

LOGO GOES HERE

CPLKC By LAWS

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1. Introduction

The By-Laws document deal with the Cricket Premier League of Kansas City (CPLKC here after) cricket competition and related programs, and is part of the CPLKC Constitution. The By-laws can be amended/modified by the CPLKC organizing committee, with an approval from CPLKC board as and when the situation demands, without having to amend the constitution. Hence the by-laws document is maintained separately.

2. About

CPLKC was founded by long time cricket enthusiastic members of KC Metro community. CPLKC is an independent non-profit organization (under the state of Kansas Law). It is founded on the principles of promoting the sport of Cricket, help local social causes etc. CPLKC works with local city/state government through its various network on procuring/contracting/leasing Cricket grounds around Kanas City Metro and conducts tournaments every year.

CPLKC is not a federated association of teams. Teams that are part of the CPLKC are considered league participants and DO NOT control, alter the modus operandi of CPLKC in anyway. Teams that participate in the league SHALL NOT engage in voting process either verbally or through any media in an attempt to control CPLKC operating principles. Violation of such acts will result in suspension or ejection from the league.

3. Rules

This document acts as Rules and guidelines for the league. All rules here should be strictly adhered by participating teams. For rules, which are not defined here, the organizing committee in consultation with the board has the right to define them.

4. Tournaments and Competitions

The following competitions shall be arranged by CPLKC every year.

- CPLKC Spring League
- CPLKC Summer League

CPLKC Board may arrange more seasonal league when situation permits.

5. Communications

CPLKC BY LAWS

- Any formal communication, suggestion, complaint, etc. with CPLKC organizing committee members and CPLKC Board members are through the following emails only.
CPLKC Board : cplkc01@gmail.com
CPLKC Organizing Committee : cplkcorganizingcommittee@googlegroups.com
- Although CPLKC organizers create, manage a WhatsApp group, this is considered an information exchange place for organizers to quickly inform teams anything related to the league activities and vice versa by the team captains.
- Each team is allowed to have Max 2 team representatives, one should be designated by each team to communicate and other is a backup in case the primary rep is not available in same timezone or busy. We don't encourage multiple team rep's participating in same discussion and board reserves right to eject team rep's for violating communication policy.
- Organizers are not obligated to respond to a question in WhatsApp groups, unless that question falls in the following category.
Ground condition, Umpiring assignment, Game related items balls, tapes, Directions to ground.

6. Divisions

Teams participating in the CPLKC leagues are placed in appropriate divisions based on the following guidelines.

Organizers reserve the right modify the format based on number of teams available, however intent is to keep this format and enhance it more moving forward

- During the establishment of first divisional league, in Sprint 2017, three divisions are established, called A, B and C.
- Top 9 teams from the prior are placed in A division, followed by next top 9 teams are placed in B division, and the remaining teams + new teams are placed in division C.
- For promotion/relegation in the future league, see appropriate law.

7. General Regulations

The stipulations of this article apply generally to all divisions and all forms of competitions except where they are explicitly overridden by the organizing committee for specific events. the Laws of Cricket (2000 Code 4th Edition - 2010) and the playing conditions in the ICC Playing handbook 2010-2011 shall apply in all cricket played under the auspices of the CPLKC. For

anything that is not explicitly or implicitly covered in these regulations, the Organizing committee and/or CPLKC Board shall be final and binding.

8. Registration

A Bona-Fide member having appeared in at least one CPLKC administered match for a Team, shall be deemed to register that team at the beginning of seasonal leagues. Organizing committee and/or board members will normally advertise about the new league, registration deadline via multiple outlets, say, CPLKC website, CPLKC managed WhatsApp group, CPLKC Facebook page, Email distributions, word of mouth etc. New teams may approach the league to register, but admittance of such teams to participate in the league will be based on various criteria and is not guaranteed. Organizers reserve the right to accept or reject the registration request based on teams past behavior.

9. Player Eligibility

- a. Any person, without regard to race, color, language, nationality, country of origin can become part of the league, if that person is in agreement with the objectives of CPLKC, willing to abide by the code and conduct.
- b. Once registered, a player shall be limited to play only for one team throughout that tournament/league/series, unless Law 7 is applied.
- c. Each team is responsible to register their players in the league software as directed by the organizing committee. A non-registered player shall never be able to participate in any game that is conducted by the league. Violations of this may be reported by other teams/players and may result in elimination of such team.

10. Changing Teams/Transfer

A person having once appeared and duly registered for a team shall be considered part of that team through-out the tournament. However, in a circumstance that a player registered, but has never played for a team in that specific tournament, can ask to be relieved by that team to join a different team. If required he can reach out to the organizers to help him get relieved by a team that has not played him in the tournament.

Violation:

If a player is found to appear in the playing 11 of two more teams in the same tournament, he will be banned immediately for the rest of the tournament and future participation of the player is subjected to approval by the CPLKC League Management.

11. Dress Code

Teams are encouraged to design, pick a themed uniform for their team. However it is not mandatory that teams need to wear uniform, unless otherwise specifically instructed by the organizing committee for any particular tournament or series.

12. Match Reporting

CPLKC has approved cricket scoring app that is outlined by the Match Reporting document.

13. Ranking

The respective position of a team in the previous tournament shall determine its rank in the current tournament and will continue same way for future tournaments. The only exceptions would be a different form of short tournament if arranged by the league, that league classifies as a tournament that does not follow rankings.

14. Promotion/Relegation

- a. One Team will be winner of the Division & other team will be the top team of the Division. If winner & division top team are same then second finalist goes to higher division.
- b. The bottom two teams of the higher division shall be relegated to the lower division
- c. Re-ranking shall occur once a set of promotions/relegations have been completed.
- d. Teams that are promoted to a higher division shall occupy the bottom positions while teams that are relegated to a lower division shall occupy the top positions.
- e. Should a vacancy occur in any division, for any reason, the promotion shall be based on reranking i.e. the picking order shall start with the top ranked team in the lower division
- f. Teams appearing first time in the league will be placed in the bottom position of the lowest division in the order of registration.

- g. A Team is considered new if it has a different name, though it consists same players.

15. Umpiring Duty/Responsibility

- a. Every team needs to take umpiring responsibility VERY seriously and is required to send umpire(s) for their umpiring duty.
- b. No team will be assigned to umpire in the same division.
- c. Swapping umpiring duty between/among teams is strictly prohibited. This is to avoid manipulation by any team and to eliminate unwanted controversies that organizers had to deal with in prior tournaments. Also, while scheduling games, organizers try to avoid assigning umpires from the same division; this may be compromised if swapping is allowed.
- d. If swapping of umpiring is required and such opportunity exists without compromising rule 12(b), organizers need to be engaged to facilitate that. Failing to get organizers approval will result in \$40 fine, or points deduction or both depending on situation of the league/standings.
- e. Two persons sharing 1 person's umpiring duty is not allowed.
- f. If teams make any alternate arrangements for umpiring, they need to notify the organizers and the affected team captains/ vice captains 24 hours before the game.
- g. If any team makes alternate arrangements for umpiring, it's their responsibility to make sure the umpire shows-up. If there is no show by the umpire, the originally scheduled team will be penalized. This is to discourage any kind of manipulation by the team that misses umpiring.
- h. Teams will be charged \$40 for every missed umpiring duty. In addition, there is a monetary fine of \$50 for the second offense and \$100 for every repeat offense. Team is required to pay the fine within 3 days of the offense; otherwise, they will have to forfeit their next game. Teams will not be allowed to continue further in the tournament until they pay the fine. In addition to this, repeat offenders can be placed in lower division in the future tournaments, irrespective of their final stand in the current tournament. This penalty may impact the team ranking and might be carried over to the next tournament too.
- i. Teams might also get suspended for 1 or more tournaments for repeated missing of their umpiring duty.
- j. Teams should ensure that the umpire sent for the umpiring duty has the proper knowledge of ICC and CPLKC rules and can control the match.

- k. If the umpire does not meet the above requirement, the umpiring team will be fined \$40/-. This will be decided by the organizing committee based on the feedback provided from both the playing captains.

16. Match Rules

- a. All players play at their own RISK
- b. Byes are allowed
- c. No LBW's and No Leg Byes, Ball will be considered dead after it hits batsman's leg. No Stumping, Run out or over throws are not allowed.
- d. POWERPLAY for the first 5 overs. For the first 5 overs, there need to be a minimum of 5 fielders apart from bowler & keeper) inside the 30 yard circle. At any point of the match a minimum of 3 fielders other than Bowler & keeper should be fielded inside the circle
- e. Every overstepping NO BALL will have a FREEHIT and full toss above the hip considered NO Ball will have a FREEHIT.
- f. Change of INNINGS time is 10mins within a match
- g. Player can go out of the field & come back. If the Player is absent from field longer than 2 overs the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of overs
- h. Three bowler will be allowed to bowl a maximum of 4 overs and Two others will be allowed 3 overs in the game
- i. Bouncers over the head of the batsman facing the delivery will be immediately called as WIDE ball, if that delivery is played by the batsman by the bat, then the umpires will call it as NO BALL for height.
- j. Byes are applicable to the tournament.
- k. At any time of any changes of scheduled and any correction for rules and regulations full rights to organizers. • If the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, Umpire can call /signal 'No Ball'. The penalty shall be one run for the no ball, plus any run(s) scored on that delivery. Note: Please note that we do not subscribe to the one bouncer per over ICC rule.
- l. Full Toss ball above the waist height is considered a no ball.
- m. No last batsmen batting.
- n. Transfer of players between teams is not allowed
- o. The teams will be notified of the schedule in advance.
- p. Players who play in the Semifinal and Final should have played at least 2 matches for the team in the Group level.
- q. If opponent team is objecting your team member bowling action, umpire have authorized to take action and stop the bowler bowl further. Incase first match the team is not objected and 2nd match if some other team objecting still umpire can take his decision and captains cant refer the previous game history. Bowling action and laws are as defined by ICC

- r. League officials reserve the right to amend the rules that can be applicable to future, past and current matches. However such circumstance are rare, for the benefit of the organization, league management reserves the right to analyze and implement and rule surrounding non documented scenarios. League's decision on undocumented scenarios can supersede and override umpire made decisions/errors that may have affected the outcome of the game.
- s. Teams threaten to leave the tournament, indulging in indecent acts of fighting/personal attacks/verbal war with an organizer in messaging forums, emails, phone calls for any reason will not be tolerated. Such teams can be expelled immediately from the league with no refund of tournament fees.
- t. Tie games have super over as per ICC T20 format rules
- u. For games which are impacted by weather (Rain/Bad light etc), DL will be applied if more than half the overs are completed. Use <https://www.easycalculation.com/sports/duckworth-lewis-calculator.php> (If this website is not working, submit the scores to organizers who will apply the DL method and inform the result)
- v. Mankad rule is applicable for Run outs
- w. Run outs can be decided by umpires judgement, if bails are not available during the game

17. Match Timing, Punctuality, Penalty for being Late

- a. Match Timings are published in the schedule for each tournament.
- b. Teams should report to the ground at-least 30 minutes before the start. They should have balls taped and ready to start the game
- c. Umpires should report to the ground at-least 15 minutes before the start
- d. Teams should have the ground ready to play 10 mins before play (this includes things like checking cones/flags, having stumps at both ends etc)
- e. The first ball of the match should be bowled at match start timing.
- f. Every team is required to start the game on-time and complete the game before the stipulated 'end time' published in the schedule.
- g. Teams are required to leave the ground at or before the stipulated end time irrespective of the situation of the game. No exceptions are permitted. Umpire(s) are requested to strictly enforce this during each and every game.
- h. Each team is required to bowl their quota of 18 overs in 100 minutes or less;
- i. Either captains or designated members should be present for the toss before the start time.
- j. Coin toss will be completed off the field, and both teams will be fully prepared to take the field immediately
- k. A team should have at least 8 players to start the game.

- i. Teams have to play games on day and time as per schedule. No rescheduling is allowed. Any game played outside schedule will be considered practice game.

1. Penalty for taking the field late: If the team takes the field:

- i. Between 1 and 15 minutes of scheduled start time: Deduct 2 overs
- ii. After 15 minutes from Scheduled start time: Deduct 5 overs
- iii. After 30 minutes of scheduled start time, give a grace period of 15 more minutes for the other team to show-up. If they don't, after 45 minutes from scheduled start time, the waiting team will get a walk-over and get full points.
- iv. When the team is penalized with certain number of overs, these overs are considered played by that team without scoring any runs. This is to ensure that the net run rate is negatively impacted for the penalized team irrespective of whether they bat first or second.
- v. If the penalized team bats first, they will only play 18 minus the deducted overs. However, the score sheet will be uploaded as if the team played 18 overs.
- vi. If the penalized team bats second, they will have to reach the target within 18 minus the deducted overs. Irrespective of whether they win or lose, the deducted overs will be added to the total number of overs they faced. If the team gets all-out while chasing, the number of overs they faced will be entered as 18.
- vii. If one of the teams is not ready to take the field, the waiting captain shall inform the umpire about the other team being late and request him to penalize the opposing team. The umpire should implement the rule as strictly as possible. The umpire should make sure that 1 team is ready and the other team is not ready to take the field and accordingly penalize the team being late. The decision would be taken by the umpire(s) present after considering the situations. Once the umpire(s) have taken a decision, the team captains should make sure that they follow it gracefully. If a captain thinks that the umpire is not implementing the rule properly, the captain should immediately consult the organizing committee and request the committee to discuss the scenario with the umpire.
- viii. Any side not ready to take the field will forfeit the match, or must take the field with 'player(s) short as long as they have at least 8 players on the ground. Any deliberate delay in the start of a game will result in the guilty team being penalized overs or, ultimately, disqualification from the competition. In this case the other team will get full points.
- ix. If both teams are short of players and are not ready to start at the scheduled start time, umpires should deduct applicable number of overs per above rule to both the teams. This is needed to ensure games are completed on-time. Please note that in this case, both

- teams net run rate will take a hit as it will be considered as full quota overs game even though they play lesser # of overs.
- x. If both the teams arrive 45 minutes late from the scheduled time without informing the umpire(s), the umpire(s) are not obligated to stay for the match. The teams will have to continue the match using their players as the umpire(s) with a reduced number of overs in order to complete the game before the stipulated end time.
 - xi. If any or both the umpires do not show-up on-time, team captains are expected to start the game with their own umpires. Please DO NOT CALL the organizers during this situation. The main aim is to play the match. It is highly impossible for the organizers to run around and provide backup umpiring. Team captains and the umpire are required to communicate the absence or late arrival of umpire(s) to the organizers via email after the game.
2. Each team is allowed to take one strategic time-out, not exceeding 5 minutes during the game, after half of the overs are completed in an innings.
- (1) Teams are not allowed to leave the ground during the time-out.
 - (2) Unless summoned by umpire, a player sitting outside or anyone including the captain, must not enter the field and consulting with batsman or fielder at any point during the game. If a batsman or fielder needs anything (equipment change, water etc.) the item needs to be handed over to the leg-umpire at the end of the over and the umpires will in-turn pass it on to the player.
 - (3) The teams could face fine and/or point deduction if they fail to communicate to the umpiring teams/opponent team and the umpires/opponent team end up coming on the ground for a match that has been called off, delayed or forfeited.
 - (4) Teams completing a game are expected to exit the field in an orderly and efficient manner

18. Abandonments/Cancellation

- i) A game is considered abandoned if it could not be played to completion because of factors beyond the control of either team or the umpires, e.g. bad weather, etc.
- ii) Cancellations, Abandonment and Washout due to ground condition shall be declared on the ground only, based on both captains assessment of the ground condition. If the captains have a difference of opinion on whether it is playable condition or not, umpires have the exclusive responsibility and jurisdiction to decide, unless communicated and agreed upon by the organizing committee (e.g. due to overnight rain). Team captains with difference of opinion between them, do not have a say after umpire stepped in and

- decided to play or abandon the game. If a team has contradicting opinion on the ground condition and want to abandon the game, irrespective of umpire's decision, umpires shall award the game to the team that follows umpires' decision.
- iii) Organizers/Board have a right cancel the games if National weather service has issues a warning which might be considered as safety risk. Captains are also responsible to share any weather alert so players safety is ensured.
 - iv) Matches will be played on the scheduled dates. CPLKC has 2 rain weekend set aside to reschedule the rain affected games.
 - v) Organizing committee shall reschedule the rained matches in the buffer weekends in order of which they were canceled. A team wont be asked or allowed to play more than 2 games over two reserve weekends and points will be split for all impacted games.
 - vi) If the games cannot be played on the buffer weekend, (for weather related or extreme ground conditions as decided by the umpire and/or management) the games will be cancelled and points will be shared by the teams.
 - vii) Organizing committee has the final say in any rules that are not defined and will do so without any bias and with best interest of the game and league.

19. Complaints

- a. All protests, complaints or objections made by any side participating in these competitions, must be made in writing to the Organizing committee within three days from the date of the match. No other form of complaints will be considered, other than those made properly in writing, and endorsed by the team captain.
- b. Umpires will officiate the game impartially and in accordance with the Laws of Cricket and these regulations. They are advised to carry a copy or reference to an electronic copy of the playing conditions and by-laws to each game. Any problems encountered during a game must be reported to the organizing committee, in writing, within three days from the date of the match.
- c. The decision of the CPLKC Organizing Committee on all matters affecting the competition, whether included in these rules or not, will be final and binding upon all concerned

20. Trophies and Awards

The following trophies shall be awarded for each tournament.

- A Winners Trophy for each division
- Runners Up Trophy for each division
- Individual Winners medals for Players
- Individual Runners Up medals for Players
- Best Batsman Award for each division
- Best Bowler Award for each division
- Best Wicket Keeper Award for each division

21. Forfeiture

Forfeitures are a matter of extreme importance and signify a failure, by the Team, to honor their commitment to other member Teams, demonstrated when entering teams in CPLKC administered competitions. Should a team forfeit a CPLKC scheduled fixture, it shall immediately submit to the Organizing Committee, a written narrative which shall, at least, be comprised of the cause, the magnitude and the proposed rectification of the situation. Should a Team forfeit a second time during one calendar year, irrespective of the competitions, divisions and teams, it may be suspended from further participation, from that point onwards

22. Behavior, Ethics and Penalties

- a. Everyone should adhere to general civilized conduct on the field. Let the teams and players shall be informed that, every act that happens in CPLKC administered games falls under the jurisdiction of the city/town police department.
- b. Team captains or representatives who are in the CPLKC organized WhatsApp group are prohibited from conducting any polls. Violators will be immediately removed from the group.
- c. Team captains or representatives who are in the CPLKC organized WhatsApp group are prohibited from complaining about another team, organizer, and board. Such complains should be directed to appropriate email ids in Section 4, and Section 17. Violators will be immediately removed from the group.
- d. As far as the cricketing code of conduct is concerned, the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship.
- e. We encourage the participating teams to play in line with the laws and spirit of the game. Sledging is strictly prohibited. But the difference between encouraging one's own teammate and sledging can sometimes get unclear. Under such circumstances, the

umpire will have the say in deciding what a tolerable limit is. If the umpire(s) find things exceeding the limit, they might recommend expulsion of player(s), captains or disqualification of the team. The final decision will lie with the organizers.

- f. Umpires decisions are final and binding during the game. Arguing or intimidating the umpire is NOT ACCEPTABLE and could lead to severe disciplinary actions against players as well as teams including, but, not limited to suspension and penalty (both monetary, suspension and points deduction)
- g. If any team delays the game after umpires decision to argue, umpires should give them a warning, if team still doesn't restart the game immediately, game shall be awarded to other team. Umpires can notify organizers via email about the incident and report the offenders.
- h. If a team is violating the rules during the course of the game, Umpires can warn them and later have right to award the game to opposition. Umpires decision will be final and league wont entertain any appeals on this matter.
- i. There is absolutely no physical or verbal (direct or implied) attack by a player(s) against:
 - A) The umpire
 - B) Other cricketers
 - C) The stumps, ball or other cricket gear
 - D) Spectators. Guilty players will be ejected by the umpires and may get suspended for 1 or more games. No substitutes will be allowed for the ejected player. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. The teams that engage in such unruly behavior will be penalized with deduction of full points and the teams' future matches may be suspended. The organizing committee's decision on such matters will be final and binding on all teams.

Any Physical altercations will be immediately reported to the local authority of law and order.

23. CPLKC Code of Conduct and Sprit of Cricket

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

1. The use of offensive language - generally as a disparaging remark to an opposing player or toward an Umpire, or even as an expression of frustration or self-

admonishment. This includes racial vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, color or national or ethnic origin).

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

RESPONSIBILITIES

- (a) The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
- (b) Players and Team Officials shall not at any time engage in conduct unbecoming to a player or team official that could bring the game into disrepute.
- (c) Players and Team Officials must at all times accept the Umpire's decision. Players must not show dissent at the umpire's decision.
- (d) Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or spectator.
- (e) Players and Team Officials shall not use crude or abusive language nor make any offensive gestures, nor appeal excessively nor sledge. Sledging is the practice whereby players seek to gain an advantage by insulting or verbally intimidating the opposing batsman. The purpose is to try to weaken the opponent's concentration, thereby causing them to make mistakes or to underperform. Alternatively put, the aim is to distract the batsman into making a fatal mistake

and being dismissed. Sledging thus tries to "break the flow" of the batsman's game. It can be effective because the batsman stands within hearing range of the bowler and certain close fielders; and vice-versa. Sledging may be direct or feature in conversations, among fielders, designed to be overheard.

- (f) Players and Team Officials shall not make any public pronouncement or comment that is detrimental to the game in question.
- (g) Teams must take adequate steps to ensure the good behavior of their members and supporters toward players and umpires.

APPLICATION AND INTERPRETATION OF CODE

This Code shall apply to:

- (h) Players, Team Officials, League Officials and is applicable to all CPLKC sponsored games.
- (i) All players, Team members, league officials while they are participants or spectators at CPLKC sponsored games.

JURISDICTION

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

BACKGROUND PRINCIPLES

General All players registering for play in the CPLKC acknowledge that they have read and accepted the Code of Conduct. Umpires The Umpires are the sole judges of fair & unfair play and can intervene without appeal. The Umpires may intervene at any time; it is the responsibility of the Captains to take action when required. The Umpires are authorized to intervene in the cases of: Wasting time, damaging the pitch, Intimidatory bowling, tampering with the ball or any other action that they consider to be unfair. Umpires are encouraged to report what they deem inappropriate, to CPLKCMgmt@gmail.com. Umpires must report all incidents involving misbehavior of any kind. The CPLKC shall extend it utmost support to all umpires, at all times. The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws. In the event of any Player failing to comply with the instructions of the Umpire, criticizing his decision by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the Player's Captain requesting the latter to take action. Captains must comply with the umpires' directives.

The Spirit of Cricket

The Spirit of Cricket involves respect for: Your opponents, your own Captain, the role of the umpires, the game's traditional values. It is against the Spirit of the Game to:

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

Violence

There is no place for any act of violence on the field of play. Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this. Actions In the event of a player failing to comply with the instructions of an umpire or criticizing his decisions, the umpires should in the first place give the player a verbal warning and request the assistance of the captain to remedy the situation. If this proves ineffective, the Umpire shall report the matter to the executive body. Should the nature, the gravity or the seriousness of the alleged incident be not adequately or clearly covered by this document, the charges may be laid under the following categories:

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

TEAM OFFENSES

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

24. WhatsApp Usage

- No provocation will be allowed
- No offensive language will be allowed
- No Voting allowed
- No personal messages or messages accusing teams, umpires or organizers
- No schedule updates allowed

If you have a complaint, then submit it via an email to the org committee and if we do not reply in 24 to 48 hours, then you may complain to the Board.

If any of these instances occurs, then Org Committee will have the right to remove the team rep from the group and if any further foul mouthing happens, then we will suspend you for the entire tournament and provocation can result in monetary fine or points deduction depending on organizing committee's discretion.

25. Organizing Committee, CPLKC Board