



GOVERNING RULES

Changes approved at Club Delegates' Meeting – From February 10th, 2018

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)¹ 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to an existing club will be waived if such entrance fee was paid within five (5) years and such team was subsequently withdrawn.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 Two thousand, Five Hundred dollars (\$2500.00) 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 \$650.00 to cover the full cost of cricket balls for the following season for each new team. (Per Delegates 2016-03-13)
- 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 – less non-refundable fees. (Per Delegates 2016-03-13)

¹ Rule #2a. was amended at the BCMCL AGM on November 3, 2009



- g) Any new team accepted by the BCMCL will be placed in the lowest division.²
- h) A club that plays a junior for a minimum of nine (9) regular season games during the season shall be eligible to receive a rebate, the amount of which is to be decided annually by the management committee, for each such junior. For clarification, such juniors must be members of the club and not members of another club, who have been registered, solely, to enable them to play for the second club.
- i) **All payments by Clubs shall be by DIRECT DEPOSIT and league will provide bank account information prior to December 1st of each year.**³

3. All outstanding dues must be paid by the stated deadline, failing which the club concerned will be penalized by a fine set by the Management Committee. For the sake of clarity, the fine imposed may be monetary, a deduction of points earned by the teams in the clubs or any combination of the two, as decided upon by the Management Committee and properly conveyed to all the clubs.⁴

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.⁵
- 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 Division⁶

PLAYER REGISTRATION/ELIGIBILITY

9. Individual player registration/waiver/release forms supplied by the League must be completed and submitted EVERY SEASON BY ALL PLAYERS. 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

² Addendum was approved at the Club Delegates' Meeting (March 9, 2011)

³ Addendum approved at the Club Delegates' Meeting – January 31, 2015

⁴ Approved at Club Delegates' Meeting (January 31, 2015)

⁵ Rule #7 was amended at the Club Delegates' Meeting (March 9, 2011)

⁶ Addendum approved at the Club Delegates' Meeting (March 9, 2011)



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.⁷

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 FRIDAY 10:00pm PRIOR to each player playing their first game. Failure to comply with this rule will result in a nine (9) game suspension for the team captain and a forfeit of the game by the offending team. (Per Delegates 2016-03-13)

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 in the BCMCL/BCMCL sanctioned event, the signature of a parent/legal guardian on their registration/waiver form is essential. In addition, a legal Photo ID and proof of age must be provided. Registrations of JUNIOR players will not be accepted unless the above documentation is provided.

14. In the event of a player transferring from one BCMCL 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 FRIDAY 10:00pm before the match. It is the responsibility of the second club to ensure that these requirements have been met. (Per Delegates 2016-03-13)

15. No player releases will be permitted after 6:00 pm on June 1st of the season. For clarity, releases must be actually be received by the League Secretary by this deadline. Further, it is the responsibility of the player and his new Club to ensure that the League Secretary has possession of the release document.

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 \$350.00 will be considered to be the maximum amount of dues owing for the purposes of this rule.⁸ (Per Delegates 2016-03-13)

⁷ Reference to Saturday Morning League was removed and approved at Club Delegates' Meeting – January 31, 2015

⁸ Rule #17 was amended the Club Delegates' Meeting (March 9, 2011)



JUNIOR PLAYERS

18. A junior player is a person whose 19th birthday falls following the commencement of the cricket season as of March 1st of each year.⁹

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").

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.¹⁰

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 bowl in the first five bowlers.¹¹

24. A junior player can register with MORE THAN ONE club.

25. EVERY JUNIOR PLAYER MUST WEAR a CRICKET helmet with a grille and with an attached face-shield, all properly fastened with the chinstrap, while batting, fielding in a close catching position and wicket-keeping in a close up position, during matches & batting or fielding practice. (Junior Helmets are required to be tested with a junior Cricket ball).

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.

⁹ Approved at Club Delegates' Meeting – January 31, 2015. Start of season starts March 1st of each year.

¹⁰ Addendum was approved at Club Delegates' Meeting (March 9, 2011)

¹¹ Approved at Club Delegates' Meeting on March 14, 2015



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 a player or players of a specific club are moved between teams within the club, the following shall apply: (It applies to a single or multiple players).

a) When a player is sent down or picked to play in a lower division, he must play in that lower division for a minimum of **three (3) games, and must miss three games from the upper division prior to going back up to play again in the top division.**

b) He cannot play higher division games where he came from, until he plays **three (3) games** in that lower division. (Example: If a player from Division 2 is sent down to play in Division 4, he must play a minimum of three (3) games in Division 4 before he is eligible to play in Division 2 again. His name must be on the Official team list handed to other Captain & Umpires. Rainouts are allowed but unavailability is not). *(Note: The player can't return back to the top division until he has missed three games from the top division.*

c) When a Lower Division player is picked to play in a higher division, and is then sent back to play in a lower division (ex; after 1 game), he must now stay in that Lower Division for a minimum of three (3) games.

d) Any player is NOT ALLOWED to play in any of the LAST three (3) games of the season, unless he is sent down for ALL those three (3) games.

e) Failure to comply with this rule will result in a FORFEIT of any of these last three games by the offending team.

f) Any club which considers that another club has violated the above rule 28, in any match during the season may report it with player names & match numbers, within 7 days, from when the violation occurred, per rules 61 to 72 in Protest & Discipline section below.

29. Teams must play only registered and active players per local rule, Failure to comply with this rule will result in minimum of 9 games suspension for the team captain and a forfeit of the game. **Unfair use of player in this rule was deleted (Per Delegates 2018-02-10)**

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 are expected to ensure that individuals performing umpiring assignments have a reasonably good knowledge of the Laws of Cricket.¹²

34. Clubs will be fined \$75.00 for each “no show” assigned umpiring duty for their club. The “no show” fine will be increased to \$150.00 for the last four weeks of the season. (Per Delegates 2016-03-13)

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 and the amount of points to be deducted will be set by the Management Committee prior to the start of the regular season and be communicated to all Member Clubs. Clubs will have the right to a written appeal for such loss of points within 14 days of written notification of loss of points.¹³

The deduction of points will be applied after the 4th week (week 4 of the season). Any club below the 75% threshold – deduction of points from existing standing of ALL teams will be applied.

- a. If a club umpire arrives late (even one minute late), the club will only receive 50% of the credit for completing the umpiring assignment.
- b. If a club umpire is one hour late the team captains can agree to send the club umpire home and the club will not receive any credit and \$60 fine will be applied for “no show”.
- c. Captains will indicate on the new stat sheet the time club umpires (and League Umpires) arrive at the ground.
- d. The Statistician will track the time umpires arrive and adjustments will be made to the total % on the UMPIRES REPORT.¹⁴

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

¹² Approved at Club Delegates’ Meeting – January 31, 2015

¹³ Approved at Club Delegates’ Meeting – January 31, 2015

¹⁴ Addendum was approved at Club Delegates Meeting – January 31, 2015



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 current MCC Laws, & current ICC Playing Conditions except where local rules are specified as below. (Updated 2016)

38. (Deleted per Delegates 2016-03-13) –see Pre-match Playing Rule

39. (Deleted per Delegates 2016-03-13) –see Pre-match Playing Rule - Uniforms

40. (Deleted per Delegates 2016-03-13) –see Pre-match Playing Rule- Player Injury

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.¹⁵

From 2018-02-10, the BCMCL is REQUIRED to provide 2 weeks' notice of any change to a regular season match. The BCMCL Scheduling Committee Chairperson is responsible to send the 2 weeks' notice (with a reason) to the club/s affected by the change.

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.

42. In the event that a clubs finds it necessary to default a match, the defaulting club most notify the League Secretary or League Official, as well as, the opposing Captain or Club Official within 48 hours of the game day. The fine for a defaulted game is \$200 per match and is due and payable to the League. Failure to provide the 48 hour notice prior to game day the defaulting team will then be fined \$300. Players from the defaulted team are restricted from participating in lower

¹⁵ 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.



division games on the same week of the default. In addition, the defaulting team will be deducted a total of five points (-5) for defaulting.¹⁶

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.¹⁷

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. Points: All Divisions (2016+):

Win = 4, Tie = 2, Loss = 0, Rain Out = 2 per team, Abandoned = per situation defined below. (Note: 6-a-side, T10 tournaments & T20 Series may have special point systems & TIE breakers & Rain out rules).

(Rain out = Match is abandoned due to bad weather/ground conditions) (Per Delegates 2016-03-13)

Rain Out (45/50) overs: 2.5+ hours before any scheduled start, if reported by captains as being unplayable due to ground/weather conditions. (They must phone this in per PRE-MATCH PLAYING CONDITIONS). (Also see #49)

Rain Out (45/50) overs: At the field. The umpires together, decide that a minimum match cannot be played due to dangerous/unreasonable playing ground/weather conditions. The match may have had a complete first innings, but 20 overs were not playable by the 2nd batting team, as decided by the umpires.

Abandoned match: There are many reasons why a match may be abandoned in good weather, 1) Field use has sudden cancellation. 2) Player incident at field caused match to be abandoned by umpires. 3) Unforeseen circumstance prevents completion of match, water sprinkler problem, police incident etc. Each event will be investigated by BCMCL Committee & points (4, 2, 0) will be allotted to each team. (Rain outs & Abandoned definitions per Delegates 2016-03-13)

46. In Divisions II and lower, for all matches (2016+), League or Playoffs, ties will be allowed as in higher divisions. (Example if T1 scores 151/1 in 45 overs & T2 scores 151/10 in 36.3 overs, the match is a TIE (See BCMCL Points - above) (Per Delegates 2016-03-13)

47. Deleted per Delegates 2016-03-13 – All scheduled start times are in Law 16 Playing Rules

48. Deleted per Delegates 2016-03-13 - Div II & lower Innings length is in Playing Rules.

49. In all matches involving **KELOWNA**, the home team captain must telephone a member of the B.C.M.C.L. Management Committee before 7 a.m. in the event of possible cancellation due to the weather, who will inform the League Secretary/VCU&SA assigner or Club umpire Contact and the Visiting Captain. (2017-04-26 Delegates)

¹⁶ Rule was amended at Club Delegates' Meeting – January 31, 2015

¹⁷ Rule #42 was amended at the Club Delegates' Meeting on April 1, 2010.



50. DELETED¹⁸

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 nine (9) game suspension for the Captain and a forfeiture of the game by the offending team.

52. DELETED¹⁹

53. DELETED²⁰

54. Deleted per 2017-04-26 Delegates – Slow bowling fines replaced by Time for innings violations.

55. (Deleted per Delegates 2016-03-13) – Playing Rules-interval moved.

56. Law 41.3 – Altering the condition of the Match Ball. The P & D will review umpires’ report & have discretion to award match to the opposing team, suspend both the Captain of the offending team & player identified.

57. Failure to provide the umpires with the BCMCL OFFICIAL TEAM LIST – available on the BCMCL website: If a team is reported by an on-field umpire (Umpires to secretaries of BCMCL & VCU&SA), the P & D committee reserves the right to fine any offending team with a monetary fee.

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 with the player having played a minimum of 10 innings for one team within the given division qualifying 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.

¹⁸ Approved at Club Delegates’ Meeting – January 31, 2015

¹⁹ Approved at Club Delegates’ Meeting – January 31, 2015

²⁰ Approved at Club Delegates’ Meeting – January 31, 2015



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).²¹
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 One Hundred dollars (\$100.00). 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.²²
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 two hundred dollars (\$200.00). NON-REFUNDABLE (2016-04-27 Delegates)
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

²¹ Rule #64 was approved at Club Delegates' Meeting (March 9, 2011)

²² Amended at Club Delegates' Meeting – April 1, 2010



result, the registration of players and accuracy of information reported, including the first and last names of ALL players. (No change but format will be - Match details/result, First & Last names of all players with BCMCL IDs, remarks & signatures of both captains & umpires). Per Delegates 2016-03-13.

74. All clubs must ensure that the League Statistician has an e-mail contact for their club. BCMCL approved stats form must be sent to league statistician.

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 make all entries to the STATISTICS DATABASE at www.bcmcl.ca (Per Delegates 2016-03-13)

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 above are completed.

78. Failure to submit the match result AND a copy of the completed BCMCL approved 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. (Per Delegates 2016-03-13)

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

79. **Stats Manipulation:** 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. The Club is required to use the following process. The club shall report anomalies or any Stats manipulation to BCMCL secretary and the League Statistician with the evidence of misconduct. The Protest & Discipline Committee shall investigate such infractions and any team is found responsible for the misconduct, they will forfeit the game and the captain of that team will be suspended for 1 game.

SHIELD FINALISTS

80. The two top teams at the end of the year in PREMIER & LOWER shall play in the "Shield" Finals which will start at 11 a.m. (Per Delegates 2016-03-13). The Shield Final for Premier and lower divisions will be played on a date specified by the Management Committee. If the match is not played to a



conclusion (i.e. Rainout, abandoned or ends in a tie), both teams will be declared joint winners. (Per Delegates 2018-02-10)

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 matches (against each other) during the season;
- b) The team with the higher net run rate* (see definition) over the regular season;
- c) The toss of a coin.

Note 1: To calculate run rate, the total runs scored, is divided by the total number of overs batted by a team. **If any team is all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.**

Note 2: To calculate net run rate (NRR), record the total runs scored by a team, and divide it by the total overs faced/allocated (as above) throughout ALL season/competition matches. Then record the total runs scored against the team, and divide it by the total overs faced/allocated to the opposing teams. Finally subtract the total runs per over for, and runs per over against the team throughout the season. **For D/L matches, the adjusted par scores, targets & overs will be used.** (2017-04-26 delegates)

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 PREMIER AND LOWER tying for the championship at the close of the League season, such teams shall hold the championship jointly. (Per Delegates 2016-03-13)

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.²³

ELITE DIVISION PLAY-OFFS AND REGULATIONS (Only Elite division will have play-offs – Per delegates 2016-03-13)

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

86. The top four teams will qualify for the play-offs.²⁴

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

²³ Addendum approved at Club Delegates' Meeting (March 9, 2011)

²⁴ Revised and approved at Club Delegates' Meeting (March 9, 2011)



Team 1 vs. Team 4

Team 2 vs. Team 3

Winner of Team 1 vs. Team 4 plays Winner of Team 2 vs. Team 3²⁵

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, both teams will be declared joint winners. (Per Delegates 2016-03-13)

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. ((Deleted per Delegates 2016-03-13) –see Playing Rule

92. In the event of a match being rained out, abandoned or tied in the play-offs, the team with the highest League standing will be declared the winner. (Per Delegates 2016-03-13)

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.²⁶

²⁵ Approved at Club Delegates' Meeting (March 9, 2011)

²⁶ This addendum was approved at the Club Delegates' Meeting – dated November 24, 2010

34 Approved at Club Delegates Meeting – 2016-03-03

2017-04-26 Club Delegates approved changes to: 28, 49, 54, 68, 81

^{xx} First Division teams approved the use coloured clothing (March 25, 2014 Club Delegates' Meeting)

2018-02-10 Club Delegates approved changes to: 13, 15, 25, 28, (29 deleted), 41, 56, 57, 79, 80. Light Blue Highlights.