
SCCA RULES & REGULATIONS

MAY 2020 UPDATE

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1. OVERVIEW

This document covers the rules and structure of the SCCA League and its playing conditions. These are intended to be used by the Executives, BOD, Committees, Clubs, Teams, Players and Umpires.

To be precise and concise, please note the references and abbreviations used in the document

- **SCCA** (Southern California Cricket Association)
- **Executives** (Elected Executives for the elected period of 2 years)
- **BODs** (Elected/nominated board of directors for the elected period of 1 year)
- **ICC** (International Cricket Council)
- **Clubs** (Approved cricket clubs playing under SCCA. May have one or multiple Teams)
- **Teams** (Registered Teams playing in each Division, part of a Club)
- **Regular Season** (League games for each year, including One-Day and T20)
- **Playoff** (knock-out games may have rules pertinent to that competition)

2. LAWS OF THE GAME

SCCA is governed by the laws as set forth in the SCCA Constitution. All games and tournaments played under the SCCA jurisdiction will be played in accordance with the SCCA rules adapted from the applicable ICC Men's One Day and T20, International Playing Conditions. Applicable editions of ICC Men's One Day and T20 International Playing conditions shall be posted and can be referred to before the start of each season. SCCA has adjusted the ICC rules to accommodate local circumstances and conditions. For this version of rules, the underlying ICC rules and conditions referred are:

- ICC-Mens-T20I-Playing-Conditions-2018
- ICC-Mens-ODI-Playing-Conditions-2018

Rules and Conditions shall not be changed in the middle of the season. The latest copy of the Rules and the approved changes will be posted on the SCCA website and are considered official. Clubs are recommended to have a hard copy of these documents available for reference.

The following ICC rules do not apply to SCCA games or are modified for SCCA. This is not a complete or exhaustive list. Updates would be made to this list as needed.

- Appointment and attendance
- Third Umpires and TV Replays
- Informing captains and scorers
- Light meters
- Use of lights
- Day Night matches
- A Tie
- Calculation of the Target Score

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- Advertising
 - Player Reviews

2.1. These rules will remain in full effect, until a revision is made and approved by the BOD via simple majority vote at any quorate board meeting.

3. STRUCTURE

ROSTERS, TEAM LISTS AND REGISTRATION OF PLAYERS

3.1. Each Club must email a 'Letter of Intent' to the SCCA Secretary no later than the deadline set by the BOD. This Letter serves as the official commitment of each Club/Team to partake in the upcoming SCCA season and fulfill all its obligations.

3.2. Each Team is required to maintain a registered roster of its playing members. The roster must be maintained on the designated SCCA website portal throughout the season. Rosters must be updated at the beginning of every season and maintained regularly.

3.2.1. Team Captain/Admin should review and register all players participating in the current season and pay for the annual insurance and registration fees for the participating players. As part of this process the Player's profile picture needs to be updated so that they are easily identifiable during any official games. Properly registered players for the current season would be identifiable on the team page/roster, in green highlighted color. It is the responsibility of Captains and Admins to make sure that this process is followed and to check with the SCCA Secretary/Webmaster, if they have any questions.

3.2.2. For match day team lists, the "First Name" and the "Last Name" of the players should be consistent with those maintained on the team roster. Additionally, the names listed should be supported by an official valid photo I.D. such as a passport, driver's license, or student I.D card. Captains must provide three team lists on the day of the game, with legible first and last names, one copy for each umpire and one for the other team scorer. If there are identical first and last names in the team list, a middle initial is required.

3.2.3. **ILLEGAL PLAYERS:** Only players who have been duly registered for the current season in the team roster on the SCCA website before the registration deadline may play for the team (including as substitutes) in any competition sponsored by the SCCA. All unregistered players are considered illegal. Any club playing illegal players will be penalized. Opposing teams must submit a written complaint to the Code of Conduct Committee within 48 Hours of completion of the match.

- 3.2.4. All players must carry a valid form of picture ID to the ground as indicated above. Umpires may request ID from any player on the day of the scheduled match. If upon request, a player is unable to provide a valid ID, the player has 24 hours after completion of the game to provide a valid ID to the Umpire. Failure to do this may result in fines, penalty points, and or suspensions as decided by the Code of Conduct Committee.
- 3.2.5. Registration of all players must be completed online no later than Thursday midnight regardless of a Saturday or Sunday game, for a player to be eligible for the upcoming weekend's game. This registration deadline may apply to adding a player on the roster as well as the online verification by the player. A player added to the roster but not properly verified before the deadline will remain unregistered and ineligible for SCCA games.
- 3.2.6. **FROZEN TEAM ROSTER:** Across all Divisions, the Team roster is generally frozen, once a team has completed four (4) matches during the regular season. After this Teams can only add new players who have not played in the current season. Master/Youth/Women players who have not played in the same division for the current season can be added/transferred to a Team, by timely request to the webmaster.

SPECIAL PLAYER CATEGORIES

<i>Category</i>	<i>Definition and Rules</i>
INTERNATIONAL	<i>Any non-U.S. permanent resident that has played cricket at the professional level will be deemed an International Player</i>
MASTER	<i>Any SCCA player over the age of 45 is considered as a Master Player</i>
WOMAN	<i>Any female player is considered as a Woman Player</i>
YOUTH	<i>Any SCCA player (male or female), under the age of 19 is considered as a Youth Player Youth players should be available for selection for the SCCA Youth team</i>

Team Admins, Captains and other Admins should take special attention when registering players of these special categories and should not create duplicate profiles on the system. Strict penalties would be applied for any illegal registration/update of players.

- 3.2.7. SCCA YOUTH & WOMEN’S Team: All Women and Youth players are members of the SCCA Youth & Women’s team. Any player registered as a youth player, if selected to represent the youth team must play for the youth team. Youth players not selected will be free to play for any team. Any player who is selected to play for the youth team chooses to play for another team (other than the youth team) will be deemed an illegal player and the same rules pertaining to playing an illegal player will apply. The youth team will be announced on Wednesday (by 6.00 PM) and it will be posted on the SCCA website.

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- 3.2.7.1. If a Youth Player had not made himself available for the Youth Team/League for a weekend, he is illegal to play for another team that weekend unless he/she is not required by the Youth Team/League. They can play for another Team if he is not picked for Youth Team/League that day.
- 3.2.8. To promote cricket for Masters, Women and Youth and to maximize their playing opportunities, these players can play for one team in each Division concurrently. These players may play in all four divisions if they are properly registered and plays for only one team in each Division. They are subject to the same player movement restrictions from one team to another within each Division.
- 3.2.9. Women & Youth Player Movement: Although a Woman/Youth player may move from one club to another like any other player, they should not be held liable for any financial obligation to the releasing club. However, the process of notification, release and roster updates must be adhered to.
- 3.2.10. Gender in the Laws: Until now, the Laws have made all references to the male gender, with a disclaimer saying that, although all such references are to men and boys, they apply equally to women and girls. Even though, due to the history of the game, some language may seem gender specific, however these rules make no such distinction or differentiation in gender or age as they are applied to the game of cricket.

4. PLAYER TRANSFERS

- 4.1. After a player has played for a team at least once during a season, he may move to another team only once during that season. The same restriction applies to clubs with multiple teams.
- 4.1.1. International Players: An International Player may not move to a different team/club during a season, unless he is a Master Player.
- 4.1.2. There are no restrictions on movement of players during the off-season. However, the Association will recognize any suspensions imposed by the SCCA or the player's original club due to disciplinary actions and may bar the player from moving to another club if the action seems justified.
- 4.1.3. New players (who have not played in the current SCCA season) can be added to the rosters of any Team at any time, including for Playoffs. Master/Youth/Woman players are subjected to the same rules within each Division.

- 4.1.4. If a player has played during the season, the following rules apply:
- 4.1.4.1. If played 4 or more games, the player is frozen for the season in the current Team
 - 4.1.4.2. If played less than 4 games, the player can transfer to any unfrozen Team roster (see rule 3.2.5 above)

4.2. Procedure to transfer Player from One Club/Team to Another:

- 4.2.1. The player must be released by the current Club/Team
- 4.2.2. The request must be received by the SCCA Secretary no later than midnight on Thursday before the match. Movement of players amongst teams within one club does not require a release, however the transfer roster update must be completed no later than midnight on Thursday before the match.
- 4.2.3. SCCA Secretary will review the transfer requests and work with the Webmaster to complete the transfer
- 4.2.4. Teams should not be manipulating the system to work around the Transfer rules and register duplicate profile. These are considered illegal and subject to severe penalties and fines.
- 4.3. **Eligibility of Players – League Playoffs:** A player is only eligible to participate if he is a registered member of the club/team. Violation of this rule will be treated in accordance with the illegal player rules.
- 4.4. **Eligibility of Players – SCCA Competitions:** A player is eligible to participate if he is a registered member of any SCCA club/team.
- 4.5. **Player release – arbitration:** In case of any dispute, whereby a club refuses to release the player, the player may appeal to the Code of Conduct Committee. The committee may conduct a hearing to reach a resolution which both parties are obligated to uphold.

5. SCCA ONE DAY GAMES – SPECIFICS

5.1. The specifics of one-day games are summarized in the table below.

Division	I	II	III	IV
Overs Played	50	45	40	40
Max overs per bowler	10	9	8	8
Max time allotted per innings	4 hours	3h 40m	3h 20m	3h 20m
Time between innings	30m	30m	30m	30m
Time between drinks intervals	1h 15m	1h 10m	1h	1h

- 5.2. Matches held within the Daylight-Saving Time will begin 10:00AM (Pacific). Matches held outside the Daylight-Saving Time will begin at 9:00AM (Pacific). Start times may be delayed due to bad weather and other uncontrollable situations as determined by the umpire and agreed on by the two team captains.
- 5.3. If one of the teams is not ready to begin the game 30 minutes after the specified start time, the opposing captain has the right to ask the umpire to award a forfeit. The umpire may use his discretion to determine the readiness of each team to play the game, and may award additional time, which in any instance should not be longer than 10 minutes.
- 5.4. When a bowling team is short in completing the required number of overs within the time limit noted in Section 5.1, ten (10) Penalty Runs for each over short will be awarded to the batting team immediately at the completion of the time limit. The bowling team shall still complete the full overs played. For this rule, an over that has started within the time limit shall be counted as complete.

Example #1: Team "A" Vs Team "B" in DIV I game:

Team "A" is batting first and Team "B" is bowling. Team "B" only bowls 48 overs in the allotted 4 hr. 20 Penalty Runs will be added to the Team "A" total immediately at that time (2 over short x 10 runs penalty per over), and Team "A" will bat the remaining 2 overs, unless they are all out. Team "A" has the final total of 200 runs including Penalty Runs.

Now Team "B" bats and Team "A" only manages to bowl 49 overs in their allotted time. At the end of 49 overs, Team "B" has scored 195 runs. At this time, 10 Penalty Runs (1 over x 10 penalty runs per over) will be awarded to Team "B". Thus, the total for Team "B" will be 205, and Team "B" wins the game with no need to bat the 50th over.

Example #2: Team "C" Vs Team "D" in DIV IV game:

Team "C" bats first. Team "D" completes their allotted overs within 3 hr 20 min, thus avoiding any penalty. The final score for Team "C" is 150.

Now Team "D" bats and Team "C" only completes 38 overs in their time limit. Team "D" has scored 125 at this time. 20 Penalty Runs (2 overs short x 10 penalty runs per over) will be awarded to Team "D" and their new total is 145 runs. Team "D" only has to score 6 runs in the remaining 2 overs to win the game.

- 5.5. All other regular SCCA season rules, including win/loss points rules apply unless specifically noted above

6. SCCA T20 GAMES – SPECIFICS

- 6.1. The specifics of T20 games are summarized in the table below.

Division	I	II	III	IV
Overs Played	20	20	20	20
Max overs per bowler	4	4	4	4
Max time allotted per innings	1h 30m	1h 30m	1h 30m	1h 30m
Time between innings	15m	15m	15m	15m

- 6.2. Matches held within the Daylight-Saving Time will begin 10:00AM (Pacific). Matches held outside the Daylight-Saving Time will begin at 9:00AM (Pacific). Start times may be delayed due to bad weather and other uncontrollable situations as determined by the umpire and agreed on by the two team captains.
- 6.3. If one of the teams is not ready to begin the game 20 minutes after the specified start time, the opposing captain has the right to ask the umpire to award a forfeit. The umpire may use his discretion to determine the readiness of each team to play the game, and may award additional time, which in any instance should not be longer than 10 minutes.
- 6.4. When a bowling team is short in completing the required number of overs within the time limit noted in Section 6.1, ten (10) Penalty Runs for each over short will be awarded to the batting team immediately at the completion of the time limit. The bowling team shall still complete the full overs played. For this rule, an over that has started within the time limit shall be counted as complete.

Example #1: Team "A" Vs Team "B" in DIV I game:

Team "A" is batting first and Team "B" is bowling. Team "B" only bowls 18 overs in the allotted 4 hr. 20 Penalty Runs will be added to the Team "A" total immediately at that time (2 over short x 10 runs penalty per over), and Team "A" will bat the remaining 2 overs, unless they are all out. Team "A" has the final total of 100 runs including Penalty Runs.

Now Team "B" bats and Team "A" only manages to bowl 19 overs in their allotted time. At the end of 19 overs, Team "B" has scored 95 runs. At this time, 10 Penalty Runs (1 over x 10 penalty runs per over) will be awarded to Team "B". Thus, the total for Team "B" will be 105, and Team "B" wins the game with no need to bat the 20th over.

Example #2: Team "C" Vs Team "D" in DIV IV game:

Team "C" bats first. Team "D" completes their allotted overs within 1 hr 20 min, thus avoiding any penalty. The final score for Team "C" is 150.

Now Team "D" bats and Team "C" only completes 18 overs in their time limit. Team "D" has scored 125 at this time. 20 Penalty Runs (2 overs short x 10 penalty runs per over) will be awarded to Team "D" and their new total is 145 runs. Team "D" only has to score 6 runs in the remaining 2 overs to win the game.

- 6.5. All other regular SCCA season rules, including win/loss points rules apply unless specifically noted above

7. SCCA GAMES – DETAILS

- 7.1. The Umpires must be paid before the start of a game.
- 7.2. All satellite teams/clubs must have their wicket and ground ready for play by at least a minimum of 30 minutes prior to the scheduled start time. If the umpires feel the wicket and/or the ground is unsuitable for play or not properly prepared, the umpires have the right to award the game to the visitors as a forfeit after one hour from the scheduled start time of the match. The penalty for late start may apply as described in laws 5.4 and 6.4 above. The SCCA

Grounds Committee reserves the right to demand a recertification of any non-SCCA-managed ground at its discretion.

- 7.3. The SCCA Umpiring committee is responsible for providing the umpires and the team captains provide the playing XI names as well as any substitutes prior to the toss. The submitted player list cannot be changed in any way after the toss without the consent of the opposite captain. Any attempt to deceive the umpire or opposing team will result in fines, penalties and potential forfeit of the game.
- 7.4. Substitutes can be used during the match; if the umpires are satisfied that a player has injured or become ill during the match. Pre-existing injury/illness or players arriving late or leaving early do not constitute a reason for substitution. Only those registered players listed on the team's roster on SCCA Website will be allowed to play. Umpires must be informed about use of substitutes before they take the field. A no ball will be called for failure to inform the umpire. New rules permit substitutes to act as wicketkeepers with consent of the umpires.
- 7.5. All players listed on the playing XI (and not as substitutes) on both teams arriving later than the game start time must check in with the umpire to determine penalty time (including the players in the team batting first).

A player's served penalty time shall be limited to a maximum of 90 minutes. For example, if a nominated player on the batting side has not taken the field at the start of play and did not bat at all, that player can bowl immediately once their side has taken the field.

7.5.1. The penalty time will be assessed as follows:

i. Bowling team: if a player arrives more than 8 minutes late, he will have to be on the field of play for total number of minutes player was absent before he will be allowed to bowl.
ii. Batting team: if a player arrives more than 8 minutes later than the start of the game, he must sit out the time he is late or wait until five (5) wickets are down (whichever comes first) before being permitted to bat.
iii. Batting team: when a player arrives later than the start of the game, he must report to the Main Umpire immediately. Otherwise, he will be allowed to bat only AFTER the fall of the 5th wicket.
iv. Batting team: if a batsman is injured and not able to continue his innings within three (3) minutes; he may be asked to leave field and new batsman will be asked to take his place. If this happens to be the last wicket; the innings will be deemed complete.

- 7.6. Team captains must toss no later than 15 minutes prior to the scheduled start time. Playing 11 should be exchanged prior to the toss. In the absence of the captain a deputy or any member of the team must be present for the toss. The team winning the toss must inform the opposing team of their decision after winning the TOSS on the fields of play.

7.7. Each team should have at least seven (7) members present at the ground, in team uniforms, before the scheduled start time. **15 minutes from the start of the match time will be considered grace time and NO PENALTY WILL BE APPLIED WITHIN this GRACE PERIOD.** If a team does not have seven members present and properly dressed by the start time, the team will be deemed late. If a team is deemed late due to understandable reasons and is unable to start within 15 minutes, the umpires may decide on a delayed start, however the team considered late will be penalized by deducting five (5) batting overs in their batting inning, and additional deduction of over will be calculated one over for every four minutes thereafter. The umpires have the right to award a forfeit if a team is unable to start beyond one hour of the scheduled start time.

7.8. In situations where the delay is over 30 minutes due to extraordinary circumstances beyond the control of either team, the umpires will reduce the number of overs to be bowled based on the following formula: 5 overs for the initial 30 minutes and one over for every 8 minutes lost (disregard fractions).

Example: If the start time is delayed 2 hours to 12 noon in a Division I - 50 overs game, the game shall be reduced to: $34 (50 - 5 \text{ initial} = 45) - (90 \text{ min delay} / 8 \text{ per over} = 11)$. If a delay causes the game to be reduced to fewer than 20 overs, the game will be abandoned. Captains do not have the right to alter this formula.

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

7.10. As a rule, there will be no rescheduling of games. If a match is abandoned due to reasons beyond the control of both teams, each team will be awarded 5 points. However, if a game is abandoned due to a fault of one of the teams, the opposition will be awarded 10 points. Umpires cannot agree to reschedule games, under any circumstance, even if the game must be abandoned.

7.11. Teams are not allowed to mutually decide to cancel a game, and/or split game points for a game so abandoned. If a game is not played as scheduled by the SCCA because of an agreement between both teams (not a forfeit), neither team will be awarded any points. In case of extraordinary circumstances beyond the control of both teams, the Scheduling Committee will make the decision and inform the teams in writing prior to the game day, including allocation of points.

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- 7.12. If a game is abandoned on the day of the match (and not before), both full teams must be present during this process. Teams are responsible for paying the appropriate fees to both umpires. Under this scenario, teams not having 7 or more players at the time to abandon the game, may lose the points.
 - 7.13. In the case of the games that are forfeited due to rule infringements after the game has been completed (e.g. use of an illegal player), the "infringing" team will lose all points gained during the game and the "affected" team will be awarded maximum points for that game.
 - 7.14. In the case of games that are forfeited during the game (e.g. one team walking off the field), the offending team will lose all points gained during the game and the "affected" team will be awarded maximum points for the game. However, on advice of the appropriate committee, the Executive Committee could request a "replay" of the game if there were extraordinary mitigating circumstances.
 - 7.15. Due to any circumstances beyond the control of the teams and match officials, any one-day match which cannot commence before 1:30 PM will be declared abandoned and both teams will be awarded 5 points.
 - 7.16. In an event of a TIE match, the match will be declared drawn and both teams will split the points, unless it is a Playoff match. No Super over will be played for regular season match. However, Super Over will be played in Playoffs to decide the winner of the match.

8. FIELDING RESTRICTIONS

- 8.1. All Divisions will play with 30-yard fielding restrictions as noted in ICC Playing Conditions.
- 8.2. Home teams are responsible for placing the appropriate discs marking the 30-yard circles and boundary markers.

9. RESULTS AND POINTS

- 9.1. A one-day game shall be deemed complete only if both the teams have had the opportunity to bat for at least 20 overs.
- 9.2. A T20 game shall be deemed complete only if both the teams have had the opportunity to bat for at least 5 overs.
- 9.3. For completed games, the winning team shall be awarded points as shown below:

- One Day game – 10 points
- T20 game – 5 points

- 9.4. No points shall be awarded to either team in the case of incomplete games, unless a game is abandoned due to uncontrollable circumstances in which case both teams will split the points.
- 9.5. If a decision is not possible after completion of minimum (20 for one-days, 5 for T20s) overs for both sides (due to bad weather, fires, etc.), the result of the game will be determined in the following order:

Effective Score: Team 1 batting first scores 200/5 from a total of 45 overs, while Team 2 scores 180/4 from 42 overs when the game is stopped due to bad light. The result of the match will be calculated as follows:

Effective Score for Team 1 = $200/45 \times 42 = 186$.

Since, Team 2 did not cross Team 1's effective score, Team 2 has lost by 6 runs. (186 — 180).

In case of a tie even after applying the above method, see Rule #9.7 below.

- 9.6. For league competitions, team standings in all Divisions shall be determined based on the number of total points scored. All tied points, AT ALL POSITIONS OF THE STANDINGS, shall be broken, by applying the following rules in the following order:

TIE BREAKER #1: In case of a tie, the team with the BETTER NET RUN RATE in ALL GAMES PLAYED during the ENTIRE LEAGUE COMPETITION, shall be considered the winner of the tie.

TIE BREAKER #2: In case of a tie even after TIE BREAKER #1, the team with the BETTER NET RUN RATE in the GAMES PLAYED AMONG THE TIED TEAMS ONLY shall be considered the winner of the tie.

While calculating the net run rate (NRR) for rules, the following rules shall apply:

- 9.6.1. NET RUN RATE is the differential between the runs scored by the team divided by the total number of overs played, minus, runs scored by their oppositions in all games divided by the total number of overs played by them.
- 9.6.2. In case of a team getting ALL OUT in an inning the full quota of overs will be taken into consideration.
- 9.7. Individual Games and Plays-Off Tie Breaker:
- 9.7.1. League Game: split points for each team
- 9.7.2. Playoff/Finals: Play a 6-Ball Super Over eliminator

10. SUPER OVER RULES

- 10.1. A 6-Ball Super Over eliminator would be used to break the tie in Playoff games, Finals and Tournaments as needed. The rules for Super Over is as follows:
- 10.1.1. Before the start, each team shall announce to the umpire one bowler to bowl and three batsmen to bat during their Super Over.
- 10.1.2. All SCCA/ICC rules apply (no-ball free hit, etc.). The same ball used in the match will be used in the Super Over.

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- 10.1.3. No field restrictions will be used in the Super Over and will be the same as the non-powerplay overs.
 - 10.1.4. The team batting second in the match will bat first in the Super Over.
 - 10.1.5. Team A will score some runs in the first Super Over, then Team B will chase that total to win the match. In case Team B is unable to chase, Team A will win.
 - 10.1.6. In case two wickets fall, it will count as all-out and the total runs made before losing the second wicket is final.
 - 10.1.7. In the event of the teams having the same score after the Super Over eliminator has been completed, the Super Over would be repeated until a decision is available.
 - 10.1.8. In circumstances where there are unavoidable time constraints (light, rain, etc..) to conduct further Super Over eliminators, the result of the game will be decided using a toss-up.

11. SCORING AND STATISTICS

- 11.1. An official SCCA scorebook may be issued to each team at the beginning of the season. All teams in all Divisions shall use this official SCCA scorebook, filled out completely with the Umpire's signature at the completion of the games.
- 11.2. Procedure to Report & Send Statistics:
 - 11.2.1. All teams will accurately complete paper score sheets for each match.
 - 11.2.2. All teams must accurately reconcile score sheets during and after the match.
 - 11.2.3. Umpires will not sign score sheets if they have not been reconciled correctly and completely.
 - 11.2.4. Teams that show blatant disregard for reconciliation process may be fined by SCCA.
 - 11.2.5. The winning team shall collect the signed, original (white) pages of both innings from both scorebooks.
 - 11.2.6. The winning team is responsible for rating the Umpires and entering the score sheet online by Tuesday midnight following the game weekend.
 - 11.2.7. The losing team is responsible for rating the Umpires and reviewing the score sheet online by Wednesday (8 PM Pacific Time).
 - 11.2.8. In case of website malfunction, the winning team must e-mail the Division Statistician, the Secretary, and the Website Committee Chair prior to the submission deadline describing the malfunction and the error message in detail. The teams shall remain responsible for scores submission and reviewing within 72 hours of receiving the notice of website repair completion.
 - 11.2.9. The SCCA Webmaster will compile periodic website reports to determine compliance with on time completion of score upload by all teams. If a team is found guilty of not submitting and/or reviewing scores (online submission, files upload, and/or online reviewing) in a timely manner as noted in this Section, a fine of \$50 shall automatically

apply for the first occurrence, and \$100 for each occurrence thereafter. Additionally, if a team is late in submitting, upload, and/or reviewing the score for more than two (2) weeks after the match, a point deduction penalty of three (3) points may apply in addition to the monetary fine as determined by COCC.

12. FORFEITURE OF GAMES

- 12.1. All teams participating in the SCCA are assumed to be available to participate in ALL competitions sanctioned by the SCCA. All teams MUST fulfill their obligation by playing all the SCCA scheduled games, including league, playoffs and trophy competitions, unless specified exemption has been given by the Executive Committee in writing.
- 12.2. In the case of games which are forfeited due to rule infringements after the game has been completed (e.g. use of an illegal player), or in the case of games which are forfeited during the game (e.g. one team walking off the field), the infringing team will lose all points gained during the game while the affected team will be awarded maximum points. However, on the advice of the Code of Conduct Committee, the Executive could request a replay of the game.

13. FINES, PENALTIES AND APPEALS

- 13.1. All Teams must fulfill their obligation by playing all SCCA scheduled games. Any team forfeiting a game will be fined \$500 per forfeiture. If not informed in advance (at least by 10 pm to the Captain, on the eve of the match day), the opposing team would be awarded \$250 of the fines collected. Similarly, SCCA shall be responsible for paying the umpires for a forfeited game as warranted.
- 13.2. All payments to SCCA should be paid directly to the SCCA bank account - either by electronic deposit, a bank cashier check or money order drawn at a bank in the US. Details of the SCCA bank account would be available on the invoice or directly from SCCA Treasurer.
- 13.3. Teams/Clubs can appeal a decision by submitting a request for the same. Prior to the they should:
 - 13.3.1. Pay any penalty levied in full; refundable if the appeal is successful
 - 13.3.2. Pay an appeal fee of \$250.00; non-refundable towards the appeal process
- 13.4. All appeals would be reviewed and adjudicated by the Executives and ratified by the BOD.

14. DUES AND ENFORCEMENT

- 14.1. The SCCA Annual Membership Dues, amount as determined by the SCCA Board of Directors, shall be payable in full no later than May 1st. Dues paid after May 1st will have a Late Fee

and/or other penalties added per SCCA Accounting practice as approved by the Board of Directors (see below).

- 14.2. Clubs/teams that have not paid the Annual Membership Dues and its Late Fine in full on or before 60th day past the Due Date noted above shall not be allowed to participate in any SCCA games until all such amounts due are paid in full. All games so called off for the offending team shall be awarded to the scheduled opposition. Also see the SCCA Bylaws regarding termination of membership.

Annual Membership Dues Late Fees & Penalty — Due Date as Noted Above

Late from Due Date (as postmarked)	Late Fine (% of Total Amount Due)
1 – 15 Days	5%
16 – 30 Days	10%
31 – 60 Days	15%
61+ Days	Team suspension + \$500 Reinstatement Fee + 15% Late Fine; until all amounts paid in full.

Late Payment Penalty on All Other Amounts Payable

Due Date = 30 Days from Invoice or November 15th whichever comes first

Late Payment*	Late Fine (% of Total Amount Due)
31st Day thru Nov 15th	50%
All payments to be paid up no later than Nov 15th. If not paid on/before Nov. 15th	Team suspension + \$500 Reinstatement Fee + 100% Late Fine

- 14.3. All new clubs entering the league must pay their Annual Dues in full prior to the start of the season.
- 14.4. If a club has multiple teams and the Dues for both are not paid on time, neither of the teams belonging to that club will be eligible to play in the league.
- 14.5. In case of any Club/team defaulting to pay the Dues and/or Fines to SCCA, all the Club/team Executives, the Captain, and the Vice-Captain shall be held responsible and shall be banned from playing any SCCA games for any team until such Dues and/or Fines are paid in full.
- 14.6. In case a club is suspended for a partial or full season/year (current or future season) for any reason listed under the SCCA Rules, the suspended club must pay on time the SCCA Annual Dues (excluding the game participation part of the Dues, e.g. balls, tournament fees, scorebook, as determined by the Finance Committee), as well as any fines, for the season/year in suspension in order to retain its SCCA membership status.

15. CODE OF CONDUCT (COC)

- 15.1. The chief mission of the SCCA Executives and the Board of Directors is to ensure that the quality of cricket played in Southern California is scrupulously maintained to the highest possible level, in keeping with the spirit as well as the laws of the game. The SCCA expects that all member clubs, club executives, captains and players always observe the highest standards of ethics and behavior.
- 15.2. Team captains are responsible for the conduct of all their players, and shall also be held accountable for any misconduct by the club's non-playing members, if their behavior is deemed contrary to the spirit of the game, or in any way detrimental to the public image of the SCCA. Note the following:
 - 15.2.1. Players and team officials must always accept the umpire's decision. Players must not show dissent at the umpire's decision or react in a provocative or disapproving manner towards another player or spectator;
 - 15.2.2. Players and team officials shall not intimidate, assault or attempt to intimidate or assault an umpire, another player or a spectator;
 - 15.2.3. Players and team officials shall not use crude and/or abusive language (known as "sledging") nor make offensive gestures or hand signals nor deliberately distract an opponent;
 - 15.2.4. Players and team officials shall not make racially abusive comments nor indulge in racially abusive actions against any players, officials, members and supporters. Clubs must operate an active open-door membership policy and welcome players/members irrespective of ethnic origin;
 - 15.2.5. Clubs must take adequate steps to ensure the good behavior of their members and supporters towards players and umpires.
- 15.3. Reporting an Incident of Non-Compliance: A Code of Conduct incident must be reported by the Main Umpire, or the affected party if not an Umpire, in writing to the SCCA Secretary and the chair of the Code of Conduct Committee (COCC) within 48 hours of the completion of the game or the incident. The Umpiring Committee chairman may assist the Main Umpire with submitting a complaint report. In case the non-compliance is alleged against the Main Umpire, the report should be submitted by the captain of each team separately. The report must clearly state all details of the incident, including but not limited to, the timeline, location, full names of all individuals involved and/or the teams, the witnesses, the Leg-Umpire on duty, and any other information that may help the COCC in its analysis. A COCC action may not take place on an incomplete, insufficient, delayed, or inaccurate complaint report.

15.4. Any member(s) of a club or team vilifying or verbally abusing an SCCA appointed umpire, or showing disrespect by knocking down wickets or throwing of pads or gloves, etc., during an SCCA sanctioned game, shall be penalized by a minimum of three (3) consecutive game suspension for the first offense, ten (10) games (or the remainder of the year, whichever is greater) for a second offense and thirty (30) games (or two years, whichever is greater) for the third offense.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

1st Offense: When a period of 12 months has passed without any COC incident.
2nd Offense: When a period of 24 months has passed without any COC incident
3rd Offense: When a period of 36 months has passed without any COC incident.

15.5. Any member(s) of a club or team physically assaulting or threatening to assault an SCCA appointed umpire or fellow player(s), either during or immediately following a game, shall be penalized by a minimum of three (3) consecutive games suspension for the first offenses; and ten (10) games (or the remainder of the year, whichever is higher) for the second offense; and for any further reoccurrence, banned from playing in any SCCA sanctioned game for life.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

1st Offense: When a period of 24 months has passed without any COC incident.
2nd Offense: When a period of 48 months has passed without any COC incident

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

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

1st Offense: When a period of 12 months has passed without any COC incident.
2nd Offense: When a period of 24 months has passed without any COC incident
3rd Offense: When a period of 36 months has passed without any COC incident.

15.7. All teams must exercise extra caution and accuracy in completing score sheets and website score entries. Complaints can be raised by Website Committee or Executives. Captain and Vice-

Captain of any team found tampering with the score sheet of an SCCA sanctioned game, or making an erroneous entry into the score sheet or the SCCA Website with an intention to benefit a team, or a player, (as determined by the COCC), shall be suspended for a MINIMUM of three (3) consecutive games for the first offense, six (6) consecutive games for the second offense, and twelve (12) games (or the remainder of the year whichever is higher) for the third offense. In addition, the team in question shall forfeit all points for that game to the opposing team. During the team's suspension period, the opposition teams scheduled to play the banned team will receive full winning points for each abandoned game. In case of a suspension for the entire season, the team shall be demoted one division lower for each season in suspension. The penalties listed under this section shall apply to the entire team even when only one member of the team commits the violation. Also see Section 12 for Dues payment requirements for teams under suspension.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

1 st Offense: When a period of 12 months has passed without any COC incident.
2 nd Offense: When a period of 24 months has passed without any COC incident
3 rd Offense: When a period of 48 months has passed without any COC incident.

- 15.8. All teams must exercise extra caution and accuracy registering players and creating duplicate profiles. Complaints can be raised by Website Committee or Executives. Captain and Vice-Captain of any team found tampering with the SCCA Website with an intention to benefit a team, or a player, (as determined by the COCC), shall be suspended for a MINIMUM of three (3) consecutive games for the first offense, six (6) consecutive games for the second offense, and ten (10) games (or the remainder of the year whichever is higher) for the third offense.

To promote behavioral reform for this nature of offense, each degree offense will become a "clean slate" as follows:

1 st Offense: When a period of 12 months has passed without any COC incident.
2 nd Offense: When a period of 24 months has passed without any COC incident
3 rd Offense: When a period of 48 months has passed without any COC incident.

- 15.9. **SCCA Property Damage:** Any individual or group proven to have damaged any SCCA, and/or City/School/Public property in SCCA use, in any shape or form, willfully or by negligence, will be held liable for its full replacement costs, or repair, at the discretion of SCCA. In addition, the responsible party may be subject to a monetary fine of up to \$5,000 and/or up to five (5) years suspension from all SCCA activities. All such cases will be addressed by the SCCA Code of Conduct Committee and the law enforcement authorities as applicable.

16. SCCA CRICKET BALLS

- 16.1. All Teams shall play with SCCA-issued balls for the season. Failure to do so can result in forfeiture of the game with points being awarded to the opposing team. SCCA-authorized balls with the logo from the previous year can be used. Balls are inspected by the umpires at the start of all games. Please notify the umpire prior to the start of the game if you are unable to provide cricket balls.
- 16.2. All one-day games will be played with two white balls per inning simultaneously, one new ball from each bowling end at the start of each inning.
- 16.3. All T20 games will be played with one white ball per inning.

17. DRESS CODE

- 17.1. All Divisions: Teams in all Divisions shall play with a white ball, and therefore, must wear colored shirts, pants, and pads, as approved by the SCCA, and in compliance with the ICC Rules, as follows:

Uniform rules will be strictly enforced by the umpires. Umpires will not allow any player who does not have the approved team uniform on the field of play. Heavily faded or dis-colored uniforms are subject to umpire scrutiny and players can be asked to change non-compliant attire before entering the field of play.

- 17.1.1. The playing shirts, sweaters and trousers shall be colored (other than white, cream or any light color which is likely to make the sighting of a white ball difficult).
- 17.1.2. The colors and design of the playing shirts, sweaters and trousers shall be uniform to all members of the same team. An exception to this is that shirt sleeves may be cut to any length, if both sleeves are evenly trimmed and the edges are sewn and hemmed.
- 17.1.3. Pads (batting and wicket-keeping): must be plain colored (other than white or any light color which is likely to make the sighting of the white ball difficult). Discolored or faded pads will not be permitted.
- 17.1.4. Batting Gloves: more than 50% of the protective areas of the glove must be plain colored (other than white or any light color which is likely to make the sighting of the white ball difficult).

- 17.2. Teams must ensure that all eleven players on the field are wearing attire of the same color shirts, pants. Umpires will strictly enforce this requirement. A player in violation of any provision of this section of the SCCA Rules can be ejected from the game immediately. A team in violation of any provision of this section of the SCCA Rules is at risk of forfeiting the game

points to the opposition team regardless of the game result, if the opposing team has notified the infraction and has requested to play under protest.

18. GROUND RULES

- 18.1. Shoes with cleats, such as used with soccer, baseball shoes and the like must not be worn while playing at the Woodley, SMP or any other satellite ground. Only cricket approved studs or spikes may be worn as permitted for each local ground. Some teams that have their private grounds other than the SCCA managed grounds and have other own rules regarding cricket shoes. Visiting captains should inquire with the host captain about any such rules in place and must respect the host club's rule.
- 18.2. All trees, including overhanging branches, are considered outside the boundary and if struck, six (6) runs will be awarded to the batting side. However, support ropes inside the boundary, if struck, will score only four (4) runs to the batting side.
- 18.3. Littering (Specific to Woodley/SMP/): All teams playing at Woodley/SMP are required to upkeep the grounds during and after the match. This includes removal of rubbish, and equipment (including chairs). It is also the Away team's responsibility to assist the Home team in clearing and removing rubbish and equipment from the ground. In case of complaints received, a fine of \$100 would be charged against the Home Team for the first offence reported and then \$250 for each offence thereafter.
- 18.4. When visiting non-SCCA facilities, please check with the hosting captain about the rules and requirements.
- 18.5. Failure to follow the instructions of the SCCA Grounds Committee personnel for grounds care, and/or failure to clean up a ground after a match, will result in fines and/or penalty points for one or both teams. The SCCA officials or grounds man will report such infractions to the Grounds Committee and the Code of Conduct Committee.

All teams are reminded that alcohol and smoking is always prohibited. This will be enforced on all grounds.

19. GROUND RESERVATIONS – SPECIAL GAMES

- 19.1. A request can be made for ground reservations to SCCA Executives for Special Games between March and October. A contribution will be required for expenses, preparation, and clean up at the SCCA-managed grounds (see SCCA Facilities Usage Request Form). This does not apply to league matches or other matches permitted under the auspices of the SCCA. Teams must clean up after their game.

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- 19.2. To avoid any ground/wicket damage and to allow natural ground and surface refurbishment, no club, team, or individual can use any SCCA grounds and/or its equipment during the off-season, from November to March. Special requests need to be requested from Executives and only granted for exceptional cases, after considering all factors. Any violation of this rule shall be addressed by the Code of Conduct Committee and will result in fines and/or suspension of the responsible parties.

20. GROUND STANDARDS - SATELLITE GROUNDS

Please remember that these are not just guidelines, but minimum expectations. SCCA certification requires these standards to be in place, but the SCCA Grounds Committee also reserves the right to withhold certification in any circumstances in which it is felt that the ground is unfit for use. Furthermore, these standards will be subject to constant monitoring during the season by the SCCA and the officiating umpires will report any non-compliance under the terms set out in the SCCA Rules. All non-SCCA-managed grounds teams/clubs must have their wicket and ground ready for play 30 minutes prior to the scheduled start of the game. If, in the opinion of the umpires, the wicket and/or grounds are unsuitable or not properly prepared for play, the game shall be forfeited and awarded to the visiting team. The SCCA Grounds Committee reserves the right to demand a recertification of any non-SCCA-managed ground at its discretion.

- 20.1. Ground size: a minimum distance of 55 yards in all directions from playing strip.
- 20.2. Wicket characteristics - playing surfaces can be artificial, unless previously approved to play on turf wicket by the SCCA Grounds Committee. The approved playing surface is listed for each club on the SCCA Website. Only recognized artificial cricket wickets will be accepted on approval from the SCCA Grounds Committee (i.e. Coir matting, Flicx Wicket, Astro Turf, etc.). Any turf underneath the cricket matting should be cut and rolled on or before the day of the match, but in case where this is impossible, no more than two days before any scheduled game.
- 20.3. Teams should have all appropriate measuring and other grounds equipment:
- 20.3.1. Tape Measure (i.e. 100 ft. measuring tape)
 - 20.3.2. Crease Markers – a frame or straight edge is advisable. Crease must be marked with paint, chalk, or some other substance that is visible and must last the entire match
 - 20.3.3. Stump Gauges – to ensure the correct spacing between Stumps.
 - 20.3.4. 30-yard circle markers
- 20.4. Outfield characteristics – the playing area must be even and free from debris which may cause injury. Arrangements should be in place for the outfield turf to be cut no more than one week

before any scheduled game. Teams should provide suitable boundary markers, which can be clearly visible from the square.

- 20.5. Scoreboard – digits must be visible from the center square on field. Minimum requirements: Runs (3 digits), Overs (2 digits), Wickets (1 digit), like the ones at Woodley are recommended and are available for purchase online.
- 20.6. Restrooms – Public or Private Restrooms must be accessible and readily available, without restriction, to the players during match hours. In some cases, portable restrooms will be required to be rented by the host team.
- 20.7. Parking – an appropriate amount of free (or reasonable priced) public parking must be available within reasonable reach of the ground.
- 20.8. Storage facilities – teams must have arrangements for storage of the artificial cricket wicket either at the ground or at a recognized secure facility. Teams must also be able to transport the artificial wicket to and from the ground.
- 20.9. Availability – the ground must be available to the team one weekend day (Saturday or Sunday) at least two times per month between March 20th and November 1st. On match days, the ground must be available between 8am and 7pm. The SCCA Scheduling Committee will attempt to work with teams regarding scheduling of matches.
- 20.10. Legal requirements – teams are required to obtain all necessary ground usage permits prior to the start of the season, which must also be made available to the SCCA for granting the necessary SCCA insurance and scheduling purposes. Terms of any lease (whether long or short term) should be fully understood and agreed in advance between the teams and ground owners. Permits must be readily available for inspection by the Umpire, the visiting Captain, league officials, Police, and Park/School officials, on the game day prior to the game start.
- 20.11. Restrictions – Any other restrictions, obstacles, logistical or location problems should be fully understood and not cause unnecessary interference to a cricket match. Any restrictions must be discussed with the opposing Captain and umpire prior to the match as per SCCA Rules and Regulations.

21. PLAYING FORMAT AND PROMOTION/DEMOTION

The Cricket Committee recommends the format for the season at the beginning of the year depending on the conditions and relevance. This separate document will be maintained and

updated yearly to provide the basis of the playing format, the rules for promotion/demotion and overall standings.

22. HIATUS AND ABSENCE

- 22.1. A team may take a “one-year grace period” by not taking part in any SCCA competitions for that year and still maintain its Seniority and Home Ground. The team must inform the Secretary of this decision in writing on or before February 1st so that the SCCA Season Schedule can be adjusted accordingly in a timely manner.
- 22.2. Before going into hiatus, the team should settle any outstanding obligations to SCCA.
- 22.3. Upon that team’s return (Returning Team) the following year as allowed per SCCA Bylaws, it will play in the lowest SCCA Division so as not to interfere with the Promotion/Demotion of any other team. In case a vacancy is created in any Division lower than the Returning Team's original Division by March 1st of the following year (i.e. absence/grace period/termination of some other team), the Returning Team will take "priority" in filling that vacant spot in that Division, rather than promoting a third team from below. This "priority" is only applicable to the Returning Team's first year back into the League and will not apply to any subsequent years.
- 22.4. In case a team becomes absent from the SCCA for any reason (e.g., suspended, "one-year grace period," etc.), on or before to February 1st, its vacancy in the Division will be filled by promoting the top-third team from the lower Division (after the top two teams from the lower Division have been promoted) unless the "priority" for a Returning Team fills that vacant spot. This adjustment will be applied to all Divisions using the same system so that there are equal number of teams in all upper Divisions, leaving the last Division with possibly less or more than enough teams. These adjustments will only be made at the start of the season before the official SCCA Schedule has been prepared.
- 22.5. In case a team becomes absent from the League after March 1st, or during the regular season, for any reason, its vacancy in that Division will not be filled until the following year, using the adjustment system described in this Section to avoid any scheduling disruptions and conflicts. In such a case, all games so cancelled will be awarded to the opposing teams scheduled to play the absent team.

23. UMPIRING

- 23.1. SCCA will have three (3) levels of Certified Umpires – Level 1, Level 2 and Elite. Umpiring Committee would evaluate and certify the umpires as needed. All certified umpires are mandated to attend a refresher seminar every year to be maintain their certification. Once

certified, the certification is valid for 3 years from the date of issue and renewed by following the certification process.

Level 1 Umpires – All SCCA Umpires who are certified and current for the year

Level 2 Umpires – Experienced Level 1 Umpires who have passed the Level 2 examinations

Elite Umpires – Level 2 Umpires who have passed advanced umpiring examinations

- 23.2. All Certified Umpires would be provided with identification cards and the list of umpires with details would be updated and maintained on the SCCA Website. Umpires are required to carry their ID cards to cricket games. Captains of the teams have the right to check the ID cards or the Umpiring list to verify the level of the umpires.
- 23.3. SCCA will try to arrange two (2) Certified / Neutral Umpires for all games whenever possible. Each of the Certified Umpires shall be paid by each team as per the fee structure below:

Game - Division	Level 1 Umpire	Level 2 Umpire	Elite Umpire
One Day – DIV 1	\$60	\$65	\$70
One Day – DIV 2	\$55	\$60	\$65
One Day – DIV 3	\$50	\$55	\$60
One Day – DIV 4	\$50	\$55	\$60
T20 – All DIV	\$30	\$33	\$35

23.3.1. In case that there is only one Certified Umpire available for a game, the following fee structure will be used by each team to pay the umpire.

Game - Division	Level 1 Umpire	Level 2 Umpire	Elite Umpire
One Day – DIV 1	\$90	\$100	\$110
One Day – DIV 2	\$85	\$90	\$95
One Day – DIV 3	\$75	\$80	\$85
One Day – DIV 4	\$75	\$80	\$85
T20 – All DIV	\$45	\$48	\$50

23.3.2. Umpiring Fees are due and payable at the start of the game.

23.3.3. In an extraordinary circumstance, such as no SCCA Certified Umpire available or an umpire is requested as a last-minute emergency, a non-certified umpire may be asked to perform the umpiring duties as well. In such cases the umpire is requested to collect the non-certified amount of \$50 per team.

- 23.4. Travel Allowance: Umpiring Committee will try their best to assign umpires closer to the ground. However, if an umpire has to travel more than 50 miles from their place of residence to

a non-SCCA ground, the Home Team also need to provide Travel Allowance to the umpire. Travel Allowance is set as \$30 per game.

- 23.5. All Umpires must report to their assigned field at least 30 minutes prior to the start of a game. If a Certified Umpire arrives later than 30 minutes from the scheduled starting time, 50% of his match fees shall be deducted and reported to the Umpire's committee. If he is 1 hour late from the scheduled time, he is considered a “no show,” and will be reported to the Umpires Committee for disciplinary action.
- 23.6. Umpiring Assignments: From 2018 cricket season, each team is required to provide SCCA-certified umpires for the main umpiring duty, of a minimum of 5 one-day games and 2 T20 games.
- 23.7. Teams are required to have at least 2 of their players/members complete the SCCA Umpiring Certification process to fulfill this requirement.
- 23.8. Umpires cannot split their umpiring assignments to more than one team. Each team, is expected to be self-sufficient in umpiring duties by providing their own umpires and cannot register senior umpires for the sake of avoiding their umpiring obligations.
- 23.8.1. Exception applies to umpires who are playing members of a team and have played at least 2 games for that Team during the season.
- 23.9. The Umpiring Committee will help the teams, who do not have SCCA-certified umpire on their squad, by conducting umpiring seminars and exams before the season starts.
- 23.10. Failure to meet the required assigned umpiring quotas will result in team fines:
- | |
|---|
| A fine of \$150 for each one-day game not umpired by the Team |
| A fine of \$75 for each T20 game not umpired by the Team |
- 23.11. If a team misses either its Umpiring assignment as confirmed on SCCA Website, or in writing by the Umpiring Committee, the following fines apply:
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|---|
| A fine of \$150 will be imposed for the first offense |
| A fine of \$200 will be imposed for the second offense |
| A fine of \$300 will be imposed for the third and subsequent offenses |
- 23.12. The above fines must be paid up within 30 days of the e-mail notification from the SCCA or else penalties accrue as mentioned in section #14.
- 23.13. All teams must fulfill all their Umpiring assignments and it is the teams’ responsibility that Umpires report to the ground on time and complete their assignments. A planned swap of the

schedule or personnel will not relieve the original team from their accountability of umpiring the game.

23.14. The Main Umpire must exercise extra caution in ensuring that all score sheets are properly and accurately reconciled, including all players' names for each team, catches taken by, etc., and prior to signing the score sheets. The SCCA Statistician shall inspect score sheets at random and report any discrepancies and incomplete score sheets to the Umpiring Committee for possible fines for the Umpire responsible.

23.14.1. In case of using Online Scoring, Umpires will check and validate that the correct playing elevens are entered for scoring and scoring matches at the end of the game.

24. ILLEGAL BOWLING ACTIONS

24.1. Illegal Bowling actions will result in a no ball and can result in change of bowler.

24.1.1. If in the opinion of any certified umpire, a bowler's natural over arm action is observed as obviously chucking or throwing the ball, the umpire will immediately call a no-ball and warn the bowler that his bowling action is illegal. This is primarily done from the square leg umpiring position, but can be called by the officiating umpire if blatantly obvious.

24.1.2. The umpire will inform the fielding team captain and opposite team as well as fellow umpire. If bowler again does not or is unable to correct his action and bowls an illegal ball (chucking/throwing) then a second warning will be issued in the same manner.

24.1.3. On third illegal ball of chucking/throwing the umpire will ask the captain of the fielding side to change the bowler.

24.1.4. Any second such future offenses will be reported to the SCCA for remedial action or sanction by the COCC.

24.1.5. Those bowlers, who also intentionally produce illegal actions with their "effort ball", can also be called and ultimately removed from bowling if multiple infractions ensue.

24.2. Bowlers reported for remedial action needs to be cleared by the Technical Umpiring Committee before bowling again in games.

24.3. Bowlers reported for remedial action at national or international level needs to get appropriate clearance before bowling in SCCA games.

25. SCCA MEMBERSHIP APPLICATION

25.1. See the SCCA Bylaws for other New Member requirements.

25.2. Club's roster requirement - Minimum of 15 players (full names and e-mail addresses).

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- 25.3. Ground Information - with appropriate permit for usage, not to be shared by an existing team playing in the League unless preapproved by the Executives.
 - 25.4. Bank statement in Club's name showing funds totaling a minimum of \$2,500.00.
 - 25.5. Check for non-refundable application fee for \$1,000.00
 - 25.6. Check for refundable joining fee for \$1,000.00. This amount would be refunded to the Club, if their membership application is rejected for whatever reason.
 - 25.7. Completed SCCA Membership Application Form along with the Application Fees (noted on the form) must be submitted by September 30th Contact SCCA secretary for application form.
 - 25.8. A check for the first year's SCCA Annual Dues.
 - 25.9. All SCCA decisions are final and binding.

26. SCCA TROPHIES AND AWARDS

Depending on the Playing Format for the season, the following trophies will be awarded by SCCA:

- League Champion and Runner Up for each Division
- Playoffs Champion and Runner Up for each Division (when applicable)
- Most Valuable Player for each Division
- Best Batsman (most individual runs) for each Division
- Best Bowler (most individual wickets) for each Division
- Best Fielder for each Division
- Best Wicket Keeper for each Division
- Century award for each century scored
- 6-Wicket haul during one day games
- 5-Wicket haul during T20 games
- Hat-trick (to be reported to the SCCA Statistician by the team)
- Hall of fame Inductee

Note: It is the duty of the clubs to validate that the events for these awards are correctly documented and the names and spelling of the player's names are correct and current.

No awards will be given after the fact, once the stats are completed at year end prior to the banquet presentations.

If Trophies and awards are not picked up at the Annual Banquet, teams must at a minimum, send a representative to collect their trophies or awards. If they are not collected, they may be repurposed and thus not be available after the first BOD meeting of the year.

27. DOCUMENT REVISION HISTORY

The base document for 2020 version is the overall document that has been maintained by SCCA over years and last updated by Colin Cox in May 2018. This based version was used to reformat and come up with a simplified but comprehensive rule set for the 2020 season.

There are too many changes incorporated in this revision to itemize and track. However, it is recommended that proper revision history is maintained henceforth to track the changes and reasons.

Version #	Modifications	By	Date
0.0	Initial document	Colin Cox	May 2018
1.0	Revised document format, simplified layout, removed embedded ICC rules, updated missing rules, added new rules incorporated since 2017, etc..	Kenny Thomas & Nazim Shirazi	March 2020
1.01	Incorporated review comments from various contributors – Ashwin, Atul, Colin, Mihir, etc.	Kenny Thomas	May 2020