

Canadian Commonwealth Cricket Association of Toronto
League By-Laws
(Revised April, 2007)

Except as varied hereunder, the current MCC/ICC Laws of Cricket and match play rules shall apply

Preamble

These by-laws override earlier by-laws and take effect immediately. The by-laws govern cricket matches and related activities conducted under the authority of this association. Interpretation of these by-laws is the sole responsibility of the executive committee or its authorized sub-committees. Application of the by-laws is subject to the overriding consideration that all of the by-laws apply to all of the players and all of the teams all of the time.

Communication

The main means of communication in the association is by e-mail. Consequently, every club should have an e-mail address. Notification from the league to teams via e-mail is deemed to be effective 72 hours after it is sent. Clubs without e-mail can still communicate with the league via Canada Post. Each team must provide at least two contacts, with e-mail addresses and phone numbers.

Clubs And Teams

- A. Clubs register at the Annual General Meeting of the CCCAT.
- B. Clubs may register more than one team.
- C. A \$600.00 deposit must be paid at the AGM.
- D. 100% of the fees must be paid by the Captains' Table event. The Executive Board may remove any team with an outstanding balance. The registrar is directed to remove teams from the register if they have an outstanding balance. Any team with an outstanding balance after the Captains' Table event will be charged 5% per month on the outstanding amount.
- E. Fees for 2007 season are as follows:

PREMIER DIVISION: \$1,400.00

FIRST DIVISION: \$1,200.00

SECOND DIVISION: \$1,100.00

New Teams: To be decided by the executive board

- F. Clubs with more than one team must have seeded players (see below).
- G. Each team must have a captain registered as a captain with CCCAT.

Players

1. Definitions

Junior players are players who have not reached the age of 19 years on January 1 of the current year.

Senior players who have reached the age of 50 years on January 1 of the current year.

Outside players are players who also play in another league, but are not considered to be a committed player.

New teams are not allowed to register more than 5 players from an existing team. Except the junior players, no players will be allowed to register with more than one team.

Committed Players are players who are committed to their Club in the CCCAT, which means that the player does not play in another league.

Seeded players are only in clubs with two or more teams. Seeded players are those determined to be the five best players. This list is subject to review by the executive committee.

Playoff eligible players are players who have played in at least 50% of the regular games in the division in which they wish to qualify for. Rained out matches that did not start will not be counted. Rained out matches that started and defaulted matches will be counted. The teams must submit a match sheet listing the players on the match day to the umpire. This rule applies for the junior players as well..

Any Junior or Senior players that have registered with either the league or a team can also participate in the playoffs but must have a record of playing 50% of the regular season games to qualify.

2. Registration Dates And Methods

- A. Each Club has to register at least 20 players. Clubs with more than 2 teams has to register at least 30 players. The cost of registering one player is \$10.00 and all the existing players have to go through this process for the current season. The clubs have to fill out the club's registration form and send it to the registrar in an envelope. The last date for the players registration list is April 30th. Additional players can be registered after this date. The last date of registering any player is July 15th. Any valid government – issued photo ID can be used for identification purposes. Clubs are responsible for registering all players on the web-site, in addition to providing lists to the league. Players who are not registered will not be allowed to participate in matches.
- B. Junior and Senior players must be registered with a club or with the league in order to participate in any CCCAT matches. The cost of registering for Junior and Senior players is \$10.00.
- C. For clubs, the method of registration is by filling out the Player Registration form in the website. Every registered player will be given a registration number. The membership status of each player (junior, senior, regular, outside, captain) must

be included. Teams are responsible for ensuring that similar names are readily distinguishable either by giving the full names or by giving the dates of birth in addition to the names. If a player's signature is not on the individual player registration form then that club may not hold that player for a release and can transfer to any club of his or her choice.

4. Limitations

- A. Only players registered in the CCCAT may play in matches organized by the CCCAT.
- B. Only players registered in a club may play for that club. Players may only play for one club in this association, except Junior players and Senior players, who can play for any club, as long as they are registered with that club.
- C. A club may only register three outside players from any other league's highest division for any part of the season. Only two of these players may play at the same time. These three named players may not be changed during the season and they may only play for one club in this association. The date of registration are the same for outside players as regular players.
- D. In the CCCAT second division, no player may play if he plays in another league in the premier division.
- E. No seeded player may play in a lower division match.
- F. These limitations apply to regular league matches, knockout matches, playoff matches and all other matches conducted under the authority of the association except friendly matches. Friendly matches are matches in which the teams are free to determine the match rules, are free to ignore any of the laws of cricket, and the result is of no significant interest to other teams in the association.

5. Penalty For Teams Playing Ineligible Players

The disciplinary committee will use a strict liability approach whereby the intentions of the team are irrelevant. In these cases, the committee must assess:

- A. The loss of the match.
- B. Other penalties as the disciplinary committee sees fit.

Transfer Of Players

(a) The Executive Committee may permit the transfer of any player who has been duly registered from one club to another as it deems such transfer proper, provided that the application shall be made prior to July 15th by the player concerned and shall include a release duly signed by the President or Secretary of the club to which he wishes to transfer. Any player transferring from one club to another must be in good standing; otherwise the transfer shall not be completed. All club secretaries shall notify the Association Secretary immediately of any player who ceases to be in good standing with the club. A player shall not be considered to have been granted a transfer until both clubs concerned have been so notified by the Executive committee. An extra fee shall not be required for the transfer of a registered player. Any player that owes his club money for

their annual membership fee the last season or year shall be required to pay this debt before any and all participation in the current year or season of the CCCAT. Any money owed for other reasons will be between the club and their member and the CCCAT will not be responsible to settle such dispute or transactions, but shall be resolved by the club and its member. Any club allowing their players to be delinquent beyond one year shall be held responsible for their action and may not hold that player for a transfer, providing that the preceding season fee is paid.

(b) Where a player in good standing, wishing to transfer from one club to another prior to July 15th has been refused a release by the club from which the player wishes to transfer, or the release has been delayed for more than seven (7) days after the request, the player or the club to which he signifies his intentions to join, may apply directly to the Executive committee. The Committee, after being satisfied that the player is entitled to a release, may grant such a release and where it determines that the release was arbitrarily or willfully withheld without good cause, take disciplinary action against the offending club.

(c) Junior players who have been brought up through the ranks of a member club shall not be permitted to play for another club within the Association without the former club receiving financial compensation from the club the player is transferring to. The amount of compensation shall be determined on an annual basis by the Executive Committee and shall apply to all juniors for up to three – (3) years after graduation from the junior competition.

(d) If a club does not have a formal contract, or the player has not signed the registration form, then the player does not require a release.

6. Notification To The League Of All Players In All Matches And Their Individual Statistics

- A. After every match, a completed match sheet must be submitted to the umpire. This sheet must show the full names of all players plus all statistics for the game. This sheet must be signed by both captains and the umpire(s).
- B. The method of notification is by means of our website. This match sheet will be given to you at the AGM. A copy of the match sheet will be posted on the Leagues' website as well. The match sheet is invalid without the signature of the umpire.
- C. Similar names. Teams are responsible for ensuring that similar names are readily distinguishable either by giving the full names or by giving the dates of birth in addition to the names.
- D. Computer failures and improperly addressed electronic correspondence will not be considered an excuse in assessing compliance. The teams are responsible for ensuring that all data are entered correctly on the website. If you encounter any difficulty, please contact your division co-ordinator.
- E. Teams are responsible for ensuring that the notification is accurate and complete. An inaccurate statement is not complete.

7. Penalties For Failure To Input Game Stats

If a team fails to enter the game statistics on the website, then that game will not be counted in the standing. Individual statistics for that game will not be counted either. The match sheet submitted to the umpire is for verification purposes only. The teams are responsible for inputting their game status on the web-site – within 72 hours of the game's completion.

8. Dress Code For Players

- A. All players must wear pure white or pure cream clothing or commercially available cricket clothing.
- B. Footwear must be substantially white and not have metal spikes.

Captains

- A. Captains are selected by their clubs or teams.
- B. The Captain should have an umpiring certificate.
- C. Captains must be registered in the CCCAT as captains.
- D. Captains are responsible for discipline of their teams.
- E. If there is a change in Captains, the League must be notified.

Other Officials

All the Club's presidents and other executive members have to be a registered member of the CCCAT in order to participate in any AGM. Non playing executives could be registered as a VIP member category using the league's website.

Umpires

1. Qualifications

The CCCAT in collaboration with the CCCAT standing umpire committee shall be responsible for the appointment of qualified umpires. Only qualified umpires who are recognized by the CCCAT umpire committee shall be allowed to officiate in the Leagues scheduled games, however if there are an insufficient number of qualified umpires, the CCCAT may appoint umpires from other sources.

2. Square Leg Umpires Provided By The Batting Team

By providing a square leg umpire, the captain thereby certifies that this person is familiar with the laws of cricket, and has read and understood the duties of the square leg umpire as outlined in Appendix B. The club supplied square leg umpire is prohibited from calling "no ball" for throwing. Any arm action irregularity should be reported to the presiding umpire who should then take appropriate measures to ensure fair play. If, in

the presiding umpires view, the club supplied square leg umpire is incompetent or is making in-correct calls, he is authorized to request a change from the Captain.

3. Disciplinary Duties And Powers Of Umpires

- A. Some disciplinary duties and powers of umpires are given in the MCC laws. The by-laws give umpires additional duties and powers.
- B. All acts and words of dissent from an umpire's decision must be reported, in writing, to the executive committee. Also, all acts and words of indiscipline likely to bring the game into disrepute must be reported, in writing, to the executive committee. In these cases, the umpire has no choice. Consequently, words or acts intended to prevent the reporting of the incident must also be reported as acts of indiscipline.
- C. The umpire may, without warning, expel any player for discreditable words or conduct, or repeated unfair play.
- D. A captain may order a player on his team to leave the field. The umpire will ensure that this order is effective.
- E. If an umpire is physically assaulted or physically threatened by a player during the match then he must immediately call "Time", and make a report to the executive committee. The umpire should report the matter to the police.
- F. If an umpire reasonably believes that he has lost control of the match because of indiscipline then he must immediately call "Time", and make a report to the executive committee.

4. Umpire Failing To Appear

If the umpire fails to appear then each team must provide a substitute umpire until the end of the match or until the umpire appears. Umpires shall be fined or suspended by the CCCAT for making decisions contrary to these by-laws

5. Dress Code For Umpires

The ruling umpire should wear dark pants and a white coat. The square leg umpire should wear a white coat.

6. Umpires' Fee

Teams are responsible for paying umpires **before the match** according to the current schedule of fees. If a match is rained out before it starts then half of the fee is payable.

Fee Schedule:

All Divisions – 2 Umpires \$70.00 each team (or 1 umpire \$40.00 each team)
TEAMS NOT PAYING THE UMPIRE(S) WILL BE FINED TWO TIMES THE FEE ..

Match Rules

- A. Matches are played under a combination of the:
MCC laws/ICC rules governing a wide ball and the circle only as specified below
CCCAT 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.
- B. 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 legside without first making contact with the batsman's bat, person, or equipment shall be called and signaled a wide.
- C. All divisions – the following “circle” rules will be used:
- First 10 overs – only two fielders allowed outside the circle, with two fielders in catching positions (15 yard circle).
 - The team then have two “power-plays” of 5 overs each. The power-plays are taken at the discretion of the fielding captain. During the power-plays only two fielders are allowed outside the circle (but fielders in catching positions are not mandatory). The power-plays must be taken before the 50 overs are up.

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.

- D. Where either batsman, by word or action, incommodes a bowler, the umpire at the non-striker's end will:
- At the first instance call and signal dead ball, give a warning to the batsman, inform the other umpire, and inform the captain of the fielding team. At the second instance call and signal dead ball, give a final warning to the batsman, inform the other umpire, and inform the captain of the fielding team. At the third instance call and signal dead ball, inform the other umpire, inform the Captain of the fielding team, and declare the offending batsman out obstructing the field. No appeal is required. The umpire will make a written report to the disciplinary committee.
- E. A bowler may bowl no more than 10 overs in a 50 overs match and no more than 8 overs in a 40 overs match. In a reduced over match the bowler may bowl no more than 1/5 of the total overs.
- F. The home team is responsible for providing the stumps and bails, if they do not they will lose the match. The home team is also responsible for preparing the field for play: ie; circle markers, boundary markers

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.

The Ball

- A. Only Platypus and Kookaburra balls are allowed.
- B. Premier Division teams must use a 4-piece ball for all matches.
- C. First and Second Division teams may use either a 4-piece or a 2-piece ball.

Match Times and The Toss

- A. Match times are as follows:

Matches start at **12:30 PM** except in September when matches start at **12:15 PM**

- B. The toss takes place not later than **12:20 PM** (**12:05 PM** in September). There is no grace period.
- C. The toss can be claimed by a team if this team has at least seven players in “whites” standing within 15 metres of the umpire and the other team has fewer than seven players in “whites” standing within 15 metres of the umpire at **12:20 PM** (**12:05 PM** in September). If neither team has 7 players in whites then the team with the most players can claim the toss.
- D. The home team must provide the match scorecard, which they must complete and hand to the umpire no later than 5 minutes before the toss. The match scorecard must be complete before any team can claim the toss.
- E. A team can play with eleven or fewer players. A team that declines to play 40 minutes after the scheduled start of the match is deemed to be refusing to play and the opposing team will be awarded the match.
- F. A team causing a delay in the starting of the match will be penalized 1 over for every 4 minutes of delay, up to a maximum of 10 overs (40 minutes) at which time a default will be declared and the opposing team will be awarded the match.
- G. A 25-minute tea interval will be taken at **3:50 PM** (**3:35 PM** in September). Re-start after the tea interval will be at **4:15 PM** (**4:00 PM** in September).
- H. Two drink intervals will be taken per innings but the umpire has authority to allow a third interval in the case of very hot weather. Any player leaving the field without the umpire’s permission will have to remain off the field for an additional 20 minutes and no sub will be allowed. If the whole team leaves the field it means that they have forfeited the match.
- I. Matches end at **7:35 PM** (**7:20 PM** in September).
- J. **At the end of the match the completed match sheet must be submitted to the umpire. This is the responsibility of the home team.**
- K. If the team fielding first fails to bowl the allotted number of overs in the specified time, they will continue until the required overs are completed. However, they will only be allowed to bat the number of overs bowled at the scheduled cut-off time. (Over in progress at this time will be counted as complete). This will apply

even if the team is bowled out before the allotted overs are completed. If at the scheduled close of play, the allotted number of overs has not been completed by the team fielding second, play will continue until the allotted overs are completed or the umpire rules that conditions are unsuitable to continue. If the game is stopped due to unsuitable conditions, the team with the better run rate will be declared the winner.

Summary of Match Times

	<u>May to August</u>	<u>September</u>
Toss	12:20 PM	12:05 PM
Team Batting First	12:30 PM – 3:50 PM	12:15 PM – 3:35 PM
Interval	3:50 PM – 4:15 PM	3:35 PM – 4:00 PM
Team Batting Second	4:15 PM – 7:35 PM	4:00 PM – 7:20 PM

Delays And Interruptions

- A. A delay at the start of a match not caused by one team (typically a rain delay). The umpire will deduct one over from each team’s innings for every full 8 minutes of delay.
- B. If the match is interrupted (typically by rain) and not completed then the match is determined on the run rate.
- C. Unless a team is bowled out sooner, for a result each side must bowl at least 20 overs.
- D. No match may start after **4:00 PM.**

The Result And Point

Win 10 points
 Tie 6 points
 Abandoned because of weather 5 points
 Win by default 10 points, defaulting team –5 points

BONUS POINTS:

Bowl out opposition (either inning): 1 point

Score 250 or more runs : 1 point

(Maximum points a team can get per game is 12)

Where the scores are equal, a tiebreak system will not be used regardless of loss of wickets. Both teams gets 6 points each. During the playoff 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 rematch will be announced.

Team Disbanding

Any points won against any team disbanding during the playing season shall not be counted in the final standings. Any team defaulting three games in any season shall be considered to have disbanded. Such team will not participate in any more games that season (including playoffs).

Protests On The Result Of Matches

- A. When a protest is likely against an umpire, the umpire must be informed at the end of the match.
- B. Precisely worded protests, quoting the infringed bylaw on the result of matches must be sent to the secretary of the CCCAT within 48 hours after completion of the match. The protest will be sent to the match committee or the disciplinary committee, as appropriate.
- C. The basic cost of the protest is \$50.00 cash. This amount must accompany the protest.
- D. The \$50.00 will be refunded if the protest is successful.
- E. If the protesting party fails to appear at the hearing then the protest will be dismissed and the club will lose the \$50.00

Promotion, Relegation And Playoffs

- A. Promotion and relegation of teams depend upon division championship results and match points.
- B. In the Premier Division, the team with the fewest points will be relegated to the First Division.
- C. In the First and Second Divisions, the team with the most points will be promoted and the teams with the fewest points will be demoted. Two teams may have the same number of points. The points that they gained when the two teams played each other will determine the result. If the result is still not clear then the team that lost the fewest wickets in total will determine the result when the two teams played each other.
- D. If two teams in a Division are to be promoted they will be the team with the most points and the championship (playoff) winners. Two teams may have the same number of points. The points that they gained when the two teams played each other will determine the result. If the result is still not clear then the team that lost the fewest wickets in total will determine the result when the two teams played each other.
- E. **ANY TEAM DEFAULTING MORE THAN ONE GAME AFTER JULY 31ST WILL BE DEMOTED**

Playoffs:

When there are two conferences and teams face each other twice only, then the team's standing in their conference will be ignored and the top four teams will be chosen for the playoffs regardless of their conference.

The leading team (away team) will face the fourth team (home team). While the 3rd placed team (home team) will face the 2nd placed team (away team). The winner of the first game (away team) will face the winner of the 2nd team (home team).

When the two teams tie in the playoffs games then the run rates from the regular seasons will be taken into count. If they are the same then a rematch will be announced.

When the teams don't face each other twice then their standing in their own conference will be applied.

The CCCAT executive committee will have the full right to change the format of the playoffs without any prior notice.

Match Committee

- A. The match committee decides the result of disputed matches that do not involve the disciplinary committee.
- B. The committee will comprise an umpire not involved in the dispute and two executive committee members.
- C. The committee will apply the Principles of Natural Justice as outlined by the ICC.
- D. Representation by a lawyer is not allowed.
- E. The only avenue of appeal from the decisions of the match committee is to the executive committee.

Disciplinary Committee

- A. The disciplinary committee has authority to act on all cases of indiscipline, unfair play, and unethical conduct. The events may occur on or off the field. There is only one requirement. The event in question must be related to the affairs of the CCCAT, its teams, visitors, players, spectators or umpires.
- B. The committee has the power to order the production of any document, including electronic documents, related to cricket from any club, any individual, and any committee in the CCCAT or affiliated with CCCAT. These documents include documents of identification such as passports, drivers' licences, student cards, and birth certificates. Failure to comply with this order is an act of gross indiscipline. The committee may draw its own conclusions and use the appropriate penalty.
- C. The committee has the power to order the appearance of witnesses from any club in the CCCAT, any committee in the CCCAT, and any umpire affiliated with the CCCAT. Failure to comply promptly with this order is an act of gross indiscipline. The committee may draw its own conclusions and use the appropriate penalty.
- D. The committee will apply the Principles of Natural Justice as outlined by the ICC.
- E. Representation by a lawyer is not allowed.

- F. Where penalties are specified in the by-laws, these penalties must be applied. Where penalties are not specified, the committee will use the principle of proportionate response and also consider any prior infractions.
- G. The committee has the power to award any combination of the following penalties and notifications for acts of players and their supporters:
- Fines up to \$500.00
 - Suspension for any period from the CCCAT
 - Lifetime ban from CCCAT
 - Probation for any period
 - Good performance bond not exceeding \$500.00
 - Loss of match points
 - Loss of match
 - Award of a tied match
 - Ejection from a competition
 - Notification to other cricket leagues and officials
 - Notification to the police
- H. The only avenue of appeal from the decisions of the disciplinary committee is to the executive committee.

Appeals From The Disciplinary And Match Committees

- A. The executive committee may hear appeals from the committees below.
- B. The only grounds of appeal are that the law or by-laws are invalid or that the committee below failed to properly apply the law or by-law. A dispute over facts is not a ground for appeal.
- C. Appeals must be addressed to the secretary of the CCCAT.
- D. The appellant must cite the exact law or by-law that he claims is invalid or has not been properly applied. He must also give the precise reasons why he believes that either the law or by-law was invalid or its application was improper.
- E. A cheque for \$100.00 must be sent by regular mail, or handed to the secretary of the CCCAT, it is not refundable unless the following become true; the committee agrees to hear the appeal, it rules in favour of the appellant, and there is a substantial alteration of the decision of the committee below.
- F. The executive committee may refuse to hear the appeal and will give no reason for this decision.
- G. If the committee decides to hear the case, it will apply the Principles of Natural Justice as outlined by the ICC.
- H. Representation by a lawyer is not allow.

The decision of the executive committee is final.

Appendix B

Square leg umpires

When a member of the batting side comes onto the field in a mandatory white coat 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 signaling 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.