



The Quebec Cricket Federation Inc.
La Fédération Québécoise du Cricket Inc.

INCORPORATED
UNDER LAWS
OF QUEBEC
DECEMBER 8, 1976

AFFILIATE OF
CANADIAN CRICKET
ASSOCIATION

Playing By Laws & Rules

Table of Contents

<u>Clause</u>	<u>Article</u>
1.0	Preamble
2.0	Competitions
	2.1. League
	2.1.1. Premier Level
	2.1.2. Senior Level
	2.1.3. Junior Level
	2.2 Knock Out
	2.2.1 Restricted Championships
	2.2.2. Open Championships
	2.2.3. Friendly or Representative Games
3.0	Promotion, Relegation, Disbanding and Suspension
4.0	Registration of Teams
5.0	Registration / Transfer of players
6.0	Schedule of Matches
7.0	Ground preparation
8.0	Scorebook and Match Reports
9.0	Umpiring
10.0	Annual Membership Fees
11.0	Trophies and Prizes
12.0	Protests and Complaints
13.0	Discipline
14.0	Rules of Play (League Competition)
15.0	Selection of Representative Player(s) or Team

16.0	Playing Rules – League
17.0	Knock-Out Competition
18.0	Open Championships
19.0	Friendly / Representative Games
20.0	Players Code of Conduct

1.0 Preamble

All League and Knockout competitions organized under the jurisdiction of the Federation shall be governed by the rules and provisions provided in these By-Laws. All matches organized by the Federation shall be played under the current laws of the Marylebone Cricket Club (MCC) of London, England and the rules approved by the International Cricket Council (ICC).

Where the laws and/or rules of the MCC and/or ICC are in conflict with the local rules, defined hereunder by the Federation, the local rules shall have precedent over the MCC and/or ICC rules. All rules must be equally and impartially applied to all the clubs, teams, and/or any of its players. In case of dispute, the Federation's decision shall be final and binding upon all parties involved in the dispute.

2.0. Competitions

The competitions organized under the jurisdiction of the Federation shall be classified as:

2.1. League

The League games shall be divided into the following levels:

2.1.1. Premier Level

2.1.1.1 Teams entered in the Premier Level must possess players with the highest standard amongst all the teams participating at the Senior levels in the Federation.

2.1.1.2 All teams allocated to the Premier level by the Federation must adhere to such allocation.

2.1.1.3 The Premier level may consist of one or more divisions, depending upon the number of teams registered and allocated to such level.

2.1.1.4 Where more than one division is created at the Premier level, the grouping of teams in such division must consider the uniformity of the teams standard within that division within a level shall be in the ascending order of their standings.

2.1.1.5 There shall be no more than three (3) teams per club. Where a club has two (2) or more teams, they may not be allowed to enter more than one team in the same division, except in the lowest senior division of the league. The club with more than one (1) team in the same division shall declare eleven registered players (11) for one (1) or more team(s) prior to the start of the season.

2.1.2. Senior Level

2.1.2.1 Teams entered in the Senior Level must be above the standards of the Junior Level.

2.1.2.2 All teams allocated to the Senior Level by the Federation must adhere to such allocation.

2.1.2.3 Senior Level may consist of one or more divisions, depending upon the number of teams registered and allocated to such level.

2.1.2.4 Where more than one division is created at the Senior Level, the grouping of the teams in such division must consider the uniformity of the teams' standard within that division. The sequencing of the divisions within a level shall be in the ascending order of their standings.

2.1.3. Junior Level

2.1.3.1. Teams entered in the Junior Level must comprise of players who are nineteen (19) years of age and are not protected (under Clause 5.3) by their teams if they are players for the Premier and/or Senior divisions. The Federation may, however exempt a maximum of three (3) players in any team in a match who are over twenty three(23) years of age, but not protected in a higher division of the League.

2.1.3.2. All teams allocated to the Junior Level by the Federation must adhere to such allocation.

2.1.3.3. Junior Levels may consist of one (1) or more divisions, ie., Teens, nineteen (19) years or less), Minors seventeen (17) years or less, and Beavers, depending upon the number of teams registered and allocated to such level.

2.1.3.4. Where more than one division is created at the Junior Level, the grouping of the teams in such division must consider the uniformity of the teams and the standard, and the player's ages within that division. The sequencing of the divisions within a level shall be in the ascending order of their standings.

2.1.3.5. Players playing in the Junior divisions must be registered for their respective teams in that division. Players registered in the Junior division are allowed to play in the Premier and/or Senior Levels. These players may play for any club/team in a higher division, irrespective of their registration for a different club/team in the Junior division.

2.1.3.6. The Federation will provide full assistance to Juniors, including gear, grounds, coaching, etc. at no cost to them, wherever possible.

2.1.3.7. Junior level players are exempted from paying the registration fees or other membership dues.

2.2. Knock-out

2.2.1. The Knock-out championship shall be divided into the following categories:

Restricted Championships.

2.2.1.1. Each level of the League (Premier, Senior and Junior) may have it's own separate Knock-out championship, providing there is more than six (6) teams any such division, the entry to such championship will be limited to teams actively playing in that division. All Junior divisions may be combined to have one Knock-out champion.

2.2.1.2. The Federation reserves the right to give a title to such a Knock-out competition.

2.2.1.3. The Federation should create a grid for such a competition.

Open Championships.

2.2.2. This championship will be open to all clubs/teams from all levels and divisions, at the discretion of the Federation.

2.2.2.2. The Federation reserves the right to give a title to such a Knock-out competition.

2.2.2.3. The Federation should create a grid for such a competition.

2.3. Friendly or Representative games.

2.3.1. Teams are allowed to play friendly games, but these games shall not interfere or conflict with the matches played under the jurisdiction of the Federation.

3.0 Promotion and Regulation; Disbanding or Suspension.

The following shall apply:

3.1. Promotion and relegation.

3.1.1 The final standing of teams in the immediately preceding League competition will be the main criteria in order to promote or relegate a team between levels (Premier, Senior or Junior) and divisions. These promotions and relegations shall be automatic.

As a general rule, the team finishing first in a certain division, may be promoted to a higher division, and the team finishing last in a division may be relegated to a lower division. However, no promotion will take place if there is a team in the higher division of the said club. Relegation of a team will automatically push down the teams in the lower divisions to make room for the demoted team of the said club, if applicable.

3.1.2. In determining promotion or relegation, the Federation may consider factors other the standing of the team, such as conduct of the team or its players, team stability, number of teams of the same club in any level and/or division, ages of players in a team, performance in past seasons, and any other factors as the Federation deem necessary, all in the best interest of cricket and the Federation.

3.2. Disbanding

3.2.1. Any team defaulting three (3) consecutive games in any one season,, or a total of six (6) games in the same season, shall be considered to have disbanded. Such a disbanded team shall be forced to drop out of the League, and all matches played by that team during the season, shall be declared null and void.

3.2.2. Any disbanded team will not be registered in the Federation in the next season, unless such team provides sufficient evidence that they have adequate players to field a team.

3.2.3. No team shall concede or default a Senior division game through lack of players, and still play a Junior division game on the same day. In such an event, both teams in the Senior and Junior will forfeit their games.

3.2.4. A game shall be considered to be abandoned, if it could not be played to completion, because of factors beyond the control of either team, or the umpires, ie., bad weather, invasion of field by unwanted forces etc... All abandoned or defaulted games under these conditions must be rescheduled.

3.2.5. No match shall start with less than players declared before the toss. A match abandoned due to lack of players, shall be considered as a Walkover.

3.2.6. All defaulted games shall be subject to a penalty of one hundred (\$100.00) dollars.

3.2.7. Any points won against a team disbanding during the playing season, shall not be counted in the final standing.

3.3. Suspension of a team

3.3.1. Any team, which has not paid its dues, shall be suspended from participating in the Federation.

3.3.2. Any team or any of its players, who does not abide by the International Cricket Council (I.C.C.) Code of Conduct and the Federation's disciplinary guidelines, may have its membership suspended.

3.3.3. A suspended team will not be registered in the following season, unless the Federation lifts its suspension.

3.3.4. Any points won against any withdrawn team during the playing season shall not be counted in the final standings.

3.4. Withdrawal of a team

3.4.1. Refusal to play a scheduled League game or unilateral withdrawal of a team/ club in writing to the Federation on a permanent basis, shall be considered as having withdrawn from the Federation.

3.4.2. A team/club, which has withdrawn from the Federation, will not be readmitted, unless it satisfies the Federation that its withdrawal will not re-occur.

3.4.3. Any points won against any withdrawn team during the playing season, shall not be counted in the final standings.

4.0. Registration of a team

Competitions sponsored and/or organized under the jurisdiction of the Federation, shall be open to Full Members (as defined under the clause V111-(1) of the Constitution) only. The clubs/teams who wish to register into a League and/ or competition, shall notify the Federation within the specified time. The Federation, however, reserves the right to decide on the level of competition, in which a team or teams will be permitted to play.

The Federation may also invite/permit a Regional, National or Private club/team to play matches against member clubs, or a Provincial representative team.

5.0. Registration / Transfer of players.

5.1. Registration

A player will be deemed to have been registered with the Federation upon playing two (2) or more regular competition matches for a member club in a season. The following procedures, however, will be followed for the registration of players in the competitions organized under the jurisdiction of the Federation.

5.1.1. A team wishing to participate in the competition shall register in writing, to the Federation, the names of minimum fourteen (14) players with their names, addresses, and if they are nineteen (19) years or less, their date of birth, along with proof of age, (Birth Certificate or Medicare Card) at the time of request for entry. These named players can be substituted for others during the season.

5.1.2. No team shall be allowed to hire professional players, except at the Premier level. Professional, in this clause, is defined as those players, who at the time of hiring, are earning their living from actively playing the game of cricket.

5.1.3. No player shall be allowed to register a player who has played for any other team of the Federation, unless they first obtain a transfer certificate from the Federation.

5.1.4. Any club fielding more than one team in the League, in the same season, shall nominate a minimum number of players per team for each of their teams in the upper level/divisions. See paragraph 5.1.5. Such nominated players shall be considered “protected” and shall not be eligible, during that said season, to play in the lower level/division, League or Knock-out competitions.

5.1.5 The nomination of eight (8) players for ‘Premier’ and ‘A’ and six (6) for other senior division protected players, shall be received in writing by the Federation, no later than two (2) weeks prior to the commencement of the cricket season. The Federation must approve all nominations.

5.1.6. The Federation reserves the right to modify the nominations of protected players any time before 50% of League matches of the season of that team are played. If it is found that the protected players are not amongst the top players of that team. If the nomination of the protected players is not received before the deadline, or if the nominated players are not acceptable to the Federation, the Federation reserves the right to nominate protected players of their own, and such nomination shall be binding, unless later revised. A player, playing for a team in a Knock-out game, must have played at least two (2) games in the same or lower division in the same season, prior to the Knock-out game he intends to play.

5.2 Transfer of Player

No player shall be permitted to play in the League or Knock-out games for more than one club, unless a transfer of membership has been affected through the Federation.

5.2.1. A player having played for one club, shall not be eligible to play for another club, unless he receives a transfer from the Federation.

5.2.2. An application for transfer shall be made by the player concerned, on the Federation’s prescribed form, and shall include a release, duly signed by the President and Secretary or Treasurer, of the former club, certifying that the player is in good financial standing.

5.2.3. A transfer will be granted to the player within 10 days from the date of submission of application, and the Federation shall notify the player in writing, as well as both the clubs concerned.

5.2.4. The responsibility for determining good standing, shall lie with the Federation, and clubs are expected to extend there timely cooperation to the Federation.

5.2.5. Where a team has not paid its dues, and is disbanded or suspended, any player of such team, wishing to join a next club, should pay his share of the outstanding dues, before a transfer is granted by the Federation.

6.0.Schedule of Matches

The Federation reserves the right to prepare grids and schedule matches which shall be binding upon all clubs / teams. The following procedure shall be followed.

6.1. A schedule of League and Knock-out matches shall be prepared and sent to all participating teams by the Federation, no later than two (2) weeks before the start of the season.

6.2. All matches shall be scheduled on weekends and holidays, except on Religious, National or International days. Any exception to this rule must be agreed upon by both teams. However, once the schedule is finalized and issued, no matches shall be postponed, cancelled, relocated, or re-scheduled except under the following circumstances:

- a) Death of a team or club member on funeral day only.
- b) Where the ground is non available.
- c) When three (3) or more players of a team have been selected to represent the Province, Regional or National team.

6.3. Where a game has to be rescheduled, it must be done with the coordination of the teams concerned and the umpiring coordinator/committee. Written notices must be sent for all cancelled and rescheduled games. There will be no rescheduling for rained out games, unless the umpires wait three (3) hours, in the event the two captains do not mutually agree.

7.0 Ground Preparation – The following guidelines must be followed.

7.1 The home team/club is responsible for the proper upkeep of their ground and wicket, and ensure that they conform to the Federation's standards. The umpires shall inspect the ground and wicket for final acceptance, if found to be unacceptable, it shall be reported by the umpire(s) to the Federation Administration, who shall in turn notify the offending club(s), giving a specified deadline by which the rectifications should be completed.

7.2. All home teams must confirm to the following prior to the start of the game.

- a) Clearly mark the return and popping creases on the wicket.
- b) Ensure the semi-circle on both sides of the bowling creases is clearly marked, as well as the straight lines to join the two semi circles.
- c) All boundaries must be properly flagged.
- d) A scoreboard, located where it is visible from any area on the playing field.
- e) All grounds must have waterproof covers, large enough to cover the wicket as well as the area surrounding the wicket, in case of rain.
- f) For all games played on matting, it shall not be less than fifty eight (58) feet long.

The game shall not start unless all of the above is deemed acceptable by the Umpire(s). Furthermore, any delays in the start of the game, shall be counted towards the offending team, who shall be penalized under the rule of "Late Start"

7.3. No player shall use shoes that have metal spikes, studs, or any other objects, which may cause damage to the matting or Pitch. Failing to comply with these by laws, the offending player(s) will be fined \$50.00, and may be sent off the field of play.

8.0 Scorebook and Match Report

8.1. It is mandatory that the official match report must be faxed or mailed to the Federation's Statistician by the umpire and the captains of both teams, no later than the Thursday following the completion of the game. The following guidelines **MUST** be followed.

8.2. Teams must use a scorebook to record the scores and statistics of all games. The Federation must recommend the format and contents of such scorebooks, to ensure that complete and pertinent information is maintained for statistical purposes.

8.3. Teams must close their score sheets after the completion of each inning and umpires must check and sign the scorebooks of both teams before leaving the ground.

8.4. Both teams must complete a four part official match report, (supplied by the Federation), after the completion of their innings. These reports must be checked for completion by the umpires and thereafter signed, and the copies distributed to both captains and umpires before both teams leave the ground. If the report is not completed by the teams, the umpire(s) must send a complaint to the Federation, who shall take disciplinary action against the defaulting team.

8.5. The official match report **MUST** be faxed or mailed to the Federation's statistician, by both teams, no later than the Thursday following the game. Any team failing to comply with this rule, will be fined \$10.00 for each default.

8.6. For statistical purposes, only scores from regular league games will be considered. Scores from Cup or Representative games will not be included.

9.0. Umpiring

The Federation's Umpiring Association will be responsible for the training and certification of all umpires, as well as their assignments to all games played under the jurisdiction of the Federation.

9.1. It is the responsibility of each club/team to ensure that its members honor their umpiring assignments. Clubs failing to supply umpires to their assigned games, will result in a \$100.00 fine for each offence, this fine must be paid on or before the Friday prior to the offending club/team next schedule game. Individual umpires will also be subject to a \$100.00 fine for not honoring their umpiring assignments.

9.2. The Umpiring Association must appoint an umpiring coordinator per division, his responsibility will be to assist in assigning two (2) umpires per game and ensure that all clubs and individuals honor their umpiring assignments. No umpire shall be assigned to a game in which his club/team is participating.

9.3. All umpires shall reach the ground thirty (30) minutes prior to the schedule start of the game. If an umpire is late by more than fifteen (15) minutes after the game is started, he will only be allowed to umpire the game, if both captains agree.

10.0. Annual Membership Fees

10.1. The Federation will charge an annual membership fee to each participating team based on the number of players registered for that said team in league games. This fee will be determined, at the Spring General Meeting held in March of each year.

10.2. The annual membership fees shall be determined each year, for each level of competition: (a) Premier, 9b) Senior, (c) Junior.

10.3. The annual membership fee shall be paid in two (2) installments

10.3.1 An interim payment based on twelve (12 players) per team entered in the Federation shall become due on June 15th of each year, regardless of whether or not billed by The Federation's Treasurer before that date.

10.3.2 A final or remaining balance payment, based on the Federation's invoice becomes due and payable by September 30th, contingent on a billing by the Treasurer no later than September 15th.

10.3.3. The penalty for non-compliance of 10.3.1 or 10.3.2 aforesaid shall be:

a) A fine of fifteen (\$15.00) dollars.

b) A letter will be sent by the Treasurer of the Federation, demanding the payment, as well as the fine, and also advising the club, that if payment is not received within fourteen (14) days from the date of the letter, the club will be suspended from competition.

10.3.4. If the final or remaining payment is not received by the Federation by September 30:th., a fine of fifteen (\$15.00) dollars per month, or part thereof, will be added to the outstanding amount, until such time as all arrears are paid.

10.3.5. An club which has not paid its dues in full, shall not be eligible to any membership privileges, including its voting rights at any of the Federation's General Meetings. The Treasurer will inform the defaulting clubs, of their membership suspension in writing, at least two weeks prior to the general meeting.

10.3.6. In order for a club to regain its membership privileges it must pay all outstanding dues before the meeting is officially called to order. If the payment is made by cheque, it must be dated seven (7) days prior to the meeting date. Payment by Certified Cheque, Bank Draft, or Cash, will be accepted prior to the meeting being officially called to order.

10.3.7. Any member club in default of paying fees and penalties for a continuous period of six months from the due date, shall be deemed to have resigned and their membership shall be cancelled.

10.3.8 All clubs, teams and their members are expected to fully participate in all fund raising activities, including all social functions sponsored by the Federation.

11.0 Trophies and Prizes

The Federation will make arrangements to award trophies/shields, including perpetual trophies/shields to the winners and or runners-up of the various competitions. The perpetual trophies and or shields shall be the property of the Federation, clubs and or teams who receive such awards, shall be held responsible for their proper custody, and shall be liable for any damages or losses sustained while in their possession. All [perpetual trophies and shields must be returned to the Federation, no later than August 15:th. of each year.

12.0 Protest and Complaints

All matters of dispute, protest, or complaint, whether regarding players, umpires, or any other matter, shall be sent to the Federation's Secretary in writing, on the prescribed form, duly signed by the President or Secretary of the club, team or member lodging the complaint. The Federation's Disciplinary Committee must take action on such a dispute, protest or complaint, and the parties involved must be advised in writing. The Disciplinary Committee decision shall be binding.

13.0 Discipline

13.1. All clubs, teams, and their players are expected to maintain the highest level of discipline during all games organized under the jurisdiction of the Federation. In case of disregard or disrespect to this rule, the following penalties shall apply:

13.2. Any player who willfully disregards the decision of the umpires or who creates or participates in any disturbance on the field of play, shall have his conduct reported to the Executive/Disciplinary Committee within three (3) days. Such report shall be made by the Secretary of the club or by the concerned umpires and shall be accompanied by a full statement of the charge. The Executive/Disciplinary Committee shall deal with such lodged complaint by no later than the next scheduled meeting of the Executive/Disciplinary Committee, unless otherwise covered by the Constitution.

13.3. Any team or club whose members, playing or not, willfully disrupts the game, leading to it not being played to completion, shall automatically lose the game, and shall be subject to other penalties imposed by the Executive/Disciplinary Committee.

13.4. Physical abuse of an umpire, on or off the field, by a person, playing or not, but registered or associated or related to a person registered with the Federation shall carry a suspension of a minimum of one (1) year from all Federation activities, and a maximum of life suspension, in addition to other penalties imposed by the Executive /Discipline Committee. Physical abuse is defined as offensively striking (choking, shoving, etc.) or offensively attempting to strike with the intent to cause injury.

13.5. Verbal abuse of an umpire, on or off the field, by a person, playing or not, but registered or associated or related to a person registered with the Federation, shall carry a minimum suspension of three games and a maximum of eight games, in addition to other penalties imposed by the Executive/Disciplinary Committee. Verbal abuse includes (but is not limited to) threats, offensive language, ridiculing etc., directed towards the umpire.

13.6. Refusal to comply with the umpire's decision shall carry a minimum suspension of one game and a maximum suspension of two games, in addition to other penalties imposed by the Executive/Disciplinary Committee. Refusal includes (but is not limited to) a batsman refusing/hesitating to leave the batting crease after being given out by the umpire or a fieldsman or bowler refusing/hesitating to obey umpire's instructions.

13.7. Physical abuse of one player to another will carry a minimum penalty of eight (8) games suspension from all Federation activities, in addition to other penalties imposed by the Executive/Disciplinary Committee.

13.8. Any QCF player, member, associate or related to a registered player, who willfully disrupts the game, leading to significant loss of time, shall be subject to a minimum suspension of three games and a maximum of eight games, in addition to other penalties imposed by the Executive Committee. If this disruption prevents the completion of the game the suspension shall be for a minimum of eight (8) games to a maximum one (1) full season, in addition to other penalties imposed by the Executive Committee.

The above suspensions are additive and may not be served concurrently.

13.9. Disputes

All disputes between clubs, teams, members, players, umpires, or any other matter not covered definitely by these By-Laws, shall be referred to the Executive Committee, through the Secretary of the Federation; its decision shall be binding all according to the pertinent articles of the Constitution.

13.10. Disqualification

Any club refusing to comply with these Rules and By-Laws, shall be liable to disqualification by the Executive Committee, subject to the limitations set out in the Constitution. The extent of such a decision by the Executive Committee may include the cancellation of points or suspension from competition, or cancellation of membership.

14.0 RULES OF PLAY (LEAGUE COMPETITION)

The following Rules shall apply to all matches played under the jurisdiction of the Federation.

14.1. General Playing Rules

14.1.1 All matches shall be played under the current Laws of the Marylebone Cricket Club (M.C.C.) and the Rules approved by the International Cricket Council (I.C.C.)

14.1.2 Local Rules, wherever required, must be defined by the Federation, and approved by the General Membership. Where the Laws and Rules of the M.C.C. and or the I.C.C. are in conflict with the Local Rules, the Local Rules shall have precedent.

14.1.3. Each team shall provide it's own new ball, which shall be the one recommended by the Federation. (Platypus or Kookaburra) two (2) or four (4) piece.

14.1.4. An over shall consist of six (6) balls, and the bowling must be done from both sides of the wicket.

14.1.5. The time the first ball is bowled shall be entered in the scorebooks, in order to calculate regulation time of the inning or penalty.

14.1.6 Each team must provide the names of eleven (11) players, plus a 12:th man, in writing, on the form provided by the Federation, to the umpire before the "Toss"

14.1.7. Umpires must examine the ground and the wicket condition before the start of the game. In case of a major deficiency, the game will be cancelled and a written report must be submitted to the Federation who should immediately instruct the home team to correct the ground and the wicket condition before the next game.

15.0. Selection of Provincial Representative Player(s) or Team

15.1. .All selections, Seniors or Juniors of a team or players to represent the Federation in Provincial, National and International games, shall be done through a process of conducting trials and consulting other details such as behavior, fitness, potential, past performance etc...

15.2. If trials are organized, it will be the responsibility of a club or team to fully cooperate and send their deserving players to such net trials or trial games. Players willfully not abiding by the directives of the Federation shall be subject to disciplinary actions.

16.0. Playing Rules - League

16.1. Duration

16.1.1. All matches in the Premier and Senior divisions shall consist of one innings per side, and each inning will be limited to 50 overs.

16.1.2. Each side is expected to complete the bowling of their allotted overs within the time allocated to them. The hours of play are specified in clause 17.2.

16.1.3. In the match where play is suspended during the innings of the team batting first, the calculation of the total number of overs to be bowled by each team shall be determined by deducting one over per side for each eight (8) minutes or part thereof of playing time lost. This will therefore determine the new finishing time for the team batting first.

(Example: eighty (80) minutes are lost due to rain. The game is therefore reduced to forty (40) overs per team. The normal break between innings should have been 4:00pm. The new break between the innings will now be 4:40p.m. In the event that forty (40) overs have not been completed by 4:40 p.m. then Rule 17.1.5. shall apply.
)

16.1.4 If play is suspended during the innings of the team batting second, the calculation of the number of overs to be bowled by the scheduled close of play will be determined by deducting one (1) over for every four (4) or part thereof of playing time lost.

16.1.5 In the event of the team fielding first failing to complete their overs in the allotted time, they will continue to bowl until the maximum numbers of overs have been completed. However, at their turn at bat, they will only be entitled to receive the number of overs, which had been bowled in the allotted time. The over in progress at the scheduled cessation shall count as a completed over.

16.1.6. Note: The run rate of the team batting first will be calculated by dividing the total runs scored by the number of overs bowled at the scheduled finishing time of that team's inning.

(Example: At 4:00p.m. the fielding has completed 48 overs, the batting team has scored 200 runs, at the conclusion of 50 overs, the batting team has accumulated 240 runs. Therefore the run rate is equal to 240 divided by 48, which is 5.00 runs per over.

16.1.7. If, at the scheduled close of play, the allotted number of overs has not been completed by the team bowling second, play will continue past the scheduled closing time, until either the allotted number of overs have been completed, or the umpires determine that playing conditions are unsuitable to continue. The winning team will be determined by the faster run rate.

16.1.8. The team batting second shall not bat for a greater number of overs than the team batting first, unless the team batting first was all out before completion of the overs in its innings.

16.1.9. In a match where the start is delayed or play was suspended during the innings of the team batting first, the minimum number of overs to be played by the team batting first, shall be twenty (20)overs, unless the side is all out in less than twenty (20) overs.

16.1.10. In a match where due to adverse weather conditions affecting the pitch, the ground or light, the start of play is delayed, or play is suspended during the match, and it is not possible to recommence the match or obtain a result, the match umpires shall declare the match to be abandoned with "No Result". This match may be rescheduled.

16.1.11 The captain of the batting side shall not declare his innings closed at any time during the course of the match.

16.2. Hours of play

16.2.1. The hours of play will be as follows:

a) Premier and Senior Level

- Team batting first: - 12:00 p.m. to 3:30 p.m. (210 minutes)
- Lunch Break: - 3:30 p.m. to 3:50 p.m. (20 minutes)
- Team batting second: - 3:50 p.m. to 7:20 p.m. (210 minutes)

b) Junior Level

- Team batting first: - 12:00 p.m. to 2:50 p.m. (170 minutes)
- Lunch Break: - 2:50 p.m. to 3:10 p.m. (20 minutes)
- Team batting second: - 3:10 p.m. to 6:00 p.m. (170 minutes)

16.2.2. Each side is expected to complete the bowling of their allotted overs as follows:

- a) Premier and Senior:** - allotted fifty (50) overs within 3 hours and 30 minutes.
- b) Junior:** - allotted 40 overs within 2 hours and 50 minutes.

Note: All the above timings are inclusive of two water breaks (maximum five (5) minutes each)

16.2.3. If the innings of the team batting first ends more than thirty (30) minutes prior to the scheduled lunch interval, a ten (10) minute break shall be taken, and the team batting second will commence it's innings. Lunch will be taken at the scheduled time.

16.2.4. If the innings of the team batting first ends within thirty (30) minutes of the scheduled lunch interval, lunch shall be taken immediately.

16.2.5. If no play is possible before 2:30 p.m., lunch shall be taken immediately for a duration of twenty (20) minutes. When the first innings is completed, an interval of ten (10) minutes shall be taken between innings.

16.2.6. Each team will arrange to provide it's own lunch and tea.

16.3. Penalties and Late Starts

16.3.1. The names of the twelve (12) players, with the 12:th. man being clearly identified as such, shall be given to the umpires in writing by both teams, on the form provided by the Federation, prior to the toss. The coin shall be tossed fifteen (15) minutes before the starting time of the game. Failing to comply, the defaulting team shall automatically lose the toss.

16.3.2. The captain winning the toss, shall notify the opposing team of his decision, to bat or field, within five (5) minutes after the toss. Failing to comply, he shall lose his right of choice.

16.3.3. When a late start is caused, other than weather being a factor, the defaulting team shall be penalized one (1) over for every four (4) minutes or part thereof, until the actual start of the game.

16.4. Authorities of the umpires

16.4.1. The following limitations shall apply for all games starting on time, when there is no reduction in overs.

Premier 50 overs - No bowler shall bowl more than ten (10) overs

Junior 40 overs - No bowler shall bowl more than eight (8) overs.

This allowance shall not be reduced, even though the total number of overs bowled may subsequently be restricted due to inclement weather.

16.4.2. In a game where the start of play is delayed due to adverse weather conditions, and the innings of both teams are restricted from the start, to less than the scheduled overs, no bowler may bowl more than one fifth (1/5) of the total overs agreed upon. When the total overs is not equally divisible by five (5), an additional over shall be allowed to the minimum per bowler.

Example: In a game restricted to thirty (33) overs, three (3) bowlers may bowl a maximum of seven (7) overs, but no other bowler shall bowl more than six (6) overs.

16.4.3. In the event that a bowler is unable to complete an over for any reason, another bowler will bowl the remaining balls. Such part of an over will count as a full over, only in so far as each bowler's limit is concerned.

16.5. Fielder leaving the field of play

A fielder who suffers an injury caused by an external blow (as opposed to an internal injury, such as a pulled muscle) and who has to leave the field for medical attention, shall be permitted to bowl immediately on his return to the field, irrespective of the length of time for which he has been absent.

16.6. Wide Ball - Judging a Wide Ball

16.6.1. Umpires are instructed to apply very strict and consistent interpretation in regard to this law. The following criteria should be adopted as a guide to umpires, in order to prevent negative bowling wide of the wicket.

16.6.2. If a ball passes to the offside of the wicket, sufficiently wide as to make it impossible for the striker to hit, playing a normal cricket stroke, both from where he is standing, and from where he should normally be standing in the crease, the umpire shall call and signal "Wide ball". If a ball passes the batsman on his legside, provided he does not move towards his offside of guard position, the umpire shall call and signal "Wide Ball".

Please note: This provision does not apply if the striker makes contact with the ball.

16.7. Law 42.8 Bowling if Fast Short Pitched Balls

In addition to Law 42.8. the following shall apply: If the ball passes, or would have passed, above shoulder height of the striker, standing upright at the crease, the umpire at the bowlers end, shall call and Signal "No Ball".

16.8. Law 42.9 Bowling of Fast Full Pitched Balls

A fast full pitched ball is defined as a ball that passes, or would have passed, on the full, above waist height of a batsman standing upright at the crease. Should a bowler bowl a fast full pitch ball, the umpire shall call and signal 'No Ball', and follow the disciplinary procedure as set forth under Law 42.8.

16.9 Restrictions on the placement of Fielders.

At the instant of delivery, there shall not be more than five (5) fielders on the leg side, in the event of an infringement to this rule, the square leg umpire shall call and signal "No Ball"

16.9.1. Two semi-circles shall be drawn on the field of play; these semi-circles should have the middle stump at either end of the pitch as their center. The radius of each semi-circle shall be thirty (30) yards, (27.5 metres). The ends of each semi-circle are to be joined to each other, by a straight line drawn on the field, on the same side of the pitch

16.9.2. The field restriction area should be marked by a continuously painted white line or "white plastic or rubber discs" at five (5) yards (4.5 metres) intervals. Metal discs should not be used.

16.9.3. For the first fifteen (15) overs, only two (2) fielders are permitted outside the fielding restriction markings, at the instant of a delivery. For the remaining overs, a minimum of four (4) fielders, in addition to the wicketkeeper and the bowler, must be inside the field restriction marking, at the time of delivery.

16.9.4. Where play is delayed or interrupted, affecting the innings of the team batting first, and the total number of overs are reduced, the number of overs relative to the field restrictions, shall be reduced proportionally by multiplying the total number of overs by thirty (30%) percent, fractions are to be ignored.

16.9.5. If the innings of the team batting second is delayed or interrupted for the first time, the same factor shall apply. Once done, there will be no further changes if further interruptions should occur.

The following is a guide to the total overs / fielding restrictions

<u>Total Overs</u>	<u>Fielding Restrictions</u>
50	7
47 – 49	8
44 – 46	9
40 – 43	10
37 – 39	11
34 – 36	12
30 – 33	13
27 – 29	14
25 – 26	15

In the event of an infringement, the Square-leg umpire shall and signal "No Ball"

16.10. The Ball

16.10.1. The Federation must approve the Brand Name of all balls to be used for all League competitions.

16.10.2. The two (2) balls approved for all League competitions are:

- a) Kookaburra - 2 or 4 piece

- b) Platypus - 2 or 4 piece

16.11. Covering of the Pitch

All clubs are expected to have a piece of moveable canvas, which should be large enough to cover the pitch and its surrounding area. In the event of rain during a match, the pitch and as much as the surrounding area, including the bowlers run-ups should be covered.

Wherever possible the pitch should be covered overnight, prior to the day of a match

16.12 Game Results and Points

16.12.1. Win – The team with the higher score shall be declared the winner.

Six (6) points will be awarded for each win.

16.12.2 Tie – In the event of a tie, the method of determining a winner shall be as follows:

- a) The team losing the fewer number of wickets. If still tied,
- b) The team with the faster scoring rate. If still tied,
- c) The team with the highest score after twenty five (25) overs. If still tied,
- d) The team with the highest score after twenty (20) overs. If still tied,
- e) The team with the highest score after ten (10) overs.

Three points will be awarded for each tie.

16.13. A reduced over game

If a game is played under reduced over format, due to inclement weather or otherwise, the winner shall be,

- a) The team with the faster scoring rate. If still tied,
- b) The team losing the fewer wickets in the first twenty (20) overs

16.14. No Result

In the event the side batting second does not have the opportunity of batting for at least twenty (20) overs, the game will be declared “No Result”.

16.15. Definition of scoring rates

The higher scoring rate is determined by dividing the total number of runs scored by each team, divided by the total number of overs received by each team, However, this will not be applicable when the situation as described in article 17.1.5. occurs. In this situation, the total number of overs received, shall be replaced by the total number of overs bowled by the defaulting team, within the allotted time. Also, when the team batting first, is bowled out in less than the allotted number of overs, the calculations will be made as though they had received the maximum of overs allowed.

17.0. Knock Out Competition

17.1 In addition to By Law 5.1. (Registration of players), which is applicable under this rule, no player shall be eligible to play in the Knock-out competition, unless he is registered with the Federation

17.2. No player having played in a knock-out competition game in one division, shall be eligible to play in a Junior division, unless he has played more games in the Junior division

- 17.3.** No player having played in a knock-out competition game for one club, shall be eligible to play for another club in the knock –out competition, regardless of the division or level.

17.4. Preliminary Rounds

- 17.4.1.** The preliminary rounds of the Knock-out competition for all three (3) levels, Premier, Senior and Junior, shall be played according to the rules as those of the Premier division.

- 17.4.2.** All preliminary rounds including semi-finals shall consist of one inning per side, and each inning shall be limited to fifty (50) overs. No bowler shall bowl more than ten (10) overs.

- 17.4.3.** The hours of play shall be as follows:

Team batting first: - 12:00 p.m. to 3:30 p.m. (210 minutes)

Lunch Break: - 3:30 p.m. to 3:50 p.m. (20 minutes)

Team batting second: - 3:50 p.m. to 7:20 p.m. (210 minutes)

- 17.4.4** In the event a game is delayed, or play is suspended before the completion of both innings, the same guidelines as those in the Premier level League games will apply.

17.5. Knock-Out Finals

- 17.5.1.** The Knock-out Finals shall be played on the Labour Day weekend (3 days), and the hours of play each day shall be as follows:

12.00 noon to 3.00p.m. inclusive of two (2) water breaks max. five (5) minutes each.

3.00 p.m. to 3.30 p.m. Lunch

3.30 p.m. to 6.30 p.m. inclusive of two (2) water breaks max. five (5) minutes each.

- 17.5.2.** The names of the twelve (12) players, with the 12:th. man being clearly identified as such, shall be given to the umpires in writing, on the Federation's prescribed form, prior to the toss. The coin shall be tossed at 11:45 a.m., thereafter the losing captain shall be notified of his decision by 11:50 a.m.

Penalty: Failure to comply with 18.5.2. above, and for late starts, where the weather was not a factor, the team responsible for late starts shall be penalized one (1) over for every (4) minutes or part thereof until the commencement of the game. This penalty will apply for late starts on every day of the three (3) day game.

- 17.5.2.** The final matches shall consist of two (2) innings per side and each inning shall be limited to sixty (60) overs per side. No bowler shall be allowed to bowl more than ten (10) overs per inning.

- 17.5.3.** Each team shall be required to bowl their allotted sixty (60) overs per inning, within the maximum allowed time of four (4) hours and ten(10) minutes, (250 minutes), inclusive of two (2) water breaks of maximum five (5) minutes each. The umpire shall notify the captain of each team on the scheduled cessation time before the start of each innings along with other rules as provided here.

- 17.5.4.** In the event of the team fielding first failing to complete their overs in the allotted time, they will continue to bowl until the maximum allotted overs are bowled. However, in the fielding team turn at bat, they will only be entitled to receive the number of overs

that they had been bowled in the allotted time. The over in progress at the scheduled cessation time shall count as a completed over before the penalty begins.

17.5.5. Delays and suspensions

In a final match, where the start of the game is delayed due to continuous bad weather, and only three (3) hours, and thirty (30) minutes are left on the last day before closing time, the game shall be reduced to one (1) inning of twenty five (25) overs per team. Each team will be expected to complete the bowling of their twenty five (25) overs, in one (1) hour and forty five (45) minutes, inclusive of one (1) water break of a maximum five (5) minutes, failing which the penalty rule shall apply.

17.5.6. In case the time left is less than three (3) hours and thirty (30) minutes, the game shall be called off and shall be recorded as a “No Result”. Both teams will share the winning trophy.

17.5.7. In a final game, where the start of the game is delayed due to inclement weather conditions, and the playing time is greater than that specified in Clause 18.5.6. above, the umpires shall determine the number of overs which can be bowled by dividing the time available from the agreed starting time until closing time on the final day, by four (4) minutes.

Example: Rain stopped play on day one.

Calculation: Total time of play available till scheduled closing time on final day, (excluding lunch but including water breaks)

Day one:	3:30 p.m. to 6:30 p.m.	3 hours or 180 minutes
Day two:	12:00 a.m. to 6:30 p.m .	3 hours or 360 minutes
Day three:	12:00 a.m. to 6:30 p.m	3 hours or 360 minutes
Total:		15 hours or 900 minutes
Total time:		900 minutes
Less: water breaks 9 x 5		45 minutes
Actual time available to play		855 minutes
Number of overs:		$855 / 4 = 214$ overs.

The umpire will start the 1:st. innings of the final which requires only 120 overs. Upon the completion of the 1:st. innings, the umpire will evaluate the time based on the same formula and then decide how many overs may be bowled by each team.

- 17.5.8.** In a final game where play is suspended after the start of the game due to inclement weather conditions, the umpire shall reschedule or keep rescheduling, as the case maybe, the finishing time for the interrupted fielding side based on the rules defined in clauses 18.5.4 and 18.5.5. above.

However, after the completion of the first innings of both teams, if the remaining time is less than three (3) hours, and ten (10) minutes, the game shall be called off, and the result shall be decided on the 1:st. innings.

- 17.5.9.** In a final game where play is suspended due to inclement weather conditions, and the remaining time after the completion of the 1:st. innings is greater than three (3) hours and ten (10) minutes, the umpire will determine the number of overs which can be bowled based on four (4) minutes per over, and then allocate the overs and the finishing time for both teams. All other rules shall be the same, including penalties and determination of the winner.

17.6. The Result

- 17.6.1. A Win** (Based on two (2) completed innings)

Whenever both teams have completed their two (2) innings, without any reduction in overs, the team with the highest combined scores shall be declared the winner.

- 17.6.2.** Whenever both teams have completed their two (2) innings, without any reduction in overs, and the scores are tied, the method of determining the winner shall be as follows,

- a) The team loosing the fewer number of wickets,
- b) If both teams have lost the same number of wickets, the team with the overall higher scoring rate. (Runs divided by overs)
- c) If the result cannot be determined by either (a) or (b), the trophy shall be shared by both teams.

- 17.6.3. Two innings not completed based on allotted overs**

Whenever the two innings of both teams are not completed based on the allotted overs, and the allotted overs of both teams for one or both innings are reduced due to inclement weather conditions or otherwise, the team with the overall higher run rate shall be declared the winner.

If the overall run rate is the same, the side loosing the fewer number of wickets (based on completed inning(s) combined.

If they are still tied, both teams shall share the trophy.

18.0. Open Championships:

These championships shall be decided by the Federation from time to time and their title(s) be given by the Federation.

The rules of play for such championship(s) shall be decided and applied separately.

19.0. Friendly and Representative games;

The rules for friendly and or representative games shall be decided between the two (2) playing teams before the start of the game.

20.0. Players code of conduct;

20.1. Penalties

All penalties rendered by the Federation must be fully respected/

20.2. Only white clothing, and white shoes is permitted during all Federation sponsored games, unless overruled by National or International ruling. No advertising is permitted unless authorized by the Federation.

20.3. Umpires Gown:

All umpires are required to wear an official white gown during all Federation sponsored games.

20.4. Talking on the Field:

Teammates are permitted to talk to each other on the field, but not while the bowler is in his run-up.

20.5. Drinking:

No consumption of beer or alcoholic beverages is allowed while the game is in progress. Drinking is allowed, after the game on those grounds where it is legally allowed.

20.6. Penalty:

Upon receipt of a letter of complaint, any player, team or club, who willfully disregard the above guidelines, shall be subject to first, a verbal warning, and thereafter any disciplinary action as deemed necessary by the Federation.

