



SCCA Rules & Regulations for 2009

Approved by the SCCA Board of Directors on March 26, 2009

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1 GENERAL

- 1.1 These Rules are for all LEAGUE AND PLAY OFF GAMES played under the auspices of the SCCA in all Divisions. These rules will also apply to other competitions sanctioned by the SCCA as appropriate (e.g., The Doc Severn Six-Side Tournament and the Shirley Cup), except where specifically superseded in this document.
- 1.2 The term "regular season" throughout these Rules shall mean all SCCA league games up until, but not including, the playoffs.

2 LAWS OF THE GAME

All SCCA Competitions will be played in accordance with the ICC Rules of Cricket, unless otherwise stated in this document. The following ICC rules do not apply to SCCA games:

- 3.1 Appointment and attendance
- 3.2 Third Umpires/TV Replays
- 3.4 To inform captains and scorers
- 3.7 Light meters
- 3.8 Use of lights
- 3.9 Day Night matches
- 5.2 Approval and control of balls
- 21.4 A Tie
- 21.7 Points

3 ROSTERS, TEAM LISTS, AND REGISTRATION OF PLAYERS

- 3.1 Each club is required to maintain a registered roster of its playing members. Clubs with multiple teams are required to maintain separate rosters for each team. The roster must be maintained in the designated SCCA website portal in the current status throughout the season.
- 3.2 For match day team lists, the "First Name" and the "Last Name" of the players should be consistent with those listed on official club/team roster. Additionally, the names listed should be supported by an official valid photo I.D. such as a passport, driver's license, or student I.D card.
- 3.3 Only the players who have been registered under the team roster on the SCCA website before the registration deadline may play for the team (including as substitutes) in any competition sponsored by the SCCA. All unregistered players are considered illegal. Any club playing illegal players will be penalized. Opposing teams must submit a written complaint to the Code of Conduct Committee within 48 Hours of the match.
- 3.4 All players must carry a valid form of picture ID to the ground as indicated above. Umpires may request ID from any player on the day of the scheduled match. If upon request, a player is unable to provide a valid ID, the player has 48 hours to provide a valid ID to the Umpire. Failure to do this may result in fines, penalty points, and or suspensions as decided by the Code of Conduct Committee.
- 3.5 All registration of players must be submitted by Thursday 12:00 AM (midnight), regardless of a Saturday or Sunday game, in order for a player to be eligible for that weekend's game. Registration of new players or movements of players must be completed online within the designated SCCA web portal.
- 3.6 No roster additions will be allowed once a team has completed eleven (11) matches during the regular season for all Divisions.

- 3.7 **SCCA YOUTH:** To be a member of the SCCA Youth team, the player must be nineteen (19) or under, born on or after **September 1, 1989**. Registration of all players as well as members is required through the SCCA Youth Committee.

Youth Roster & Registration: In order to promote Youth Cricket and to maximize their playing opportunities, a youngster at or below the age of 19 years shall be allowed to play for one team under each Division-I through V. Therefore, a Youth player may play in all five Divisions consecutively, as long as he registers and plays for only one team in each Division. The Youth shall be subject to the same player movement restrictions from one team to another for each Division.

Selection: A Youth player's parent club has the first right to his selection. However, consideration should be given to the Youth Team for up to two weeks prior to the US Regional or National tournaments. A Youth player's parent club must release him to participate in the US Regional and National tournaments as selected. The Youth team management, coaches, or the SCCA administrators must not interfere in Youth player selection matters against the wishes of the players' parent clubs.

Youth Movement: Although a Youth player may move from one club to another like any other player, he should not be held liable for any financial obligation to the releasing club.

4 MOVEMENT OF PLAYERS

- 4.1 A player/member may move from one team to another only once during a season. The same restriction applies to clubs with multiple teams.

4.1.1 **International Players:** Any non-U.S. permanent resident that has played cricket at the professional level will be deemed an International Player. An International Player may not move to a different team/club during a season.

4.1.2 There are no restrictions on movement of players during the off-season. However, the Association will recognize any suspensions imposed by the SCCA or the player's original club due to disciplinary actions and may bar the player from moving to another club if the action seems justified.

4.2 **Procedure to Move Player from One Club/Team to Another:** As noted above, all players (except International players) are entitled to move to different teams once during the season; however for the move to be valid, the player must request his club president to issue a release letter confirming the move. The letter must be received by the SCCA Secretary via e-mail or land-mail no later than midnight on Thursday before the match. Movement of players amongst teams within one club does not require a release letter, however, the SCCA online roster update must be completed no later than midnight on Thursday before the match.

NOTE: (a) Clubs with multiple teams cannot move more than two (2) players per team per week; (b) Movement of players and addition of new players is allowed for the first eleven (11) games of the Regular league season. Teams must confirm their final roster within 4 days of completing eleven (11) games. All rosters are final once a confirmed final roster is submitted.

4.3 **Eligibility of Players - League Playoffs:** A player is only eligible to participate if he is (i) a registered member of the club/team; and (ii) has played at least two (2) games for that team during the regular season. Violation of this rule will be treated in accordance with rule 3.3 (illegal players).

4.4 **Eligibility of Players - Other SCCA Competitions:** A player is eligible to participate if he is a registered member of any SCCA club/team.

- 4.5 In case of any dispute whereby a club refuses to release the player, the player may appeal to the Code of Conduct Committee. The committee may conduct a hearing to reach a resolution which both parties are obligated to uphold.
- 4.6 **NOTE: Youth SCCA Team** — All young players born on/after September 1, 1989 should register with the SCCA Youth Management. Once registered, they will be considered for Youth team matches. All Youth team players are exempt from the player movement restriction noted above. However, this exemption only applies to their participation in the SCCA Youth team matches.

5 LENGTH OF MATCH AND INTERMISSIONS

- 5.1 Matches held before March 20th will start at 9:00 AM (Pacific) and 10:00 AM thereafter, until October 30th (for all Divisions). Start times may be delayed due to bad weather and other uncontrollable situations as determined by the umpire and agreed on by the two team captains.
- 5.2 Division I and II will play 45 overs per innings. Each inning must be completed within 3 hours and 40 minutes.
- 5.3 Division III, IV, and V will play 40 overs per innings. Each inning must be completed within 3 hours and 20 minutes.
- 5.4 When a bowling team is short in completing the required number of overs within the time limit noted in Section 5.2 and 5.3, ten (10) Penalty Runs for each over short will be awarded to the batting team immediately at the completion of the time limit. The bowling team shall still complete the mandatory numbers of overs (45 for Div. I and II; 40 overs for Div. III, IV, and V). For this rule, an over that has started within the time limit shall be counted as complete.

Example #1: Team "A" Vs Team "B" in Div I game:

Team "A" is batting first and Team "B" is bowling. Team "B" only bowls 43 overs in the allotted 3 hr, 40 min. 20 Penalty Runs will be added to the Team "A" total immediately at that time (2 over short x 10 runs penalty per over), and Team "A" will bat the remaining 2 overs, unless they are all out. Team "A" has the final total of 200 runs including Penalty Runs.

Now Team "B" bats and Team "A" only manages to bowl 44 overs in their allotted time. At the end of 44 overs, Team "B" has scored 195 runs. At this time, 10 Penalty Runs (1 over x 10 penalty runs per over) will be awarded to Team "B". Thus, the total for Team "B" will be 205, and Team "B" wins the game with no need to bat the 45th over.

Example #2: Team "C" Vs Team "D" in Div IV game:

Team "C" bats first. Team "D" completes their allotted overs within 3 hr, 20 min, thus avoiding any penalty. The final score for Team "C" is 150.

Now Team "D" bats and Team "C" only completes 38 overs in their time limit. Team "D" has scored 125 at this time. 20 Penalty Runs (2 overs short x 10 penalty runs per over) will be awarded to Team "D" and their new total is 145 runs. Team "D" only has to score 6 runs in the remaining 2 overs to win the game.

- 5.5 Two water breaks will be allowed during each inning not lasting more than 10 minutes each. One 30 minute lunch break will be allowed in between innings. The timing of the two water breaks will be after the completion of 1 hr, 10 min of playing time for Division I and II and after 1 hour of playing time for Division III, IV, and V during the inning. Note a third water break maybe taken under unusual circumstances such as extremely hot weather, as determined by the on-field umpire. Neither captain has the right to waive a water/lunch break. It is the responsibility of both team captains to ensure that the breaks

do not go longer than the stipulated time.

- 5.6 In a 45 over match, each bowler can bowl a maximum of 9 overs per inning. In a 40 over match, each bowler can bowl a maximum of 8 overs per inning.

6 START OF MATCH, FIELD/GROUND PREPARATION, SUBSTITUTES, DELAYS, AND ABANDONED/FORFEITED GAMES

- 6.1 Umpires must be paid before the start of a game.
- 6.2 All satellite teams/clubs must have their pitch/ground ready for play at least 30 minutes prior to the scheduled start time. If the umpires feel the pitch and/or the ground is unsuitable for play or not properly prepared, the umpires have the right to award the game to the visitors as a forfeit after one hour from the scheduled start time of the match. The penalty for late start may apply as described in law 6.7 below. The SCCA Grounds Committee reserves the right to demand a recertification of any non-Woodley ground at its discretion.
- 6.3 Each team is responsible for providing the umpire and opposing team captain, the playing XI names as well as substitutes prior to the toss. This list cannot be changed in any way after the toss without the consent of the opposite captain. Any attempt to deceive the umpire or opposing team will result in fines and penalties.
- 6.4 Substitutes are allowed to be used during the course of the match, however only those substitutes listed on the initial players list supplied to the umpire before the toss will be eligible. Umpires must be informed about use of substitutes before they take the field. A no ball will be called for failure to inform the umpire.
- 6.5 Players listed on the playing XI (and not as substitutes) arriving late must check in with the umpire to determine penalty time. The penalty time will be assessed as follows: (i) Bowling team: if a player arrives more than 8 minutes late, he will have to sit out the time he has been late before taking the field. (ii) Batting team: if a player arrives more than 8 minutes late, he will have to sit out the time he is late or wait until 5 wickets are down (whichever comes first) before being permitted to bat.
- 6.6 Team captains must toss no later than 15 minutes prior to the scheduled start time. In the absence of the captain a deputy or any member of the team must be present for the toss. The team winning the toss must inform the opposing team of their decision after winning the TOSS on the fields of play.
- 6.7 Each team should have at least seven (7) members present at the ground before the scheduled start time. 15 minutes from the start of the match time will be considered grace time and NO PENALTY WILL BE APPLIED WITHIN this GRACE PERIOD. If a team does not have seven members present and properly dressed by the start time, the team will be deemed late. If a team is deemed late due to understandable reasons and is unable to start within 15 minutes, the umpires may decide on a delayed start, however the team considered late will be penalized by deducting five (5) batting overs in their batting inning, and additional deduction of over will be calculated one over for every four minutes then after. The umpires have the right to award a forfeit if a team is unable to start beyond one hour of the scheduled start time.
- 6.8 In situations where the delay is over 30 minutes due to extraordinary circumstances beyond the control of either team, the umpires will reduce the number of overs to be bowled based on the following formula: 5 overs for the initial 30 minutes and one over for every 8 minutes lost (disregard fractions). Example: If the start time is delayed 2 hours to 12 noon in a Division I - 45 over game, the game shall be reduced to: 29 (45 - 5 initial = 40) - (90 min delay/8 per over = 11). If a delay causes the game to be reduced to

fewer than 20 overs, the game will be abandoned. Captains do not have the right to alter this formula.

- 6.9 If the official main umpire is not present at the scheduled start time, the two captains may agree to proceed with the game, however if there is any dispute regarding the conditions (bad weather), the home captain has the right to make a decision. Both teams must submit a written report to the SCCA within three (3) days of the scheduled match date to ensure the game is not incorrectly awarded to either team.
- 6.10 As a general rule, there will be no rescheduling of games. However, a reasonable effort will be made by the Scheduling Committee to reschedule games in the date order when and if possible. If a match is abandoned due to reasons beyond the control of both teams, each team will be awarded 5 points unless the game is rescheduled. However if a game is abandoned due to a fault of one of the teams, the opposition will be awarded 10 points.
 - 6.10.1 Teams are not allowed to mutually decide to cancel a game, and/or split game points for a game so abandoned. If a game is not played as scheduled by the SCCA on account of an agreement between both teams (not a forfeit), neither team will be awarded any points. In case of extraordinary circumstances beyond the control of both teams, the Scheduling Committee will make the decision and inform the teams in writing prior to the game day, including points assignment.
- 6.11 If a game is abandoned on the day of the match (and not before), teams are responsible for paying the appropriate fees to both umpires.
- 6.12 In the case of the games that are forfeited due to rule infringements after the game has been completed (e.g. use of an illegal player), the "infringing" team will lose all points gained during the game and the "affected" team will be awarded maximum points for that game.
- 6.13 In the case of games that are forfeited during the course of the game (e.g. one team walking off the field), the offending team will lose all points gained during the game and the "affected" team will be awarded maximum points for the game. However, on advice of the appropriate committee, the Executive Committee could request a "replay" of the game.

7 FIELDING RESTRICTIONS

- 7.1 All Divisions will play 30 yard and 15 yard fielding restrictions.
- 7.2 Home teams are responsible for placing the appropriate discs marking the 30 yard and 15 yard circles.
- 7.3 A maximum of 2 fielders are allowed outside the 30 yard circle during the restrictions. Additionally, 2 fielders other than the wicketkeeper must be placed in stationary catching positions inside the 15 yard circle; these stationary fielders may field beyond 15 yards circle within the 45 degree angle from the popping crease for fast bowlers only.
- 7.4 The fielding restrictions for all matches will be as follows per ICC Rules:
 - 45-44 over game: 13 overs
 - 44-40 over game: 12 overs
 - 39-37 over game: 11 overs
 - 36-34 over game: 10 overs
 - 33-30 over game: 9 overs
 - 29-27 over game: 8 overs
 - 26-24 over game: 7 overs
 - 23-20 over game: 6 overs

- 7.5 At least four fielders should remain inside the 30 yard circle until the completion of each inning.
- 7.6 In all league matches, the number of fielders on the on-side will be limited to five (5). Note that only two fielders behind the popping crease will be allowed on the on side.
- 7.7 Any violation of the fielding restrictions will result in a no-ball.

8 RESULTS & POINTS

- 8.1 A game shall be deemed complete only if both the teams have had the opportunity to bat for at least 20 overs.
- 8.2 For complete games, the winning team shall be awarded 10 (ten) points.
- 8.3 No points shall be awarded to either team in the case of incomplete games, unless a game is abandoned due to uncontrollable circumstances in which case both teams will be awarded 5 (five) points.
- 8.4 If a decision is not possible even after completion of 20 overs for both sides (due to bad weather, etc), the result of the game will be determined in the following order:
 - 8.4.1 Effective Score: Team 1 batting first scores 200/5 from a total of 45 overs, while Team 2 scores 180/4 from 42 overs when the game is stopped due to bad light. The result of the match will be calculated as follows: Effective Score for Team 1 = $200/45 \times 42 = 186$. Therefore, since, Team 2 did not cross Team 1's effective score, Team 2 has lost by 6 runs. (186 - 180).
 - 8.4.2 Less Wickets Lost: In case of a tie and an equal run rate, the team losing less wickets will be declared the winner.
 - 8.4.3 Points Shared: If a match is tied after applying the above then both teams will be awarded five (5) points each and the match will be considered a tie.
- 8.5 For the league competition, team standings in all Divisions shall be determined based on the number of total points scored. All ties, AT ALL POSITIONS OF THE STANDINGS, shall be broken, by applying the following rules in the following order:
 - 8.5.1 The team that has scored the greater number of points AGAINST THE TIED OPPONENT(S) shall be the winner of the tie. Example: In case of a tie between more than two teams, after cumulating the total points scored against each other, the team with the greater number of points (among the tied teams only) shall be the winner of the tie.
 - 8.5.2 In case of a tie, even after Rule 8.5.1, the team with the BETTER NET RUN RATE in ALL GAMES PLAYED during the ENTIRE LEAGUE COMPETITION, shall be considered the winner of the tie. NET RUN RATE is the differential between the runs scored by the team divided by the total number of overs played, minus, runs scored by their oppositions in all games divided by the total number of overs played by them. In case of a team getting ALL OUT in an inning the full quota of overs will be taken into consideration.
 - 8.5.3 In case of a tie, even after 8.5.1 and 8.5.2, the team with the BETTER NET RUN RATE in the GAMES PLAYED AMONG THE TIED TEAMS ONLY shall be considered the winner of the tie.

- 8.5.4 While calculating the run rate for the purpose of rules 8.5.2 & 8.5.3, the following rules shall be applied:
- a. In all instances of a team batting first - if the team is ALL OUT in less than their full quota of overs, the calculation of the run rate shall be based on the full quota of overs to which they were dismissed.
 - b. The same shall apply to all instances of a team batting second (and is ALL OUT) also. The full quota of overs in such cases shall be the number of overs allotted to them at the start of their inning.

9 SCORING & STATISTICS

- 9.1 A 4-part perforated carbonless scorebook has been issued to each team. All teams in all Divisions shall use this scoring sheet, filled out completely with the Umpire's signature.
- 9.2 **Procedure To Report & Send Statistics:**
- a. All teams will complete manual score sheets for each match played.
 - b. All teams must reconcile score sheets during and after the match.
 - c. Umpires will not sign score sheets if they have not been reconciled completely.
 - d. Teams that show blatant disregard for the reconciliation process may be fined by the SCCA.
 - e. The winning team is responsible for entering the score sheet online (both innings) by Tuesday midnight following the game weekend.
 - f. The losing team is responsible for reviewing the score sheet online by Wednesday (5PM) and validating the scorecard. The losing team is not required to enter scores.
 - g. In case of website malfunction, the team must e-mail the Division Statistician, the Secretary, and the Website Committee Chair prior to the submission deadline describing the malfunction and the error message in detail. The team shall remain responsible for scores submission within 72 hours of receiving the notice of website repair completion.
 - h. Both teams (winning and losing) must complete the match summary report and survey online.
 - i. Both teams must submit the white copy of the score sheet to the appropriate Statisticians via mail, or e-mail a legible scanned or digital photo image, by Thursday following the day of the match.
 - White Copy - Statistician
 - Yellow Copy - Opponent
 - Golden Copy - Umpire
 - Pink Copy - FilingRefer to the contact information for each Division statistician under the Statistics Committee Section on the SCCA Website.
- 9.3 If a team is guilty of not submitting scores (online and hardcopy/e-mail) in a timely manner as noted in Section 9, they may be fined \$50 the first occurrence, and \$100 for each occurrence thereafter. Additionally, if a team is late in submitting scores (online and hardcopy/e-mail) for more than 1 week after the date of the match, the team will be penalized 3 points in addition to the monetary fine.

10 FORFEITURE OF GAMES (ALSO SEE SECTION 6)

- 10.1 All teams participating in the SCCA are assumed to be available to participate in ALL competitions sanctioned by the SCCA. All teams MUST fulfill their obligation by playing all the SCCA scheduled games, including league, playoffs and trophy competitions, unless specified exemption has been given by the Executive Committee in writing.
- 10.2 In the case of games which are forfeited due to rule infringements after the game has been completed (e.g. use of an illegal player), or in the case of games which are forfeited during the course of the game (e.g. one team walking off the field), the infringing team

will lose all points gained during the game while the affected team will be awarded maximum points. However, on the advice of the Code of Conduct Committee, the Executive could request a replay of the game.

11 FINES & PENALTIES

- 11.1 All Teams must fulfill their obligation by playing all SCCA scheduled games. Any team forfeiting a game may be fined \$250 as recommended by the Executive Committee for the first offense and \$500 per forfeiture thereafter. All teams are subject to the rules regarding expulsion from the League according to the SCCA Bylaws.

12 DUES & ENFORCEMENT

- 12.1 In 2009, a partial SCCA Annual Dues payment of **\$1,000.00** must be made on or before **April 15th**. The balance of the 2009 SCCA Annual Dues amount and payment deadline shall be determined by the SCCA Finance Committee upon completion of the required process. Dues paid after that designated final balance payment deadline, but before June 15th, will have a **\$150 LATE FEE** added. **June 15th** is the critical deadline: clubs/teams that have not paid all Dues, Fines and the Late Fees in full on or before June 15th will not be allowed to participate in any games until all Dues, Fees and Fines are paid in full. Also see the SCCA Bylaws regarding termination of membership.
- 12.2 Clubs will be fined \$75 for all unpaid/Non-Sufficient Funds (NSF) checks for the first offense and \$150 for each subsequent unpaid/NSF check.
- 12.3 All new clubs entering the league must pay their dues in full prior to the start of the season.
- 12.4 If a club has multiple teams and the dues for both are not paid on time, neither of the teams belonging to that club will be eligible to play in the league.
- 12.5 In the case of any team defaulting to pay the dues and/or fines to SCCA, all of the team's Executives, the Captain, and the Vice captain will be held responsible and will be barred from playing any SCCA games for any team until such dues and/or fines are paid in full.

13 CODE OF CONDUCT (COC)

The chief mission of the SCCA Executives and the Board of Directors is to ensure that the quality of cricket played in Southern California is scrupulously maintained to the highest possible level, in keeping with the spirit as well as the laws of the game. The SCCA expects that all member clubs, club executives, captains and players observe the highest standards of ethics and behavior at all times.

For purposes of clarification, team captains are responsible for the conduct of all of their players, and will also be held accountable for any misconduct by the club's non-playing members, if their behavior is deemed contrary to the spirit of the game, or in any way detrimental to the public image of the SCCA. Note the following:

- a. Players and team officials must at all times accept the umpire's decision. Players must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards another player or spectator;
- b. Players and team officials shall not intimidate, assault or attempt to intimidate or assault an umpire, another player or a spectator;
- c. Players and team officials shall not use crude and/or abusive language (known as "sledging") nor make offensive gestures or hand signals nor deliberately distract an opponent;

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- d. Players and team officials shall not make racially abusive comments nor indulge in racially abusive actions against any players, officials, members and supporters. Clubs must operate an active open door membership policy and welcome players/members irrespective of ethnic origin;
 - e. Clubs must take adequate steps to ensure the good behavior of their members and supporters towards players and umpires.

13.1 Reporting an Incident of Non-Compliance: A Code of Conduct incident must be reported by the Main Umpire in writing to the SCCA Secretary and the chair of the Code of Conduct Committee (COCC) within 72 hours of the completion of the game. In case the non-compliance is alleged against the Main Umpire, the report should be submitted by the captain of each team separately. The report must clearly state all details of the incident, including but not limited to, the timeline, location, full names of all individuals involved and/or the teams, the witnesses, the Leg-Umpire on duty, and any other information that may help the COCC in its analysis. A COCC action may not take place on an incomplete, insufficient, or inaccurate complaint report.

13.2 Any member(s) of a club or team vilifying or verbally abusing an SCCA appointed umpire, or showing disrespect by knocking down wickets or throwing of pads or gloves, etc., during an SCCA sanctioned game, shall be penalized by a minimum of three (3) consecutive game suspensions for the first offense, ten (10) games (or the remainder of the year, whichever is greater) for a second offense and thirty (30) games (or two years, whichever is greater) for the third offense. The COCC may recommend to the player/s to perform a number of square leg umpiring duties without pay.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

- 3rd Offense: When a period of 36 months has passed without any COC incident.
- 2nd Offense: When a period of 24 months has passed without any COC incident.
- 1st Offense: When a period of 12 months has passed without any COC incident.

13.3 Any member(s) of a club or team physically assaulting or threatening to assault an SCCA appointed umpire, either during or immediately following a game, shall be penalized by a minimum of ten (10) consecutive games suspension for the first offenses; and thirty (30) games (or two years, whichever is higher) for the second offense; and for any further reoccurrence, banned from playing in any SCCA sanctioned game for life. COCC may recommend to the player/s to perform the square leg umpiring duties without pay.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

- 2nd Offense: When a period of 48 months has passed without any COC incident.
- 1st Offense: When a period of 24 months has passed without any COC incident.

13.4 Any member(s) of a club or team vilifying or verbally abusing a player or players, either of the same team or another team, or a member of the public or spectator, either during or immediately following a game, shall be penalized by a MINIMUM two (2) consecutive game suspensions for the first offense, five (5) games (or the remainder of the year, whichever is higher) for the second offense and fifteen (15) games (or one full year, whichever is higher) for the third offense. COCC may recommend to the player/s to perform the square leg umpiring duties without pay.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

- 3rd Offense: When a period of 36 months has passed without any COC incident.
- 2nd Offense: When a period of 24 months has passed without any COC incident.

1st Offense: When a period of 12 months has passed without any COC incident.

- 13.5 Any member(s) of a club or team physically assaulting or threatening to assault a fellow player or players, whether of the same or another team, or a member of the public, either during or immediately following a game, shall be penalized by a MINIMUM ten (10) consecutive game suspensions for the first offense, thirty (30) games (or two years, whichever is higher) for the second offense and, for any further reoccurrence, banned from playing in any SCCA sanctioned games for life. COCC may recommend to the player/s to perform the square leg umpiring duties without pay.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

2nd Offense: When a period of 48 months has passed without any COC incident.

1st Offense: When a period of 24 months has passed without any COC incident.

- 13.6 Any member(s) of a club or team found willfully tampering with the score sheet of an SCCA sanctioned game shall be penalized by a MINIMUM of three (3) consecutive game suspensions for the first offense, five (5) games (or the remainder of the year whichever is higher) for the second offense and fifteen (15) games (or one full year, whichever is higher) for the third offense. In addition, the team in question shall forfeit any and all points for that game to the opposing team. During the team's suspension period, the opposition teams scheduled to play the banned team will receive full winning points for each abandoned game.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

3rd Offense: When a period of 72 months has passed without further incident.

2nd Offense: When a period of 48 months has passed without further incident.

1st Offense: When a period of 24 months has passed without further incident.

- 13.7 The player (or team in case of team offense) may file a written appeal to the Secretary and the COCC within seven (7) calendar days after receiving the judgment from COCC. The SCCA Executive will render the decision on the appeal within two (2) weeks after consulting with the COCC. The player will be allowed to continue playing through the appeal process.

14 DOC SEVERN (SIX-A-SIDE)

- 14.1 Each team shall consist of nine players and one reserve who must all be registered members of the same club. A team may be changed during the competition but, not during the game. No player may play for more than one team in the competition. Substitutes shall be allowed as defined by Law 2 of the Laws of cricket except that the fielding restrictions for such substitutes are waived.
- 14.2 The Six-A-Side committee in conjunction with the Executive will decide the format. The LBW law will be negated. Lines will be marked to assist the umpires to call wide balls. Teams must register with the chairperson 48 hours prior to the start of play.
- 14.3 The competition will be decided on a knock-out principle. Games will be played on grounds decided upon by the Six-A-Side committee. The order of play shall be determined by a drawing. Each team shall provide its own used ball in good condition.
- 14.4 The game shall consist of one inning each with five (5) six-ball overs. No players shall bowl more than one over in an inning. "No Balls" shall score six runs to the batting side. No extra delivery will be awarded. "Wide Balls" shall score one run to the batting side with an extra delivery. In the event of a tie, the team that has lost fewer wickets shall be the winner. If a tie with the same number of wickets occurs, then the team scoring the runs in

lesser deliveries will be the winner. If a tie with the same number of deliveries occurs, extra overs, as determined by the committee, will be played to determine the winner.

15 SHIRLEY MEMORIAL 20/20 CUP (SCHEDULE PERMITTING)

All games will be played at Woodley Park, unless alternative arrangements have been specifically approved by the SCCA executive in writing. Two (2) separate games shall be played on each Woodley Field on each day of the competition: The first beginning at 9:00am, the second beginning at 1:00pm.

- 15.1 Each game shall be restricted to 20 overs per side.
- 15.2 Each bowler may bowl a maximum of four overs.
- 15.3 Each inning shall last a maximum of 1 hour 20 minutes. The regular season rules apply for the deduction of overs.
- 15.4 There will be one break between innings for no longer than 15 minutes.
- 15.5 Each team shall provide its own new or used SCCA-sanctioned ball in good condition. The ball shall be inspected by the umpire before the start of the innings, and may be substituted at his discretion.
- 15.6 The regular 30-yard circle will be in effect until the end of the 6th over of each innings. A maximum of two (2) fielders are allowed outside the 30-yard circle until the end of the 6th over; thereafter a minimum of four (4) fielders, in addition to the bowler and wicketkeeper, must be inside the circle. The 15-yard circles will not be in effect.
- 15.7 If one of the teams is not ready to begin the game 20 minutes after the specified start time, the opposing captain has the right to ask the umpire to award a forfeit. The umpire may use his discretion to determine the readiness of each team to play the game, and may award additional time, which in any instance should not be longer than 10 minutes.
- 15.8 All nominated players must be registered with the team as per the regular season roster. Restrictions concerning the movement of players between teams shall apply as appropriate. A player may not play for more than one team, or move between teams within the club, for the duration of the competition.
- 15.9 All other regular SCCA season rules apply unless specifically noted above.

16 SCCA CRICKET BALLS

All Teams shall play with SCCA-issued balls for the season. Failure to do so shall result in forfeiture of the game with points being awarded to the opposing team. SCCA-authorized balls with the logo from the previous year can be used.

17 DRESS CODE

- 17.1 White pants and white collared shirts must be worn for all matches.
- 17.2 Teams interested in wearing colored cricket clothing must first obtain approval from the SCCA Executives by submitting an official letter from the club president requesting permission to play in colored cricket shirts and pants. The letter must describe the design and color(s) of the shirts and pants (Note: a red or orange dominant uniform will not be allowed).
- 17.3 Teams playing in colored cricket clothing must ensure that all eleven players on the field are wearing the same shirts and pants. Umpires will strictly enforce this requirement.

18 GROUND RULES

- 18.1 Shoes with cleats, such as soccer, baseball and the like must not be worn while playing at the Woodley or any other ground. Only cricket approved studs or spikes may be worn as permitted by each local ground. Some teams that have their grounds away from Woodley have other rules regarding cricket shoes. Visiting captains should inquire of the host captain and respect the host club's rule.
- 18.2 All trees, including overhanging branches, are considered outside the boundary and if struck, six (6) runs will be awarded to the batting side. However support ropes inside the boundary, if struck, will score only four (4) runs to the batting side.
- 18.3 Littering (Specific to Woodley/SMP): All home teams at Woodley and SMP are reminded to maintain the grounds during and after the match. This includes removal of rubbish, and equipment (including chairs). It is also the away team's responsibility to assist the home team in clearing and removing rubbish and equipment from the ground. Failure to clear a ground after a match may result in fines and/or penalty points for one or both teams. The SCCA groundsman will inspect each ground during the evening and will report infractions to the Grounds Committee and the Code of Conduct Committee. All teams are reminded that alcohol is prohibited at all times.

19 GROUND RESERVATIONS - SPECIAL GAMES

A request can be made to SCCA Executives for a Special Game between March and October only on the prescribed form (available on the SCCA website). A donation will be required for expenses and clean up at the Woodley grounds (see SCCA Facilities Usage Request Form). This does not apply to league matches or other matches permitted under the auspices of the SCCA. Teams must clean up after their game.

20 GROUND STANDARDS - SATELLITE TEAMS/CLUBS

Please remember that these are not just guidelines, but minimum expectations. SCCA certification requires these standards to be in place, but the Grounds Development Committee also reserves the right to withhold certification in any circumstances in which it is felt that the ground is unfit for use. Furthermore, these standards will be subject to constant monitoring during the season by the SCCA and the officiating umpires under the terms set out in the SCCA Rules. "All non-Woodley teams/clubs must have their pitch and ground ready for play 30 minutes prior to the scheduled start of the game. If, in the opinion of the umpires, the pitch and/or grounds are unsuitable or not properly prepared for play, the game shall be forfeited and awarded to the visiting team." The SCCA Grounds Committee reserves the right to demand a recertification of any non-Woodley ground at its discretion.

- 20.1 Ground size - a minimum distance of 55 yards in all directions from the square.
- 20.2 Wicket characteristics - playing surfaces will be artificial, unless previously approved to play on turf wicket by the SCCA Grounds Committee. The approved playing surface is listed for each club in the directory printed in the Fixture and Schedules handbook. Only recognized artificial cricket wickets will be accepted on approval from the Grounds Committee (i.e. coco matting, Flux Wickets, etc.). Any turf underneath the cricket matting should be cut and rolled the day of the match, but in case where this is impossible, no more than three days before any scheduled game.
- 20.3 Teams should have all appropriate measuring and other grounds equipment:
 - a. Tape Measure - 100 ft. measuring tapes are available at Home Depot
 - b. Crease Markers - a frame or straight edge is advisable. Crease must be marked with paint, chalk, or some other substance that is visible and will last the entire

match

- c. Stump Gauges - these ensure the correct spacing between Stumps. They can be made or bought online
- d. 30-yard circle markers
- e. 15-yard circle markers

20.4 Outfield characteristics - the playing area must be even and free from debris which may cause injury. Arrangements should be in place for the outfield turf to be cut no more than one week before any scheduled game. Teams should provide suitable boundary markers, which can be clearly visible from the square.

20.5 Scoreboard - digits must be visible from the square. Minimum requirements: Runs (3 digits), Overs (2 digits), Wickets (1 digit), similar to the ones at Woodley are recommended and are available online.

20.6 Restrooms - Public or Private Restrooms must be accessible and readily available, without restriction, to the players during match hours.

20.7 Parking - an appropriate amount of free (or reasonable priced) public parking must be available within reasonable reach of the ground.

20.8 Storage facilities - teams must have arrangements for storage of the artificial cricket wicket either at the ground or at a recognized secure facility. Teams must also be able to transport the artificial wicket to and from the ground.

20.9 Availability - the ground must be available to the team one weekend day (Saturday or Sunday) at least two times per month between March 20th and November 1st. On match days, the ground must be available between 8am and 7pm. The SCCA Scheduling Committee will attempt to work with teams with regard to scheduling of matches.

20.10 Legal requirements - teams are required to obtain all necessary ground usage permits in good time, which must also be available to the SCCA for the granting of the necessary SCCA insurance. Terms of any lease (whether long or short term) should be fully understood and agreed in advance between the teams and the ground owners. Permits should be readily available for inspection by the Umpire, the visiting Captain, league officials, Police, and Park/School officials.

20.11 Restrictions - Any other restrictions, obstacles, logistical or location problems should be fully understood and not cause unnecessary interference to a cricket match. Any restrictions must be discussed with the opposing Captain and umpire prior to the match as per SCCA Rules and Regulations.

21 PLAYING FORMAT AND TEAM PROMOTION/DEMOTION

21.1 There will be a total of five (5) Divisions in the SCCA League system, referred herein as Division I, II, III, IV, and V, with nine (9) teams in each Division (possibly less in Division V).

21.1.1 Division I and II will play 45 over matches, while Division III, IV, and V will play 40 overs. Teams will play twice against each other.

21.1.2 **Promotion:** After the regular season games, two top teams with most points from each Division II, III, IV and V will be promoted to the higher Division respectively for the following year. A team eligible for such promotion may decline to take the promotion. In that case, the next top team with the most points will receive the promotion to make a total of two promotions.

- 21.1.3 **Demotion:** After the regular season games, two teams with least points from each Division I, II, III, and IV will be demoted to the lower Division for the following year.
- 21.1.4 In the case of a points tie between two or more teams in a Division after the regular scheduled games, the tie breaker shall be: 1) head-to-head game result; and if still tied then 2) the Net Run Rate.
- 21.2 The team with most points after the regular season games will win the League Championship. Rule #21.1.4 will apply to points tie.
- 21.3 Playoffs for the top four teams will be held for each Division. The rankings for the play off in each Division will follow the order of total points accrued after the end of all scheduled games.
- 21.3.1 Playoffs will be played on a knock-out basis, based on ranking, i.e. team ranked #1 will play team #4 and team #2 will play team #3.
- 21.4 A team may take a "one-year grace period" by not taking part in any SCCA competitions for that year and still maintain its Seniority and Home Ground. The team must inform the Secretary of this decision in writing **on or before February 1st** so that the SCCA Season Schedule can be adjusted accordingly in a timely manner.
- 21.4.1 Upon that team's return (Returning Team) the following year as allowed per SCCA Bylaws, it will play in the last Division (Div-V) so as not to interfere with the Promotion/Demotion of any other team per Rules 21.1.2 and 21.1.3. In case a vacancy is created in any Division lower than the Returning Team's original Division at the start of the following year (i.e. absence/grace period/termination of some other team), the Returning Team will take "priority" in filling that vacant spot in that Division, rather than promoting a third team from below. This "priority" is only applicable to the Returning Team's first year back into the League and will not apply to any subsequent years.
- 21.5 In case a team leaves the league, or takes the "one-year grace period" as allowed, **on or before to February 1st**, its vacancy in the Division will be filled by promoting the top-third team from the lower Division (after the top-two teams from the lower Division have been promoted per Rule #21.1.2) unless the "priority" described in Rule 21.4.1 for a Returning Team fills that vacant spot. This adjustment will be applied to all Divisions using the same system so that there are total nine (9) teams in all upper Divisions, leaving the last Division with possibly less than nine (9) teams. These adjustments will only be made at the start of the season before the official SCCA Schedule has been prepared.
- 21.5.1 In case a team becomes absent from the League **after February 1st**, or during the regular season, for any reason, its vacancy in that Division will not be filled until the following year, using the adjustment system described in this Section.

22 MAIN/CERTIFIED UMPIRES, SQUARE LEG UMPIRES, AND FEES

- 22.1 A Certified / Neutral Umpire will be provided for all games whenever possible. A Certified Umpire shall be paid \$50 per team, due and payable at the start of the game when Team Player Cards are turned in. A non-certified Neutral Team Umpire shall be paid \$25 (Square-Leg) per team.

When two Certified Umpires are requested and provided, they are to be paid \$50 per team for a sum total of \$100 per team. In an extraordinary circumstance, such as no SCCA Certified Umpire available or a last minute emergency, the SCCA team assigned for leg-umpiring duty will be asked to perform the main umpiring duties as well. In such cases the umpire is requested to collect the non-certified amount of \$25 per team.

- 22.2 All Umpires must report to their assigned field at least 30 minutes prior to the start of a game. If a Certified Umpire arrives later than 30 minutes from the scheduled starting time, 50% of his match fees shall be deducted and reported to the Umpire's committee. If he is 1 hour late from the scheduled time, he is considered a "no show," and will be reported to the Umpires Committee for disciplinary action.
- 22.3 If a team misses either its Square-Leg or Main Umpiring assignment the following actions will take place:
- A fine of \$50 will be imposed for the first offense.
 - A fine of \$100 will be imposed for the second offense.
 - 3 Points will be deducted for the third offense from the team's Total Points.
- 22.4 The above fines must be paid up within 30 days of the e-mail notification from the SCCA or else three (3) Points will be deducted from the team's total points.
- 22.5 All teams must fulfill all of their Umpiring assignments and it is the teams' responsibility that Umpires report to the ground on time and complete their assignments.
- 22.6 In order to expand and improve the umpiring standard at the SCCA, each team is encouraged to have at least one registered player participate in and complete the SCCA Umpiring Certification Program. Teams that complete this Program and participate in Main Umpiring duties may be awarded a credit towards their leg-umpiring assignments. The SCCA Board of Directors will decide upon such award and any related requirements at a BOD meeting before the start of the season.

23 REQUIREMENTS FOR SUBMITTING SCCA MEMBERSHIP APPLICATION

- 23.1 See the SCCA Bylaws for other New Member requirements.
- 23.2 Club's roster requirement - Minimum of 15 players (full names and e-mail addresses).
- 23.3 Ground Information - with appropriate Exclusive permit for usage, not to be shared by an existing team playing in the League unless preapproved by the Executive in writing.
- 23.4 Bank statement in Club's name showing funds totaling a minimum of \$2500.00.
- 23.5 Completed SCCA Membership Application Form along with the Application Fees (noted on the form) must be submitted by December 1st prior to the SCCA AGM in order to participate in the subsequent season upon approval.
- 23.6 A check for the first year's SCCA Annual Dues.
- 23.7 All SCCA decisions are final and binding.

24 SCCA TROPHIES AND AWARDS

The following trophies will be awarded by the SCCA:

- League Champion for each Division
- Playoffs Champion for each Division
- Doc Severn Six-a-Side Winner
- Shirley Memorial Cup Winner
- Century award for each century scored during any SCCA game
- 6-Wicket haul during any SCCA game