***SDCA Rules and Regulations***

**1.** **GENERAL**

1.1. The Rules set out in this booklet are for all LEAGUE AND PLAY OFF GAMES played under the auspices of the SDCA. These rules will also apply to other competitions organized and conducted by the SDCA as appropriate (e.g., Summer League and Winter League), except where specifically superseded elsewhere in this document.

1.2. The use of the term "regular season" throughout this booklet should be held to mean all SDCA league games (Winter and Summer League) up until, but not including, the playoffs.

**2.** **LAWS OF THE GAME**

All SDCA Competitions will be played in accordance with the ICC Rules of Cricket, unless otherwise stated in this document.

**3.** **ROSTERS, TEAM LISTS, AND REGISTRATION OF PLAYERS**

3.1. Each club is required to maintain a roster of its playing members (registered). A copy of this roster must be filed with the League Organizers and maintained in current status throughout the season.

3.2. For match day team lists, the "First Name" and the "Last Name" of the players should be consistent with those listed on official club/team roster.

3.3. Only registered members may play for a team (including as substitutes) in any competition sponsored by the SDCA. All unregistered players are considered illegal. Any club playing illegal players will be penalized.

3.4. All registration of players must be done by Thursday 11:59 PM, irrespective of if the game is on Saturday or Sunday, in order for a player to be eligible for that weekend's game. Registration of new players or movements of players must be communicated to the League Organizers via email.

3.5. No roster additions will be allowed before the final match of the regular season.

**4.** **MOVEMENT OF PLAYERS**

4.1. Procedure to Move Player from One Club to Another: All players are entitled to move ONCE to a different teams during the season; however for the move to be valid, the player must request the captain of the team the player is being moved to, to convey the movement to the League Organizers via email 48 hours before the scheduled match date. An updated roster must be provided at least 48 hours before the date of the scheduled match. PLEASE NOTE: (a) Clubs cannot move more than 2 players per team per week (b) Movement of players is allowed till the week before the last league match. Teams must confirm their final roster to the League Organizers within 4 days of before their last league games. All rosters are final once a confirmed final roster is submitted.

4.2. Eligibility of Players - League Playoffs: a player is only eligible to participate if he is (i) a registered member of the club/team; and (ii) has played at least 1 game for that team during the regular season. Violation of this rule will be treated in accordance with rule 3.3 (illegal players).

4.3. In case of any dispute whereby a club refuses to release the player, the player may appeal to the Code of Conduct Committee. The committee may conduct a hearing to reach a resolution which both parties are obligated to.

**5.** **LENGTH OF MATCH AND INTERMISSIONS**

5.1. Matches in the first phase (when there are two games per day per ground) will start at 9:00 AM and conclude at 12:40 pm. A second game will start at 1:00 pm and end at 4:40 pm. Matches in the second phase (when there are three games per day per ground) will start at 8:30 am, 12:15 pm and 4:00 pm; and conclude at 12:10 pm, 3:55pm and 7:40 pm respectively. Start times may be delayed due to bad weather and other uncontrollable situations as determined by the umpire and agreed on by the two team captains. The number of overs per side will be reduced accordingly.

5.2. All the Winter League games will be played 20 overs per innings. Extra time will be added as determined by the on field umpire for extraordinary circumstances such as injuries, ball searches, etc.

5.3. One water break will be allowed during each inning not lasting more than 5 minutes each. One 10 minute break will be allowed in between innings. The timing of the water break will be after 50 minutes. Note a second water break maybe taken under unusual circumstances such as extremely hot weather, as determined by the on field umpire. Neither captain has the right to waive a water/lunch break. It is the responsibility of both team captains to ensure that the breaks do not go longer than the stipulated time. Here is a recommended timeline:

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| Game Start | 8:30 AM | 9:00 AM | 12:15 PM | 12:50 PM | 1:00 PM | 4:00 PM |
| Water Break | 9:20 AM | 9:50 AM | 1:05 PM | 1:40 PM | 1:50 PM | 4:50 PM |
| Game Restarts | 9:25 AM | 9:55 AM | 1:10 PM | 1:45 PM | 1:55 PM | 4:55 PM |
| First Innings Concludes | 10:15 AM | 10:45 AM | 2:00 PM | 2:35 PM | 2:45 PM | 5:45 PM |
| Second Innings Starts | 10:25 AM | 10:55 AM | 2:10 PM | 2:45 PM | 2:55 PM | 5:55 PM |
| Water Break | 11:15 AM | 11:45 AM | 3:00 PM | 3:35 PM | 3:45 PM | 6:45 PM |
| Game Restarts | 11:20 AM | 11:50 AM | 3:05 PM | 3:40 PM | 3:50 PM | 6:50 PM |
| Game Concludes | 12:10 PM | 12:40 PM | 3:55 PM | 4:30 PM | 4:40 PM | 7:40 PM |

5.4. Each bowler can bowl a maximum of 4 overs per inning.

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

6.1. If a paid umpire is provided, the umpire must be paid before the start of a game.

6.2. All teams/clubs must have their pitch/ground ready for play at least **15** minutes prior to the scheduled start time. If the umpires feel the pitch and/or ground is unsuitable for play or not properly prepared, the umpires have the right to award the game to the visitors as a forfeit after one hour from the scheduled start time of the match. The penalty for late start may apply as described in law 6.7 below.

6.3. Each team is responsible for providing the umpire and opposing team captain, the playing XI list and names as well as substitutes prior to the toss. This list cannot be changed in anyway after the toss without the consent of the opposite captain. Any attempt to deceive the umpire or opposing team will result in fines and penalties.

6.4. Substitutes are allowed to be used during the course of the match, however only those substitutes listed on the initial players list supplied to the umpire before the toss will be eligible. Umpires must be informed about use of substitutes before they take the field. A no ball will be called for failure to inform the umpire.

6.5. Players listed on the playing XI (and not as substitutes) arriving late must check in with the umpire to determine penalty time. The penalty time will be assessed as follows: (i) Bowling team: if a player arrives more than 8 minutes late, he will have to sit out the time he has been late before taking the field (ii) Batting team: if a player arrives more than 8 minutes late, he will have to sit out the time he is late or wait until 5 wickets are down (whichever comes first) before being permitted to bat.

6.6. Team captains must toss no later than 15 minutes prior to the scheduled start time. In the absence of the captain a deputy or any member of the team must be present for the toss. The team winning the toss must inform the opposing team of their decision after winning the TOSS on the fields of play.

6.7. Each team should have at least seven members present at the ground before the scheduled start time. 15 minutes from the start of the match time will be considered grace time and NO PENALTY WILL BE APPLIED WITHIN this GRACE PERIOD. If a team does not have seven members present and properly dressed by the start time, the team will be deemed late. If a team is deemed late due to understandable reasons and is unable to start within 15 minutes, the umpires may decide on a delayed start, however the team considered late will be penalized by deducting 2 batting overs in their batting inning, and additional deduction of over will be calculated one over for every five minutes then after. The umpires have the right to award a forfeit if a team is unable to start beyond one hour of the scheduled start time.

6.8. In situations where the delay is over 30 minutes due to extraordinary circumstances beyond the control of either team, the umpires will reduce the number of overs to be bowled based on the ground conditions and in agreement with the two captains.

6.9. If the official main umpire is not present at the scheduled start time, the two captains may agree to proceed with the game, however if there is any dispute regarding the conditions (bad weather), the home captain has the right to make a decision. Both teams must submit a written report to the League Organizing Committee within 3 days of the scheduled match date to ensure the game is not incorrectly awarded to either team.

6.10. As a general rule, there is no rescheduling of games. If a match is abandoned due to reasons beyond the control of any team, each team will be awarded 1 point. However if a game is abandoned due to a fault of one of the teams the opposition will be awarded 2 points.

6.11. If a game is abandoned on the day of the match (and not before), teams are responsible for paying the appropriate fees to the umpire (if applicable).

6.12. In the case of the games that are forfeited due to rule infringements after the game has been completed (e.g. use of an illegal player), the "infringing" team will lose all points gained during the game and the "affected" team will be awarded maximum points for that game.

6.13. In the case of games that are forfeited during the course of the game (e.g. one team walking off the field), the offending team will lose all points gained during the game and the "affected" team will be awarded maximum points for the game. However, on advice of the appropriate committee, the Executive Committee could request a "replay" of the game.

**7.** **FIELDING RESTRICTIONS**

7.1. All teams will play with 30 yard fielding restrictions.

7.2. Home teams for the morning games are responsible for placing the appropriate discs marking the 30 yard circle. Home teams for the afternoon games are responsible removing the 30 yard markers and placing them back in the shed.

7.3. A maximum of 2 fielders are allowed outside the 30 yard circle during the restrictions.

7.4. For all matches the restrictions will be in affect until the end of the 6th over. Further reduction over will be calculated by total number of overs/30% for 30 yards restrictions disregarding the fraction.

7.5. At least four fielders should remain inside the 30 yard circle till the completion of each inning.

7.6. In all league matches, the number of fielders on the on-side will be limited to five. Note that only two fielders behind the popping crease will be allowed on the on side.

7.7. Any violation of the fielding restrictions will result in a no-ball.

**8.** **RESULTS & POINTS**

8.1. A game shall be deemed complete only if both the teams have had the opportunity to bat for at least 10 overs.

8.2. For complete games, the winning team shall be awarded 2 (two) points.

8.3. No points shall be awarded to either team in the case of incomplete games, unless a game is abandoned due to uncontrollable circumstances in which case both teams will be awarded 1 (one) point.

8.4. If a decision is not possible even after completion of 10 overs for both sides (due to bad weather, etc), the result of the game will be determined in the following order:

8.4.1. Duckworth Lewis Method.

<http://www.duckworth-lewis.com/Calculator/tabid/72/Default.aspx>

8.4.2. Points Shared: If a match is tied after applying the above then both teams will be awarded one (1) point each and the match will be considered a tie.

8.5. For the league competition, team standings in all divisions shall be determined based on the number of points scored. All ties, AT ALL POSITIONS OF THE STANDINGS, shall be broken, by applying the BETTER NET RUN RATE in ALL GAMES PLAYED.

**9.** **SCORING & STATISTICS**

9.1. An electronic copy of scoresheet will be provided to each club. All teams in all divisions shall use this scoring sheet, filled out completely with the Umpire’s signature.

9.2. PROCEDURE TO REPORT & SEND STATISTICS:

· All teams will complete manual score sheets for each match played.

· All teams must reconcile score sheets during and after the match.

· Umpires will not sign score sheets if they have not been reconciled completely.

· Teams that show blatant disregard for the reconciliation process may be fined by the SDCA.

· NEW PROCESS: The winning team is responsible for entering the score sheet online (both innings) by Monday (midnight).

· NEW PROCESS: The losing team is responsible for reviewing the score sheet online by Tuesday (5PM) and validating the scorecard as (i) "Finalized with Errors" or (ii) "Finalized with No Errors" NOTE THAT THE LOSING TEAM NO LONGER HAS TO ENTER SCORES

9.3. Electronic copy of the completed scorecard should be emailed to the scores and stats committee by noon on Wednesday after the game.

If a team is guilty of not submitting scores (online or hardcopy) on a timely basis, they maybe fined $50 for the first occurrence, and $100 for each occurrence thereafter. Additionally, if a team is late in submitting scores (online or hardcopy) for more than 2 weeks after the date of the match, the team will be penalized 3 points in addition to the monetary fine.

**10.** **FORFEITURE OF GAMES (ALSO SEE SECTION 6)**

10.1. All clubs participating in the SDCA are assumed to be available to participate in ALL competitions sanctioned by the SDCA. All teams MUST fulfill their obligation by playing all the SDCA scheduled games, including league, playoffs and trophy competitions, unless specified exemption has been given by the Executive Committee in writing.

10.2. In the case of games which are forfeited due to rule infringements after the game has been completed (e.g. use of an illegal player), or in the case of games which are forfeited during the course of the game (e.g. one team walking off the field), the infringing team will lose all points gained during the game while the affected team will be awarded maximum points. However, on the advice of the Code of Conduct Committee, the Executive could request a replay of the game.

**11.** **FINES & PENALTIES**

11.1. All Teams must fulfill their obligation by playing all SDCA scheduled games. Any team forfeiting a game maybe fined $100 as recommended by the Executive Committee for the first offense and $250 for forfeitures thereafter. If a team forfeits twice in a year, the Executive Committee may recommend to the SDCA BOD, the club's dismissal from the league.

**12.** **DUES & ENFORCEMENT**

12.1. SDCA fees are due June 21st, 2009. Fees paid after the due date will have an additional LATE FEE of $50 assessed. Clubs who have not paid the fee by July 5th, 2009 will not be allowed to participate in any games until all fees and fines are paid. Clubs will be fined $75 for all NSF checks for the first offense and $150 for each subsequent NSF check.

12.2. All new clubs entering the league must pay their dues in full prior to the start of the season.

12.3. If a club has multiple teams and the dues for both are not paid on time, neither of the teams belonging to the club will be eligible to play in the league.

12.4. In the case of any team defaulting to pay their fines or dues to SDCA, the team's Captain, and Vice-Captain of that team will be held responsible and will be barred from playing any SDCA games until such fines or dues are paid in full.

**13. CODE OF CONDUCT**

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

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

13.1. Any member(s) of a club or team vilifying or verbally abusing an SDCA appointed umpire, or showing disrespect by knocking down wickets or throwing of pads or gloves, etc., during an SDCA sanctioned game, shall be penalized by a minimum of one game suspension for the first offense, three games (or the remainder of the year, whichever is higher) for a second offense and ten games (or two tournaments, whichever is higher) for the third offense.

13.2. Any member(s) of a club or team physically assaulting or threatening to assault an SDCA appointed umpire, either during or immediately following a game, shall be penalized by a minimum of three consecutive games suspension for the first offense, ten games (or two tournaments, whichever is higher) for the second offense and, for any further reoccurrence, banned from playing in any SDCA sanctioned game for life.

13.3. Any member(s) of a club or team vilifying or verbally abusing a fellow player or players, either of the same team or another team, or a member of the public, either during or immediately following a game, shall be penalized by a MINIMUM two (2) consecutive game suspensions for the first offense, five (5) games (or the remainder of the year, whichever is higher) for the second offense and fifteen (15) games (or one full year, whichever is higher) for the third offense.

13.4. Any member(s) of a club or team physically assaulting or threatening to assault a fellow player or players, whether of the same or another team, or a member of the public, either during or immediately following a game, shall be penalized by a MINIMUM three consecutive game suspensions for the first offenses, ten games (or two tournaments, whichever is higher) for the second offense and, for any further reoccurrence, banned from playing in any SDCA sanctioned games for life.

13.5. Any member(s) of a club or team found willfully tampering with the score sheet of an SDCA sanctioned game shall be penalized by a MINIMUM of three (3) consecutive game suspensions for the first offense, five (5) games (or the remainder of the year whichever is higher) for the second offense and fifteen (15) games (or one full year, whichever is higher) for the third offense. In addition, the team concerned shall lose any and all points for the game.

**14. CRICKET BALLS**

All Teams shall play with SDCA issued balls for this season. Failure to do so shall result in forfeiture of the game with points being awarded to the opposing team.

**15. DRESS CODE**

15.1. White pants and white collared shirts must be worn for all matches.

15.2. Teams playing in colored cricket shirts must ensure that all XI players on the field are wearing the same shirts. Umpires will strictly enforce this requirement. Teams should acquire the consent of organizing committee for the team colors prior to the start of the season.

15.3. Players without white / team colored clothing will not be allowed to take the field.

**16. GROUND RULES**

Shoes with cleats, such as soccer, baseball and the like must not be worn while playing at the rounds or at any other ground. Only cricket approved studs or spikes may be worn as permitted by each local ground.

All trees, including overhanging branches, are considered outside the boundary and if struck, six (6) runs will be awarded to the batting side. However support ropes inside the boundary, if struck, will score only four (4) runs to the batting side.

16.1. All home teams are reminded to maintain the ground during and after the match. This includes removal of rubbish, and equipment (including chairs). It is also the away team's responsibility to assist the home team in clearing and removing rubbish and equipment from the ground. Failure to clear a ground after a match may result in fines and/or penalty points for one or both teams. All teams are reminded that alcohol is prohibited at all times.

**17. GROUND STANDARDS - SATELLITE TEAMS/CLUBS**

Please remember that these are not just guidelines, but minimum expectations. If, in the opinion of the umpires, the pitch and/or grounds are unsuitable or not properly prepared for play, the game shall be forfeited and awarded to the visiting team.

17.1. Ground size - a minimum distance of 55 yards in all directions from the square.

17.2. Teams should have all appropriate measuring and other grounds equipment:

· Tape Measure - 100 ft. measuring tapes are available at Home Depot

· Crease Markers - a frame or straight edge is advisable. Crease must be marked with paint, chalk, or some other substance that is visible and will last the entire match

· Stump Gauges - these ensure the correct spacing between Stumps. They can be made or bought online

· 30-yard circle markers

17.3. Outfield characteristics - the playing area must be even and free from debris which may cause injury. Teams should provide suitable boundary markers, which can be clearly visible from the square.

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

**18.** **UMPIRING FEE AND SQUARE LEG UMPIRES**

18.1. Neutral Umpire (from the other teams in the league) will, whenever possible, be provided for all games. A SDCA Umpire (if provided) shall be paid $25 per team due and payable at the start of the game when Team Player Cards are turned in. In an extra ordinary circumstance such as no neutral or SDCA umpire is available or last minutes emergency the playing teams will be asked to perform the main umpiring duties as well.

18.2. All Umpires will show up at least 30 minutes prior to the start of a game. If a Certified Umpire does not show up no later than 30 minutes from the scheduled starting time, 50% of his match fees are deducted and reported to the Umpire's committee. If he is 1 hour late from the scheduled time, he is considered a no show, and will be reported to the Umpires committee for disciplinary action.

18.3. If a Team misses its Umpiring assignment either Square-Leg or Main Umpiring responsibility the following actions will take place:

· A fine of $50 will be imposed for the First offense along with deduction of 1 point from the team's points tally.

· The Second offense will result in a loss of eligibility to qualify for the playoffs/finals.

· The Third offense will result in disqualification from the league. The Team will have to forfeit rest of the games in the league and will not qualify for the playoffs.

18.4. The fines have to be paid up within 15 days of e-mail notification or else 3 Points will be deducted from their total points. If fines are left unpaid they will be added to the entry fee of the next tournament that team takes part in.

18.5. All Teams must fulfill their Umpiring assignments and it is the Teams responsibility that Umpires show up on time and complete their assignments.