



GOVERNING RULES

Updated March 9, 2011

Changes approved by Club Delegates' Meeting (March 9, 2011) are highlighted.

MANAGEMENT COMMITTEE AND ELECTION OF OFFICERS

1. The Management Committee of the League shall comprise five Executive Officers and seven General Members. The Executive Officers include President, First Vice President, Second Vice President, Honorary Treasurer and Honorary Secretary. Election of the Management Committee will occur as follows:

- a) The Executive Officers of the League shall be elected for a term of two years at an Annual General Meeting by members of the League.
- b) In odd numbered years the positions of President and second Vice-President shall be filled.
- c) In even numbered years the positions of first Vice-President, Honorary Treasurer and Honorary Secretary shall be filled.
- d) General Members of the Management Committee shall be elected for a one-year term at a Meeting of Delegates held in November of each year.

MEMBERSHIP APPLICATION

2. Clubs must apply each year for membership in the League. Applications must be received by December 1st for consideration for the following season. The following will apply to a cricket club seeking membership in the League:

- a) Renewal membership application from existing clubs for their current teams shall be accompanied by a fee of one hundred dollars (\$100.00) per team which will be applied on account of the annual League assessment. In addition clubs are required pay six hundred and fifty dollars (\$650.00)ⁱ per team as a partial payment towards the cost of cricket balls for the following season.
- b) An application from an existing club wishing to add a new team shall be accompanied by an application fee of four hundred dollars (\$400.00) per team of which one hundred dollars (\$100.00) per team will be applied on account of the annual League assessment. In addition the club must submit sufficient funds to cover the full cost of cricket balls for the following season for each new team.
- c) The application fee of \$300.00 for a new team to an existing club will be waived if such entrance fee was paid within five (5) years and such team was subsequently withdrawn.
- d) Application from a new club shall be accompanied by an entrance fee of four hundred dollars (\$400.00) per team, of which one hundred dollars (\$100.00) per team will be applied on account of the annual League assessment. In addition the club must submit sufficient funds to cover the full cost of cricket balls for the following season for each new team.
- e) As a general principal the League will give priority to existing clubs adding new teams over new club applications.
- f) All applications for membership in the League shall be subject to approval by the Management Committee. In the event of an application being rejected, the entrance fee shall be returned.
- g) All member Clubs of BCMCL with a team playing in the Premier Division (or the top division) must have a Junior Cricket Program by the year 2012. Also, all Clubs registered with the BCMCL must have a Junior Cricket Program by the year 2013.
 - Criteria for Junior Cricket Program
 1. Club must have a minimum of 8 junior cricket players playing cricket (under the age of 19 at the start of the season) in the BCMCL or,



2. Club must have a Junior team in the Saturday Morning or Surrey Junior Cricket League (Kanga or hardball cricket)

- Failure in having a junior program – the registration fee will be an additional \$300 per team and such funds collected will be directed to Junior Cricket.ⁱⁱ

h) Any new team accepted by the BCMCL will be placed in the lowest division.ⁱⁱⁱ

3. All outstanding dues must be paid by December 1st of each year, failing which the club concerned will be penalized by a fine set by the Management Committee.^{iv}

4. If a club fails to pay, in full, their League dues, each registered member of that club will be jointly and severally responsible and will have to pay their share of that debt before he/she is allowed to re-register for the next season.

DIVISION OF LEAGUE

5. The League shall be composed of one or more divisions.

6. No division shall exceed twelve teams.

7. For scheduling purposes the ideal number of teams is seven (7) or ten (10) for a division when playing an eighteen (18) game season.^v

8. As a general policy the composition of each division shall be altered at the end of each season by promoting to the next higher division the two teams placing first and second in each division, excepting the highest division, and by relegation to the next lower division, the two teams placing last and second to last in each division, excepting the last division. This general policy is applicable to Divisions which have ten (10) teams. For Divisions having only seven (7) teams:

Elite Division – the lowest team will be relegated to the Premier Division

Premier Division – the team placing first will be promoted to the Elite Division.

Premier Division – the lowest team will be relegated to the First Division^{vi}

PLAYER REGISTRATION/ELIGIBILITY

9. Individual player registration/waiver/release forms supplied by the League must be completed and submitted EVERY SEASON BY ALL PLAYERS, including those in the Saturday Morning League. Players who are new to the League (not new to the club) and therefore do not have ID numbers must be entered into the online registration system at www.bcmcl.ca which will allocate an ID number. Player information must be up to date and correct in both the online registration database and on the registration/waiver/release form.

10. A player can register for ONLY ONE CLUB and this registration shall cover all BCMCL competitions and activities involving member Clubs until the beginning of the next yearly registration period. If a player is registered or plays a game in any other league in the Lower Mainland then he/she forfeits his/her registration from the BCMCL and as a result is unqualified.

11. Individual player registration/waiver/release forms supplied by the League to clubs have to be completed by each player and received by the League Secretary, Fax 604-909-2669, no later than the Wednesday PRIOR to each player playing their first game. Failure to comply with this rule will result in a one game suspension for the team captain and a forfeit of the game by the offending team.



12. To ensure that the correct full name is registered, each player must provide his/her club with official identification, e.g., passport, driver license, social insurance number, birth certificate. Only ONE form of identification is required.
13. In the case of JUNIOR players the signature of a parent/guardian is essential. Registrations for junior players will not be accepted unless this requirement is met.
14. In the event of a player transferring from one club to another during the playing season such a player must obtain a written release from the first club President or Secretary with which he was registered and submit it with a new written registration for the second club before he/she can be registered. The release and new registration must be faxed or mailed to be received by the League Secretary by the Wednesday PRIOR to such player playing in a B.C.M.C.L. match. It is the responsibility of the second club to ensure that these requirements have been met.
15. No releases will be permitted after 6.00 pm on June 15 of the season. For clarity, releases must actually be received by the League Secretary by this deadline and it is the responsibility of the player and his new club to ensure that this happens.
16. A team shall not play more than one member of a touring side(s) playing in British Columbia in a scheduled fixture.
17. Clubs may, by February 1st of each calendar year, file with the League Secretary, the name of any member who has failed to play his club dues for the previous seasons. In such an event, the registration of such members shall not be accepted for any other club unless the club to which he is in arrears gives its written consent to his/her registration as a player for such other club. For the current season \$300.00 will be considered to be the maximum amount of dues owing for the purposes of this rule.^{vii}

JUNIOR PLAYERS

18. A junior player is a person whose 19th birthday falls following the commencement of the cricket season as per the B.C.M.C.L. schedule for the relative year.
19. A junior team will use 8 junior players on a regular basis. These junior teams will be allowed to exchange players subject to rules governing unfair use of players and provided prior permission for him to play for the requesting club is obtained from the club President or Secretary with which he/she is registered.
20. All junior players will be allowed to play for any other team/club providing prior permission has been obtained from the requesting club, from President or Secretary of the club with whom the junior is registered. Any such arrangement is subject to rules governing unfair use of players. Juniors playing for another club must be registered with a unique identity in the online registration database (e.g. add the club name after the player's first name "John (Pakcan) Smith"). Provided the junior player is properly registered with his original club and the registration/waiver/release form has been accepted by the League then a new registration/waiver/release form is not necessary.

Any junior player registering to play for another club MUST submit a NEW registration form to the League Statistician for approval of the new ID number. The parents do not need to sign the new (or second) form but must be signed by the club witness and the player. This is required to allow the League Statistician to process the form and approve new ID number. The form MUST be received by the League Statistician by Friday prior to the junior playing for another club.^{viii}



21. For any such match, the requesting team is permitted to play a maximum of three (3) junior players from another club/team.
22. The senior players must be registered members of the club. If a club fields only a junior team, that club can have TWO named senior players who may have dual registration. Only ONE of the two named players can play in any given game.
23. A maximum of three (3) senior players per game will be permitted to play on a junior team. Only one (1) senior player shall be permitted to bat in the first seven batsmen and only (1) senior player shall be permitted to bat in the first five bowlers.
24. A junior player can register with only ONE club.
25. EVERY JUNIOR PLAYER MUST WEAR a helmet with an attached facemask, all properly fastened with the chinstrap, while batting, fielding in a close catching position and wicket-keeping in a close up position.
26. A junior player can play with any number of clubs during the season. However, the unfair use of player rule shall prevail at all times.
27. Junior players can play for only one club in the play-offs and shield finals and must have played at least five games for that club.

28. FAIR USE OF PLAYERS

When players are moved between teams within their clubs the following shall apply:

Any player, who moved down to play in a lower division, will have to miss at least one game of the higher division team from which that he came down from. Junior players and senior players who play on a Junior Team are exempt.

The fair use of players rule shall apply at all times.^{ix}

29. Teams are expected to use players (including juniors) in the division which best suits their talents and abilities and in which they have established themselves previously. Any club, which considers that another club has unfairly used higher division players in any match, may make a written protest as per the rules governing Protests and Discipline.
30. For greater understanding of the above rule the Management Committee will not tolerate clubs who attempt to influence match results unfairly.
31. If a club has two teams in the same division, each team must register with the Honorary Secretary a minimum of eight (8) regular playing members who cannot be moved between the teams without prior written permission of the Management Committee. Such permission must be sought at least five (5) days prior to the next match. Any player from the list of 8 players registered as above, who moves to his club's other team within the same division, shall stay with that team for a minimum of three (3) games. A player from the list of eight (8) must play a minimum of six (6) games with the team with which he is registered. Clubs that infringe this rule shall be fined \$50.00 per player per infraction.
32. The Management Committee may review player use from time to time and take appropriate action regarding the use of unfair players.

UMPIRING



33. Clubs are required to provide umpires to ensure that games are adjudicated by neutral umpires. Clubs can expect up to ten umpiring assignments for each registered team per season. Clubs are expected to ensure that individuals performing umpiring assignments have a reasonably good knowledge of the Laws of Cricket.

34. Clubs will be fined \$60.00 for each “no show” assigned umpiring duty for their club. The “no show” fine will be increased to \$100.00 for the last four weeks of the season.

35. Failure to maintain a 75% attendance for umpiring assignments, starting the first four weeks of the season, will result in deduction of points from existing standings of ALL teams of the offending club, plus a fine of \$50.00 until the required 75% is attained. The deduction of points can be negative, e.g. -4 points. Clubs will have the right to a written appeal for such loss of points within 14 days of written notification of loss of points.

36. A club which has fallen below the 75% threshold may apply to the League for additional umpiring assignments in order to more quickly attain the 75% target. At its sole discretion, the League will use its best efforts to allocate additional umpiring assignments in order to assist the club to attain the 75% completion level. These assignments will be known as “Make Up” assignments. Each “Make Up” assignment fulfilled will be credited to the club’s total of completed assignments, but NOT to their total allocation of assignments. However, should a club fail to complete a “Make Up” assignment, the club’s total allocation of assignments shall be increased by one for each missed assignment. The deduction of points shall remain in effect until the club re-establishes the required 75%. The League does not have an unlimited supply of “Make Up” assignments available, particularly towards the end of the season, and will not take assignments from one club to give to another.

37. “Make Up” assignments can only assist a club to return to a 75% completion rate. Any deduction of points which has occurred because a club has dropped below the 75% completion will not be forgiven, erased, or in any other way returned, unless the club has successfully appealed the deduction in accordance with the above procedure.

GENERAL RULES

British Columbia Mainland Cricket League general playing rules follow MCC Code 2003, except where local rules are specified as below.

38. Boots with metal studs or metal spikes or other footwear that will damage the pitch shall not be worn on any pitch when batting or bowling.

39. All players must wear white, cream coloured clothing, or specified coloured uniform & pads of their club, if playing in the Premier - including a shirt with a collar & Long Pants. Players who do not comply will not be allowed to play in the match. Players shall endeavour to keep their shirts tucked in. Protective pads other than batting or wicket keeping leg and /or arm guards and helmets (for example: boxes, thigh pads, rib pads, abdominal guards, etc.) must be worn underneath shirts and trousers.

40. Any player with a bleeding injury must go off the field and treat his wound. There is always a risk factor when there is a bleeding wound.

41. Clubs are reminded that the use of grounds is covered by agreement between various City and Municipal Parks Boards and the League. Any club planning unscheduled or “friendly” matches on these grounds MUST therefore obtain prior approval from the League.



If reported by officials or public, the management committee will assess penalties to Clubs whose teams do not put equipment away or do not pick up garbage after a match).^x

42. In the event that a club finds it necessary to default a match, it must default that match in the lowest division in which it is entered. The defaulting club should expect to be fined \$100.00 due and payable for each match defaulted in the event of match defaults advised to the League Secretary or League Official and opposing Captain or club official not later than 48 hours prior to game time of the scheduled match, and \$200.00 for all other defaults including failure of team to show up on game day.

Fifty percent (50%) of the fine collected as a result of the default will be reimbursed to the team that did not play the game as a result of the default.^{xi}

43. The pitch shall not be watered during the match.

44. Re-setting a non-turf pitch: Should the non-turf covering be displaced during the match due to wear by player movement, by effects of rain, or by a spike being dislodged, it is permissible to re-set the non-turf covering. It is recommended that this be done between innings. In order to re-set a non-turf covering it is permissible to allow a minimum watering of the pitch.

45. When using a mat, a ball striking a spike of the edge of the mat during a delivery shall be called a "wide" followed by a "dead ball" call.

46. In **Divisions II and lower**, for all matches, League or Playoffs, ties will be broken in the following order:

- a) The team having lost the lesser number of wickets
- b) The team with the greatest number of runs per over
- c) The toss of a coin

47. For all games in **Divisions II and lower**, play shall commence at 12:30 p.m., including games scheduled at Hugo Ray I and II.

48. All matches in **Divisions II and lower** consist of a maximum of 45 overs for each side.^{xii}

49. It is the duty of all captains to decide on the fitness of the ground for play, on the day of the match, no later than two and one half (2 and 1/2) hours before the scheduled starting time of the match. In the event of disagreement, the teams must report to the ground for a further ground inspection. In the event of further disagreement and in the absence of the appointed umpire, the match shall begin.

Note: In all matches involving Seattle, the home team captain must telephone a member of the B.C.M.C.L. Management Committee before 8 a.m. in the event of possible cancellation due to the weather, who will inform the League/Club umpire and the visiting captain.

50. In the event of an away team representative not being present at the ground at least 30 minutes before the scheduled starting time, the home representative will decide whether to use the mat or not. However, should a representative of the away team be available in the above decided time, and in the event of a disagreement, the home team shall lay the mat.

51. Only players who have been properly registered and whose registration/waiver/release form has been processed by the League are allowed to play. A list of properly registered and accepted players for each team is available on the BCMCL web site (www.bcmcl.ca) from the "Active Players Tab". Failure to comply with this rule will result in a one game suspension for the Captain and a forfeiture of the game by the offending team.



52. For **Divisions II and lower**: Delayed or interrupted matches which are weather related or due to other unavoidable circumstances will be treated as follows:

- a. Delay or interruptions of team batting first: Each team's innings will be reduced by one over for every eight minutes or part thereof of playing time lost.
- b. Delay or interruptions of team batting second: The team batting second must be allowed to bat for a minimum of twenty-three (23) overs in a 45 over game (unless "all out" before or wins in less overs.)
- c. If the team batting has no chance of batting 23 of 45 overs, the game shall be treated as abandoned and no points shall be awarded to either team.
- d. If the team batting second completes 23 or more overs but cannot complete their innings due to weather, ground or unavoidable circumstances, the winner will be the team that has scored the higher runs-per-over average. The total overs used by each team will be used in the calculation

53. A "No Ball" shall be called and signaled for any short-pitched ball that rises over the batsman's shoulder while in his normal standing position at the crease.

54. For all matches in **Divisions 2 and lower**, teams will be required to bowl on average a minimum of fourteen (14) overs per hour in an inning. If a failure to do so is reported by the officially appointed umpire, the offending team will be fined \$100.00 per offence.

55. The interval between innings shall be limited to twenty (20) minutes.

56. **Only balls approved and supplied by the BCMCL can be used in the BCMCL matches.**^{xiii}

57. The scorebooks/score sheet for the purposes of computing averages shall be closed on the scoring of the winning run. The captains shall agree on the score recorded in the scorebooks/score sheet for the innings of the team batting first prior to the commencement of the team batting second.

58. At the end of the game BOTH captains and any assigned umpire must sign the completed stat sheet/score sheet.

59. Individual trophies will be awarded for batting, bowling and wicket-keeping in each division. Only those performances for one team within the given division will qualify for a trophy.

60. Hat-trick: Names and details concerning hat-trick performances must be submitted to the League Secretary by the club concerned before October 1 of the year.

PROTEST AND DISCIPLINE

61. The Management Committee shall appoint a Protest and Discipline Committee to deal with protests and reports of misconduct. Said Committee shall consist of at least four members who shall not represent the same clubs as those involved in the protest or report of misconduct.

62. Any club shall have the right to protest the result of any match within seven (7) days of same by making a written submission to the Honorary Secretary stating clearly the basis on which the protest is being lodged. Similarly, clubs and/or umpires shall have the right to file reports of misconduct.

63. The Honorary Secretary shall as soon as possible furnish a copy of such protest or report of misconduct and members of the Protest and Discipline Committee and to the Secretary of the club(s) whose member(s) is/are the individual(s) against whom the protest or report of misconduct has been lodged. They shall within seven (7) days provide a written reply to the Honorary Secretary.



64. Upon receipt of such written submission, the Protest and Discipline Committee shall within **THIRTY (30)** days call a hearing, if deemed necessary, make its decision and advise it in writing along with the reason to the clubs and/or the individual(s).^{xiv}

65. The notice period of all protests, reports of misconduct, written replies to it and/or requests for hearings refer to the period by which the written submission must be received by the Honorary Secretary.

66. The protest fee shall be fifty dollars (\$50.00). In the event of the protest being sustained, such fee shall be returned. If the protest fails such fee shall be forfeited to the League. Clubs will be billed for unsuccessful protests.^{xv}

67. Should a club or individual wish to appeal the decision, they must within five (5) days of the receipt of such decision, submit a written appeal specifying the grounds upon which the appeal is based, along with the appeal fee. The appeal will be forwarded to the Appeals Committee.

68. The appeal fee shall be fifty dollars (50.00), which amount may be returned to the appropriate party at the discretion of the Management Committee.

69. The Appeals Committee shall consist of three (3) members of the Management Committee who do not serve on the Protest and Discipline Committee. If the Appeals Committee deems a hearing is necessary, the club/individual will be notified in writing within five (5) days of the receipt of the request for an appeal. The appropriate party will also be given the time, location and date on which the appeal will be heard by the Appeals Committee.

70. Only ONE representative of the club or the individual concerned will be required at the meeting.

71. The appealing club/individual will be notified of any action taken.

72. A suspension is deemed to have been served once the team on which the infraction/complaint occurred has played the number of games of the suspension. Suspensions may be deferred at the discretion of the Protest and Discipline Committee.

STATISTICS

73. Statistic sheets will be made available to all clubs prior to the beginning of the season. These sheets must be signed by authorized representatives of each club at the ground after the match certifying the result, the registration of players and accuracy of information reported, including the first and last names of ALL players.

74. All clubs must ensure that the League Statistician has a fax number and an e-mail contact for their club. Stat sheets must be sent to league statistician, Fax 604-909-2669.

75. It is the responsibility of the WINNING TEAM to enter the match results into the statistics database in www.bcmcl.ca and to fax the completed score sheet BY WEDNESDAY FOLLOWING THE GAME. In the event of a match being abandoned, defaulted or rained out, it is the responsibility of the HOME TEAM TO SUBMIT THE SCORE SHEET.

76. To submit the match results complete the following:

- a) Enter the match details for the appropriate game.
- b) Use the validate function to ensure that there are no outstanding errors.



- c) Once the match validates as error free then change the status of the match from “Incomplete” to “Unofficial”.
- d) Save the entry.

77. The match results will not be considered submitted unless these steps are completed.

78. Failure to submit the match result AND a fax of the completed statistics form by the Wednesday following the game will result in a \$50.00 fine. If the match results and the fax are not submitted to the League Statistician by the following Wednesday, i.e. the second Wednesday following the game, the winning team will forfeit the game and fines will increase to \$100.00 per week until the results are properly submitted.

Note: Up to date summaries of incomplete statistics are available on the League web site at www.bcmcl.ca

79. It is the responsibility of the club to contact the League Statistician via their Club Secretary to resolve any anomalies that they believe have arisen so that the issue can be resolved as soon as possible.

SHIELD FINALISTS

80. The two top teams at the end of the year in **Divisions I and lower** shall play in the “Shield” Finals which will start at 11 a.m.

81. In the event of two or more teams tying for placement in the “Shield” Finals, the tie break will be decided upon in the following manner:

- a) The team with the winning record in head to head competition during the season;
- b) The team with the higher net run rate over the regular season;
- c) The toss of a coin.

Note 1: To calculate the run rate, ALL overs faced by each team will be considered.

82. The championship of each division shall be held by the team securing the largest number of points in that division, but in the event of matches scheduled not being played, the championship of the League, or any division thereof, shall be decided by the percentage of net points gained in matches played.

83. In the event of any two teams in **Divisions I and lower** tying for the championship at the close of the League season, such teams are required to play-off for the championship on a date specified by the Management Committee. If such match shall end in a tie or a draw, the winner shall be the team which has scored the higher runs per wicket in such match, and, if there shall still be a tie or if such match is not completed on account of weather, then such teams shall hold the championship jointly.

84. No player shall participate in a Shield Final unless he has played in at least five (5) matches during the current season for the club that he will be representing in the Shield Final. Failure to comply will result in forfeiture of the match.

Player must play in a total of five (5) completed matches where there is a result. A rainout, defaulted or cancelled match is NOT considered as a played match.^{xvi}

ELITE AND PREMIER DIVISION PLAY-OFFS AND REGULATIONS



85. Each play-off match will be subject to the **Elite and Premier Division** regulations except that all play-off matches will start at 11 a.m.

86. **The top four teams will qualify for the play-offs.**^{xvii}

87. The play-off system will consist of the following:

Team 1 vs. Team 4

Team 2 vs. Team 3

Winner of Team 1 vs. Team 4 plays Winner of Team 2 vs. Team 3^{xviii}

88. In the event of two or more teams having the same net percentage* at the end of the season, the placing will be determined by the following criteria, applied in the following order:

- a) result of meeting between the teams during the season;
- b) net run rate;
- c) the toss of a coin.

* Means the net points achieved after deduction of any penalty points, as the total amount available to the team.

89. The final will be played on a date specified by the Management Committee. If the match cannot be started on the initial date, the match will be played on a make-up date provided in advance by the Management Committee. If the match is commenced but subsequently abandoned due to weather, a new match will be played on a make-up date provided in advance by the Management Committee. If the match is not played to a conclusion on the make-up date or ends in a tie, the team with the higher League standing will be declared the winner.

91. A play-off match is deemed abandoned in the same manner as a regular League match and interrupted or terminated games will use the Duckworth-Lewis method of calculation.

92. In the event of a tie in the play-offs, the team with the highest League standing will be declared the winner.

93. For a championship match a tie results in dual winners.

94. No player shall participate in the play-offs unless he has played at least 5 matches during the current season for the club which he will be representing in the play-offs.

95. No part of the Governing Rules shall be repealed or altered in any way, or any new article added unless the proposed amendment is submitted by the proposing Club, the Management Committee, or the playing member to the League Secretary at least fourteen (14) days before the date of the meeting. Notice of such proposed amendment shall be given to the member clubs a minimum of 7 days prior to the meeting.^{xix}

ⁱ Rule #2a. was amended at the BCMCL AGM on November 3, 2009

ⁱⁱ New rule was approved at the Club Delegates' Meeting (April 1, 2010)

ⁱⁱⁱ Addendum was approved at the Club Delegates' Meeting (March 9, 2011)

^{iv} Rule #3 was amended at the Club Delegates' Meeting (March 9, 2011)

^v Rule #7 was amended at the Club Delegates' Meeting (March 9, 2011)

^{vi} Addendum approved at the Club Delegates' Meeting (March 9, 2011)

^{vii} Rule #17 was amended the Club Delegates' Meeting (March 9, 2011)

^{viii} Addendum was approved at Club Delegates' Meeting (March 9, 2011)



^{ix} Amended at the Club Delegates' Meeting (April 1, 2010)

^x The last sentence of Rule #41 was approved at the Club Delegates' Meeting (April 1, 2010). This was part of the Special Brockton Point Rule but it is applicable to all grounds that BCMCL uses. It was suggested that the rule be moved to the Governing Rules section from the Playing Rules section.

^{xi} Rule #42 was amended at the Club Delegates' Meeting on April 1, 2010.

^{xii} Amended at Club Delegates' Meeting – April 1, 2010

^{xiii} Rule #56 was approved at Club Delegates' Meeting (March 9, 2011)

^{xiv} Rule #64 was approved at Club Delegates' Meeting (March 9, 2011)

^{xv} Amended at Club Delegates' Meeting – April 1, 2010

^{xvi} Addendum approved at Club Delegates' Meeting (March 9, 2011)

^{xvii} Revised and approved at Club Delegates' Meeting (March 9, 2011)

^{xviii} Approved at Club Delegates' Meeting (March 9, 2011)

^{xix} This addendum was approved at the Club Delegates' Meeting – dated November 24, 2010