

# Hamilton & District Cricket League



## By-Laws & Playing Conditions

## **2:01 PLAYERS:**

### **2.01 A Transfer of Players:**

No players may be registered by more than one club, except that a player may transfer from one club to another provided:

- a) That a player is in good standing with his previous club (which can only claim a maximum of two years dues).
- b) The league secretary may be informed by phone but shall be confirmed by email or in writing within 48 hours prior to any schedule game in which the subject player wishes to participate for his new club.
- c) The responsibility of informing the league secretary about such transfers rests with the new club for whom the player is going to play.
- d) The said player is only eligible to play for his new club subject to the clearance in all respects, *financial* or any signed agreement between said club & player, is received by league secretary from his previous club.
- e) Deadline for the transfer of player(s) within the league clubs is August 15<sup>th</sup>.

### **2.01 B Player Registration:**

All players to be eligible to play in a league game must be registered with the League Secretary or through online registration process, at least 48 hours prior to any scheduled game with following required information.

- a) First and Last name of each player.
- b) Telephone numbers (home and/or Cell phone number)
- c) Email address for contact purpose or contact address in case of no email address
- d) Status of player (i.e. Full/Junior/Guest/Associate)

*If a player is registered without all required elements, such player will not be activated as registered and such player shall not be eligible to play until all required information is provided and a registration number is issued.*

## **3:01 FEE:**

### **3.01 A League fees:**

Each club shall pay to the League:

- a) An Annual Membership fee (as agreed upon at Annual General Meeting).
- b) Each club shall also pay to the League; Players' Registration fee (This fee shall be approved at Spring Annual General Meeting)
- c) Registration fee is capped at 16 players for clubs with one team only and at 25 players for clubs with two teams.
- d) Clubs entering Colts teams will be exempted from Players' Registration fee provided such Colts team has minimum of 6 players who are under 19 years of age and 5 players who are under 23 years of age.
- e) A team failing to meet above criteria shall be considered as second team for that club not a Colts Team and Player Registration fee will be charged in accordance with By-Laws 3.01 A, subsection c)
- f) Probationary and Associate teams shall pay the Annual Membership fee.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

### **3.02 B Schedule of Payments:**

- a) Annual Membership Fee – **on or before May 15<sup>th</sup>**.
- b) Player Registration Fee – **on or before July 15th**.
- c) Late payment fine of \$50 will be applied if payments are not made as per above schedule.
- d) All fees and fines, which are due to the League, must be paid no later than July 15th. If any club fails pay its dues aforesaid or if a suitable prior arrangement is not made with the League Executives with respect to such payment prior to July 15<sup>th</sup> deadline, that club shall not play in any League games until the payment is made in full, and all scheduled game for such club that were not played due to non payment of Fees and fines, shall be considered forfeited.

## **4.00 CLUBS and TEAMS:**

### **4:01 A – New Clubs:**

- a) New clubs shall submit a written application to join HDCL.
- b) Deadline to submit an application is March 1<sup>st</sup> of each year.
- c) Upon acceptance of application from a new club, a Non-Refundable deposit shall be forwarded to league treasurer latest by March 15<sup>th</sup>.
- d) Non-Refundable deposit is **\$1500** for a club without a home field facility.
- e) Non-Refundable deposit is **\$500** for a club that has a home field facility.

*The Non-Refundable deposit can only be applied towards club's Membership Fee and/or Players' Registration Fee in the second year of participation in HDCL League competition.*

### **4:01 B – Renewal of Membership:**

- a) It is mandatory for all existing member clubs to complete and submit Membership Renewal Application for each season latest by March 1<sup>st</sup> of each year.
- b) Renewal shall be granted to any existing club provided that all financial as well as all league commitments were met by such club in League's previous season.

### **4:01 C - List of Players in Good Standings:**

Prior to the HDCL Annual General Meeting, it is mandatory for each club to provide a list of the players who have not cleared outstanding dues of the club. If no such list is received by the league secretary, it will be presumed that there is no outstanding payment against any player. In such cases the transfer of a player will be allowed without any financial bearing.

### **4:02 League Funding of Representative Games:**

- a) The League shall pay for Umpires' fees and provide or pay for new balls for League Select team/s that will participate in Ontario Senior Championship or in any other league approved game.
- b) The League shall NOT PAY for Umpires fees, new balls, refreshments, travel or any other expenses for a club team involved in regular league competitions within or outside of the League. This includes ED Burn T-20 Competition.
- c) League shall provide Umpires, balls and refreshment for League play-off games only.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

## **5:01 – SCHEDULE:**

HDCL League scheduler shall provide a tentative schedule to all clubs latest by March 31<sup>st</sup> of each year. Clubs can suggest and request changes to any game/s with two weeks of receipt of tentative schedule. After two weeks this schedule shall be finalized and presented to all clubs as FINAL Schedule for the season.

### **5:01 A – Games not Played:**

- Games not played as scheduled due to following reasons:
  1. Ground problems
  2. Inclement weather
  3. Wholly acceptable; **important, reasonable, unavoidable Social and Life events.**
- The league secretary must be informed immediately on knowledge of such reasons and if possible, the league secretary (in consultation with both teams) shall try to re-schedule that game within 2 weeks of the original date.
- If re-scheduled date and venue are not acceptable to both teams, the game shall be declared as abandoned and points of that game shall be split equally.
- The Umpires' Association contact must be informed immediately.
- If the said re-scheduled game is never played, the game will be considered abandoned and no points for that game will be awarded.
- If re-scheduled date and venue are not acceptable to a team, the game shall be awarded to the team available to play and full points shall be awarded to such team and team failing to play such game will be charged with forfeiture.

***Executives' decision in any dispute or otherwise will be final and binding to all clubs.***

### **5.02 A Doubtful Weather:**

- In case of unfavorable and poor weather forecast, the match can be postponed, if it has been reported at least a day or 9 pm night before the schedule game and agreed by both teams and league secretary.
- There will be no postponement of the match on the day of the schedule game due to inclement weather after 10am. However the re-scheduling of such game is purely on the discretion of the league secretary based on the reports of the league appointed official umpire/s of the match.
- If such match can't be re-scheduled, points shall be awarded equally to both teams.

### **5.03 Rained-off Games:**

Games rained out completely and the games, in which at least 40% overs have not been bowled in the innings of team batting second because of weather conditions, should be regarded as an abandoned game and points for such game shall be divided equally among both teams. (See By-law 5.01A)

### **5.04 Venues:**

Fixture venues may be rearranged to the mutual satisfaction of both clubs concerned, and the League Secretary and Umpiring Association Contact shall be informed immediately.

### **5.05 Balls:**

- The League shall approve the balls used in all League games. The four-piece ball is required. Each team must provide its own league approved 4 piece balls while fielding.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

- The team fielding second may (if agreed by both team captains) use the ball previously used in that game by team fielding first and a replacement of such ball must be provided to the team that provides used ball.

#### **5.06 Footwear:**

- Metal protrusions on footwear are not permitted for batsmen or bowlers.

#### **5.07 Team Lists:**

- Team captains must exchange team lists and submit the exchanged lists to the league appointed umpire before taking the toss.
- Only registered players listed on such list may participate in such game.
- Players listed in the team should be present at the ground at the start of the game or during the game; **will** be considered to have played in that game for qualification purposes.
- If a player was declared and didn't take part in the game, that player should be marked absent in the score sheet and such player will be considered as having not played that game for qualification purposes for play-off games.

#### **5.08 A Start Time and Tea Interval:**

- All regular season fixtures shall commence at 1:00 pm throughout the season.
- Ground shall be in playable condition at the time of taking the Toss at 12:45pm.
- Toss must be taken 15 minutes prior to the scheduled start time.
- If ground is not in playing condition due to failure of home team, visiting team shall have the option of claiming the TOSS after consultation and approval by umpire.
- The tea interval shall not exceed 30 minutes between innings.

*Game may commence earlier to the mutual agreement of both clubs concerned provided the official appointed umpire and league secretary are informed well in advance.*

#### **5:09 – Game Playing Conditions:**

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 60 minutes prior to the scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

#### **UNINTERRUPTED MATCHES**

- In uninterrupted matches, each innings should end at or before, the scheduled or re-schedule time although the over in progress at this time should be allowed to complete if necessary. Each team shall bat for their allotted overs unless all out earlier.
- Sides are expected to be in position to bowl the first ball of the last of their overs within the allotted playing time.
- In the event of them failing to do so:
  - a) Shall receive number of overs bowled at cut-off time when batting
  - b) Shall continue to bowl the allotted overs unless batting team is all out earlier

- c) The batting side will be credited with **six (6) runs** for every whole over that has not been bowled by the scheduled or re-scheduled cessation time.
- d) This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.
- e) All penalties in this regard will be imposed immediately the ball becomes dead after the scheduled or re-scheduled cessation time for the innings even if this time is during an over.
- f) The penalty runs will be considered to be awarded at the instant of the last delivery. If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the rescheduled cessation time for that innings then no over rate penalty will apply.
- g) If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- h) The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings.
- i) The umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- j) In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.
- k) The six runs/over penalty is the only penalty for slow over-rate.
- l) For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations.
- m) If umpires have to award penalty runs for slow over rates, they must file a report with the Hamilton District Cricket League.
- n) The innings of the team batting second shall be limited to the same number of overs that it has bowled by the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

**DELAYED START DUE TO LATE ARRIVAL OF A TEAM:**

- a) If the defaulting team bats first, they are not entitled to the number of overs that would have been bowled during the delay.
  - 1. For example, if the delay is twenty (20) minutes in a regular match then the maximum number of overs the defaulting team will face will be reduced to  $(160 - 20)/4 = 35$  overs.
- b) The fielding restriction overs will be 14.
- c) The team bowling is not penalized.
  - 1. They can have five bowlers using the following scheme:
    - 4 bowlers allowed 8 overs and 1 bowler 3 overs.
- d) If the defaulting team fields first, they are required to bowl 40 overs by the scheduled interval or the recalculated number of overs due to an interruption.

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. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match

Innings Duration (Overs)	PowerPlay 1	PowerPlay 2	PowerPlay 3	Total
20 - 21	4	2	2	8
22 - 23	5	2	2	9
24 - 26	5	3	2	10
27 - 28	6	3	2	11
29 - 31	6	3	3	12
32 - 33	7	3	3	13
34 - 36	7	4	3	14
37 - 38	8	4	3	15
39 - 40	8	4	4	16

#### TIME LOST INTERVAL:

*In case of any time lost due to weather or lost ball/s; the break between the innings shall be reduced as per the table below:*

Time Lost	Reduction
Up to 60 minutes	15 minutes
Between 60 and 120 minutes	10 minutes
More than 120 minutes	10 minutes

#### INTERVALS FOR DRINKS:

- Two (2) drinks breaks per session shall be permitted, each 55 minutes apart.
- These provisions shall be strictly observed, except that under conditions of extreme heat, the Umpires may permit extra intervals for drinks.
- An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

#### **5.10 Delay of Start Time and Delay During the Game:**

- Teams must have at least seven (7) players in uniform before representatives of both teams shall be available to toss at 12.45, failure to appear or not having seven (7) players ready will result in the loss of the toss.
- Team winning the toss shall, immediately, inform the opposing captain and officiating umpire of his team's decision to bat or bowl.
- 10 minutes maximum shall be allowed for padding up and being on the field ready to start play.
- A team representative not available to toss or refusing to take toss shall forfeit the toss at 12.45.
- A team can only claim the toss at 12.45 if the team has minimum 7 players in uniform ready to play
  - a) If the ground is not ready for play
  - b) A team does not have seven (7) players in club uniform ready to play.
- The opposing captain cannot claim the toss if the ground is not prepared prior to the scheduled start due to circumstances not under control of the ground authority,
- A team is considered late if it does not have seven (7) players ready to play at 1:00 pm.

- If a team does not have seven (7) players to start the game by 1.30 p.m. Game shall be defaulted to the opposing team.
- A reduction of overs due to the late start of the fixture is charged to a team that is late.
- The second innings shall not start until the match sheet has been completed for the first innings and the umpires have been paid. A team causing an unreasonable delay to the start of the second innings will incur one (1) penalty run per four (4) minutes of delay.
- The duration and the time of the lunch interval can be varied in the case of an interrupted match or a match where the start is delayed as per by-law 5:09.

If the defaulting team bats first, they are not entitled to the number of overs that would have been bowled during the delay. For example, if the delay is twenty (20) minutes in a regular match then the maximum number of overs the defaulting team will face will be reduced to  $(160 - 20)/4 = 35$  overs.

The fielding restriction overs will be  $1/5^{\text{th}}$  of total overs. The team bowling is not penalized. They can have five bowlers using the following scheme: 4 bowlers allowed 8 overs and 1 bowler 3 overs.

If the defaulting team fields first, they are required to bowl 40 overs by the scheduled interval or the recalculated number of overs due to an interruption.

### **5.11 League Match Sheet:**

Home team shall be responsible to provide official HDCL Match Sheet for all home games. Participating players for a game must be listed on this Match Sheet with League issued ID#, first name followed by last name. It shall be the responsibility of the team batting first to complete first innings details on the league match sheet. Upon completion of first innings, umpire must validate the match sheet for accuracy of scores. Team batting second shall complete the remainder of match sheet soon upon completion of match.

Each team shall be responsible to enter online stats for own batting, bowling, fielding stats at online stats management program.

- a) Team failing to enter complete stats latest by 10pm Wednesday, shall be fined \$50 for each such violation and such team's points total will be deducted by (-3) points.

*Umpire/s must validate match sheet upon completion of match for accuracy and compliance and have both captains sign the sheet before handing this sheet to home team captain for mailing to league secretary.*

### **5.12 Mailing of Match Sheets:**

The home team is responsible for submission of league Match Sheet. The Match Sheet shall be handed to the official umpire, mailed or emailed to the League Secretary and postmarked no later than the Tuesday following the game. A club forwarding score sheets after this time shall be fined \$5.00 for each violation of this Bylaw. When a score sheet is never submitted, the team shall be fined \$10.00 for each violation of this Bylaw.

### **6.01 Laws:**

All matches will be played under laws of cricket (2000 code), standard playing conditions, experimental law and rules for one day internationals issued by ICC and Cricket Canada.

### **6.02 Overs per Bowler:**

Number of overs per bowler:

- a) No bowler shall bowl more than  $1/5^{\text{th}}$  of overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of clause have been applied.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

- c) Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as reach bowler's limit is concerned.

**6.03 Time of Innings:**

Team Batting First: 1:00 pm – 3:40 pm (160 minutes)  
 Lunch: 3:40 pm – 4:10 pm (30 minutes)  
 Team Batting Second: 4:10 pm – 6:50 pm (160 minutes)

**6.04 Weather Delay:**

In the event of the start of a fixture being delayed beyond the scheduled start time (see 5.10) for bad weather or in the event of a weather delay during the first innings, the time lost shall be equally divided between the teams according to the following table:

Time Lost (Minutes)	Overs Reduced (Both Teams)	Time Lost (Minutes)	Overs Reduced (Both Teams)
0-2	0	97-104	13
3-8	1	105-112	14
9-16	2	113-120	15
17-24	3	121-128	16
25-32	4	129-136	17
33-40	5	137-144	18
41-48	6	145-152	19
49-56	7	153-160	20
57-64	8	161-168	21
65-72	9	169-176	22
73-80	10	177-184	23
81-88	11	185-192	24
89-96	12	193-200*	25

**\*If more than 200 minutes are lost, the game shall be abandoned**

**6.05 Points per Game:**

**Points shall be awarded as follows:**

- Win: 10 points for winning team.
- Abandoned or tie game: 5 points each to both teams including any bonus points (game counts for the purpose of net-run rate calculations and play-off qualifications).
- Forfeit or Default:
  - a) (-5) points for team forfeiting or defaulting and fine of **\$50** per any forfeit or defaulted game
  - b) 10 points to opposing team.
- Never played: "0" points and game does not count in standing for the purpose of calculation of net run-rate and play-off qualification.

**Bonus Points:**

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

- 2 points for scoring 225 runs in an innings.
- 2 Points for claiming all available wickets of opposing team (maximum 10 wickets)
- 2 points for winning a game by 5 or more wickets.

#### **Clarifications:**

- If total runs and total number of overs are equal at the end of the match, the winner shall be the team which lost fewer wickets.
- If total runs, overs, and wickets lost are equal, the result is a tie.
- Defaulter - **is a team that fails to play the game.**
- A forfeited match is when one of the teams has at least seven players present **at the ground in club playing uniform** and ready to play at 1:30 pm (or earlier by mutual agreement), and the other team **does not have seven (7) players at the ground in club playing uniform or do not want to play.** When this happens, both sides will submit a score sheet to the league statistician with names of all players present for league purposes.
- **The score sheet must be signed by the captains (or acting captains), and the umpire and should state which team claims the points for such game.**
- If the team batting first is not dismissed and is not able to bat for **40%** overs due to suspension of play by the umpire, the game is abandoned.
- If the team batting second is not dismissed and is not able to bat for **40%** overs, due to suspension of play by the umpire and hasn't reached the first innings total, the game is abandoned.
- If the team batting second is not dismissed, hasn't reached it's opponents score, has batted at least 16 overs and has not received it's allotment of overs due to suspension of play by the umpire and at least one captain, then the result is based on the higher run rate per over of both teams. If these averages are identical the result is a Tie.

#### **6.06 Time Wasting:**

Umpires will be the sole judge for time wasting, reasonable and unreasonable delays. Each team must try to bowl its' allotted number of overs in the stipulated time. Please refer to by-law 4.09.

#### **6.07 Fielding Circle:**

##### **Restrictions on the placement of fieldsmen:**

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

In addition to the restriction contained in clause above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

##### **The following fielding restrictions shall apply:**

- Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
- During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

- During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction.
- The Powerplay Overs shall apply for 16 overs per innings to be taken as follows:
  - a) The first block of Powerplay Overs (block of 8 overs for an uninterrupted match) shall be at the commencement of the innings.
  - b) For the remaining second and third block of Powerplay Overs (blocks of 4 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.
  - c) 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 fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
  - d) Once a side has nominated a Powerplay, the decision can not be reversed.
  - e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 37th over).
- Each block of Powerplay Overs must commence at the start of an over.
- At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.
- The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

**No ball:**

- A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide or a no ball).
- A fast short pitched ball is defined as a ball that passes or would have passed above the shoulder height of the striker standing at the crease, but not clearly above the batsman's head.
- In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any run scored from the delivery.
- A front foot No Ball will be followed with a Free Hit.
- The above regulation is not a substitute for law 42-6 which umpire may apply at any time.

**6.08 Contravention of Bylaws:**

Any team breaking any of the Bylaws as set out by the League may forfeit the game and/or incur other penalties, on application by the opposing team or the game Umpire

**7.01 Champions:**

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

The league divisional championship shall be awarded to the team that gains the most points in each division at the conclusion of regular season. Depending on the alignment of the divisions, these championships may be awarded after a playoff, the decision to be made at the Spring Meeting.

#### **7.02 Tie in Standings:**

Tie-breaker in standings, at the conclusion of regular season, shall be **NET RUN RATE**:

- A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the preliminary round, the average runs per over scored against that team throughout the preliminary round.
- In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

*Only those matches where results are achieved will count for the purpose of net run rate calculations. (see forfeit and default)*

#### **7.03 Two-team Clubs:**

Clubs may enter more than one team in League competition, they being regarded as separate entities for the purpose of these By-laws, except for payment of the annual membership fee as provided for under By-law 3.01.

#### **7.04 The "Designated" Players:**

- League Executives will designate 5 players from each such club that has more than one team in league competitions. The designated players shall be from the higher level teams of such clubs and shall not include any junior player.
- Designated players shall not be permitted to participate in lower division (or second) team of such club and any violation of this rule shall result in automatic forfeiture of any such game, to opposition team, where any of such designated player/s are reported to have participated.

#### **7.05 Ineligible Player:**

Unless a prior agreement is obtained from its opponent, any club using a player who is not in good standing with a previous club (see Bylaw 2.01A), or any club using a player who has not been registered with the League (see Bylaw 2.01B), shall forfeit all points gained involving that player, and its opponent shall be awarded the points for a default. Individual and team scores shall stand (except for the ineligible player). Further disciplinary action may be taken (suspensions, fines, etc).

This By-Law covers all teams playing under the rules of the League, including those not playing for points.

#### **7.06 Playoffs Qualification:**

Only members of a team who have appeared in minimum **40%** of the team's league games played in that season shall be eligible to play in play-off games.

Default games do not count as a game played for the team defaulting for the purposes of this law.

#### **7.08 Promotion:**

A divisional champion shall be promoted to the higher division in the following season if the league has more than one division and the team winning the division does not have a team in the higher division. The bottom team of the division shall be demoted, provided that it doesn't already have a team in the lower division.

#### **7.09 A Payment of Umpire:**

Each team shall be responsible for paying the Umpire (before the Toss):

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

- For highest Division games: \$40.00
- For lower division games: \$35.00.
- For an umpire to receive the umpiring fee, he/she must have minimum Level 2 of Cricket Canada Certification for highest divisions and must have minimum Level 1 of Cricket Canada Certification for lower division.
- In the event of a game that doesn't start due to any reason, both teams must pay \$20 each to the league appointed umpire.

#### **7.09 B: Responsibilities of League appointed Umpires:**

- a) Shall be official league representative at the games.
- b) Shall conduct the game in accordance with league approved playing conditions and league adopted cricket rules.
- c) Shall make sure that the square leg umpire (when provided by batting team) is made aware of his responsibilities and monitored for his actions.
- d) Shall render final decision in case of an appeal against team provided square leg umpire or decision taken by such square leg umpire.
- e) Shall submit a written report to league secretary, immediately upon completion of any game, where indiscipline was encountered from players from either team.
- f) Shall submit the name of indiscipline player(s) or where a dissent was shown towards either umpire.
- g) Shall, at conclusion of each innings, verify, validate and sign the scorebook and League Match Sheet.

#### **8.01 League Awarded Trophies:**

Trophies remain the property of the League, may not be won outright and shall be the responsibility of the club and/or person to whom it was presented; must be returned to the League Secretary, or his agent, in the same condition as received, not later than Spring Annual General Meeting (Spring Assembly). Failing to return the league trophies by the due date, team will be billed for the replacement cost of the trophies/Trophy.

#### **8.07 Board of Control:**

League executive board shall establish a standing committee known as "Board of Control" for the purpose of gathering information for future growth of the league. The committee shall operate within the mandate of committee's term of reference approved by the league executive

### **PROTESTS:**

#### **9.01 Submission:**

Any protest or complaint shall be submitted in writing to the league secretary, **via email or by post within 48 hours** of the incident concerned, and signed by the captain or secretary of the protesting club or an umpire. The league secretary shall bring any such protest or complaint before the league executive whose decision in the matter shall be binding on all parties concerned.

#### **9.02 Decision:**

The League Executive shall transmit in writing its decision on any protest or complaint prior to the date of the next Annual General Meeting of the League following receipt of said protest or complaint provided that any such protest or complaint is received by the League Secretary not later than four weeks prior to the Meeting.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

### **9.03 Code of Conduct:**

Each player, official and executive of HDCL and its members shall operate and conduct under the current HDCL Code of Conduct.

### **REVISIONS:**

#### **10.01 Bylaw Revisions:**

These Bylaws may be revised and/or amended, in whole or in part, at any duly convened meeting of the League Assembly, without prior notice of any such intention to member clubs required, except as provided for in Article 12(c) of the constitution.

## **CONSTITUTION OF THE HAMILTON AND DISTRICT CRICKET LEAGUE**

### **ARTICLE 1 - Title**

The body, herein termed the league, shall properly be called the Hamilton and District Cricket League also referred to (known) as HDCL.

### **ARTICLE 2**

The League is formed to:

- a) Promote the interests of cricket in general in Hamilton District and nearby regions as outlined by Ontario Cricket Association.
- b) Provide, manage, regulate fair competition in the game of cricket between member clubs, and between the representatives of it and other like bodies within Hamilton District and nearby regions as outlined by Provincial Association.
- c) Co-operate with the Provincial Association and **Cricket Canada** on all matters concerning cricket in the province and country.

### **ARTICLE 3 - Member Clubs**

The League shall consist of such clubs deemed acceptable by the League Assembly who agree to abide by the Constitution and Bylaws of the League and all properly made decisions of the league, its committees and Officers.

### **ARTICLE 4 - Management**

The affairs of the League shall be entrusted to the League Assembly, or to the League Executive in its stead.

### **ARTICLE 5 - League Assembly**

- a) The League Assembly shall consist of two delegates, or alternates, being appointed by each member club, together with the league secretary, league treasurer, both of whom may serve as delegates for their clubs, and the league president and vice-president.
- b) Delegates, Vice-President, league Secretary, and league Treasurer shall have the right to table motions and vote thereon. The league President shall vote only when it is necessary to break a tie.
- c) Alternates may serve for absent delegates and for delegates ruled ineligible to vote on a particular matter by the league President.
- d) One half of the member clubs being represented by one delegate or alternate shall constitute a quorum.
- e) The assembly shall meet not less than twice yearly, for the annual general meeting and the spring meeting, and may be further convened at the discretion of the league president in which event not less than four weeks notice of all business is to be given in writing to each member club.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

- f) The Annual General Meeting shall:
  - 1. Elect for the forthcoming year a League President, Vice-President, Secretary, Treasurer and two Auditors:
  - 2. Be convened not later than the thirty-first day of December each year.
  - 3. Spring General meeting shall be convened not later than the thirtieth day of April each year.

#### **ARTICLE 6 - League Executive**

The league executive shall consist of the League President, Vice-President, Secretary and Treasurer. In the event of a tie, the President shall have a casting vote in addition to his original vote.

#### **ARTICLE 7 - Selection Committee**

- a) The selection committee shall be composed of three (3) members and not more than one delegate from the same clubs. The committee shall operate within the mandate of committee's term of reference approved by the league executive. The league executive shall appoint the committee members.
- b) At its discretion, this committee may appoint the team captain and/or a manager/coach

#### **ARTICLE 8 - Fixtures**

The Fixture Secretary shall prepare a schedule of fixtures between member clubs and other fixtures pertinent to the League, and shall circulate such schedule to member clubs not later than the thirty-first day of January.

#### **ARTICLE 9- Financing**

- a) The League shall be financed by fees levied equally among all member clubs, and/or their personnel, as set by the Assembly and written into the Bylaws.
- b) Fees shall be payable not later than dates established at the Annual General Meeting.
- c) The League Treasurer is required to keep an account of all financial transactions entered into concerning the League.
- d) The fiscal year shall be from the first day of January unto the thirty-first day of December.
- e) The League shall maintain a General Fund for all incoming monies and expenditures which shall be authorized by the League Executive.
- f) The League shall also maintain a Special Fund for all extraordinary expenditures authorized by the League Assembly who shall also apportion monies to the account from the General Fund.
- g) Payment of accounts by the League shall be made by cheque, all such being signed by two officers of the League.

#### **ARTICLE 10 - Discipline**

- a) Settlement of disputes, and administration of disciplinary action, shall rest with the League Executive, and may take the form of fines, suspensions, points deduction, expulsions, and disqualifications at the discretion of the Executive for actions detrimental to the League, the game of cricket, and/or unfair, improper or unsportsmanlike conduct on the field.
- b) Disciplinary action agreed upon by the Executive of the League shall be taken only after all aggrieved parties have had the benefit of a full hearing, which may be by submission of written evidence and/or attendance by the parties involved or their representatives. It is incumbent upon the Executive to settle all disputes or incidents in a fair and speedy manner. A decision of the Executive shall be made within 14 days of the dispute or incident.

**Approved by membership at SAGM held on April 17, 2011 in Hamilton.**

## **ARTICLE 11 - Rules of Play**

- a) Competition for the league championship shall be conducted under the laws of cricket as prescribed by the ICC subject to amendments of the cricket Canada, Provincial Cricket body and the by-laws of the HDCL league.

## **ARTICLE 12 - Revisions**

- a) Revisions, amendments, deletions and/or additions to this Constitution shall not be made except by the League Assembly, and only providing that no less than four week notice of such intention is given to each member club.
- b) All revisions, amendments, deletions and/or additions to this Constitution must be ratified by a two thirds majority of all member clubs present and eligible to vote provided quorum is established.
- c) A Bylaw voted upon at the Annual General Meeting may not be reconsidered at the following Spring Meeting unless agreed upon by two thirds of all member clubs present and who are eligible to vote.