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## Membership Fee/ Waiver Form

Each member club shall pay an entrance fee and annual dues determined by the Executive Committee. New teams are required to pay **\$200** on top of league fees to cover for any incidents during the season. Each **incident** will be **\$50**. Each **Team** is required to submit a signed [MWCL Waiver Form](#) to the league before the season starts. Players who did not sign the MWCL Waiver Form will not be allowed to play or umpire. Each **Individual Player** must also sign and submit a [UCM Waiver Form](#) in order to play or umpire in the UCM ground.

## By-laws

All games will be played under latest International Cricket Council (I.C.C) rules and MWCL rules, code of conduct and by-laws. The MWCL rules and by-laws will take precedence over ICC rules.

## Tournament Format

- Top 8 teams after the regular season qualify for QF games.
  - ✓ QF1: Rank 8 Vs Rank 1
  - ✓ QF2: Rank 7 Vs Rank 2
  - ✓ QF3: Rank 6 Vs Rank 3
  - ✓ QF4: Rank 5 Vs Rank 4
- Semifinals will played by the Winners of QF games:
  - ✓ SF1: QF 1 Vs QF 4
  - ✓ SF2: QF 2 Vs QF 3
  - ✓ If any team is disqualified then next highest rank will play the semifinals.
  - ✓ If a winner team gets disqualified then next highest rank team from semifinals will play finals.

## Points Table

Points will be awarded as follows:

RESULT	POINT CALCULATION
Win	4 Points
Walk over	4 Points to the team receiving the walkover, 0 Points for team giving the walkover and 0 runs scored off 30 overs added to NRR
No Show	4 Points to the team showing up, 0 Points for team not showing up and 0 runs scored off 30 overs added to NRR + \$50 per incident
Walk over due to Insufficient Players	4 Points to the team with at least 7 players on the ground, 0 Points for team showing up with fewer players.
Draw/ Rain	2 points each for both the teams
Umpires	-4 Points to the team failing to send umpires + \$50 per incident
	-2 Points if the umpire hasn't played at least 1 game in last 12 months (Except new teams)
	-2 Points if the umpire is late and arrives within 30 mins of scheduled game start time. Umpire arriving after 30 mins of scheduled game start time shall be considered as a "no show". (If two umpires are required then both umpires need to arrive on time to avoid any penalties)
Score Upload	0 Points to winning team for not submitting score in case of APP crash or any other reason
Sat game - Tuesday	
Sun game - Wed	-4 Points to losing team for not submitting score in case of APP crash or any other reason
Other issues	Decision of the Executive Committee if there is no clear rule present

## Final Ranking & Net Run Rate

If two teams have equal points in the final standings these criteria in the given order will be used to separate the teams: <http://www.espncricinfo.com/ci/content/page/429305.html>

- Net Run Rate will be compared
- Head to Head result will be compared
- Number of Wins against top teams in the standings will be compared. (Win against #1 > Win against #2)

## Responsibility of a Host Team

### TEAM A Vs TEAM B

**HOME TEAM** – First team name listed on the game is the home team. In above example Team A is the HOME team.

**AWAY TEAM** – Second team listed on the game is the away team. In above example Team B is the away team.

The **HOME** team is responsible for the ground and must have the ground prepared at least 10 minutes before the match time which includes:

- Preparing the wicket (setting up the stumps etc.). If pitch is dirty and needs cleaning then both teams should help in cleaning.
- Making sure that the boundaries are marked correctly (use orange cones or flags)
- Each team should have 6 stumps and 4 bails to set the wicket.
- Each team should bring their own match ball which is provided by the league.

## Cleaning the Ground:

Each team shall pick up water bottles and their own trash after their innings. Teams who failed to pick up trash will be fined \$50 dollars per incident.

## UCM Ground Rules

- Helmets must be worn by both the striker and non-striker batsmen at all times. If a batsman removes or refuses to wear a helmet the umpire will immediately call the batsman out and the bowler will be awarded a wicket. There is no exception to this rule.
- No drinking or smoking on UCM grounds
- Pick up and bag all trash
- Vehicles are restricted to the gravel parking lot. Public safety officers will ticket individuals if they are seen driving past the parking lot to the pitch
- Teams are not allowed to make any changes or amendments to the ground without express prior consent from UCM

## Length of the Game

Each inning shall consist of 30 overs as defined in the schedule except when there is bad weather based on the agreement between the two captains and approved by the on field umpire. No game will be played less than 15 overs in 30 overs unless the League approves it.

**Each fielding side will be allowed 2 hours and 30 minutes to complete their 30 overs quota.** Any break or interruption will not be considered as part of this time. Teams that fail to complete their overs in allotted time will be required to continue and finish their overs and will be penalized as stated below:

- ✓ Team Batting during the 2<sup>nd</sup> inning: A deduction of ONE over from the allotted quota for every 5 MINUTES over time.
- ✓ Team Fielding during the 2<sup>nd</sup> inning: A deduction of FIVE runs from the target total for every 5 MINUTES over time

## Starting Time AND Grace Period

There is no grace period and all the times listed on website will be final. For Topeka and UCM games the time listed will have the travel time included.

30 overs games with away teams playing in KC start times shall be **9.00 A.M for morning games**. Topeka and UCM games will have a **9:30AM** or 10:00AM start time.

Each captain must enter a team list of playing XI on cricclubs app and setup the match 10 minutes before the scheduled start time and no less than 7 players can take the field.

*(Exception: Both teams and umpires can agree to make an exception and allow teams with less than 7 players to take the field. Keep in mind that team with less than 7 players on ground will still have face over reduction rules.)*

***If 7 players are not in the ground by the scheduled start time then one over will be subtracted every 5 minutes from the team causing the delay. Grace period of 30 minutes will be allowed for teams that do not have their 7 players on the ground by scheduled start time to get their players on the ground and play the game with penalty of reduced overs( 1 over every 5 minutes and for 30 minutes delay 6 overs reduced). Once it is past 30 minutes from scheduled start time and a team still does not have 7 players then a walkover will be given to other team. IF the team has 7 players then they must play with 7 players and no other player will be allowed to join in. Further penalties will be assessed by the league committee if it is a repeat occurrence from the team.***

Game shall start as soon as 7 players from both teams are on the ground. Maximum grace period for players running late is 30 minutes from the scheduled start time. Other members arriving within the grace period, will be allowed to take the field after the over is completed during which they arrive at the ground. Once the grace period of 30 minutes has elapsed, players running late FOR ANY REASON cannot join their teams. These players will not be allowed as substitutes either. Substitutes should also be at the ground on time or within 30 minutes of scheduled start time. The team must finish the game with players that arrived within the grace period allowed. Please note that it is crucial for captains to be in the ground before scheduled start time so they can submit their team list to umpires.

If umpires are absent/late, teams are allowed to wait for 15 minutes maximum to start their games if they decide to go with neutral umpiring. If umpires are not in the ground by this time then the teams can continue with self-umpiring. Umpires can take over at the end of the over in which they arrive.

Teams are free to start the game earlier if they agree on self-umpiring for the time umpires are absent/late.

If the umpire is late by more than 30 minutes (**From Scheduled Game Time**), then penalties will be in full for umpiring team. Umpiring team will be penalized as described under ["Umpires"](#) and ["Points Table"](#).

## Lunch AND Drinks

- Two Five-minute breaks will be allowed for drinks. The break shall be taken at the end of the 10<sup>th</sup> and 20<sup>th</sup> over in T30.
- Lunch break would be for 30 mins. The umpire would let the teams know the start time for the 2<sup>nd</sup> inning.
- Penalties for not starting the game on time after lunch break based on which team is at fault:
  - ✓ Team Batting during the 2<sup>nd</sup> inning: A deduction of ONE over from the allotted quota for every 5 MINUTES delay
  - ✓ Team Fielding during the 2<sup>nd</sup> inning: A deduction of FIVE runs from the target total for every 5 MINUTES delay, 7 players to take field rule applies here also.
- This shall not limit players to drink water only during breaks. Teams can provide water bottles to umpires and umpires will share water with players when necessary.

## Match Report/Score

- For each game, the umpire is required to email a match report at the end of the game if there were any issues during the game and must submit to the executive body.
- It is mandatory to use cricclubs app for scoring and record keeping. Only captains and team reps are the designated scorers for their teams to avoid errors.
- As a backup if the app crashes, all teams must keep a scoring book with them to keep accurate scores which must be submitted to the league body after the game.

## Walkovers

- The Club/Team missing the game must inform the opposing captain and the league executive committee via EMAIL, at **least 2 days in advance of their game day.**
- Penalties for giving Walkover explained in the Points Table section.

## Bad Weather/Bad Light

1. If the game gets rained out during the 2<sup>nd</sup> inning of the game, then it shall be decided as follows:  
30 overs: If less than 10 overs have been played, the game will be considered washed out and the teams shall split points.
2. In case of more than 10 overs have been played in T30 game then the scores at the end of the last completed over shall be compared regardless of the wickets fallen to declare winner. (This is new this year to reduce confusion) and Net Run Rate will be calculated based on the runs/overs used for comparison.
3. In case of rain or heat affected games (temperatures more than 105 F) 30 overs game can be switched to a 20/20 game as decided by the team captains and the umpire.

## Washout Rules

- In case of rain (or other unforeseeable circumstance) before the game starts; wait time should be max of 1 hour; otherwise game should be called off unless ALL parties agree. Teams cannot be made to wait for 3-4 hours. Playing time should be 9:00AM – 3:00 PM. If 15 overs/per inning cannot be played within this time then game should be called off.
- Washout games should be decided based on 2 out of 3 votes on that day of the game (Two playing teams and umpire).
- If umpire is not at the ground, the teams need to decide on self-umpiring first and then the ground condition. Unless both teams agree to self-umpire the game would be deemed a tie and points would be split.
- No rescheduling of Regular season rained out games
- QF and SF games will not be reduced over games.
- If **a QF or SF game** gets ***washed out***:
  - Game will be rescheduled on the first available day at any available ground. Saturday game will be rescheduled to Sunday (Same week) and Sunday game will be rescheduled to Saturday (Next week)
  - If the rescheduled game gets washed out:  
These criteria would be used to separate the teams and pick a winner:
    1. Head-To-Head Winner goes thru
    2. If Head-To-Head regular season game was washed out then:

- The number of wins against the top 8 QF qualifying teams → if cannot be separated then Final Season Ranking will be used as a criteria.
3. If the teams did not face each other during the regular season then the game will be rescheduled again on the first available day at any available ground, if that gets washed out then we will flip a coin to decide.
- ❖ **Finals** - Winner will be decided on the field. (Regardless of the number of washed out weekends)

## Tie Breaker

If the game is not completed due to bad light or bad weather, the decision will be made using the run-rate as mentioned in the BAD WEATHER\BAD LIGHT Section. In case there is still a tie, the decision will be based on the below criteria:

1. The number of wickets out. (Still a tie? use criteria 2)
2. The number of sixes in each inning.

## Fair Play Cricket ball Condition

The umpires shall make frequent and irregular inspections of the ball. If the umpire agrees that the deterioration in the condition of the ball is greater than is consistent with the use it has received, they shall consider that there has been a contravention of this Law. They shall change the ball forthwith. It shall be for the umpires to decide on the replacement ball. It shall, in their opinion, have had wear comparable to that which the previous ball had received immediately prior to the contravention.

The fielding and batting teams can request the umpires to look at a ball and request a change but it is umpire's decision to change the ball. Umpire can also decide on his own if the ball needs to be changed by the laws of cricket.

Teams are also required to keep their old/used match balls so they can be used as replacements in case a need arises in future game. If a used ball is not present then new ball will be taken and umpire will try to bring the new ball to comparable condition with the ball being replaced.

## Game Rules

### Power Play

Each inning will have two blocks of power play overs as below-

- For an uninterrupted innings, bowling power play will be during the **first 7 overs. 9 players should be inside the circle in this power play and only 2 fielders** will be allowed outside the 30-yard circle. If team is playing with less than 11 players, say 9 players then all the players should be inside and no one can be outside.
- The second block of power play (batting power play) comprising of **3 overs**, will be taken by the batting side and can be taken any time after the 7<sup>th</sup> over. In case the batting team doesn't choose their power play over then overs **28, 29 and 30** will be the **mandatory** power play overs. **7 players should be inside the circle in this power play and only 4 players will be allowed outside the 30-yard circle.** Again if a team is playing with lesser number of players then **"inside fielders"** are mandatory. If the umpire forgets to signal the batting power play, its **batting team's responsibility** to remind and get it enforced.
- During the **non-power play** overs, **6 players inside 30 yard circle is mandatory**, regardless of the number of players playing in the team.

## Other Field Restrictions

- At the time the ball is bowled, no fielder may be standing on or with any part of his body over the pitch
- There may be no more than two fielders, other than possibly the wicket-keeper, standing in the quadrant of the field behind square leg
- Please visit [Fielding Restrictions](#) for further clarification.

## Wide

- MWCL Standard: 3 feet from the batsman's off stump.
- All deliveries down the leg side shall be given wide regardless of how close the ball was to the leg stump when passing the stumps.
- If the ball passes between the batsman and the stumps, or over the stumps, it shall not be given a wide.
- If the ball passes behind a batsman but between his bat and himself, it shall not be given a wide.
- If the ball passes between a batsman's legs, it shall not be given a wide.
- Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- A penalty of one run plus any runs scored as byes or extras shall be scored as wide.

## No-Ball ('free hit' on the ball after any No ball unless specified otherwise)

- Please visit [NO BALL](#) for further video clarification.
- A full-toss shall be given a "no-ball" if it is above the waist of a batsman when passing the batsman or when the batsman plays his shot.
- A Bowler shall not be allowed to bowl anymore if he delivers two full-toss beamers in a game.
- A full-toss shall not be given a "no-ball" if it passes below the waist of a batsman or if the ball has come down below the waist at the point of passing the batsman or by the time batsman plays his shot.
- If a batsman chooses to come down the crease to play a full-toss delivery, it shall not be given a "no-ball" even if it is above the waist of the batsman. Above the shoulder, however, may still be called a no-ball.
- Only one bouncer is allowed per over. Bouncer is a delivery that is above a batsman's shoulder but not above his head.
- Any ball above a batsman's head shall be given a "wide ball" if it is the first time. The bowler also loses his one bouncer for that over.
- If the bowler bowls a second bouncer in the same over and the ball is over the batsman's shoulder it shall be called a "no-ball"
- If a bowler does not call the side (around/over the wicket), umpires shall ask him and notify the batsman. If umpires forget to ask and the bowler forgets to notify the umpire, it shall not be considered a "no-ball". It is the incumbent duty of the umpire to inquire.
- If a fielder is sitting in the ground when the bowler releases the ball from his hand, either umpire shall call a "no-ball". (No Free Hit)
- If the fielding side does not honor field restriction, either umpire shall call a "no-ball". (No Free Hit)
- The rules above apply to all bowlers.
- **Chucking** - If a bowler is noticed to have a chucking action during the bowling, the umpire will call it a no ball after a warning. Both the team captains can review this with umpire and can decide to further continue the bowler and it's only when all the three agree that the bowler will be removed from



bowling assignment. Unless such decision is reached umpire will observe and can call the no-ball if the bowler is still chucking. After two no-balls for chucking bowler should not be allowed bowl again and need to be reported to league body for further investigation. Free hit should be given for each no ball. Please visit [Chucking](#) for further clarification.

### No Ball Foot Fault

- If the bowler bowls without some part of the front foot either grounded or in the air behind the popping crease.
- If the bowler bowls with the back foot not wholly inside the return crease.

### LBW – Pitched in line or outside off, stuck in line & hitting the stumps!

- Please visit [LBW](#) for further video clarification.
- Batsman must be clearly in the line of the stumps for an LBW to be given.
- If a batsman advances towards the bowler's end to play a ball and it hits him on his body, he shall not be given out unless the umpire is 100 percent sure the ball would have gone to hit the stumps.
- Umpires must consider the height and trajectory of the ball and whether the ball was swinging or not.
- If a ball pitches outside off-stump and hits a batsman on his pads outside the line of off-stump, batsman shall not be given out even if the ball would have gone to hit the stumps.
- If a ball pitches outside off-stump and hits a batsman on his pads outside the line of off-stump, batsman can be given LBW if he does not offer a shot and the ball would have gone on to hit the stumps.
- If a ball pitches outside off-stump and comes in to hit the pad of a batsman in line of the off or middle stumps, the batsman shall be given LBW if height of the ball is not an issue. Special consideration would need to be given to leg stump in order for the decision to go against the batsman.
- If a ball pitches outside the line of leg-stump, LBW is completely taken out of the equation and a batsman shall not be given out (regardless of right arm or left arm bowler)
- Umpires shall consider the line and the height of the ball when an LBW appeal is made by the fielding side.
- “All the LBW conditions must be assessed for the delivery, which takes around half a second to reach the batsman. As in other aspects of the rules, the batsman is always given the benefit of any doubt so, if an umpire is unsure, the appeal will be turned down.

### Umpire Roles and Responsibilities

- Teams shall be responsible for sending experienced umpires from their team to all league regular season (one umpire) and play-off games (two umpires). Each umpire should have played at least 1 regular league games in last 12 months, except for the new team where the player still needs to have played a league game in other leagues. Penalties as defined in the Points table section.
- Players with good experience in this league and rules shall be allowed to umpire. Team reps shall maintain a system with in their teams to train their team members with umpiring skills.
- Umpires are the final authority during the game. Their decisions are final decisions. If any team leaves the field they will automatically forfeit the game.
- Umpires will remain IMPARTIAL at ALL times on the field.
- Umpires will keep track of the number of overs while the fielder is out of the field. For e.g. if the player is off the field for 3 overs, he has to wait for 3 overs to complete after he is on the field to bowl again.
- Umpires will keep time of all intervals, and notify the Captains when to resume.
- Umpires will be fully authorized to make any decision of any misconduct behavior by players during the

game. Umpires will be asked to submit a description of the issue along with the action taken.

- *Umpires have to keep a Match report after each game to submit that report to the league if any issues were to arise after the game.*
- Assignment of Umpires:
  - ✓ **For all games, umpires will be assigned from a neutral (non-playing) team.**
  - ✓ The assignment of umpires will give an equal responsibility to all teams to send their umpires. It will be the duty of the captain of every team to ensure an umpire is sent for the game on their assigned day of duty.
- If teams fail to send umpires to games their teams are assigned, executive committee shall take the appropriate corrective action as listed under Points table section.
- If this happens late in the season (playoff games) and losing points is not a sufficient penalty, league shall penalize the team with a fine of \$100 per occurrence.
- The executive committee will decide at the time of any reported incident to what the appropriate penalty might be. Automatic suspension for 1 game shall be issued to any player using abusive language towards others or umpires please note that the individuals responsible for such an undesirable incident will be penalized even if they switch teams next season.
- If umpires are not in the ground by game scheduled start time, they will be considered late and their team will be subject to corrective action as defined in the Points table section.
- If the team that has been knocked out of the tournament had to umpire and if they fail to do so; the following year that particular team will pay additional \$100 as fine along with the league fees to the league.
- During the semifinals and the final, the teams are assigned based on rankings to umpire and this is done keeping in mind the neutrality of the decisions. It is expected of these teams to responsibly assign the umpires and in the event these teams cannot provide the umpire, each failure will result in a financial penalty of \$100 on the team.
- ***Main Umpire can choose to override the leg umpire's decision (When no neutral leg umpire).***
- Umpire and winning captain will choose man of the match. If they are not on the same page, man of the match will be the umpire's choice.
- Umpires will have the power to send misbehaving players from the field, either temporarily or permanently, and award penalty runs to the opposition. When a player is being sent from the field – either permanently or temporarily – umpires must put an arm out to the side of their body and repeatedly raise and lower it. If the player is being sent off permanently, classed as a 'level four' sanction which is harshest penalty in the umpires' new powers, the official will point their index finger and hold their arm outstretched to the side of their body.

## Self-Umpiring

If umpire does not arrive then in order to have a game both teams must agree to self-umpire. If there is a disagreement by either team then points should be split. In case of self-umpiring any complaints in umpiring will not be handled later. If teams agree on umpiring it is team's responsibility to complete games or else points will be split.

- ✓ There will be no exceptions made to the above mentioned rules and failure to comply with them will result in the disqualification of the player.

## Mankading

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

- ❖ Please visit [Mankading](#) for further video clarification.

## Uniform

- ✓ Players are required to wear WHITE/OFF WHITE/CREAM pants and shirt during 30 over league and play-offs games. Off-white and Cream must be as close to white as possible.
- ✓ **Anyone in shorts will not be allowed to play the game.**
- ✓ **Players are not allowed to wear spikes footwear while bowling or batting. "Spikes" on cricket shoes generally refers to metal or hard plastic of the nature that could damage the grass or pitch.**
- ✓ Shoes with rubber "dimples" are allowed.

## Captain Responsibilities

- Will be conversant and proficient with the laws of Cricket. Will follow the constitution, rules and regulation of the Midwest Cricket League.
- Will control the behavior of all his team players.
- Will be responsible to send umpires to games their teams have been assigned umpiring duties.
- Will respect the umpires opinions and decisions. Will be responsible to go over the rules and regulations with their players.
- Will be responsible to notify the President if umpires do not show up or show up late.
- Will be the ONLY PERSON to ask questions and discuss issues with the umpires with regards to the game in progress. All other players indulging in conversation with the umpire should strictly keep it to light, casual conversations and not related to the game in progress.
- If there is a fight in the game, the executive committee would suspend all involved players for one game and the player(s) at fault would be penalized further.
- In addition, League shall fine the player(s) if it deems necessary
- Only team reps appointed by each team will be able to send/receive communications from the league regarding any team/league matters.
- All registrations of players for each club/team must be completed before the commencement of the regular season.

## Registering a New Player

New Player can be registered at any time during the tournament. It is important that the new player is registered on cricclubs in advance to give enough time to go through the approval process. **A player should have played at least 2 games in the regular season to play in any of the knockout games (rained out games are not counted)**

## Transfer

- A player, who is registered (even if he hasn't played any games for the club) with a club in the scheduled season, shall not be eligible to play for another club.
- A Player can file for a transfer of team during the first 3 weeks of the tournament. (This is different than previous years where a player could transfer before his current team has played 3 games regardless of the number of weeks from the commencement of the tournament).
- No transfers will be allowed once three weeks have passed after commencement of the regular season and only one transfer per person is allowed.
- Before the end of the 3<sup>rd</sup> week, the player must send the league body an email requesting for transfer along with copying the current team rep and the future team rep.
- After the transfer is complete the player must sit out for one game before playing for the 'future team'.

## Protest/Complaint

All claims, protest and complaints must be submitted to the league body, in writing **within 3 days**, of the incident. **Email** is the only means to communicate official protests/complaints. Correspondence should be confirmed as having been received. Decision of the league body will be final in all cases.

## Awards

### ***Award for Player of the tournament***

Highest point total on cricclubs.

### ***Award for Best Batsman***

Highest total runs scored shall be considered first and then average if necessary.

### ***Award for Best Bowler***

Maximum number of wickets shall be considered first and then economy rate if necessary.

### ***Award for Best Fielder***

Maximum number of catches and run-outs shall be considered. In case of tie catches takes precedence over runouts.

## MWCL 2018 - Code of Conduct

The expectation is that all teams in the league act in their best behavior throughout the season. Some ground rules associated with conduct while participating in league related activities and the associated implications as determined by the league president are set as below:

### Playing

- Expressing dissent at an umpire's decision verbally or by action will result in a warning in the form of a **yellow** card.
- Actions classified as showing dissent (list is not all inclusive):
  - Arguing with the umpire for a given decision
  - Refusing to leave the pitch after being given out
  - Taunting or using foul language with the umpire ( This will issue a red card and once game suspension)
- Excessive appealing - If an individual is found to be appealing unnecessarily, the umpire may recommend to the President to issue that individual a **yellow** card.
- Using abusive language when on the field irrespective of where the aggression is directed towards will constitute a **RED** card. It is advised that the umpire provide one official verbal warning to the player(s) and the captain involved prior to taking the issue to the President. However depending on the offense the umpire may use his own discretion in deciding whether an official warning is necessary.
- Any scoring discrepancy as identified by the umpire, **yellow** card for the captain of the team that does the scoring.
- Any game delaying tactics employed by the batting or the fielding teams will constitute a **yellow** card for the captain involved after giving two official verbal warnings.
- ***Late start of all games for dew/weather conditions has to be approved by the umpire along with the team captains. League is not responsible for any rescheduling of such games and in these events points will be split evenly between the teams. League will decide any scheduling changes/penalties for semifinals/finals.***
- In case of any conflicts or semifinal/final scheduling issues league will be notified in writing on a timely manner within 24 hours of the incident through the involved team representative and the league's approval will be deemed final in all circumstances.

### RED / YELLOW CARDS / Misbehaviors on field

- Two yellow cards translate to a **red** card and that will mean that the player will be out for the remainder of the game and a substitute will not be allowed in his place.
- Any physical threat or assault on a player or an umpire will constitute an automatic **red** card and an immediate suspension from the current game and next subsequent game their team plays (games not played for weather or any other reasons are not counted).
- Once a **yellow** card is issued to a player, all successive offenses of the same rule will result in **red** cards for members of the same team.
- Two **red** cards for a player during the season will constitute a 1-game suspension of the player.
- Three **red** cards for a player during the season will constitute a ban for that player for the remainder of the season.
- A player's refusal to leave the field in case of a **red** card will constitute a **red** card for the captain of the team. If the captain disagrees to leave the field, the match will be awarded to the opposing team.
- If a particular team receives more than 5 **red** cards at any point in the season, that team will be banned for the rest of the season and their remaining games will be forfeited to the opposing teams.
- If a particular team receives more than 15 **yellow** cards at any point in the season, that team will be

banned for the rest of the season and their remaining games will be forfeited to the opposing teams.

- The umpire will provide a written report of all the cards issued during the game to the President.
- Any appeals to the 'red' or 'yellow' cards will be taken up AFTER the match is over by the captain submitting it in writing to the President of the league. The President will then review the offense with the umpire and the two team captains and may also consult with the Executive committee before making a final decision.

## Incident

An incident will pose a \$50 penalty on the team involved as decided by the umpire and the league and will include below for 2016 season

- Not sending volunteers when asked by league for pitch lay out, fixes etc.,
- Not sending umpires to the games
- Walking out without timely notification of at least 24 hrs. Notification must be notified in a timely manner to the league leaders and the team captains to be accounted for.
- Team penalized for its player getting a RED card during the season.