



CALGARY & DISTRICT
CRICKET LEAGUE
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T20 FORMAT – OPERATING & PLAYING RULES

ARTICLE 1 – CLUBS & TEAMS

- a. One or more teams may form a club, and share the same name. These club structures will have no impact on, or be affected by, any of the Operating Rules of the C&DCL;
- b. Any two good standing clubs can merge according to C&DCL's prerequisites and documents required & signed by all presiding presidents of clubs that merge together;
- c. Transfer of teams shall be allowed within existing clubs that has been in existence for at least 2 seasons. There will be a \$250 transfer fees, payable to C&DCL by the club receiving the new team.

ARTICLE 2 – TEAM REGISTRATION

- a. Applications from teams wanting to play in the League must be received by the League Secretary by February 15th of each year. This application must include a duly completed C&DCL team registration form with a team list of at least 12 players, and a contact name, phone number and email address;
- b. In addition to the requirements in Article 2 (a), each team must pay an initial deposit of \$500 in the form of an electronic bank transfer, bank draft or money order payable to Calgary & District Cricket League;
- c. Once a team/club is accepted into the league by the Board of Directors at C&DCL Semi-Annual General Meeting, the initial deposit of \$500 shall be applied against their annual league dues;
- d. If a team or club is not accepted in C&DCL, the \$500 initial deposit shall be refunded to applying team or club within 15 days of the SAGM;
- e. Game balls for the upcoming season shall be provided to the clubs upon receipt of membership dues;
- f. Any club, which duly registers a team in the League, and subsequently withdraws that team from the League post the 7 days prior to SAGM deadline, will forfeit all of the dues already paid for that team.

ARTICLE 3 – PAYMENT OF FEES AND FINES

- a. All dues must be paid as per C&DCL bylaws;
- b. C&DCL will provide online transfer & account deposit information to the clubs to make online/bank deposit fee payments;
- c. All monetary fines applied to a player, team or a club must be paid within 14 days from the date of the notice of the fine is communicated to the offending party. If a payment for a fine is not received within the 14 days, the next scheduled match of any format and all future matches the offending party participates in shall be considered as forfeit(s) for their team.

ARTICLE 4 - LEAGUE STRUCTURE

- a. Calgary & District Cricket League shall operate multiple division based on number of teams registering at the start of the season by team registration deadline date specified in this document.
- b. The league shall maintain a league structure of 10 teams per division. The league's structure may be adjusted on an annual basis by a simple majority vote at a league's Board of Director's meeting (SGM, SAGM or AGM).
- c. All new teams/clubs registering with C&DCL in T20 overs format shall be entered in the lowest division
- d. C&DCL may add newer division as needed to accommodate new team/club applicants or add more teams to the lowest existing division. Such decision to add new teams/clubs/or divisions shall be made by a simple majority vote at a league's Board of Director's meeting (SGM, SAGM or AGM)

ARTICLE 5 – PROMOTION/RELEGATION

- a. Both the finalist of each Division playoffs shall be promoted to a division higher up.
- b. The two (2) bottom ranked team at the end of the season in each division shall be relegated to a division lower down.
- c. There is no promotion from Elite Division and no relegation from the lowest division.
- d. In case of a situation where a spot at a higher division opens up or a team that qualifies for a promotion refuses to move to a higher division, the next higher ranked team in the regular season standing shall be promoted to the division higher up;

ARTICLE 6 – PLAYOFFS

- a. All divisions shall have four team playoffs. Top two ranked team in points table at the end of the regular season shall play the first semi-final. Winner of the first semi-final shall advance to the final. The loser of the first semi-final shall get another opportunity in a second semi-final. The third and fourth placed teams shall play eliminator match. Winner of the eliminator match shall advance to the second semi-final to play against the loser of the first semi-final.

The winner of the second semi-final shall then advance to play the final against the winner of the first semi-final.

- b. In case of rain or any other unforeseen circumstance beyond the control of the league for which playoffs cannot be held, the top ranked team in the division affected shall be declared as winners of the championship title for the division.
- c. In case of rain or any other unforeseen circumstance beyond the control of the league for which an eliminator or semi-final playoffs cannot be held, the team ranked higher in the regular season standing shall advance to the next playoff match.
- d. There shall be one reserve day for the final match of each division.
- e. In case of two or more teams ending with the same points per game at the end of the regular season, the team with a higher net run rate shall be ranked higher to help determine playoff spots.
- f. Players are only eligible to play in playoffs for the team they are registered with and must have played a minimum of three games during the season in order to be eligible to play in the playoffs; Forfeit(s) or rainout game (s) shall not count towards the minimum requirement of 3 games played for playoff eligibility.
- g. If a playoff game occurs between a junior team, and a team in which any junior team member is also registered, the junior player can only play for the junior team.

ARTICLE 7 – TYPE OF BALL

- a. All clubs/teams in every division of the league must play with approved balls supplied by the league.
- b. Unless a special resolution to change the type of balls used in the league is approved by the Board of Directors in a SGM, SAGM or AGM, the following type of balls shall be used in all division:
 - i) 4 piece white 156 grams Kookaburra Senator

ARTICLE 8 – LENGTH OF INNINGS, INTERVALS AND HOURS OF PLAY

- a. Each T20 over innings shall be completed by 1 hours and 25 minutes (total 85 minutes) inclusive of drink intervals.
- b. The innings break for a T20 over match shall be for 10 minutes;
- c. In case of slow over-rates, from the first ball of each over bowled after the cut-off time, the umpires shall award 6 runs penalty per over to the batting side. The penalty runs shall be applied immediately at the start of the over. The umpire must ensure to make the fielding team's captain and the scorer aware of the penalty runs applied.
- d. While calculating overrate, Umpires will take into consideration the time lost during an innings, due to treatment for an injured player, a player leaving the field for serious injury,

time wasting by batting side and all other circumstances that are beyond the control of the fielding side.

- e. T20 matches scheduled during the weekends shall have the following start time
 - i) First match of the day – 9:00 am Start
 - ii) Second match of the day – 1:00 pm Start
 - iii) Third match of the day – 5:00 pm Start
- f. T20 matches scheduled during the weekdays shall have a start time of 6 pm.
- g. All parties involved in the match, including both the captains and the umpires, at all times will push to maintain the flow of the match to ensure both innings finish within allocated time.
- h. For any time wasting observed by the umpires at the match, the umpires will penalize the offending team with penalties prescribed by MCC Law 41.9 and 41.10. (Reference: <https://www.lords.org/mcc/the-laws-of-cricket/unfair-play>)
- i. Under no circumstances the time allotted for one game will encroach upon the scheduled start time of the next match of the day scheduled at the same ground. All matches have a hard stop of 15 minutes prior to the scheduled start of the next match for the day at the same ground. (Example: If the second match of the day is scheduled to start at 1 pm, then the first match must finish by 12:45 pm) and players and umpires from the first match must vacate the pitch immediately. If a match is not complete by the time for the hard stop, the result of the game will be determined by Duckworth Lewis (DL) method.

ARTICLE 9 – PRE-MATCH REGULATIONS

- a. Duration –
 - i) The match will consist of one (1) innings per side, and each innings will be limited to twenty (20) six-ball overs.
 - ii) A minimum of five (5) overs per team shall constitute a match (unless either side is dismissed in less than five (5) overs, or the side batting second wins the match in less than five (5) overs.
 - iii) A team shall not be permitted to declare its innings closed.
- b. Nomination of players –
 - i) Each Captain shall provide their list of 11 nominated players and any substitute fielders to the umpires, opposition captain and scorer of the first innings. The scorer of the first innings will select the players on the scoring app and confirm accuracy of player names and profiles with the two captains. Once both the captains are satisfied with the eligibility of all the players nominated for the match, the toss may proceed.
 - ii) All 11 players must be registered with the Calgary & District Cricket League as being members of their club. The captains must ensure that the correct player profiles are selected on the scoring app by the scorer at the start of the match.
 - iii) If a nominated player does not have his/her C&DCL player's profile approved in C&DCL website and scoring app, the player will not be allowed to participate in the match.
- c. Player Identification –

- i) All players must be ready to present an acceptable photo identification to the umpires at C&DCL matches when requested.
 - ii) Acceptable form of photo ID includes valid Canadian Drivers license, valid Provincial Identification Card, valid Passport or an Alberta Health Card presented along with Student Photo ID from an educational institute.
 - iii) Any playing member refusing to produce an acceptable form of Photo ID shall be barred from taking the field.
- d. The Toss –
- i) The toss must be done on the field of play and in the presence of one or both the umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.
 - ii) A team must have a minimum of 7 players dressed in cricket attire in the presence of the umpire immediately prior to the toss.
 - iii) In case a team fails to present a minimum of 7 players dressed in cricket attire during toss or minimum 15 minutes prior to the scheduled start, the toss shall automatically be awarded to the opposition team.
 - iv) If both the teams are ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the Calgary & District Cricket League of this fact, who may take further action against both the clubs.

ARTICLE 10 – PLAYER REGISTRATION & ELIGIBILITY

- a. A player can only register into C&DCL after completing and submitting an Electronic Player Registration Form via C&DCL website and submitting the player registration waiver form;
- b. All players must update their online player profiles with an identification photograph;
- c. All players eligible to play on a weekend must have their completed Electronic Player registration form submitted via C&DCL website by Tuesday 11:59 pm preceding the match (prior to midnight); All players eligible to play on a weekday must have their completed Electronic Player registration form submitted via C&DCL website by Sunday 11:59 pm preceding the match (prior to midnight);
- d. On a weekly basis, the C&DCL Registrar will update the teams on the C&DCL website throughout the season;
- e. Only registered players shall be allowed to play a match for a team;
- f. All players including substitute fielders who participate in a T20 match must be registered for the team they represent on the field.
- g. Only U-19 floaters are allowed to float for other teams of the same club that they are registered with. A team can play a maximum of two floaters in a game. There are no floaters including age group floaters or guest players allowed in the T20 format.
- h. If a player is registered for a club in T20 format and player's club does not have a team registered in 35/50 overs, the player can register with another club to play 35/50 overs format.
- i. A player cannot change his registration to another team of the same club once the T20 season commences. Exceptions shall be made for players who choose to transfer to another Club

- j. If a player is found in playing eleven that has not signed or submitted the Electronic Player Registration Form prior to the Tuesday cut-off time noted above; then that game shall be awarded to the opposing team despite the result of the game. However, if both the playing teams are found to be playing a player that is not registered; then that game shall be treated as a loss for both the teams.
- k. All rules in regards to player transfer, release letters and players not in good financial standing are described in the C&DCL 35-overs format operating and playing rules (separate document).

ARTICLE 11 – AGE GROUP TEAMS AND FEMALE PLAYERS

- a. The League shall provide financial and coaching assistance, to the best of its ability, for age group teams such as Stallions (U-19) and Colts (U-17)
- b. The C&DCL reserve the right to enter League-sponsored junior teams such as Stallions and Colts. Players registered in these teams may also register with teams of other member Club's of C&DCL
- c. These players are required to play for their League-sponsored junior team in the event of a scheduling clash between the junior team and their other registered member Club team.
- d. During a scheduling clash, if a junior player makes himself unavailable for the league-sponsored junior team and is then found to be playing for their registered member Club team, the Club that the junior player is registered with shall be fined \$100 and the player shall be banned for the following two matches of his Club registered team.
- e. C&DCL Stallions shall play in T20 Division 3.
- f. C&DCL Colts shall play in T20 Division 4.
- g. The C&DCL Executive reserves the right to allow players to transfer between C&DCL Stallions and C&DCL Colts without any penalty, provided that the intention of any transfer is to increase opportunity for a player(s).
- h. C&DCL Stallions and C&DCL Colts are not subject to promotion and relegation as described in Article 5, however they shall compete in playoffs if the team qualifies.
- i. In case of a situation where a C&DCL Stallions or C&DCL Colts team qualifies for a promotion, the next higher ranked team in the regular season standing shall be promoted to a division higher up;
- j. In case of a situation where a C&DCL Stallions or C&DCL Colts team qualifies for a relegation, the next higher ranked team in the regular season standing shall be relegated to a division lower down;
- k. As of August 31st of the current season, Colts players must be 17 or under, Stallions players 19 or under;
- l. A Colts/Stallions team coach appointed by the C&DCL Executive may play for Colts/Stallions, in addition to their registered team; The stats for the coach shall not be counted for any C&DCL awards/trophies criteria.
- m. C&DCL Stallions member under the age of 17 may float for C&DCL Colts.

- n. Except for the team that they are registered with, female players can float and play an unlimited number of matches for any team. A team can play a maximum of two female floaters in a match.
- o. Only U-19 floaters are allowed to float for other teams of the same club that they are registered with including playing in the playoffs. A team can play a maximum of two U-19 floaters in a game.
- p. There are no guest players allowed in the T20 format.

ARTICLE 12 – UMPIRING

- a. For each match on the playing schedule, the League will assign a team to send one umpire to officiate in all Divisions. The team assigned to umpire must not be from the same club as the teams playing. The square led umpire shall be provided by the batting team.
- b. Wherever possible, teams should first seek to use umpires that have achieved certification.
- c. The schedule of umpiring assignments will be finalized and published along with the schedule of all Division matches.
- d. Teams that fail to provide an umpire when scheduled (including umpire more than 30 minutes late) will be subject to the following penalties:
 - i) First Offense - \$200 fine and 2-points deduction from Points Total
 - ii) Second Offense - \$400 fine, 4-points deduction from Points Total and a one game ban for team captain
 - iii) Third Offense - \$600 fine and team will be suspended for the remainder of the season. League fees will not be refunded and all matches played and unplayed will be voided for standings purposes. Individual statistics will count.
- e. The umpire's decision is final. However, a team may report what it considers to be unsatisfactory performance by an umpire assigned by the league to the Executives. The Executives shall only be responsible for explaining and deciding on matters of interpretation.
- f. When requested by the league, teams must provide the information of the umpires who have officiate matches on their behalf. Umpiring payments will not be issued without the submission of information of umpires when requested.
- g. An umpire who leaves the field of play before the end of the match shall not be paid unless it is an emergency or if he has been cleared by a member of the Executive and a suitable substitute is found.
- h. The umpires shall assess the situation in case of a late start and penalize the team(s) responsible, accordingly.
- i. The umpires must file a written report on incidents in a match that adversely affect the Spirit of the Game by the following Wednesday.
- j. Umpires for matches with coloured uniforms must wear a plain coloured shirt or coat and dark coloured trousers.
- k. Umpires shall not smoke or talk on a cellular phone on the field of play. Offenders will be only paid 50% of the daily fees

- l. Any playoff match, or other match that shall ultimately decide League champions, shall be presided over only by two (2) senior, neutral, experienced and the best qualified umpires as appointed by the Executive.
- m. Unless otherwise stipulated in this document, while officiating league matches, all umpires shall apply rules and playing conditions of ICC men’s T20 international playing conditions which can be found on ICC’s official website.

ARTICLE 13 – UMPIRING RATES AND PAYMENTS

- a. Umpires shall be remunerated at following rates:

All Divisions (T20 Format)
No Certification - \$40.00
Level 1 Certified - \$50.00
Level 2 Certified - \$60.00
Level 3 Certified - \$70.00

- b. C&DCL will reimburse umpiring payments via cheques mailed to umpires directly.
- c. Each Club must ensure to update the umpiring information sheet provided to them by the league executive no later than 7 days from when the umpiring information sheet is circulated.
- d. Umpires must provide proof of Certificate of Umpiring level from Cricket Canada/ or ICC affiliate umpiring organization to the league executives to claim remuneration at a higher rate than that of no certification. If an umpire fails to provide proof of certification, the umpire shall be remunerated at the lowest rate.
- e. In a rain-affected match, the umpires shall be paid the full rate if the umpires show up to the ground. In circumstances where a match is called off as abandoned without a ball being bowled and the teams and umpires have not showed up to the ground, the umpires shall not be paid in those circumstances.

ARTICLE 14 – WEARING OF APPAREL

- a. No metal additions to the heels and soles of footwear will be tolerated. Rubber/plastic cricket “soft spikes” or crepe soles are recommended. If, in the opinion of the umpire, any player is damaging a mat, he shall be ordered to leave the field and must remove his footwear and replace them with suitable ones. Depending on the extent of the damage caused to the mats by a player using metal spikes, the C&DCL shall have the right to fine the offending player to an amount up to \$3,000.00.
- b. All matches in all divisions will be played with white balls and colored clothing. All teams in these divisions will be responsible for supplying their own colored uniforms.
- c. All teams/clubs must have their design and colours of their uniforms approved by the league executives prior to April 1st of an upcoming season.

- d. Teams are responsible for providing their own colored pads, including wicket keeping pads. The batting and wicket-keeping pads must be of the primary or secondary color of the team uniform.
- e. The C&DCL logo MUST appear on the right chest of all colored jerseys and the team logo shall appear on the left chest of the jersey. The C&DCL is required to provide the image file to all clubs to put on the jerseys. Teams are free to depict either their team name or sponsor's name across the middle of the jersey. If a team choose to depict the name of a sponsor across the middle of the jersey then the name of the team shall depict anywhere at the back of the Jersey.
- f. It will be the responsibility of each team to supply extra uniforms for floaters or additional players.
- g. Player numbering is NOT mandatory.
- h. Players participating in matches may only wear their league-approved uniform in each match. In the event that a team has more than one approved uniform, all players must be wearing the same uniform.
- i. If a player is not in full uniform that his/her team uses; that player shall not be allowed to play the game. In case of five players not wearing the proper uniform; that particular game shall be Awarded to the opposing team without playing a ball as a minimum requirement to have a game is seven players
- j. Bowlers cannot use white tape on their hands unless an injury has been suffered during a match.
- k. Bowlers cannot wear ring/rings on his/their bowling hand.
- l. During cold conditions, the umpires shall make a call whether to permit players to wear sweaters/hoodies that are not part of the team uniforms

ARTICLE 15 – FORFEITS, ABANDONED MATCHES & CALL-OFF/CUT OFF TIME

- a. A team shall be fined \$250 for the first match it forfeits in a season.
- b. A team shall be fined \$500 for a second offense of forfeiting a match in a season.
- c. A team that commits a third offense of forfeiting a match in a season, shall be fined \$1000 and suspended for the remainder of the season, disbarred from the following season. League fees will not be refunded and all matches played and not played will be voided for standings purposes. Individual statistics will count.
- d. In case of rain or wet conditions on a match day, everybody must show up to the ground unless both captains and umpires agree to call of the game as abandoned via a conference call and confirmation of the agreement is captured via text messages (example – via whatsapp group)
- e. In case of matches interrupted by rain, weather or light conditions, if one party is in disagreement to call off a game early, the umpires shall wait until 1 hour from the scheduled start time of the next match of the day or in case of the match affected being the last game of

the day, until 7:30 pm on weekends and 8:10 pm on to make a decision to call off a match. The umpires shall do so to provide for an opportunity to have a match of a minimum of 5 overs a side to determine a result.

- f. In case of cold weather conditions, if the current temperature on a match day is reported to be 5 degrees or lower at the scheduled or rescheduled start time, the game shall be called abandoned. The current temperature shall be confirmed by the umpires and both captains using the online weather reporting tool/application - the Weather Network.
- g. Umpires shall have the final call in determining the safety & suitability of playing conditions.
- h. On a match that is interrupted or delayed for any reason, if a team fails to take field at a resumption of an innings determined by the umpires, their opposition shall be awarded the match and the match shall be considered as a forfeit for the team failing to take the field.

ARTICLE 16 – SCHEDULE

- a. The schedule for the season for all Divisions shall be released on later than 2 weeks or 14 days prior to the start of the season.
- b. There shall be no changes in the schedule made during the season, unless an error was made by the executives.
- c. Any changes to the schedule due to an error, must be communicated to all parties affected, a minimum of two weeks in advance.
- d. In a case of extraordinary circumstances where a Cricket Canada or Provincial Cricket event is rescheduled from the original schedule provided to the league executives by either the National or Provincial cricket governing body, the C&DCL league executives shall be able to reschedule Division 1 matches to accommodate the change. A minimum of 14 days notice shall be provided to all Clubs for such a change in schedule.
- e. Any games abandoned due to rain or snow or other unforeseen circumstances shall not be rescheduled.
- f. There shall be no Division 1 T20 matches scheduled during any senior intercity matches or Provincial tournaments.

ARTICLE 17 – REPORTING OF MATCH RESULTS

- a. Upon completion of each match, the umpire(s) and captains must ensure all the match statistics records on the scoring app are accurate. For any errors found, that cannot be rectified on the scoring app by the scorer, it is the responsibility of the captains to report the error to the league's registrar within the next day. The captain reporting the error must ensure the opposition team and the umpires are copied in the email to the registrar requesting assistance in correcting the error. All emails sent in regards to fixing errors on scorecards must include details of the fixture including date, division, name of opponents and the team assigned the umpiring duties in the body of the email.
- b. Captains and Umpire (s) must ensure to verify registered players at the ground prior to toss.

- c. If a team is found to have falsified any statistics, at the minimum, they shall lose 2 points and a pay fine of \$100. The league executives shall forward the report of the offense to the disciplinary committee who in turn may apply further penalties on the team, captain or players concerned.

ARTICLE 18 – STANDINGS

- a. Teams shall be allocated 4 points for a win and 0 point for a loss.
- b. In case of a tie during a regular season game, teams will be allocated 2 points each.
- c. In case of a tie in a playoff match, a super over must be played to determine the result of the match.
- d. The sum of a team’s points earned in wins, minus any points related penalties applied shall represent a team’s Total Points.
- e. The Total Points shall be divided by the number of completed matches, to calculate Points per Game (PPG). Matches abandoned due to rain or wet conditions before the start of play, or after the start of play without a result being achieved, will not count in this calculation.
- f. Teams shall be ranked according to their Points per Game (PPG)
- g. Where two or more teams are equal at the end of the regular season, the team with a higher net run rate be ranked higher.
- h. The league executives must communicate the final standing of the season a minimum of 4 (four) days prior to scheduled playoffs.

ARTICLE 19 – PROTEST OF A MATCH RESULT AND COMPLAINTS

- a. Any protest about a match result must be submitted to the League Secretary for consideration by the League Executives no later than the following Wednesday by 11:59 PM for weekend matches and Sunday by 11:59 PM for weekday matches.
- b. Complaint resolution will require statements from all three parties, the complainant (club filing the complaint), the respondent (club complaint filed against), and neutral (club within the match that was not involved in the complaint) and it is mandatory for all three to abide by the guidelines below.
- c. League Secretary will be responsible for leading the complaint committee unless there is a conflict of interest, being responsible for forming a committee of three executives for each complaint submitted to the league. Secretary must ensure that no conflict of interest lies within the committee and parties involved in the complaint.
- d. The lead executive assigned to the complaint shall be responsible for sending emails to all parties involved requesting statements regarding the complaint, no later than 48 hours after the complaint has been submitted, within this email, they shall be provided the three executives assigned to handle the complaint. The email should also outline the complainant, the respondent, and neutral parties along with all relevant information.

- e. Parties involved will have the right to object with valid reasoning to executives in the three-person committee being replaced. The decision to replace the executives on the committee shall be finalized by the president of the league taking into account the reasoning provided. In case of a conflict of interest between the league president and the complaint, then this decision is for Vice President 1. In the case that an executive is replaced in the committee then the committee may take longer to finalize the decision past the deadline for resolution outlines below.
- f. The procedure and timeline to deal with a protest shall be:
 - i) Executives shall request a full match report from the involved parties (complainant, the respondent, neutral, and witnesses present at the match).
 - ii) The involved parties shall have the right to request a video conference hearing that will be for 30 minutes set between 6:00 -9:00 pm on a weekday, the timing of this will be set by the committee handling the complaint and there will be no adjustments made. The approval of holding a virtual hearing lies at the discretion of the committee formed to handle the complaint.
 - iii) The complainant club must reference the by-law or the operating rule that was in violation when submitting the complaint if the by-law is not referenced then the complaint will be invalid.
 - iv) The committee must only address the complaint in relation to the by-law or operating rule referenced and not any other occurrences in the match.
 - v) The complaint must be submitted by the league's allocated email address for full-member clubs. For associate clubs, the president of the club shall submit the statements.
 - vi) The respondent and neutral party shall provide statements from their league-allocated email address for full-member clubs, for associate clubs the president of the club must email the statements.
 - vii) All statements shall be emailed to the lead executive responsible for the complaint.
 - viii) The burden of proof for the complaint lies with the complainant, examples of proof are scorecards, pictures from the match, testimonies of neutral parties present at the match and etc.
 - ix) In case of complaints involving issues with players' personal information, the lead executive shall request a photo ID as proof. The lead executive must keep this information private, they must conduct their actions during the resolution process to ensure the protection of the personal information of the players.
 - x) All parties involved must submit a written report by the Wednesday following the deadline for complaint submission by 11:59 pm
 - xi) Example of the above point, Match is played on Sunday, July 8th, 2023. The deadline for complaint submission will be Wednesday 11:59 pm July 12th, 2023. The deadline for statement submission by all parties will be Wednesday 11:59 pm July 19th, 2023

- xii) In the case of a virtual meeting, one representative shall be present from each party involved for a period of 30 minutes, this meeting shall be held on the week following the deadline for complaint submission
- xiii) Executives will take a decision in line with the operating rules and bylaws on the basis of facts and pieces of evidence presented via those statements within 7 days of the statement submission deadline or 48 hours in the case of a hearing.
- xiv) If club fails to provide a statement within the guidelines stated above, the respondent shall be automatically considered at fault. In the case of no statement from the neutral party that club shall be penalized 2 points from the standings.
- xv) Once a complaint is filed, it must go through the full due process. A complaint can be withdrawn by a complainant.

ARTICLE 20 – GROUND PREPARATION, CLEANING & HOUSEKEEPING

- a. The Home team is solely responsible to set up stumps at each end of the pitch;
- b. Both home and away teams shall be responsible for the cleaning of the grounds following their match. The assigned teams which fail to perform such cleaning will be subject to a fine of hundred dollars (\$100) per incident. Cleaning shall include, but not be limited to, the following: return of all chairs and tables to designated storage areas, removal of all garbage from around the grounds, and locking of the clubhouse and/or storage lockers;
- c. All garbage must be disposed at designated garbage bins found in or around the ground area;
- d. If the Riley Clubhouse is used during a match, both teams must ensure the locking and cleaning of the Pavilion after the match;
- e. Teams which fail to leave the pavilion/ field, when requested, for cleaning and lock up by another team, shall be required to clean and lock up the pavilion on the same day, even though that team may not have been scheduled for cleaning duty on the said day;
- f. Players/Clubs/Teams/visitors shall be solely responsible for their equipment, parked vehicles and any other belonging. C&DCL shall not be held responsible for any theft or damages.

ARTICLE 21 – GROUND RULES

- a. Riley Park – Large Pitch. The boundaries are to be marked inside the trees so the only possible problem can be overhanging branches. If the base of the tree is outside the line any branches hanging over the playing fields will be treated as follows:
 - i) If the ball hits any part of the overhang and falls inside the boundary, it will be four (4) runs.
 - ii) If the ball hits a branch and falls over the boundary, it will be six (6) runs.
 - iii) The Batter cannot be out caught if the ball hits any part of the tree and is caught by a fielder.
- b. Inland Small – The metal water sampling post shall not be considered as part of the boundary. A ball contacting it shall remain in play.

- c. Inland Large, Martindale, East Sheppard, Marthas Heaven and Westwinds – there are no ground rules specific to these venues.
- d. Fielding Restrictions as specified in ICC or Provincial Cricket Organization’s Rules do not apply at Forest lawn/Red Carpet and Inland Small due to the small size of these grounds

ARTICLE 22 – OTHER HARD BALL LEAGUES

- a. A player registered in C&DCL cannot be participating in any other hard ball league in the City of Calgary at the same time. If a team is found to be playing a player from another hard ball cricket league, the team shall forfeit the game in which that player participated up to a maximum of 3 games.

ARTICLE 23 – C&DCL AWARDS/TROPHIES CRITERIA

- a. Each Division shall have trophies for the following achievements:
 - i) Best Batter – Most runs excluding playoffs
 - ii) Best Bowler – Most wickets excluding playoffs
 - iii) Best Allrounder – Highest total points (1 point per run; 20 points per wicket; 15 points per catch or runout)
- b. The following awards shall be awarded for on-field performance league-wide, and can be adjusted by the C&DCL Executives:
 - i) Best Fielder – Most catches & runouts
 - ii) Best Wicketkeeper - Most number of dismissals (Total of catches and stumping)
 - iii) Most Valuable Player (MVP) – Captain of Winning team chooses
- c. Championship Trophy – Provided to each winning team of a Division
- d. Runner-Up Trophy – Provided to each runner up team of a Division
- e. All players recording Centuries and/or 5 wicket hauls shall receive a trophy.
- f. Other awards may be awarded at the discretion of the C&DCL Executives.
- g. Individual stats achieved by players prior to a match being called off due to rain or any other unforeseen circumstance beyond the control of the league shall be included while judging nominees or winners of awards based on the criteria mentioned above.