

(Founded in 1996)
Affiliated with CCUA.

Rules for all competitions, Players Code of Conduct & Match Play System

20, 15, and 10 OVERS COMPETITION AND PLAYERS CODE OF CONDUCT

All games under the jurisdiction of the League shall be played under the Rules of the Ontario Softball Cricket League (OSCL) and current Marylebone Cricket Club (MCC) Laws.

I) FEES

Full fees/fines must be paid to the Treasurer or Assistant Secretary/Treasurer of the league before or at the Annual General Meeting. In the event that this requirement is not met, teams will not be eligible to vote at the Annual General Meeting and 5% of the balance owing will be added to the amount due. Teams with an outstanding balance will have an additional two weeks from the date of the Annual General Meeting to make all payments in full or risk not participating in the upcoming season. Any dishonored cheque will be subjected to a surcharge amount of \$40.

Active members are responsible for all monies owing to the League by their individual club.

II) REGISTRATIONS

- (a) Clubs have until the Captain's table to register players.
- (b) Additional players for registration during the season must be communicated to the Registrar/Statistician/Webmaster of the league in writing or email no later than Thursday 9:00 p.m. before the match in which the player(s) would take part.
- (c) Registration of players after July 15th is applicable only to new members who were not previously registered with the OSCL.
- (d) Transfer of players between clubs is not permitted after July 15th.
- (e) Any club playing a person not duly registered shall automatically lose the game. An additional six (6) demerit points will be applied to the club in which the player(s) participated,

Updated MAY 2022 Page 1 of 18



(Founded in 1996)
Affiliated with CCUA.

and the Captain of the game may be subjected to a suspension from further competition. A fine of \$100.00 shall apply.

If a player chooses to leave a club after playing several games and he/she returns to that club before the deadline, games played prior to the first release will not count for any qualification.

If a team is not participating in the 10/10 competition, then their player(s) are allowed to play for another team but must be registered to that team.

NOTE: No player is allowed to represent more than one team unless officially released and registered.

III) RELEASE OF PLAYER

An official written email signed by the Secretary or President of the club that member is leaving should be submitted to the Registrar/Statistician/Webmaster of the league. In the case of the Secretary and/or President of the club requesting a release, the league will require any other Executive from that member's club to sign the release. No member shall sign their own release. Exceptions will be made in the case of a full team release.

The Executive Board shall have the power to investigate any match in which it appears that players have been chosen contrary to the best interests of League cricket, and to take such action as it feels necessary. In an event of a dispute between a player and club, the player may approach the Executive Board.

Any player offered free membership should have a signed document from the club. In the event of a release, the player will not be held liable for any outstanding membership fees.

IV) PLAY OFFS

Players representing teams in any play-off must have played at least 50 percent regular league games for that team prior to the play-off games. In order to participate in the knockout competition, prior to participation, player must play at least one regular league game for the club that they are representing. Juniors under the age of 19 registered with a club only require two (2) regular league games to qualify for the playoffs.

Updated MAY 2022 Page 2 of 18



(Founded in 1996)
Affiliated with CCUA.

In the event of a tie game (refer to 4(d) - Results and Points), the team with the highest cumulative net run rate prior to the game in question will advance.

NOTE: All nominated players must arrive at the game before one inning has been completed in order to qualify as a player in the game. If he/she arrives after one inning is completed, he/she can only play as a substitute for an injured player. No show to be recorded on the match card by the Umpire(s).

V) REGULAR GAMES

All clubs must field a team for all scheduled matches except for the following:

- (a) Prior approval by the Divisional Co-coordinator or assistant by Thursday 9:00 p.m. preceding the scheduled match. Non-compliance shall result in payment of full Umpire(s) fees for the scheduled match. The Executive Board to decide what constitutes as an emergency.
- (b) In event that an emergency request is received, the Executive Board will decide what constitute an emergency. Additional information may be required to substantiate the request of the emergency. All requests must be submitted in writing or via email as specified in OSCL constitution.
- (c) Scheduled matches may be cancelled due to weather or other conditions making play impossible. Divisional Co-coordinator or assistant of the League must be notified by both clubs.
- (d) No schedule matches shall be postponed except by the ruling of the Executive Board.

VII) TEAM LIST

Team Captains must exchange team list before the toss is made (10 minutes before schedule start time). The presiding Umpire(s) must sign and keep all game cards during the game. Changes are allowed with the approval of the opposing Captains before the start of the game.

VIII) OFFICIAL MATCH CARDS

The team Captains are responsible for reporting the correct scores of each game on the match cards, which must be signed by the official Umpire(s) and the team Captains. Additionally, the Umpire(s) and/or Captains must state all awards to individual(s) on both match cards. All cards

Updated MAY 2022 Page 3 of 18



(Founded in 1996)
Affiliated with CCUA.

must have officially registered players full names (no initials) otherwise the team is subject to a one (1) point deduction for regular season games and a \$25 fine for TIO and TI5 games if they fail to comply.

Team Captains are responsible for submitting match cards to the respective statisticians via email or hand delivered.

IX) REPORT BY UMPIRE(S)

- (i) Umpire(s) shall report in writing to the Executive Board within three (3) days of the League game concerned, any and all teams not ready to commence play by the starting time, stating fully the circumstances.
- (ii) They shall also note on the match cards and report in writing to the Executive Board any player or players or members or member club, teams, or organizations whether present as players or spectators, who at any time during the game are guilty in their opinion of conduct detrimental to the best interest of the game. An official complaint in writing has to follow up within 72 hours of the game.

X) PAYMENT OF UMPIRE(S)

Each team shall be responsible for paying the Umpire(s). Should a game be called off and the Umpire(s) are not notified in good time by the team cancelling the game, then that team shall be responsible for paying the Umpires their full match fees.

Teams must pay the Umpire(s) prior to the commencement of the game or during the IO-minutes innings break. Failure by any one team or by both to pay the Umpire(s) at least by the end of the game would result in a fine imposed on the club(s) amounting to twice the amount due to the Umpire(s).

XI) UMPIRE(S) IN CHARGE

The Umpire(s) shall be in charge of the game and shall settle all disputes arising from the game in question. Any decision(s) rendered by the Umpire (s) during the game is/are considered to be final. The Umpire (s) also has the right to caution players who use abusive language on the playing field.

Updated MAY 2022 Page 4 of 18



(Founded in 1996)
Affiliated with CCUA.

Should no official Umpire(s) be present at a scheduled game, then each Captain shall use two of their nominated players (not non-players) to officiate the game when batting. If, however, an OSCL qualified Umpire not designated for this game is present, the two (2) Captains could request his service. If he agrees to do so, then the following should be implemented.

- 1) Declare his club's affiliation to both Captains.
- 2) Should be acceptable to both Captains.

NOTE: If the Captains cannot get these answers, then they should revert to using two players from each side. The onus is on the Captains to ensure that the game is fairly refereed.

In such a case, as described above, if an Umpire is later found to be dishonest in his declarations, i.e., he belongs to the winning team, then that team shall be penalized with a demerit of six points. On the other hand, if the Umpire is found to be affiliated to the losing side, then a demerit of 3 points shall be deducted from their total points.

Comments on either situation should be recorded on the game card(s) for that particular match and should be sent into the Statistician within three (3) days.

If deliberate cheating is proved for any of the above scenarios, then the defaulting team shall be penalized with a demerit of three (3) points earned during this match.

XII) DUTIES OF THE OFFICIAL UMPIRE(S)

The Umpire(s) shall:

- a) Always Umpire from the bowler's end,
- b) See that team lists are exchanged and only a maximum (11) nominated players are listed. Failure to comply will result in a level one breach (team) as per disciplinary committee guideline.
- c) Note the start time,
- d) See that the toss is carried out properly and on time (10 minutes before start of play),
- e) See that a nominated player who is in uniform Umpires from square leg / strikers end.

Updated MAY 2022 Page 5 of 18



(Founded in 1996)
Affiliated with CCUA.

- f) Ensure that the ground is suitable for playing,
- g) Verify (initial) the players who are up for awards on the match cards,
- h) Make a note on the match card of any individuals, spectators or clubs who are guilty in their opinion during the game of conduct detrimental to the best interest of the game.

XIII) PROTEST AND COMPLAINT

(a) All matters of protest and complaint which members may wish to bring before the Executive Board shall be in writing within 72 hours of the alleged offence or in the event of the 15-over, T-10, and regular season play-offs, it has to be within four hours after the completion of the game in question, and in the case of clubs or organizations shall be signed by the Captain and President/Secretary protesting or complaining member club or organization. Full details shall be set forth...

NOTE: Complaints written on match cards are not official.

XIV) TALKING ON THE FIELD

- (a) Talking is permitted between members of fielding team to each other, but not while the bowler is ready to bowl and particularly not by close-to-the-wicket fieldsmen in such a way as to distract the batsmen.
- (b) No talking to the Umpire except to request information with respect to time, balls remaining, or to request permission to speak to the other batter or leave the field. Absolutely no arguments to be tolerated.

XV) VERBAL ABUSE

No verbal abuse, racial slurs, obscene language, sledging or threats of violence are permitted, whether directed at teammates, opponents-or Umpires, or members of the Executive Board. Any such abuse, slurs, obscene language, or threats directed at Umpires or members of the Executive Board will be treated most severely of all.

NOTE: Breach: reprimand to maximum one (1) year suspension Repeat offenders will be dealt with more severely.

Updated MAY 2022 Page 6 of 18



(Founded in 1996)
Affiliated with CCUA.

XVI) CHEATING WHILE UMPIRING

Player Umpire are required to render decisions which are fair and reasonable, to pay due care and attention to the game while officiating and to refrain from commenting on the game or coaching their teammates.

NOTE: Breach: prohibition from umpiring for minimum one (1) month to maximum one (I) year; suspension from playing up to a maximum of one (I) year where outright cheating is proven.

XVII) DRINKING OF ALCOHOL

- a) Consumption of alcoholic beverages is not permitted at parks where cricket is played.
- b) While the enforcement of the liquor laws of the Province of Ontario are generally the responsibility of the law enforcement authorities, the League may take action against any persons or member clubs whose consumption of alcoholic beverages at parks whether private or public puts the administration of the game in jeopardy
- c) Specifically, notwithstanding the imposition of any penalty by law enforcement authorities, the OSCL may impose penalties for breaches of liquor laws on the province and school grounds.
- d) Penalties range from minimum fines of \$25.00, to suspension for a maximum of one year in the case of repeat offenders or conduct which is extremely injurious to the game.

XVIII) ASSAULTS

- a) Players are not permitted to make threatening gestures with bats, balls, stumps, or other implements.
- b) While assaults on players will be viewed with the utmost seriousness, assaults on Umpires and members of the Executive Board while in the execution of their duty will constitute an offence of the utmost gravity because it will be viewed as just not an assault on the game and will constitute possibly the most severe infraction of the Code of Conduct.
- c) Teams will be held responsible for registered players assaulting other teams or team registered members during any active games involving same.

Updated MAY 2022 Page 7 of 18



(Founded in 1996)
Affiliated with CCUA.

NOTE: Breach: Minimum \$100.00 fine to player and/or club who is found guilty of this practice plus a minimum six-month suspension to life suspension, particularly where the game of cricket is further brought into disrepute by the laying of criminal charges.

Updated MAY 2022 Page 8 of 18



(Founded in 1996)
Affiliated with CCUA.

MATCH PLAY SYSTEM

1) MATCHES

All matches may be played on the following basis unless otherwise determined by the Executive Board. In the event any regulations are not sanctioned by the Executive Board, MCC rules will apply.

2) HOURS OF PLAY

(a) Regular Season - Normal hours of play shall be from 9:00 a.m. to 11:40 a.m. on Sundays and/or Saturdays, which times shall include a IO-minute innings break to be taken at 10:15 a.m.

15-over competition - Normal hours of play shall be from 9:00 a.m. to 10:00 a.m. and resumes at 10:10 a.m. to 11:10 a.m. on Sundays and/or Saturdays, which times shall include a I0-minute innings break to be taken at 10:00 a.m.

10/10 Competition to start at 9:00 a.m. to 9:40 a.m. with a IO-minutes interval and resumes at 9:50 a.m. to 10:30 a.m.

NOTE: No game shall go beyond the scheduled time except the last over to be bowled or in the case of a tie breaker. These times do not apply to all finals inclusive of the 15-over and T-10 competitions, since these games will be allowed an additional half an hour to be completed. This additional half an hour will be allocated equally between the two teams. In order to advance to the consolation round a team must play their first-round match otherwise they will be forfeited from the competition.

- (b) The normal finishing time for the innings of the team batting first in a 20 over match shall be 10:15 a.m., 15 over match shall be 10:00 a.m., and T-IO shall be 9:40a.m. In the event that the team batting first has completed their innings before the scheduled innings break, the break should be taken at that time.
- (c) In the event of a delay in the start of the game due to adverse weather conditions, the remaining playing time available shall be divided equally between the two teams once the time for the start of play has been decided on, and the 10-minutes interval shall be taken between innings.

Updated MAY 2022 Page 9 of 18



(Founded in 1996)
Affiliated with CCUA.

- (d) When play has commenced at the scheduled starting time, and play is then subsequently interrupted by weather or other conditions prior to the 10-minutes interval, the team batting first shall nevertheless terminate its innings at the scheduled time of the interval, unless it has not received 50 per cent of the maximum allotted over, in which case it shall continue its innings until it has received 50 per cent of the maximum allotted over or has been bowled out, whichever occurs first. The team batting second shall bat the same number of overs as what the first team received.
- (e) All play-offs games in the regular season (20 overs) will be given an extra 15 minutes per side playing time.

3) PLAYING CONDITIONS

- (a) The matches shall consist of one inning per team. All matches shall be completed in one day unless otherwise determined by the Executive Board.
- (b) In the case of a 20-overs game, each bowler is limited to a maximum of four (4) overs. In the case of a 15-overs game, each bowler is limited to a maximum of three (3) overs. In the 10-over competition, each bowler is limited to two (2) overs.
- (c) If the team fielding first fails to bowl its maximum overs by the interval, the over in progress shall be completed. The team batting second shall then be limited to the same number of overs that the team batting first actually received.
- (d) Penalty Runs Calculation:

Team (A) Batted 18 Overs, score 125 Runs. A penalty of 12 runs per over or run rate, whichever is greater is added to the score.

If team (A) does not bowl the amount of overs that team (B) bowled, then you have to penalize team (A) by adding 12 runs per over or run rate, whichever is higher multiplied by the number of overs not bowled to team (B) total. If any team gets bowled out, then there is no penalty.

Updated MAY 2022 Page 10 of 18



(Founded in 1996)
Affiliated with CCUA.

4) RESULTS AND POINTS

- a) A suspension of play may prevent the team batting second from receiving its quota of over. The winner will be the team achieving the highest run-rate.
 - i) A suspension of play refers to adverse weather/ground/light conditions.
 - ii) Washed out game: This is when a match is cancelled by the Executive Board. Each team receives (3) points, no match cards required. Match will not count for qualification requirements.

iii) Rained out game:

- (a) This is when a match is called off by the Umpire(s) before the commencement of play at the ground. Each team receives (3) points, no match cards required. Match doesn't make up the count for games played.
- (b) This is after the commencement of play the., Umpire(s) called off the game. Each team receives (3) points, Umpire(s) sign off complete match cards indicating a "rained out game" and Captains are responsible to submit match cards. Match will be counted as game played.

NOTE: In the event that there are washed out or rained out games (a) occasioned by the above, the number of games will be adjusted to substantiate the 50 per cent qualification ratio.

- b) In the event one team batting first is all out in less than its full quota of over, calculation of their run-rate shall be based on the full quota of over to which they would have been entitled, and not on the number of overs in which they were dismissed.
- c) In order to ensure a result, each team must have received a minimum of 50% of the maximum overs allowed unless the team has been dismissed in less than the minimum number set out above.
- d) Where total runs scored, total overs bowled, and total wickets lost by both teams are equal, the result is declared a tie. The tie breaker rule will then apply. (Super over)
 - (i) Only players that started the game are eligible to take part in the super over. Any of those players are allowed to bat or bowl.

Updated MAY 2022 Page 11 of 18



(Founded in 1996)
Affiliated with CCUA.

- (ii) Toss will determine which team bat first. The team that bats last will automatically bat first for super over.
- (iii) The super over will continue until a winner is achieved.
- (iv) In the case of additional super overs, batter and bowler will interchange.
- e) The winning team receives six (6) points, for a tie game each team receives three (3) points, and in the case of a default the non-defaulting team receives six (6) points.

A team shall be considered in default if it fails to receive prior approval of the Divisional Co-ordinator or assistant of the League of its inability to field a team not later than Thursday at 9:00 p.m. Only the Executive Board is allowed to cancel game(s). Games that are cancelled must be played within three weeks from the originally scheduled date. At the time of cancellation, both Captains must give the Divisional Co-ordinator or assistant a new date for the rescheduled game. If a date cannot be agreed upon, then the Divisional Coordinator or assistant will set a date that must be adhered to. No games are allowed to extend beyond the regular season.

NOTE: No knockout or play-off games will be rescheduled as a result of player(s) having to work.

f) If a team does not take the field at the start time of the game, they will automatically default the game. There will be no grace period to start the game. The team in default will be penalized by losing three (3) points and the team not in default will be awarded the six (6) points. In any game the team will forfeit the game. However, the team not in default through its Captain may overrule the automatic default rule and allow the game to start even though the 15 minutes. Non-Defaulting Captain agrees to start the game fifteen (15) minutes later grace period has passed. But once the game has started the decision cannot be reversed and all rules normally applied will be enforced.

g) If a team has seven (7) or more registered players present and on the playing field in uniform ten (10) minutes prior to the scheduled start of a game, and the opposing team does not have that number, the team with seven (7) or more registered players ready to play automatically wins the toss. The team lists must be presented to the Umpire ten (10) minutes prior to the

Updated MAY 2022 Page 12 of 18



(Founded in 1996)
Affiliated with CCUA.

game and in the case that the Umpire is not there ten (10) minutes prior then the Captains shall spin the toss.

Upon completion of the toss, the winning Captain must inform the Umpire(s) or opposing Captain immediately of his/her decision to bat or field. Failure to do so, the non-winning Captain will claim the toss.

5) LEG BEFORE WICKET (L.B.W.)

There will be no Leg Before Wicket (L.B.W.).

6) SQUARE LEG UMPIRE

Where a League Umpire is officiating with a player-Umpire and the player-Umpire renders a decision which the League Umpire is certain is clearly wrong, the League Umpire is empowered to reverse the decision and render the correct decision.

Whenever such an overruling occurs a report in writing shall be made to the League.

Player-Umpire is not allowed to call pelting when officiating with a League Umpire.

7) SIX BALL OVER

The ball shall be bowled in all League matches in over of six balls from one end of the wicket as agreed upon by both Captains prior to the start of the game. In the event of a dispute, the Umpire shall decide.

NOTE:

- a) Over arm bowling shall not be permitted, as such; balls must be bowled underhand;
- b) Only round hand or straight bowling is allowed;
- c) The ball must be delivered from under the waist and there must be no bending of the elbow;
- d) Throwing (Pelting) from any angle is prohibited;
- e) Only official Umpires are allowed to call bowlers for pelting and the delivery shall be deemed a no ball. One warning will be given for pelting; Umpires must send a written

Updated MAY 2022 Page 13 of 18



(Founded in 1996)
Affiliated with CCUA.

(email) report for pelting. If a bowler is called the second time in the same game, he shall be suspended from bowling in the match.

8) EXTRAS

No balls, wides, byes, leg byes and overthrows will be counted as run(s).

NOTE: Wide ball crease shall be 24 inches from both sides of the stumps.

Any ball that pitches and bounces over the head height of a batter in the standing position shall be called a Wide.

Any full pitch delivery above the waist height to a batter standing upright AT THE POPPING CREASE shall be a No Ball.

Umpire shall issue an immediate warning to the bowler.

Any reoccurrence by the same bowler shall be called a No Ball. Umpire(s) are to determine the danger of such deliveries, if such deliveries are dangerous on the second occurrence, the Captain will be directed to remove immediately, and BOWLER cannot bowl again in that innings.

Batter will be given a free hit for all No Balls. If the same batter is on strike at the time of the no ball, the field placement cannot be charged, however, the field can be changed if the non-striker becomes the striker. Free hits will continue until a legal delivery is bowled.

Any delivery that comes to rest before the popping crease shall be called a No Ball immediately followed by a dead ball.

9) BALL

Each team shall provide two (2) new balls at the start of their inning. However, in the event the ball is burst or lost, it must be replaced with a new ball. All balls must be approved by the OSCL and only approved balls by the League are allowed. Balls must be supply by the batting team; however, the fielding team must supply the balls in the event that batting team is unable to do SO. Balls must be supplied by the batting team

Updated MAY 2022 Page 14 of 18



(Founded in 1996)
Affiliated with CCUA.

10) BATS

Bats must not be more than 4.25 inches wide. Only bats comprising of pure wood are allowed.

11) STUMPS

Four (4) stumps, 12 inches wide and 28 inches high from the surface of the ground. No metal spike stumps are allowed.

12) PITCH

The length of the pitch shall be 60 feet from stump to stump and the width should be a minimum of eight (8) feet wide. The popping crease shall be four (4) feet in length. Two wide lines two (2) feet from either side of the stumps shall be mark as the Wide Lines. The bowling crease shall be four (4) feet in length and four (4) feet from either side of the stumps and properly marked by the home team.

13) SUBSTITUTES

Substitutes will only be allowed to replace a player who is injured during the game and that will be subject to the decision of the ruling Umpire. No substitutes will be allowed to start a game. The Umpire must notify the opposing Captain of a substitute being used for a player who is injured during the game. The substitute must be a registered member of the team and be in uniform.

14) UMPIRE'S UNIFORMS

Umpire(s) shall provide their own uniform.

15) BATTING

The batter shall change sides at the end of each over.

16) RUNOUTS

Updated MAY 2022 Page 15 of 18



(Founded in 1996)
Affiliated with CCUA.

In the event that the batter leaves the crease at the non-striker's end before the ball is delivered and the bowler dislodges the bail(s), the batter is considered to be run out. The ball does not count as a delivery.

17) INGOING BATTER

The incoming batter must be at the appropriate crease within two (2) minutes ready to take strike or for the other batter to take strike.

18) PLAYERS

No players are allowed to leave the playing field during the game unless the Umpire gives permission.

19) BOUNDARIES

All playing fields must be clearly marked to indicate the official boundaries. Failure to do this shall be interpreted as failure by the home team to have the ground ready for play commencement. The opposing Captain or team shall be entitled to claim the toss. In such a case the home team shall then mark the boundaries as best as possible making all efforts to balance the boundaries on all sides. If the home team refuses to mark the boundaries, then the opposing Captain shall be entitled to claim six points and the home team shall be responsible for paying the Umpire(s) fees. It is expected that should team(s) faced with such a situation then they shall exercise their best sportsmanlike judgment before claiming the game. In the event of any disagreement between the Captains about the distance of the boundary, the Umpire's decision shall be final. If the ball comes into contact with any permanent obstacle(s) on the playing field, the Umpire shall call a dead ball unless other arrangements are made between Captains and Umpire(s).

Injured batter will be retired hurt, and no substitute are allowed.

21) TEAM WALKING OFF THE GROUND DURING A MATCH

Any team walking off the ground during a cricket match because of any dispute, etc., shall forfeit the game, and the other team shall be awarded six (6) points. Umpires are expected to settle any dispute. Should a team walk off the ground, and then the Umpire(s) is expected to

Updated MAY 2022 Page 16 of 18



(Founded in 1996)
Affiliated with CCUA.

submit to the Executive Board a full report, so that appropriate investigation and action may be taken.

22) IDENTIFICATION OF EACH PLAYER

A nominated player has to show his identification when asked to do so by the presiding Umpire. Failure to do so shall lead to suspension. The onus is on the player to prove his or her identification as a bonafide playing member by the end of the game with any government photo I.D.

23) ATTIRE

All teams must choose a unique form of attire that must be worn by all players in every match along with appropriate cricket footwear. No shorts, armless shirts, or metal spikes are allowed. Any player(s) caught wearing metal spikes will result in immediate suspension from the game and issue a fine of \$25. Any member(s) not in uniform will be penalized a fine of \$10 per player.

Gloves not permitted while fielding but could be worn by batter and wicketkeeper. Helmets and shin guards are allowed. No batting pads are allowed. Shin guards must be worn under the pants.

New teams (clubs) / new player(s) will be given a grace period of three (3) weeks from the commencement of the season to get their team uniforms.

NOTE: Breach: monetary fine of \$25 and/or loss of 3 games points for each game after the third (3rd) weeks game.

Updated MAY 2022 Page 17 of 18



(Founded in 1996)
Affiliated with CCUA.

Revision History Table

Captain's Table	Section	Reason for Revision
Date Changes		
Approved		
01MAY2022	I)	Add a surcharge amount of \$40
01MAY2022	II)	Clarify statement and add club penalty fo \$100
01MAY2022	VI)	Removed and move below the 20, 15 and 10 Overs Competition and Players Code of Conduct
01MAY2022	IV)	Change from "age of 16" to "age of 19"
01MAY2022	Through out	Change from "Executive" to "Executive Board" for consistency
01MAY2022	XIV)	Update to "Absolutely no arguments are to be tolerated"
01MAY2022	XVII)	Remove "exception in areas licensed for that purpose.
01MAY2022	XVIII)	Removed a). No Absolutely no violence is permitted.
01MAY2022	3 (d)	PLAYING CONDITIONS
		(d) Penalty Runs Calculation:
		Change from "Team (A) Batted 18 Overs, Score 125 Runs. A total for (24) is then added to the
		team" to "Team (A) Batted 18 Overs, score 125 Runs. A penalty of 12 runs per over or run
		rate, whichever is greater is added to the score".
		If team (A) does not bowl the amount of overs that team (B) bowled, then you have to penalize
		team (A) by adding 12 runs per over or run rate, whichever is higher multiplied by the number
		of overs not bowled to team (B) total. If any team gets bowled out, then there is no penalty.
01MAY2022	4) g)	10 minutes prior to be in uniform and claim toss
01MAY2022	9	Change from "only balls supplied by Trophy Stall are allowed to "only approved balls by the
		League are allowed.
01MAY2022	23	Attire: player caught wearing metal spike – issue a fine of \$25. Shim guards must be worn
		under the pants. Note: Breach, a monetary fine of \$25 and/or loss of 3 games points for each
		game after the third (3rd) weeks game.

Updated MAY 2022 Page 18 of 18