

Colorado Cricket League

League Rules

Version 1.1, 11 pages, last update on Nov 11, 2005

Section 1 Dress code

White shirts, white flannels and white footwear are preferred for all fixtures played under the auspices of the League.

Section 2 Conduct

2.1 General

When representing the League at matches (as a player or spectator) or at meetings or functions, or using electronic media such as E-mail, Bulletin Boards etc., members must not behave in a manner which may bring the League into disrepute or in any way tarnish the League's image, nor in any way which may cause embarrassment or offense to other League members, members of other Leagues or clubs, or to the general public. Any such action(s) will be treated as grounds for disciplinary action.

2.2 Dismissal

The following types of behavior will be grounds for permanent dismissal from the Colorado Cricket League:

- the use of threatening behavior
- the public use of profane language
- behavior likely to incite racial intolerance or divisiveness in the League
- criminal activities likely to bring the League into disrepute

2.3 Umpiring

The use of neutral umpires is mandated for all fixtures that count toward points or position in League competitions. During matches, the decisions of the umpires are to be respected. At no time should a player dispute a call. If a player is dissatisfied with a call, they may respectfully request the umpire's reasoning. If a player feels unfairly treated, they must route all complaints through their captain. Failure to comply with this will be considered grounds for disciplinary action.

All complaints and issues to do with neutral umpires, be it failure to appear or competence should be addressed to the Executive Committee in writing. The Executive Committee will then adjudicate on the matter and pass judgement within two weeks of the complaint.

Attending umpiring clinics is mandatory for all umpires. It is mandatory for the main (bowler's end) umpire to pass a certification test. It is the responsibility of each team to ensure that the team has at least three (3) main umpires.

In case of last minute venue changes, umpires will be penalised for no-show only if they are not informed (in person):

- By 7:30 am on game day, in case of changes due to weather.
- At least 24 hours in advance for all other reasons.

2.4 Appealing

Excessive and / or intimidatory appealing is not tolerated by the League. Players are encouraged to "walk" in all cases that they know they are out.

2.5 Cheating

Cheating is not permitted and will be treated as grounds for disciplinary action. Any team whose members are found guilty of cheating during a fixture played under the auspices of the League, will automatically forfeit that fixture and all points associated with it. Their opposition will be awarded the maximum number of points possible for that fixture. Cheating is considered deliberate contravention of the rules of cricket and / or the League.

2.6 Complaints

Disgruntled members with a complaint about some aspect of the League's affairs should not discuss such complaint openly at matches. Such matters should be directed in writing to the Secretary for due process.

Section 3 Disciplinary action

3.1 Instigation

Any Club, team or individual may instigate the disciplinary process. They should do so by submitting written details of the complaint to the League Secretary within two weeks of the incident or incidents. The details must include when applicable, the names of the teams playing, the name(s) of the plaintiffs, the name(s) of all the parties involved and any witnesses, the date, time and location of the incident(s) and a full description of the facts. A copy must also be sent to the accused party or parties and their Club (if members).

3.2 Review

The Management Committee shall review the complaint to determine whether disciplinary action should be taken against a member or members as a result of breaches of the League's Constitution or Bye-Laws or of the League Rules. Such disciplinary action might include removal from Office, suspension of membership (for a specified period or indefinitely), a suspension of playing privileges (for a specified period or indefinitely), a fine, and / or a reduction in competition points. Before any such action is implemented, the matter must be discussed at a Disciplinary Session of a Management Committee meeting.

3.3 Disciplinary sessions

Any member against whom disciplinary action is contemplated at a meeting of the Management Committee shall be invited to attend that portion of the meeting in which the member's behavior and the resulting disciplinary action are discussed, in order that they might plead their case. A member against whom disciplinary action has been taken shall have the right to request in writing, a re-hearing at a second Committee meeting. Such meetings shall be held no less than two weeks and no more than six weeks from the time of receipt by the Secretary of this request. During the period between the Management Committee meeting at which the disciplinary action is decided and the second Committee meeting to consider an appeal, the disciplinary action shall continue in force.

3.4 Repeat and persistent offenders and plaintiffs

Any members who are persistently and /or repeatedly subjected to disciplinary action may be dismissed from the League permanently by vote of the Management Committee. Any club which persists in making unfounded complaints may also, at the discretion of the Management Committee be subjected to disciplinary action.

Any club whose member(s) are the subject of more than two occurrences of disciplinary action in one season, or three occurrences over two consecutive seasons must reapply for membership within three weeks of the latest incident.

The application must be accompanied by any monies levied as fines on the club and/or members plus any escrow amounts outstanding.

On receiving the application, the League Management Committee may take the nature and severity of the occurrences into account when deciding whether to allow the club back in.

If a club is not readmitted, all monies paid to the League are forfeit, all games against that club for that season are null and void, and all points, runs and wickets from such games shall be discounted from all records.

Section 4 Approved Pitches, Grounds and Equipment

4.1 Approved Pitches

In order to make cricket in Colorado a safer and enjoyable experience, all pitches are subject to approval by the Management Committee. Wickets should be of concrete, clay, dirt or grass and must be prepared to the satisfaction of both team captains. The boundaries should be of regulation distance, or when space does not allow, be as near as possible to standard. The grass should be cut as short as allowed by the owner or controlling authority; any obstructions within the playing area should be identified to the visiting team captain.

4.2 Pitch Complaints

In the event of a dispute over the safety of a pitch, the complaining captain may cancel the game and request that a pitch inspection be carried out by a Management Committee member within 5 days of receiving the complaint. If the pitch is deemed unfit, the match must be rescheduled at a venue of the plaintiff's choice. If the pitch is deemed fit, the match shall be awarded against the plaintiff. If a Club or team prepares two or more unsafe wickets, their membership status will be reviewed by the Management Committee.

4.3 Grounds

All grounds must be registered with the League Secretary in writing. The owner's or controlling authority's name and address and the ground's name, address and directions from the nearest major highway must be included.

4.4 Equipment

The normal cricket rules for equipment apply. Balls for all fixtures that count towards points or position in League sanctioned competitions will be supplied by the League.

Section 5 Tours

Places on League tours shall be given preferentially to League Members, but non-members shall be permitted to make up the numbers if insufficient members sign up for the tour. If there is a limit on the number of people who can be accommodated on a tour, places shall not be committed firmly to non-members until six weeks before the tour. Members selected for tours will be required to advance a deposit towards the cost of the tour. This deposit will only be refunded if the member cancels more than six weeks before the tour. Within the six weeks, if a member cancels, a refund may be made at the discretion of the Management Committee.

If the League has raised funds or sponsorship to reduce the cost of a tour, non-members shall not participate in the benefits of such activities.

Section 6 Annual awards

The Management Committee shall at the beginning of the season decide which awards will be competed for during that season. Each cricket season awards shall be presented to eligible members of the League for the following achievements:

- *Best Batting - League*

This award shall be given to the person that has completed 50% or more of the total number of games in the league fixtures, AND scored more than 300 runs in the league fixtures. EC shall decide the winner, based on total runs scored, average, strike rate, and any other factors that EC considers relevant to the decision. In case there is no one who has scored more than 300 runs, the award shall be given to the person scoring the most runs. In the event of a tie, EC shall decide to whom the award shall be given.

- *Best Bowling - League*

This award shall be given to the person who has completed 50% or more of the total number of games in the league fixtures, AND taken 20 or more wickets in the League fixtures during the season. EC shall decide on the winner, based on wickets taken, strike rate, economy rate and any other factors that EC considers relevant to the decision. If no bowler has taken 20 or more wickets, the award shall be given to the bowler with the most wickets. In the event of a tie, EC shall decide to whom the award is given.

- *Best Allrounder - League*

This award shall be given to the person who has completed 50% or more of the total number of games in the league fixtures, AND scored 200 or more runs, AND taken 15 or more wickets. EC shall decide on the winner, based on the bowling statistics, batting statistics, number of catches taken, and any other factors that EC considers relevant to the decision. If there is no one who fits the criteria above, EC shall decide on the winner.

- *MVP - Knockouts*

This award shall be given to the person who has completed 50% or more of the total number of knockout games played by the associated team, AND plays in the knockout final. EC shall decide on the winner, based on bowling statistics, batting statistics, number of catches taken, and any other factors that EC considers relevant to the decision.

The nature and type of award, shall be decided by the Management Committee. All of the above awards shall be based only on games against other clubs which have been recorded in Club score-books. Final determination of eligibility for awards is at the sole discretion of the Management Committee.

Section 7 League Schedule, Games

- (a) The League Secretary shall publish a draft League schedule of games by the end of December for the following season. The schedule shall be for League fixtures of all formats, it shall include any proposed tournaments to be held under League auspices, and a number of free weekends for make-up matches, friendlies, etc.
- (b) The League season will start no earlier than first weekend in April.
- (c) The total number of League games shall be at least 10, excluding knockout games.
- (d) The 10 League games consist of all teams playing each other once and the remaining two games be decided by random draw with the Secretary determining Home / Away to balance the schedule.
- (e) There will be a knockout cup with a separate trophy from the League Competition played after the League games are completed. The knockout competition seedings will be based on League standings. The game format is the same as the League games.
- (f) Any Clubs that desire a certain weekend or day free, must make written application to the League Secretary by the end of November. The schedule shall be distributed to all Clubs through their League Representatives and will then be agreed at a meeting of the Management Committee to be held no later than the end of January.
- (g) The preferred day for fixtures is Saturday.
- (h) Once agreed to, all teams shall keep to the published League schedule. Fixtures may only be rescheduled for reasons of weather, ground unavailability or if both teams agree on rescheduling due to significant player unavailability. If any game is rescheduled, the home team must inform the League Secretary of the reason and of the new date. Teams who consistently call for rescheduling may become eligible for disciplinary action by the Management Committee.

- (i) Teams must confirm all fixtures by the Wednesday prior to the game. This should be done by the home team calling the away team.
- (j) The winner of the League championship is the team with the most number of points at the end of all the league games. In case there is a tie on points, the following rules shall be applied, in order, to determine the winner:
 - Number of wins
 - Head to head performance
 - Net run rate

If tie still exists, then the tied teams shall be declared joint winners.

Section 8 Fixture Format, Timings, Reporting

- (a) All games will be of two forty over innings with no bowler allowed to bowl more than eight overs in an innings.
- (b) The 40 over matches will run for 3 hours, of which 2 hrs. 50 mins. will be playing time, and the other 10 mins. will be for drinks breaks. These breaks will be taken around the completion of each hour of play timed from the start of an innings.
- (c) Play will start at 10:00 a.m., with a coin toss at 9:50 a.m. At this time, the participants in the coin toss will exchange team cards. Both team captains must agree upon any changes to these cards to be made during the course of play.
- (d) If a team shows up more than half an hour after the scheduled 10:00 a.m. start time, the offending team will automatically forfeit the game. The tardiness of a team is determined by the time carried by the umpire(s) of the game. A team is considered to be no fewer than seven (7) players.
- (e) If a team that arrives late elects to bat first, that team will not be allowed to bat its full complement of 40 overs. The number of overs lost in this case will be calculated by rounding up to the next highest four (4) minute increment, the number of minutes lost as counted from the start of play. The start time is determined by the umpire's timepiece. Every such 4-minute increment is equivalent to 1 over lost from the 40 overs allotted.
- (f) If a late team bats first, the bowling team will bowl only so many overs as remain when the number of minutes lost by the late team is set by the umpires, and the equivalent number of overs is subtracted from the 40 over maximum. The formula for calculation of the number of overs to be faced/bowled under these circumstances is:

$$40 - \left(\frac{X}{4}\right) \tag{1}$$

where X represents the number of minutes lost from the scheduled playing time.

- (g) A late team electing to bowl first will be assessed a penalty at the time it bats. It will be required to bowl 40 overs still, but will lose at the time it bats, the number of overs equivalent to the number of minutes the team was late. The number of overs lost is again calculated up to the half an hour maximum (8 overs) allowed for by the League's "Delayed start due to a late team" provision. See the last two items before this one.
- (h) By the Wednesday following a weekend match, both team captains MUST submit a match report to the League Secretary. A scorecard of the game will also be required for the purpose of tabulating the League results and furnishing all teams with the standings on a weekly basis. The umpires of each game are expected to submit a single report on the proceedings as well. These reports are not optional. Failure to provide a report shall result in that team receiving no points.
- (i) The penalty for a team not providing neutral umpires is all of the following:
 - 10 points
 - \$100 per occurrence, per umpire
- (j) Teams bowling second are penalized for not finishing the overs in the allotted time. The penalty is \$10 for every extra 4 minutes taken to complete the allotted overs.
- (k) Neutral umpires are to be paid \$25 per game, per umpire. This money shall be collected by the League Treasurer in advance, and the League shall pay the umpires appropriately.

Section 9 Points System

1. Every completed match will carry 100 points that will be split between the two teams.
2. Points for a Win and Tie
 - For a win, 40 points, plus any bonus points scored.
 - If the match ends in tie, each side to score 20 points, plus any bonus points scored.
3. Bonus Points
 - Batting Bonus Points:
 - 10 points per innings (20 per match) to be shared between the two teams.
 - Team batting first to be awarded 1 point for every 15 runs scored.
 - Team batting second to be awarded 1 point for the higher of every 10 percent of opponents score or 15 runs scored.
 - Team gets full 10 points if it reaches the opponents score.

- Fielding team to be awarded any points not awarded to the batting team.
- Bowling Bonus Points:
 - 10 points per innings (20 per match) to be shared between the two teams.
 - 1 point to be awarded to the fielding team at the fall of each wicket.
 - Batting team to be awarded any points not awarded to the fielding team.
- Margin Bonus Points:
 - 20 points to be shared between the two teams depending on the margin of victory.
 - If the match ends in a tie, each side to score 10 points.
 - If the team batting first wins, the margin of victory to be based on runs difference.
 - If the team batting second wins the margin of victory to be based on the overs consumed.
 - Victory margins to be converted into a percentage of total runs scored or overs allocated.
 - Points to be scored as follows:

Victory Margin Percent	Points to Winner	Points to Loser
0 to less than 10	0	20
10 to less than 20	2	18
20 to less than 30	4	16
30 to less than 40	6	14
40 to less than 50	8	12
50 to less than 60	10	10
60 to less than 70	12	8
70 to less than 80	14	6
80 to less than 90	16	4
90 to less than 100	18	2

4. Points in Abandoned Matches

If a match is abandoned, each side to score 20 points.

5. Replay Abandoned Matches

If a match is replayed, all points awarded in the abandoned match will be withdrawn.

6. Forfeited Matches

If a team forfeits a match, the opposition gets 80 points. A disciplinary action is recommended against the defaulting team.

7. Shortened games

In a shortened game where both teams play a minimum of 20 overs, the score (runs

and wickets) of the team batting first will be recalculated pro rata based on the overs played by the team batting second. This score will then be used to determine the result and to allocate points. In such cases the margin of victory will be based on runs difference.

Section 10 Management Privilege

Discussions at Management Committee meetings shall be kept confidential by Committee members except that formal Committee decisions may be communicated freely.

In response to a majority vote at a General Meeting, the President may be required to summarize discussion of an item of Management Committee business.

Appendices

A Revision history

- 1.0 Copied over from Word document. Edited sections based on the 2004 spring AGM meeting, held on Feb 21, 2004.
- 1.1 Incorporated passed resolutions of AGM held on Nov 6, 2004.