



**Approved by the Board of Directors on March 20, 2011**

---

**Table of Contents**

GENERAL ..... 2  
LAWS OF THE GAME..... 2  
ROSTERS, TEAM LISTS, AND REGISTRATION OF PLAYERS ..... 2  
MOVEMENT OF PLAYERS ..... 4  
LENGTH OF MATCH AND INTERMISSIONS ..... 4  
START OF MATCH, GROUND PREPARATION, SUBSTITUTES, DELAYS, AND ABANDONED/FORFEITED GAMES..... 5  
FIELDING RESTRICTIONS ..... 7  
RESULTS & POINTS..... 8  
SCORING & STATISTICS ..... 9  
FORFEITURE OF GAMES (ALSO SEE SECTION 6)..... 9  
FINES & PENALTIES .....10  
DUES & ENFORCEMENT .....10  
CODE OF CONDUCT (COC).....11  
DOC SEVERN (SIX-A-SIDE).....13  
20/20 Games (Shirley Memorial Cup, Schedule Permitting).....13  
SCCA CRICKET BALLS .....14  
DRESS CODE.....14  
GROUND RULES.....15  
GROUND RESERVATIONS - SPECIAL GAMES .....15  
GROUND STANDARDS - SATELLITE TEAMS/CLUBS.....16  
PLAYING FORMAT AND TEAM PROMOTION/DEMOTION .....17  
MAIN/CERTIFIED UMPIRES, SQUARE LEG UMPIRES, AND FEES.....18  
REQUIREMENTS FOR SUBMITTING SCCA MEMBERSHIP APPLICATION .....19  
SCCA TROPHIES AND AWARDS.....19  
ICC Standard One-Day International Match Playing Conditions .....20

## 1 GENERAL

- 1.1 These Rules are for all 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by the SCCA as appropriate (e.g., The Doc Severn Six-Side Tournament and the Shirley Cup), except where specifically superseded in this document.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 and/or other competitions, e.g. 20/20 tournament, etc.
- 1.3 These Rules shall remain in full effect, regardless of the year, until a revision is approved by the SCCA Board of Directors via simple majority vote at any quorate Board meeting.

## 2 LAWS OF THE GAME

- a. 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
  - 21.6 Calculation of the Target Score
  - 21.8 Points
- b. **Free Hit after a foot-fault no ball:**

The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it.

If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
- c. **Powerplay Fielding Restrictions** (ICC Rule 41.2)

See Section 7 below.

## 3 ROSTERS, TEAM LISTS, AND REGISTRATION OF PLAYERS

- 3.1 Each Member club must email a "**Letter of Intent**" to the SCCA Secretary no later than the date set by the SCCA Board of Directors. The Letter shall serve as the official commitment by each club to take part in the upcoming SCCA season and fulfill all its obligations.
- 3.2 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.
  - 3.2.1 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 duly 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 Registration of all players must be completed online no later than Thursday midnight regardless of a Saturday or Sunday game, in order for a player to be eligible for that weekend's game. This registration deadline applies to adding a player on the roster as well as the online verification by the player. A player added to the roster but not properly verified before the deadline will remain unregistered and ineligible for an SCCA game.
- 3.6 No player addition, roster changes, or new verification of previously registered players will be allowed once a team has completed eleven (11) matches during the regular season, applicable to all Divisions.
- 3.7 **SCCA YOUTH & WOMEN Team (Approval deferred for this section):**
  - a. **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, 1991**. Registration of all players as well as members is required through the SCCA Youth Committee.
  - b. **Youth Roster & Registration:** In order to promote Youth Cricket and to maximize their playing opportunities, a youngster of the age described above shall be allowed to play for one team under each Division-I through V at the same time. Therefore, a Youth player may play in all five Divisions concurrently, 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.
  - c. **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, and/or the SCCA administrators must not interfere in Youth player selection matters against the wishes of the players' parent clubs.
  - d. **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.
  - e. **Player selection rights:** A Youth and female player's parent club has the first right to his/her selection. However, the parent clubs should consider releasing the players to the Youth & Women's Team for up to four weeks prior to the US Regional or National tournaments. A youth/female player's parent club must release him/her to participate in the US Regional and National tournaments as selected. The Youth & Women's Team management, coaches, and/or the SCCA administrators must not interfere or influence in Youth/female player's choice of non-SCCA Youth teams as long as all SCCA rules

regarding player registration, obligations and requirements have been met by the Youth/female player and his/her parent club.

- f. Youth & Female Player Dues Obligation: Although a Youth/female player may move from one club to another like any other player, he or she should not be held liable for any financial obligation to the releasing club.

#### **4 MOVEMENT OF PLAYERS**

- 4.1 After a player has played for a team at least once during a season, he may move to another team only once during that season. The same restriction applies to clubs with multiple teams.

All bona fide players of the SCCA Youth & Women's Team are exempt from this player movement restriction. However, this exemption only applies to their addition or participation in the SCCA Youth Team matches.

- 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:** Clubs with multiple teams cannot move more than two (2) players per week between their teams.

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

#### **5 LENGTH OF LEAGUE MATCHES AND INTERMISSIONS**

- 5.1 League matches held before the start of the Daylight Saving Time will begin at 9:00AM (Pacific) and 10:00AM thereafter, until the Daylight Saving Time ends. 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 45<sup>th</sup> 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.

<b>6 START OF MATCH, GROUND PREPARATION, SUBSTITUTES, DELAYS, AND ABANDONED/FORFEITED GAMES</b>
---

- 6.1 Umpires must be paid before the start of a game.
- 6.2 All satellite teams/clubs must have their wicket and ground ready for play at least 30 minutes prior to the scheduled start time. If the umpires feel the wicket 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-SCCA-managed 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 All players listed on the playing XI (and not as substitutes) on both teams arriving later than the game start time must check in with the umpire to determine penalty time (including the players in the team batting first)

The penalty time will be assessed as follows:

(i) **Bowling team:** if a player arrives more than 8 minutes late, he will have to be on the field of play for total number of minutes player was absent before he will be allowed to bowl.

(ii) **Batting team:** if a player arrives more than 8 minutes later than the start of the game, he must sit out the time he is late or wait until five (5) wickets are down (whichever comes first) before being permitted to bat.

(iii) **Batting team:** when a player arrives later than the start of the game, he must report to the Main Umpire immediately. Otherwise, he will be allowed to bat only AFTER the fall of the 5th wicket.

- 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 Due to a very tight SCCA scheduling calendar, 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 with 30 yard and 15 yard fielding restrictions as noted below.
- 7.2 Home teams are responsible for placing the appropriate discs marking the 30 yard and 15 yard circles.
- 7.3 The fielding restrictions for all league matches will be as follows per **ICC Rule 41.2: Powerplay:**

INNINGS DURATION	FIRST POWERPLAY	FIELDING POWERPLAY	BATTING POWERPLAY	TOTAL POWERPLAY
20 - 21	4	2	2	8
22 - 23	5	2	2	9
24 - 26	5	3	2	10
27 - 28	6	3	2	11
29 - 31	6	3	3	12
32 - 33	7	3	3	13
34 - 36	7	4	3	14
37 - 38	8	4	3	15
<b>39 - 41</b>	<b>8</b>	<b>4</b>	<b>4</b>	<b>16</b>
42 - 43	9	4	4	17
<b>44 - 45</b>	<b>9</b>	<b>5</b>	<b>4</b>	<b>18</b>

See the complete ICC Rule 41.2 at the end of this document.

**First Powerplay:** Only **two (2) fielders** are allowed to stand outside the 30-yard circle and **two (2) fielders** are required to be placed within 15 yards. These two (2) close-in fielders, other than the wicketkeeper, may field beyond 15 yards circle within the 45 degree angle from the popping crease for fast bowlers only.

**Fielding Powerplay:** The fielding side captain must decide at which point he wishes to implement this rule. He can only implement it at the beginning of an over, provided he informs the umpire. During this period only **three (3) fielders** are allowed outside the 30-yard circle. There is no mandatory number of close-in fielders within 15 yards during

this Powerplay.

**Batting Powerplay:** When the batting side informs the umpire that they wish to enact the batting Powerplay, the official will signal so by moving his arm in a circular motion. The batting team decides when to introduce their Batting Powerplay (either the second or the third Powerplay during their innings). During this period only **three (3) fielders** are allowed outside the 30-yard circle. There is no mandatory number of close-in fielders within 15 yards during this Powerplay.

Should the fielding or batting side chooses not to exercise their discretion, the remaining Powerplays automatically commence at the latest available point in the innings.

- 7.4 Outside of the Powerplay overs as stated above, at least **four (4) fielders** must remain inside the 30 yard circle.
- 7.5 In all SCCA 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.
- 7.6 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 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:

**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 =  $200/45 \times 42 = 186$ .

Since, Team 2 did not cross Team 1's effective score, Team 2 has lost by 6 runs. (186 – 180).

In case of a tie after applying the above method, see **Rule #8.6** below.

- 8.5 For league competitions, team standings in all Divisions shall be determined based on the number of total points scored. All tied points, AT ALL POSITIONS OF THE STANDINGS, shall be broken, by applying the following rules in the following order:

8.5.1 **POINTS TIE BREAKER #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 **POINTS TIE BREAKER #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 POINTS TIE BREAKER #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 apply:

- 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.

#### 8.6 Individual Game Tie:

In case both teams' scores are equal, regardless of wickets lost or overs played, each team will be awarded 5 points and the match will be a Tie.

### 9 SCORING & STATISTICS

9.1 An official SCCA scorebook has been issued to each team. All teams in all Divisions must use this SCCA scorebook, filled out accurately and completely with the Umpire's signature.

#### 9.2 Procedure To Report & Send Statistics:

- a. All teams will accurately complete paper score sheets for each match played.
- b. All teams must accurately reconcile score sheets during and after the match.
- c. Umpires will not sign score sheets if they have not been reconciled correctly and completely.
- d. Teams that show blatant disregard for the reconciliation process may be fined by the SCCA.
- e. The winning team shall collect the signed, original (white) pages of both innings from both scorebooks.
- f. The winning team is responsible for entering the score sheet online and to upload to the SCCA Website a PDF file or JPG images of both innings by Tuesday midnight following the game weekend.
- g. 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.
- h. In case of website malfunction, the winning 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 teams shall remain responsible for scores submission and reviewing within 72 hours of receiving the notice of website repair completion.
- i. Both teams (winning and losing) should complete the match summary report.

9.3 **Penalty:** The SCCA Webmaster will compile periodic website reports to determine compliance with on time completion of score upload by all teams. If a team is found guilty of not submitting and/or reviewing scores (online submission, files upload, and/or online reviewing) in a timely manner as noted in this Section, a fine of \$50 shall automatically apply for the first occurrence, and \$100 for each occurrence thereafter.

Additionally, if a team is late in submitting, upload, and/or reviewing the score for more than two (2) weeks after the match, a point deduction penalty of three (3) points may apply in addition to the monetary fine as determined by the COCC.

### 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, 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 will be fined \$250 for the first offense and \$500 per forfeiture thereafter. The SCCA shall be responsible for paying the umpires for a forfeited game as warranted. All teams are subject to the rules regarding expulsion from the League according the SCCA Bylaws.
- 11.2 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 DUES & ENFORCEMENT

- 12.1 The SCCA Annual Membership Dues, amount as determined by the SCCA Board of Directors, shall be payable in full no later than **May 15<sup>th</sup>**. Dues paid after **May 15<sup>th</sup>** will have a Late Fee and/or other penalties added per SCCA Accounting practice as approved by the Board of Directors (see below).

Clubs/teams that have not paid the Annual Membership Dues and its Late Fine in full on or before **60<sup>th</sup> day past the Due Date** noted above shall not be allowed to participate in any SCCA games until all such amounts due are paid in full. All games so called off for the offending team shall be awarded to the scheduled opposition. Also see the SCCA Bylaws regarding termination of membership.

### Annual Membership Dues Late Fees & Penalty – Due Date As Noted Above

Late from Due Date (as postmarked)	Late Fine (% of Total Amount Due)
1 – 15 Days	5%
16 – 30 Days	10%
31 – 60 Days	15%
61st Day Onwards	Team suspension + \$500 Reinstatement Fee + 15% Late Fine; until all amounts paid in full.

### Late Payment Penalty on All Other Amounts Payable

Due Date = 30 Days from Invoice or November 15<sup>th</sup> whichever comes first

Late Payment *	Late Fine (% of Total Amount Due)
31 <sup>st</sup> Day thru November 15 <sup>th</sup> >>>>	50%
All payments to be paid up no later than November 15 <sup>th</sup> . If not paid on/before Nov. 15 <sup>th</sup> >>>>	Team Suspension + \$500 Reinstatement Fee + 100% Late Fine

- 12.2 All new clubs entering the league must pay their Annual Dues in full prior to the start of the season.
- 12.3 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.

- 12.4 In case of any Club/team defaulting to pay the Dues and/or Fines to SCCA, all of the Club/team Executives, the Captain, and the Vice captain shall be held responsible and shall be banned from playing any SCCA games for any team until such Dues and/or Fines are paid in full.
- 12.5 In case a club is suspended for a partial or full season/year (current or future season) for any reason listed under the SCCA Rules, the suspended club must pay on time the SCCA Annual Dues (excluding the game participation part of the Dues, e.g. balls, tournament fees, scorebook, as determined by the Finance Committee), as well as any fines, for the season/year in suspension in order to retain its SCCA membership status.

### **13 CODE OF CONDUCT (COC)**

- a. 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.
- b. Team captains are responsible for the conduct of all of their players, and shall 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:
- I. 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;
  - II. Players and team officials shall not intimidate, assault or attempt to intimidate or assault an umpire, another player or a spectator;
  - III. 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;
  - IV. 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;
  - V. 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, or the affected party if not an 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 or the incident. The Umpiring Committee chairman may assist the Main Umpire with submitting a complaint report. 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, delayed, 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:

3<sup>rd</sup> Offense: When a period of 36 months has passed without any COC incident.

2<sup>nd</sup> Offense: When a period of 24 months has passed without any COC incident.

1<sup>st</sup> 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:

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

1<sup>st</sup> 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:

3<sup>rd</sup> Offense: When a period of 36 months has passed without any COC incident.

2<sup>nd</sup> Offense: When a period of 24 months has passed without any COC incident.

1<sup>st</sup> 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:

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

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

- 13.6 All teams must exercise extra caution and accuracy in completing score sheets and website score entries. Any team found tampering with the score sheet of an SCCA sanctioned game, or making an erroneous entry into the score sheet or the SCCA Website with an intention to benefit a team, or a player, (as determined by the COCC), shall be suspended for a MINIMUM of six (6) consecutive games for the first offense, twelve (12) games (or the remainder of the year whichever is higher) for the second offense and thirty (30) games (or two full seasons, 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. In case of a suspension for

the entire season, the team shall be demoted one division lower for each season in suspension. The penalties listed under this section shall apply to the entire team even when only one member of the team commits the violation. Also see Section 12 for Dues payment requirements for teams under suspension.

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 **SCCA Property Damage:** Any individual or group proven to have damaged any SCCA, and/or City/School/Public property in SCCA use, in any shape or form, willfully or by negligence, will be held liable for its full replacement costs or repair at the discretion of the SCCA. In addition, the responsible party will be subject to a monetary fine of up to **\$5,000** and/or up to **five (5) years suspension** from all SCCA activities. All such cases will be addressed by the SCCA Code of Conduct Committee, as well as the law enforcement authorities as required.
- 13.8 **The Appeal Process:** The player (or team in case of team offense) may file a written appeal to the Secretary within seven (7) calendar days after receiving the judgment, accompanied with a \$100 Appeal Processing Fee. The SCCA Executive will render the decision on the appeal within two (2) weeks after consulting with the Committee. The original judgment, as rendered by the Committee, can be overruled or altered by the Executive only with a unanimous vote among all five Executives. The player or the team will be allowed to continue playing through the appeal process. The Appeal Processing Fee will be refunded in full only in case the original penalty is reduced or rescinded as a result of the appeal.

#### **14 DOC SEVERN SIX-A-SIDE (Schedule Permitting)**

- 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 20/20 Tournament – Shirley Memorial Cup**

All games will be played at Woodley Park, Smith Murphy Park, and Highland grounds, unless additional or alternative arrangements have been specifically approved by the SCCA executive in writing.

---

Two (2) separate games shall be played on each field each day:

Game #1: 10:00 AM to 1:00 PM

Game #2: 2:00 PM to 5:00 PM

- 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 10 minute break between innings; and a one hour gap between games for pitch repair and marking.
- 15.5 Each team shall provide its own new SCCA-provided ball.
- 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 players must be registered with the team as per the regular SCCA League roster. Restrictions concerning the movement of players between teams shall apply as per SCCA Rules. A player may not play for more than one team, or move between teams within the club, for the duration of the competition, unless a Youth or female player as listed under Section 3.
- 15.9 All other regular SCCA League rules will apply, including win/loss points and tied-points rules except as specifically noted above.
- 15.10 The team with most points shall be awarded the Division 20/20 Winner. The team with second-most points will be the Runner up.

## **16 SCCA CRICKET BALLS**

- a) 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 upon Umpire's approval.
- b) In Division 1 and 2, the 45-over league games will be played with two white balls per inning simultaneously, one new ball from each bowling end at the start of each inning.

## **17 DRESS CODE – ALL FORMATS**

- 17.1 **Division I & II:** All teams in Division I and Division II shall play with white ball, and therefore, must wear colored shirts, pants, and pads, as approved by the SCCA, and in compliance with the **ICC Rules, Section 18**, as follows:
  - a) The playing shirts, sweaters and trousers shall be coloured (other than white, cream or any light colour which is likely to make the sighting of a white ball difficult).
  - b) The colours and design of the playing shirts, sweaters and trousers shall be uniform to all members of the same team. An exception to this is that shirt sleeves may be cut to any length, as long as both sleeves are evenly trimmed and the edges are sewn and hemmed.

- 
- c) Pads (batting and wicket-keeping): shall be plain coloured (other than white or any light colour which is likely to make the sighting of the white ball difficult. In this respect the decision of the Match Referee shall be final) save that the straps may be in the house colours of the Manufacturer. The colour of the pads shall be uniform to all members of the same team. The colour of the pads must be properly maintained. Discoloured or faded pads will not be permitted.
  - d) Batting Gloves: more than 50% of the protective areas of the glove shall be white or of the same colour as the base colour of the playing shirt.

**Division III, IV, and V:** All teams in Division III, IV, and V shall play with red ball, and therefore, must wear white pants, white collared white shirts, and white pads for all matches, unless a different color scheme was previously approved by the SCCA Executives. See below.

- 17.2 Any team, outside of the SCCA Dress Code requirements noted above, who is 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 for teams playing with red ball).
- 17.3 Teams must ensure that all eleven players on the field are wearing the same (white or colors) shirts, pants and pads. Umpires will strictly enforce this requirement. A player in violation of any provision of this section of the SCCA Rules shall be ejected from the game immediately. A team in violation of any provision of this section of the SCCA Rules shall forfeit the game points to the opposition team regardless of the game result.

## **18 GROUND RULES**

- 18.1 Shoes with cleats, such as soccer, baseball and the like must not be worn while playing at the Woodley/SMP/Carson/Highland or any other ground. Only cricket approved studs or spikes may be worn as permitted for each local ground. Some teams that have their private grounds, other than the SCCA grounds, have other own rules regarding cricket shoes. Visiting captains should inquire of the host captain, and must 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/Carson/Highland): All teams playing at Woodley/SMP/Carson/Highland are required to upkeep 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.
- 18.4 Failure to follow the instructions of the SCCA Grounds Committee personnel for grounds care, and/or failure to clean up a ground after a match, will result in fines and/or penalty points for one or both teams. The SCCA officials or groundsman will report such infractions to the Grounds Committee and the Code of Conduct Committee.

All teams are reminded that alcohol is prohibited at all times. In addition

## **19 GROUND RESERVATIONS – SPECIAL FESTIVAL GAMES**

- a) 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 contribution will be required for expenses, preparation, and clean up at the SCCA-managed 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.

- b) In order to avoid any ground/wicket damage at Woodley grounds and to allow natural ground and surface refurbishment, no club, team, or individual are allowed to use the Woodley grounds and/or its equipment during the off-season (November 1<sup>st</sup> through March 31<sup>st</sup>) even if permitted directly through the City/School authorities. Any violation of this rule shall be addressed by the Code of Conduct Committee and will result in fines and/or suspension of the responsible parties.
- c) SCCA Executive Management reserves the right to utilize any SCCA ground, with Board approval, at any time of the year.

## **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 SCCA Grounds 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-SCCA-managed grounds teams/clubs must have their wicket and ground ready for play 30 minutes prior to the scheduled start of the game. If, in the opinion of the umpires, the wicket 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-SCCA-managed ground at its discretion.

- 20.1 Ground size: a minimum distance of 55 yards in all directions from the playing strip.
- 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 on the SCCA Website. Only recognized artificial cricket wickets will be accepted on approval from the SCCA Grounds Committee (i.e. cocoa matting, Flux Wicket, 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 (i.e. 100 ft. measuring tape)
  - 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 - to 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 prior to the start of the season, which must also be made available to the SCCA for the granting of the necessary SCCA insurance and scheduling purposes. 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 must be readily available for inspection by the Umpire, the visiting Captain, league officials, Police, and Park/School officials, on the game day prior to the game start.
- 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 LEAGUE 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/more 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 (unless more than 9 teams in a division).
  - 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 **NOT** decline to take the promotion.
  - 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 breakers shall be applied as noted in Section 8.
- 21.2 The team with most points after the regular season games will win the League Championship. Section 8 will apply to points tie.
- 21.3 The 2011 season will not include playoffs.
- 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 1<sup>st</sup>** so that the SCCA Season Schedule can be adjusted accordingly in a timely manner. See SCCA Bylaws for all details.
  - 21.4.1 Upon that team's return (Returning Team) the following year as allowed per SCCA Bylaws, it will play in the lowest SCCA 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 by March 1<sup>st</sup> 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 becomes absent from the SCCA for any reason (e.g., suspended, "one-year grace period," etc.), **on or before to February 1<sup>st</sup>**, 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 or more 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 March 1<sup>st</sup>**, 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 in order to avoid any scheduling disruptions and conflicts. In such a case, all games so cancelled will be awarded to the opposing teams scheduled to play the absent team.

## **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 Square Leg Umpire shall be paid \$25 per team. When two Certified Umpires are requested by both teams 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.

Umpiring fee for 20/20 games: Two SCCA Certified Umpires will be used for each 20/20 game. Each team will pay \$25 to each Main Umpire (total of \$50 per team per game).

At the end of 2011 season, each team is required to have at least one SCCA Certified Umpire on their roster, not shared by any other SCCA team.

22.2 **Umpiring Assignments:** Each team will be scheduled to provide SCCA-certified umpires for the main umpiring duty, as well as someone knowledgeable in cricket umpiring for leg-umpiring duty for all SCCA games. Teams may utilize any current SCCA-certified umpires for the main umpiring duty, and/or have their players/members complete the SCCA Umpiring Certification process. The Umpiring Committee will help the teams, who do not have SCCA-certified umpire on their squad, by assigning certified umpires if the team informs the Umpiring Committee in writing no later than Wednesday before the game.

22.3 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.

- 22.4 If a team misses either its Square-Leg or Main Umpiring assignment as confirmed on the SCCA Website schedule, or in writing by the Umpiring or Square-Leg Umpiring Committee, the following penalties will be assessed automatically:
- a. A fine of \$50 for the first offense.
  - b. A fine of \$100 for the second offense.
  - c. A fine of \$100 plus 3 Points deducted for the third and additional offense from the team's Total Points.
- 22.5 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.
- 22.6 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. A planned swap of the schedule or personnel will not relieve the original team from their accountability of umpiring the game.
- 22.7 The Main Umpire must exercise extra caution in ensuring that all score sheets are properly and accurately reconciled, including all players' names for each team, dismissals, catches taken by, before signing the score sheets. The SCCA Statistician shall inspect score sheets at random and report any discrepancies and incomplete score sheets to the Umpiring Committee for possible fines for the Umpire responsible.

### **23 REQUIREMENTS FOR SUBMITTING SCCA MEMBERSHIP APPLICATION**

- a) See the SCCA Bylaws for other New Member requirements.
- b) Club's roster requirement - Minimum of 15 players (full names and e-mail addresses).
- c) 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.
- d) Bank statement in Club's name showing funds totaling a minimum of \$2500.00.
- e) 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.
- f) A check for the first year's SCCA Annual Dues.
- g) All SCCA decisions are final and binding.

### **24 SCCA TROPHIES AND AWARDS**

The following trophies will be awarded by the SCCA:

- League Champion and Runner Up for each Division
- Shirley Memorial 20/20 Tournament Champion and Runner Up for each Division
- Playoffs Champion and Runner Up for each Division (when applicable)
- Doc Severn Six-a-Side Winner (when applicable)
- Most Valuable Player for each Division
- Most Runs for each Division
- Batting Average (8 Innings minimum) for each Division
- Most Wickets for each Division
- Best Economy (40 Overs minimum) for each Division
- Best Fielder for each Division
- Best Wicket Keeper for each Division
- Century award for each century scored during regular league
- 6-Wicket haul during regular league
- Hat-trick (must be separately reported to the SCCA Statistician by the team)

# ICC Standard One-Day International Match Playing Conditions

## 41.2 Restrictions on the placement of fieldsmen

41.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

41.2.3 The following fielding restrictions shall apply:

- a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached appendix 5). During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within the applicable fielding restriction area measured from the striker's end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 a) above.

41.2.5 Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:

- a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the

commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.

- d) Once a side has nominated a Powerplay, the decision cannot be reversed.
- e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th over).

41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

41.2.7 Each block of Powerplay Overs must commence at the start of an over.

41.2.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 41.2.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

Illustrations of 41.2.8:

A match starts as 40 overs; with the first 8 as Powerplays (PP). The next two overs are not PP, the match is then delayed after 10 overs and shortened to 30 overs. The new PP allocation is 6+3+3, we have had 8 PP overs, so there is one over of fielding side selection left and all three overs for the batting sides. Both teams can choose when to use their respective 1 and 3 over allocations. As above but the match resumes as 23 overs each. The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.

41.2.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

41.2.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

41.2.11 If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 41.2.9, 41.2.10 and 41.2.11

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs, (c) 20 overs.

a) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.

b) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.

c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

41.2.12 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Illustration of 41.2.12:

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

41.2.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

41.2.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

~~41.2.15 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs. (Not applicable to SCCA)~~

~~41.2.16 The public address system shall be used to keep the spectators informed. (Not applicable to SCCA)~~

41.2.17 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.