cricket League competitions/activities, teams and players agree to abide by the decisions of the Executives Committee, or any other Committee, acting for, or on behalf of the league. Such decisions shall be final and binding.

37.2 Decisions of the Executives Committee, or any other Committee of New York Softball Cricket League (NYSCL), shall not be subject to litigation in a court of law in the USA or otherwise.

END