GOVERNING RULES

MANAGEMENT COMMITTEE AND ELECTION OF OFFICERS

1. The Management Committee of the League shall comprise Six Executive Officers and seven General Members. The Executive Officers include President, First Vice President, Second Vice President, Honorary Treasurer, Honorary Secretary and Director-Junior women cricket development . 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 and Director -Junior and Women Cricket 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 and PAYMENT

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 to pay six hundred and fifty dollars ($650.00) 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 Seven hundred fifty dollars ($750.00) per team of which three hundred dollars ($300.00) will be non-refundable. Upon acceptance one hundred ($100) per team will be applied on account of the annual League assessment. In addition clubs are required to pay six hundred and fifty dollars ($650.00) per team as a partial payment towards the cost of cricket balls for the following season.

c) Non Refundable $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to an existing club will be waived if such entrance fee was paid within five (5) years and such team was subsequently withdrawn or not approved .

d) d) Application from a new club shall be accompanied by an entrance fee of Three thousand, Five Hundred dollars ($3500.00) of which five hundred ($500) will be non-refundable and one hundred dollars ($100.00) per team will be applied on account of the annual League assessment and $750 per team. In addition clubs are required to pay six hundred and fifty dollars ($650.00) per team as a partial payment towards the cost of cricket balls for the following season.

e) As a general principle 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)

g) Any new team from an existing member club accepted by the BCMCL will be placed in the lowest division.
h) All payments by Clubs shall be by DIRECT DEPOSIT and league will provide bank account information prior to December 1st of each year.
i) In evaluating an application for a new team shall be at the sole discretion of the Management Committee. Such discretion shall be guided by Criteria for Approving New Teams policy as amended from time to time.

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. 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 (12) 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.

8 a. 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.

8b. No more than 2 teams from any one club are allowed ro be in one division by promotion, only time more then two teams can go into division when top division is coming down due to relegation. [1]

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 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.[6]

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

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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 Statistician, stats@bcmcl.ca , no later

than the WEDNESDAY 12:00 Midnight 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.

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 sent to the League Secretary by 11:59pm on the Wednesday before the match. It is the responsibility of the second club to ensure that these requirements have been met.

15. No player releases will be permitted after 6:00 pm on June 1st of the season.Prior to deadline, Release must be sent to Secretary@bcmcl.ca and Statistician, stats@bcmcl.ca 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 two overseas or out of province players in a team playing in British Columbia Mainland Cricket League.[2]

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.

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.

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19. BCMCL elite division must have a junior team in BCMCL Junior Program (Kanga/Youth)*. Same rule applies for Any Club with 3 or more teams in BCMCL regular season, must have a junior program and junior team playing in BCMCL junior program*. Failure to have a junior team at the start of season, the club will be penalized $400.00. ??

20. Moved 2 -h) A club that plays a Junior Player 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 Player. For clarification, such Junior Players 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.

21. All junior players will be allowed to play for any other team/club providing prior permission has been obtained from a registered club by the requesting club, from the President or Secretary of the club with whom the junior is registered. Written request must be obtained by League Statistician by the Friday prior to the junior player playing for another club. Junior Players may be registered in both the BCMCL and the VDSA league despite rule 10

22. No team can play more than three (3) Junior Players who are registered with another club. During Playoff 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.

FEMALE PLAYERS

23. All rules applying to Junior Players also apply to Female Players.

BCMCL JUNIORS PROGRAMS

24. BCMCL JunIor program will be consist of following :

a). BCMCL Sanctioned Kanga League ;

b). BCMCL U14 Division;

c). BCMCL U17 Division ;

d). Any other Junior program approved by the BCMCL Management committee.

JUNIOR OR FEMALE TEAMS PLAYING IN BCMCL OPEN DIVISIONS

25. Prior to the commencement of the BCMCL season a club may designate one or more of its teams as either a junior team (“Junior Team”) or a (“Female Team”).

26. A Junior or Female Team is any team that fields at least 8 Junior or Females or Mix of both Juniors and Female Players in their team in each of their scheduled games.

a). The senior players must be registered members of the club which registers the junior. If a club fields only a Junior Team or a Female 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.

b). A maximum of three (3) senior male players per game will be permitted to play on a Junior Team or a Female Team. Only one (1) senior male player shall be permitted to bat in the first

seven batsmen and only (1) senior male player shall be permitted to bowl in the first five bowlers.
C). 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).

27. The BCMCL Juniors team is considered to be a Junior Team.

FAIR USE OF PLAYERS

28. 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 higher division prior to going back up to play again in 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). **Player can't return back to the higher division until he has missed three games from the higher division.** (**For Clarity purpose - must play 3 games in lower division and must miss 3 games in upper 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. (**For clarity lower division player doesn't have to miss 3 games as long as he played 3 games in lower division)**

d) No player is 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, and he misses 3 games from the higher division.

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.

g) Any player aged 45 years as of March 1st or older, may play for more than one team in his/her club ("O45") . The "O45" player may only move up or down one team within the club.
h) Unfair use is to protect lower division teams, if rule is violated then Only Lower division teams involved in the game can dispute the game.

29. Teams must play only registered and active players per local rule, Failure to comply with this rule will result in a minimum of 9 games suspension for the team captain and a forfeit of the game.

30. If a club has two teams in the same division, players are prohibited from moving between the teams. Any player from the club, who moves from one team in the same division to his club's other team within the same division violates Rule 28.
For clarity sake, players are not allowed to move between the same division.[3]

31. Clubs that infringe this rule shall be fined $300.00 per player per infraction and 4 points deduction for both teams for each infraction.[4]

32. At all times clubs must use players in the division to which their skills are most appropriate. The Management Committee may review player use from time to time and take appropriate action regarding the unfair use of players. The Management Committee will not tolerate clubs who attempt to influence match results unfairly.

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. Every registered club with the BCMCL is required to have the following number of registered members who are certified as Cricket Canada Level One umpires ("Umpires):

a. Clubs with one (1) or two (2) teams shall have one (1) Umpire;
b. Clubs with three (3) teams shall have two (2) Umpires;
c. Clubs with four (4) & five (5) teams shall have three (3) Umpires;
d. Clubs with six (6) teams shall have four (4) Umpires.
e. Any club that fails to have the minimum required number of Umpires at any time during the season will be fined $400.00. If, at any time, an Umpire leaves a club and the club falls below the minimum requirements set out above the club will inform the League Secretary and the BCMCL in conjunction with the VCUSA will arrange to have replacement certified within thirty days. The Club will not be penalized if good faith efforts have been made to replace the Umpire who has left the club with another Umpire.

34. Clubs will be fined $150.00 for each "no show" assigned umpiring duty for their club. The "no show" fine will be increased to $250.00 for the last four weeks of the season. The clubs in whose game there is the umpire "no show" and they self-umpire that game then those club(s) will receive $75.00 each team. It shall be the responsibility of the club providing the umpire to submit a written request for payment of $75.00 within 14 days of the date of the game in which they self-umpired.

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35. Failure to maintain a **80% 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 $200.00 per week until the required **80% is** attained. The deduction of points can be negative, e.g. -4 points and the amount of points to be deducted.

The deduction of points will be applied after the 4th week (week 4 of the season). Any club below the 80% threshold – deduction of points from the 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. (Umpire arrival time should be 15 minutes prior to

scheduled start time, mean time of toss. If schedule start time is 12:00 P, then Umpire should be at the ground by 11:45A, anything later then 11:45a is considered late)

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 a $100 fine will be applied for “no show”. (by 12:45P based on toss time was 11:45A)

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.

e. if more than one individual shows up to do the same umpiring then it should be considered as No Show.

36. A club which has fallen below the **80%** threshold may apply to the League for additional umpiring assignments in order to more quickly attain the **80% 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 80% 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 80%. 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 80% completion rate. Any deduction of points which has occurred because a club has dropped below the 80% 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.

GROUNDS AND SCHEDULING

38. 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.

39. 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.

40. The Management Committee must provide at least 2 weeks’ notice of any change to a regular season match. The BCMCL Scheduling Committee Chairperson is responsible for sending the 2 weeks’ notice (with a reason) to the club/s affected by the change.

41. In the event that a club finds it necessary to default a match, the defaulting club must 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 $300 per match and is due and payable to the League. Failure to provide the 48 hours notice prior to game day the defaulting team will then be fined $500.** Players from the defaulted team are restricted from participating in lower 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.

42. 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.

GENERAL RULES

43. Matches in the British Columbia Mainland Cricket League shall be played in compliance with the current MCC Laws, and current ICC Playing Conditions except as set out in the BCMCL Match Regulations.

44. Points: 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).

45. A Rain Out is any match is abandoned due to bad weather/ground conditions

46. Rain Out (45/50) overs: 2.5+ hours before any scheduled start, if reported by captains as being unplayable due to ground/weather conditions.

47. 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.

48. 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.

49. In all matches involving clubs located outside the Lower Mainland, 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.

50. Law 41.3 – Altering the condition of the Match Ball. The Protest and Disciplinary Committee will review umpires' report & have discretion to award matches to the opposing team, suspend both the Captain of the offending team & player identified.

51. Teams must provide the umpires, at least 15 minutes prior to the scheduled start time of the match, with a completed BCMCL Official Team Sheet available on the BCMCL website. Failure

to provide a team list may result in a monetary fine.

AWARDS

52. 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.

53. 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

54. 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.

55. 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.

56. 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.

57. Upon receipt of such written submission, the Protest and Discipline Committee shall within reasonable time **will** 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

58. 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.

59. 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.[23]

60. 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.

61. The appeal fee shall be two hundred dollars ($200.00). NON-REFUNDABLE (2016-04-27 Delegates)

62. 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.

63. Only ONE representative of the club and the individual concerned will be required at the meeting.

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

65. 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

66. Statistic sheets ("Stats Sheets") will be made available to all clubs prior to the beginning of the season. The Stats Sheet for each game 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.

67. At the end of the game both captains and any assigned umpire must sign the completed Stat Sheet.

68. All clubs must ensure that the League Statistician has an e-mail contact for their club.

69. It is the responsibility of the winning team to enter the match results into the statistics database in www.bcmcl.ca and to send the completed Stats Sheet to the League Statistician by 11:59pm on the Wednesday following the game. Stats sheet must be sent with a scoresheet (picture of scorebook, showing game stats) from 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 and to submit the Stats Sheet.

70. The match results will not be considered submitted unless the match details are entered into the statistics database and the Stats Sheet has been sent to the League Statistician.

71. Failure to submit the match result and a copy of the Stats Sheet by 11:59pm on the Wednesday following the game will result in a $50.00 fine. If the match results and the Stats Sheet are not submitted to the League Statistician by 11:59pm 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.

72. 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.

73. In the event that the League Statistician or a club believes that there has been deliberate manipulation of the statistics the club or the League Statistician shall report any manipulation to the Secretary with the evidence of misconduct. The Protest & Discipline Committee shall investigate such infractions and any team who is found guilty of manipulation will forfeit the game and the captain of that team will be suspended for 1 game.

LEAGUE CHAMPIONS

74. 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.

75. In the event of any two teams in any division except the Elite Division tying for the championship at the close of the League season, such teams shall hold the championship jointly.

SHIELD FINALS
76. The two top teams at the end of the year in all divisions except the Elite Division shall play in a Shield Game.

77. Shield Finals 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.

78. In the event of two or more teams tying for placement in the Shield Final, 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.

79. 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. Players must play in a total of five (5) completed matches where there is a result. A rainout, defaulted or canceled match is NOT considered as a played match.

ELITE DIVISION PLAY-OFFS AND REGULATIONS

80. The champion of the Elite Division will be determined by the play-off system.

81. Each play-off match will be subject to the Elite regulations.

82. The top four teams in the Elite Division will qualify for the play-offs.

83. 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.

Net Percentage means the net points achieved after deduction of any penalty points, as the total amount available to the team.

84. The play-off system will consist of the following based on League standings:

Semi-Final 1: Team 1 vs. Team 4
Semi-Final 2: Team 2 vs. Team 3
Final: Winner of Semi-Final 1 v. Winner of Semi-Final 2

85. The Semi-Finals shall be played on a date specified by the Management Committee. If a Semi-Final is rained out, abandoned, tied or otherwise not played to a conclusion then the team with the highest League standing will be declared the winner.

86. The Final will be played on a date specified by the Management Committee. If the Final cannot be started on the initial date, the Final will be played on a make-up date provided in advance by the Management Committee. If the Final 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.

87. If the Final is not played to a conclusion on the make-up date or ends in a tie, the team with the highest League standing will be declared the winner.

88. 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.

89. 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.

90. BCMCA is committed to the health, safety and well-being of all club members and participants and is dedicated to providing a safe environment for participating in the sport of cricket. It has zero tolerance for any form of discrimination, harassment, physical violence, criminal activity, destruction of city or league property including playing mats and verbal abuse.

91. Clubs are responsible managing their club members and players and for their behavior on and off field

92. All complaints about on and off-field behavior seriously. BCMCA will handle complaints based on the principles of procedural fairness, and ensure:

- all complaints will be taken seriously;seriously.
- complaints against club / club members (defendant) will be given full details of what is being alleged against them and have the opportunity to respond to those allegations;allegations.
- irrelevant matters will not be taken into account; and
- decisions will be unbiased;unbiased.
  Serious complaints or allegations in particular such as physical abuse or attempts of physical abuse or criminal activity or destruction of city or league property will be reported the behaviour to the police and/or relevant government or municipal or city authority.

93. If allegations are proven to be correct against the defendant , then BCMCA reserves the right to not only penalize the club and / or its club member by way of fines, recovery of costs of repair of the damage as well as suspension, and including removal of club members in serious allegations

GOVERNING RULES

94. The Governing Rules may only be repealed or amended by a duly constituted meeting of the Club Delegates. A proposed amendment to the Governing Rules must be submitted to the Secretary by a member club at least fourteen (14) days before the date of the meeting. Notice of any proposed amendment shall be given to the member clubs a minimum of 7 days prior to the meeting.

95. The governing rules should be read in conjunction with BCMCA bylaws. In the event of conflict or inconsistency between the governing rules and the Bylaws, the Bylaws shall take precedence.

96. The Governing rules shall be interpreted in accordance with the laws of the Province of British Columbia and the federal laws of Canada applicable therein.