

Brampton Cricket League

BY-Laws Assembled and Distributed in 2010 Season

These By-Laws will reflect the inception date of their introduction into the League effective July 15th, 2010

BY-LAWS (2010 Executive Board & Membership)

The Executive Board Officers are to be 1) the President 2) 1st Vice President 3) 2nd Vice President 4) Secretary 5) Treasurer 6) Youth Coordinator 7) Media & Sponsorship Manager 8) Umpiring Coordinator 9) Website Administrator.

These Officers were to be nominated and elected, on the floor, at each Annual General Meeting.

The above board may comprise of an additional odd number of members, to a maximum of 5, from various sectors of the municipality.

Fixtures and Match Rules

Matches are played under a combination of the MCC laws/ICC rules governing a wide ball and the circle only as specified below by BCL by-laws, including the by-laws governing a batsman incommoding the bowler, the limit on the number of overs that a bowler may bowl and substitutes as specified below.

A wide ball – Any offside delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called “wide”. As a guide any ball pitching and going down the leg side without first making contact with the batsman’s bat, person, or equipment shall be called and signalled a wide.

All teams – the following Powerplay rules will be used:

- Powerplay Overs shall apply for 20 overs per innings to be taken as follows:
- The first block of Powerplay Overs (10 overs) shall be at the commencement of the innings.
- For the second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- A batsman must nominate his team’s PowerPlay no later than the moment at which the umpire reaches the stumps at the bowler’s end for the start of the next over.
- The first block of five (5) overs chosen at the discretion of the relevant captain (as described above) is defined as Powerplay Two. The captain has to decide at which point he wishes to implement this rule. He can only implement it at the beginning of an over, provided he informs the Umpire. During this period, only three fielders are allowed outside the 30-yard circle. However, there is no mandatory number of close catchers during this power play.

- The second block of five (5) overs, with identical parameters to Powerplay Two, is defined as Powerplay Three.
- When the relevant side's captain informs the Umpire that he wishes to enact a Powerplay, the official will signal so by moving his arm in a circular motion.
- Should the fielding/batting captains choose not to exercise his/their discretion, the remaining Powerplays automatically commence at the latest available point in the innings (i.e., at the start of the 41st and 46th overs in an uninterrupted innings).

Where the number of overs is reduced because of delay or interruption, the number of overs in regards to field restrictions shall be reduced proportionately. This must be communicated to both captains. In the event of an infringement of the circle rules, either umpire shall call and signal no ball.

A bowler may bowl no more than **10 overs in a 50 over match**; no more than **5 overs in a 25 over match**; and no more than **4 overs in a 20 overs match**. In a reduced over match, the bowler may bowl no more than 1/5 of the total overs.

In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below:

Innings Duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
20-22	4	2	2	8
23-24	5	2	2	9
25-27	5	3	2	10
28-29	6	3	2	11
30-32	6	3	3	12
33-34	7	3	3	13
35-37	7	4	3	14
38-39	8	4	3	15
40-42	8	4	4	16
43-44	9	4	4	17
45-47	9	5	4	18
48-49	10	5	4	19

The home team is responsible for providing the stumps and bails. If they do not, they should be allowed to get them, with over rate penalty, and if they still do not provide the necessary supplies they will lose the match. The home team is also responsible for preparing the field for play, i.e., circle markers and boundary markers.

T20 Power Plays:

The power play will be the first 6 overs, with only 2 fielders allowed outside the 30 yard circle.

In case of a time delay in the start of the game, 4 minutes per over shall be reduced for the amount of time lost.

T25 Power Plays:

The power play will be the first 7 overs, with only 2 fielders allowed outside the 30 yard circle.

In case of a time delay in the start of the game, 4 minutes per over shall be reduced for the amount of time lost.

Substitutes:

No team shall start a game with substitute player(s). Neither the captains nor the umpires shall have the authority to trump this rule. Substitute players shall only be employed as governed by the current MCC/ICC match play rules.

Playing Time:

All the teams will play with all associated rules.

The games will start as follows:

T20 Games:	will be played between: 8:00 am - 11:10 am
T25 Games:	will be played between: 7:45am – 11:30am.
50 Over Games	will be played between: 1:00 pm - 8:20 pm

All teams must be on the field 15 minutes prior to the start of play.

Results and Points

(Maximum points a team can get per game is 10)

Win	10 points
Tie	5 points each
Abandoned because of weather	5 points each (see rule # 21 for more details)
Abandoned due to “forfeit”	10 points to present team

During the regular season: where the scores are equal, a tiebreak system will not be used regardless of the loss of wickets. Both teams get 5 points each.

During the playoffs, if the score is equal, then the run rate from the regular season will be taken into account. If they are still the same, then a bowl out will be announced.

Penalties for Late Starts

There will be NO GRACE period for any team.

The team that is late will be penalized as follows:

ODI:

One (1) over for every five (5) minutes that the game is delayed until start time e.g. 50 minutes will result in 10 overs being deducted from the allotted 20 overs (or required number of overs the team is legally allowed to face).

Morning/ T20/T25:

One (1) over for every four (4) minutes that the game is delayed until start time e.g. 20 minutes will result in 5 overs being deducted from the allotted 20/25 overs.

Refusal to Participate

- Refusal to participate in schedule of games or unilateral withdrawal of a club or team shall be considered as having withdrawn from the association. All fees paid to the association by a club or team withdrawing from the schedule shall remain the undisputed property of the Association.
- Only matches scheduled with other league teams, teams not currently playing under BCL, may be cancelled, due to the weather or other conditions making play impossible, by mutual consent of both captains or secretaries of the clubs so affected by telephone. The secretary of the Association must be notified in writing of such cancellations by the Secretaries of both clubs.
- No scheduled matches shall be postponed, cancelled or relocated, except by a ruling of the Board of Governors.

Type of Ball

All teams will play with BCL's approved cricket balls.

ODI: Kookabura Club Match or Regulation (white/4 piece).

T20/T25: BCL branded balls; or as supplied by the league (white/4 piece).

Trophies & Awards

The league will provide the following trophies for 2009/2010:

- Winners Trophy (must remain with the BCL)
- Highest Batting Runs (based upon stats & selection by Executive Board)
- Highest Batting Average (min of 8 games, based upon stats & selection by Executive Board)
- Best Bowling Economy (min of 8 games, based upon stats & selection by Executive Board)
- Highest Bowling Wickets (based upon stats & selection by Executive Board)
- Best Batting Partnership (based upon stats & selection by Executive Board)
- Most Hundreds (100s) (based upon stats & selection by Executive Board)
- Most Fifties (50s) (based upon stats & selection by Executive Board)
- Most 5 Wicket Halls (based upon stats & selection by Executive Board)
- Most Catches/Best Fielder (based upon stats & selection by Executive Board)
- MVP (based upon stats & selection by Executive Board)

Grounds

- Grounds granted to the Association, shall be at all times under the control of the Board of Governors and shall be allotted to clubs for their use during such periods and times as the Board of Governors may deem proper.
- If any Association fixture is suspended or halted by the actions of the officials of the ground on which the match is being played, the Umpire(s) must bring this action to the attention of the Association.
- Where any Association fixture is played in a public park and parks Official has determined that play be halted temporarily or cancelled entirely, member clubs and players are required to comply immediately with that decision.

Artificial Pitches

No player shall use metal spikes or studs while bowling or batting on any of the Association's pitches. No wicketkeeper shall use metal spikes or studs on green artificial grass pitches. The Umpire shall have the authority to inspect players' footwear, and if there is any infraction, shall advise the Captain of the offending player. Failure to comply with the by-law, the offending player will be sent off the field of play by the Umpire. The Umpire shall make a full report to the Board, and if found guilty, the offending player may be subject to a maximum fine of \$50.00

Scorebook

Score sheets shall be used to record all games under the jurisdiction of the Association and shall show in full the batting and bowling performances for each Association match up to the official time for drawing stumps. These sheets shall bear the signature of both umpires and shall be kept by the Secretary of each club until after the annual general meeting. At the close of the first innings of the game, the Captain shall examine the scores and verify the scores as correct. The Umpire(s) will rule if no agreement can be made by the Captains.

Umpires

Umpires shall report in writing to the Board of Governors within three (3) days of the Association, any and all teams not ready to commence play by the starting time stating fully the circumstances. They shall also report in writing on the match results cards to the Board of Governors any player or players or members or member clubs, teams, or organizations, whether present as players or spectator, who at any time during the game is guilty, in their opinion, of conduct detrimental to the best interest of the game.

Umpiring Guidelines & Payments:

- all umpires must duly sign both game report sheets before getting paid.
- all umpires must collect the names of the playing eleven (11) players at the commencement of each game and ensure that both sheets reflect those names before signing said sheets.
- sheets must be duly filled and signed for all abandoned game.

These sheets will be the only means of validating the active participation of a member in a game when it is required to check on the number of games played for qualification for the playoffs.

Square leg umpires: (in case of only 1 umpire on the field).

April- 2010: new resolution was passed by all clubs to facilitate 2 officials for every game across the league.

When a member of the batting side comes onto the field in as a square leg umpire, he becomes a member of the umpiring-scoring team. His job is now to give and assist in making the best possible decisions. He will do this with his own decisions and joint decisions with the ruling umpire. Instances in which he will be involved include but are not limited to:

- No ball – wicket keeper infringing the wicket
- Unfair arm action by the bowler (see rules on umpires)
- More than two on-side fielders behind the popping crease at the time of delivery
- Call and signal scorers (see rules on umpires re: arm action)
- “Circle” rules
- Short runs
- Obstructing the field
- Boundaries
- Illegal fielding
- Counting the balls in an over and signalling when two balls are left
- Dead ball – the striker’s end bails fall off
- The striker is not ready
- Caught
- Run out
- Hit wicket
- Stumped
- Crossing of batsmen
- Unfair conduct of players
- Report dissent from either umpire’s decision to the ruling umpire
- Gives utmost co-operation and assistance to colleague at all times

At the appropriate time, square leg umpires should call and signal dead ball and consult with their colleague on any questions about the match and the application of the laws.

Official Match Card

No later than Wednesday of the next week, or three (3) days, after the completion of each association game, the captain of each competing club shall enter online as well as send to the website administrator of the association, or such other person as the Board of Governors may direct, the certified match card result card of the game. Any club failing to comply with all the terms of this rule, at the discretion of the Board of Governors, may be omitted from all association records as though it had not competed at all in any game for which no complete record is received or for which a report is not received within the three (3) day period contained in this rule. Defaulting clubs will lose points for not adhering to this important and necessary step.

Protests and Complaints

- All matters of protest and complaint which members may wish to bring before the Board of Governors shall be in writing; accompanied with a **\$50 deposit** (*deposit will be refunded if your protest is successful*), and in the case of clubs or organizations, shall be signed by the President or Secretary of the protesting or complaining member club or organization (*accompanied with the \$50 deposit*). Full details shall be set forth showing the nature of the protest or complaint, the name and addresses of witness or other persons who have a personal knowledge of the matter brought forward and are willing and able to give evidence, either personally or in writing, before the Board of Governors.
- On receipt of any protest or complaint, the Board of Governors shall forward the matter to the Disciplinary Committee which cause a hearing to be held and take such action as it considers appropriate under the circumstances, and may subject any club, team, player or players, or all of them, against who the complaint has been lodged, to the appropriate penalty, but before doing so, the party shall be given an opportunity to present either personally or in writing, any evidence each or all may desire to submit.
- Any member or club which has sent a protest or complaint or been the subject of disciplinary action by Disciplinary committee established by the Board of Governors shall have the right to have the decision reviewed by requesting a review (*accompanied by \$50 deposit*) within thirty (30) days of the receipt of the decision. In the absence of evidence to the contrary, the member or club shall be deemed to have received notification of the decision fifteen (15) days after it has been sent by registered or electronic mail to the address on the records of the Association.
- If your protest/review is *unsuccessful*, the association reserves the right to use the deposit monies to fund its regular operations.
- In addition, the Board of Governors if it is not satisfied with the decision of the Disciplinary Committee may itself initiate a review by giving proper notice to all parties.
- On a review, the Board of Governors may consider any evidence not available at the time of the Disciplinary Committee hearing, shall consider a report from the Chairman of the Disciplinary Committee with respect to the matters raised in the review and any other material or submissions it deems relevant. The Board may quash the decision and or disposition of the Disciplinary Committee, affirm it, or otherwise alter it in any way the Board deems just, including the imposition of a greater penalty it shall give the subject of such greater penalty an opportunity to be present and make representation at the review.
- In determining what penalties should be applied in each case, the Disciplinary Committee and the Board of Governors shall be guided by the Players Code of Conduct.

Registration of Teams & Players

All players **must be registered prior** to the game. Club/Team officials must make sure that players are listed as **“active”** before taking field. Umpires/Opposition captain reserves the right to disallow inactive or players in “pending” status.

Playing Members on any given team will be limited by registration only, regardless of the fact that they may be players in another league.

Players qualified for the playoffs must be registered members who have participated in at least 50% of the current season scheduled games. For odd number games, the figure will be rounded off to the nearest whole number.

Deadline for the registration of NEW members will be July 15th of the current season.

Payment of additional members beyond the allotted 20 members will be charged at \$15 per additional member payable on July 15th of the current year.

Returning Teams to the BCL: Teams having left the BCL and is re-entering will be charged an additional Surcharge Fee of \$300.

Umpires reserve the right to check player ids. Teams can request opposite players to show the id through the on field official (umpire). Acceptable form of id is any Government Issued ID, including but not limited to: driver's license, health card, PR card, Passport) or university/ college student ID card.

Teams Defaulting

Teams defaulting one game will automatically incur a fine of \$100, payable immediately before playing the next game. Failure to do so will disqualify them from participating further in the season.

The second defaulted game of the season will result in an automatic expulsion from the league. The league is not obligated to inform the defaulting team/club about this. For this context, "default" is applicable when a game does not take place due to non-availability of the players (7 players dressed and ready to take the field) from the defaulting club/team and/or refusal of the club/team to take the field when instructed to do so (by the match official, or in absence of one, refusal to co-operate with the rival team to get the game underway by assigning umpires from the players).

Transfer of Players

Members transferring form one Club to another must have the following:

- A signed letter of release (NOC) from the departing (old) club.
- A signed letter of acceptance from the new club.
- Said letters to be delivered to the Secretary or Coordinator.

Payments by the League (for games to be paid by league):

- all reports must be submitted to the Secretary.
- all payments will be made by Cheque.

Note: All Umpires & Captains must ensure that the above rules are enforced. Failure to comply will result in non-payments and non-qualification of members for playoffs.

2010 Executive Board

All Clubs will be given a period of time, up to one week prior to the commencement of the Season to Register all New Members and Deactivate all 'non-returning' members.

League coordinator will then verify all Active Members at that point. All members registered from that point to July 15th will then be counted towards the 20 member quota.

Collection of the additional Fees Due as a result of members over the 20 member quota must be paid on July 15th of the current year.

Clubs Annual Dues

Teams with their own facility will be given a deduction (\$ amount to be negotiated) from the regular annual fee for the current season.

Teams failing to comply with the deadline for the minimum fee required (as decided by the current Executive Board) to indicate active return and participation in the upcoming season would be fined \$100.

Both amounts are to be paid, in due time, with failure to do so resulting in immediate expulsion for the BCL 2009 Membership.

2010 Other:

1. All Special Committees Decisions are to be reported back to the Executive Board for sanctions and approval before becoming effective. All such Committees are empowered to formulate 'sub-committees' as circumstances dictate. Such sub-committees can be comprised of volunteers from the League's Membership.

2. Dress Code/Uniform:

- **Players:** Coloured Clothing and all associated attire and playing requirements (e.g. White Ball, Coloured Pads, etc.) will be Mandatory as of the 2010 Cricket Season for teams. This will be implemented as per ICC ODI regulations and stipulations.
- **Umpires:** All Umpires will have to wear BCL uniform (Blue BCL logoed Polo Shirts, provided, with black pants). Umpire allocation will be as per BCL Executive Board. As a backup umpires can wear blue shirt and dark pants.

3. Pitch & playing field Markings:

It is the responsibility of the Home Team to ensure that all regulation required: Matting, Wickets, Nails & Washers are supplied & Pitch Markings, Boundaries, and 30-Yard Circle, etc., are clearly defined and visible prior to the spinning of the Toss. It is also the responsibility of the Home Team to make sure BCL matting is stocked away properly after completion of the game. Failure to do so will result in the appropriate penalties as defined elsewhere.

4. Players will be suspended a minimum of one (1) game for not respecting the umpires decision and any indiscipline actions (clubs may be fined also).

5. Captains will be fined the equivalent of the 10% of the umpire fees for not insuring that Game Cards are properly filled out at conclusion of game (please note this is not a punishment but a deterrent). The Captain's signature must only be added at the End of Game in consultation with the Umpire in ensuring that the information is accurate. If a Captain refuses to perform this duty, the Umpire will submit the Card without his signature thereby invoking the fine.

6. Umpire fees will be as follows:

- a.) \$40 per team, per umpire for ODI.
- b.) \$25 per team, per umpire for T25.
- c.) \$20 per team, per umpire for T20.
- Umpires will be charged 25% of game fee for failing to submit game card. 10% of game fee for not ensuring cards are appropriately filled out.

Methods of Submission:

- Email to the attention of Website Administrator.

Failure to comply with this is subject to 25% of game fee.

7. Team that does not show up for play-off games will be demoted and the runner up of that team will replace said team in the play-offs/finals.

8. No rainout games will be moved to a different venue/ground. These games may be rescheduled at the discretion of the BCL Executive Board.

9. If play is suspended during the innings of the team batting second, the calculation of the number of overs to be bowled by the scheduled close of play will be determined at a reduction of one (1) over for every five (5) minutes of lost play, for ODI, and 1 (one) over for every (4) minutes of lost play for T20/T25. On field officials may also use the run rate calculation to show new target.

10. If the team fielding first fails to bowl the allotted overs in the specified time, they will continue to bowl until they have done so (the over in progress at this time will be counted as complete). They will, however, bat only the amount of overs bowled at the schedule time of stop (i.e., 47 overs bowled at cut off for 1st innings: Only 47 overs will be allowed to the defaulting team for their run chase).

10 B. If the team bowling second does not finish the allocated overs in the specified time, they will continue to bowl until the required overs are delivered, or until the field is no longer available for play, or until the match is called off by the on field officials. The overs in progress (at the time of the cut off shall be counted as complete). After close of play (*maximum overs are bowled*) the umpire(s) shall add 6 penalty runs for each over bowled above the designated cut off time. These penalty runs must be added to the total of the batting team at close of play.

11. The team batting second will not bat a greater number of overs than the team batting first, unless the team was dismissed before the completion of fifty (50) overs, provided they have not lost overs due to late start.

12. If, at the schedule time of play, a team does not have at least seven (7) players (dressed in their team uniform and ready to play), the opposition captain can claim the toss. The host team must have the wicket and outfield properly marked also. A team that loses overs due to a late start will only bat the reduced number of overs, even if they bowl the opponent out.

13. Should a captain declare before fifty (50) overs, his run rate will be calculated as if his team received fifty (50) overs.

14. From time to time, and once every year, BCL may get sponsors that may need to be allocated to a particular team. Teams, if they currently do not have a sponsor, agree to allow BCL to emboss BCL approved sponsors on their uniform. This may contain sponsorship, but is not limited to, chest, trouser, arm printing.

15. A bowler who leaves the field due to external injury, as opposed to an internal one, will be allowed to bowl immediately upon his/her return, irrespective of the time spent off the field.

16. All vehicles must be parked in designated parking areas, around the playing field.

17. **Huron Heights/Other Matting Grounds:** The league had provided matting for this pitch. The league will also provide the teams with 25 nails and a hammer. Matting, 25 nails, and the hammer are the responsibility of the home team. If any of these items are missing or left unattended; the home team may be penalized financially.

17 b. **Huron Heights:** Matting, Nails and Hammer will be held in a locked bin with a digital lock.

17 c. **FCCC:** Matting, Nails and Hammer will be held in a locked bin with a digital lock.

17d. **FCCC:** is a new wicket, especially made for the Brampton Cricket League by the city of Brampton. This is a pilot project and the wicket has been placed at prime city location and close to city office and facility for easy access for our membership. Because of this pilot project; play shall only commence **one sided at FCCC (bowling from south west, by the baseball diamond, with the batsman facing from the north east, back towards the parking lot), until the association determines otherwise.** Play @ this facility can now be both sided (as of July 15th, 2010).

17 e. **FCCC/Other:** in an effort to reduce the number of “lost balls”. All teams must carry 2-3 extra, slightly used, balls with them at all times.

17 f. **FCCC/Other:** BCL has provided nails/washers for all of its matting sites. However, teams are required to carry their own set of nails/washers in case of shortage at the site.

18. Any high pitched ball that passes, or will have passed, on the full above the waist height of a batsman, standing upright at the crease, will be called a no-ball by the umpire at the non-strikers end.

19. Timing guidelines are follows:

a.)	ODI:	1 st inning:	1:00pm - 4:30 pm (210 minutes)
b.)	ODI:	break	4:30pm - 4:50 pm (20 minutes)
c.)	ODI:	2 nd inning:	4:50pm - 8:20 pm

There will be 3 scheduled (5 minute) water breaks at over #15, #30 & #40.

a.)	T20:	1 st inning:	8:00 am - 9:30am (90 minutes)
b.)	T20:	break:	9:30 am - 9:40am (10 minutes)
c.)	T20:	2 nd inning:	9:40 am - 11:10am

There will be no water breaks in the T20 innings.

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|-----|------|-------------------------|--------------------------------|
| a.) | T25: | 1 st inning: | 7:45 am - 9:30am (105 minutes) |
| b.) | T25: | break: | 9:35 am - 9:45am (10 minutes) |
| c.) | T25: | 2 nd inning: | 9:45 am - 11:30 am. |

There will be no water breaks in the T25 innings.

20. Teams must clear all of their garbage after the completion of the match. Violators may be hit with financial penalties.

21. In case of delay, rain or other, run rate calculation will be done as follows:

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|------|-------------------------|---------------------------|
| ODI: | 20 overs bowled/played: | → constitutes an innings. |
| T25: | 13 overs bowled/played: | → constitutes an innings. |
| T20: | 10 overs bowled/played: | → constitutes an innings. |

Scenario # 1:

Team A batted first and scored 200 runs in 50 overs. Net Run Rate = 4.00 runs per over.
Team B innings was halted due to rain at 23 over mark. Their score at 23 over mark was 130. Net Run Rate = 5.65 runs an over. In this example, Team B wins by “run rate”.

Scenario # 2:

Team A batted first and scored 200 runs in 50 overs. Net Run Rate = 4.00 runs per over.
Team B innings was halted due to rain at 19 over mark and umpires were unable to resume play.
In this case game is a “rain out”.

22. The association has instituted fair play award for 2010 season. This award will be presented to the team with “**best**” on field conduct. After close of each game, team captains will be contacted by the league secretary to inquire on rating of the opposite team (# 5 being the highest). On field officials will also be responsible for providing points to the players’ and teams’ for their conduct on the field.

22 b. Fair play award points will be rewarded on the following criteria (not limited to): on field appearance (full uniform etc), respect for each other, upholding players code of conduct, upholding league’s name and reputation, sportsmanship & fair play. At the end of the season if teams are tied for “fair play award”, the Board of Governors will decide the winner.

The above by laws, are general guidelines, to rules and regulations of play under the BCL. By laws may be amended by BCL Management before and during the start of the season.

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