

# **2014 NCCA STANDING RULES**

**REV. 2**

**JUNE 2014**

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## **Revision History**

- Rev. 1 (April 2014) Revised to conform to latest ICC Rules and included all updated NCCA Rules for 2014 Season.
- Rev. 2 (June 2014) Changed player transfer rule (5.1.2), and added restrictions to players playing for more than one team in same Division (5.1.4) - per BoD decisions.
- Made minor corrections to sections 4.2.3.5, 4.2.3.6 and 9.3.12.

## **Preamble**

Any references herein to NCCA shall mean the NCCA, Inc., to the Board or Board of Directors shall mean the Board of Directors of the NCCA, Inc., and to the Executive Committee shall mean the Executive Officers of the NCCA, Inc. The NCCA is governed by the laws as set forth in the Constitution of the NCCA.

All games played under the jurisdiction of the NCCA, Inc. shall be governed by the official Laws of Cricket (2000 Code 5<sup>th</sup> edition) laid down by the Marylebone Cricket Club, except as stated in the rules contained herein.

The NCCA will post updated Standing Rules on its website at the start of each summer season. Clubs must have a hard copy of these available for reference at all league games.

## **1. League Seasons**

### **1.1. Summer Season**

- 1.1.1. The regular NCCA Summer league season calendar shall commence no later than the third weekend of April of each year.
- 1.1.2. Regular NCCA league season games shall not be scheduled on the following long weekends:
  - 1.1.2.1. Memorial Day weekend
  - 1.1.2.2. Independence Day weekend – if July 4th falls on a long weekend
  - 1.1.2.3. Labor Day weekend
- 1.1.3. No team shall be assigned to play more than one regular NCCA league season game per weekend.
- 1.1.4. A Club with two or more teams may, by request to the Match Committee, prior to the scheduling meeting, ask that at least one team from that Club be scheduled to play a game on Saturday and one on Sunday of every regular season league weekend, and the Executive Officers shall honor all such requests subject to ground availability.

### **1.2. T20**

- 1.2.1. To be added later

### **1.3. Winter Season**

- 1.3.1. To be added later

## **2. League Structure**

### **2.1. Divisions.**

- 2.1.1. The NCCA 2014 Summer Season shall be contested in 3 Premier Divisions, which shall be determined prior to the start of the season.
  - 2.1.1.1. Premier Elite
  - 2.1.1.2. Premier Prestige
  - 2.1.1.3. Premier Classic
- 2.1.2. The top division (Premier Elite) shall consist of nine (9) teams.
- 2.1.3. The next division (Premier Prestige) shall consist of nine (9) teams.
- 2.1.4. The next division (Premier Classic) shall consist of no more than fourteen (14) teams.
- 2.1.5. There will be no conferences in any of the divisions.

### **2.2. Number of Games.**

- 2.2.1. The regular Summer Season shall consist of sixteen (16) games.
- 2.2.2. Each team in Premier Elite shall play the other eight teams in their division twice, once at home and once away.
- 2.2.3. Each team in Premier Prestige shall play the other eight teams in their division twice, once at home and once away.

## 2014 NCCA Standing Rules

**2.2.4.** Each team in Premier Classic shall play each of the other teams in their division at least once and some of the other teams in their division twice to make up the 16 game season. Each team shall play 8 games at home and 8 away.

### **2.3. Ranking.**

**2.3.1.** At the end of the regular Summer Season all teams in a Division shall be ranked in order of points received.

**2.3.2.** Division standings shall be determined according to the points accumulated by each team. In the case of a tie on points, teams shall be placed according to their Net Run Rate.

### **2.4. Playoffs.**

**2.4.1.** The regular Summer Season shall be followed by playoffs that will include twelve teams from all the Divisions.

**2.4.2.** The top five finishers in the Premier Elite, the top four finishers in the Premier Prestige and the top three finishers in the Premier Classic shall compete for the NCCA League Championship.

**2.4.3.** The twelve teams shall be ranked with the Premier Elite teams ranked highest and the Premier Classic teams ranked lowest.

**2.4.4.** The top 4 ranked teams shall get a bye in the first round of the playoffs.

**2.4.5.** In the first round, the 5<sup>th</sup> ranked team shall play the 12<sup>th</sup> ranked team, the 6<sup>th</sup> ranked team shall play the 11<sup>th</sup> ranked team and so on.

**2.4.6.** Round two is a Quarterfinal round. All winning teams from the first round are re-ranked based on their regular season performance. The 1<sup>st</sup> ranked team shall play the 8<sup>th</sup> ranked team, the 2<sup>nd</sup> ranked team shall play the 7<sup>th</sup> ranked team and so on.

**2.4.7.** Round three is a Semi-Final round. All winning teams from round two are re-ranked based on their regular season performance. The 1<sup>st</sup> ranked team shall play the 4<sup>th</sup> ranked team and the 2<sup>nd</sup> ranked team shall play the 3<sup>rd</sup> ranked team.

**2.4.8.** Round four is the Championship game between the two winners of the Semi-Final round.

**2.4.9.** All games except the Championship game will be played at the HOME ground of the team ranked higher. The Championship game will be played at a neutral ground as determined by the Match-Secretaries.

**2.4.10.** All games are 45 over games with start times as determined by the Match Committee.

### **2.5. Prize Money**

**2.5.1.** Prize money to be finalized based on sponsorship.

**2.5.2.** Top 4 teams of the NCCA Championship will be rewarded as per below:

**2.5.2.1.** Winner will get 50% of the total prize money

**2.5.2.2.** Runner-Up will get 25% of the total prize money

**2.5.2.3.** 2 Semi-Finalists will get 12.5% each of the total prize money

### **2.6. Promotion and Relegation**

**2.6.1.** There will be no promotion or relegation, as the League Structure will change in 2015.

### **2.7. New Division**

2.7.1. No new Division will be formed per the new structure for 2015.

## **2.8. New Teams**

2.8.1. Admission of new teams to League Competition shall be by approval of the Board of Directors, and only between league seasons. New teams shall be placed at the bottom of the lowest division. New clubs must provide a home ground that meets league standards. The Grounds Committee shall certify new grounds and submit the certification in writing to the Executive Committee on or before February 15 in the year in which the application is made. If a new team that joins the League is sharing a ground with other teams, they must do so such that no more than two other teams share their home ground with them and the ground is available both Saturdays and Sundays. New teams shall be automatically placed on probation for their first season in the league. At the end of the probationary period, the Board of Directors, at the next Annual General Meeting, shall review the facilities, standard of play and conduct of the team and approve its admission as a full member or rescind admission to the league.

2.8.2. If at least 11 players who played for a particular Team in a given season choose to leave and form or join a separate Club for the next season, they may do so (but only after the conclusion of the then-current season) while retaining their then-existing Team's Divisional position solely at the discretion of the Board and with the prior written approval of the Club they are departing (which former Club would thus be yielding its divisional position to the Team consisting of the departed players). The former Club shall not unreasonably withhold its approval. The NCCA shall defer to the Club management's decisions prior to the conclusion of then-current season and may defer to the Club management's decisions thereafter. The Board shall address any controversy concerning this rule no later than the deadline for submission of Applications for the given season.

## **2.9. Existing Teams**

2.9.1. All existing teams must continue to maintain all league standards. If a team fails to meet league standards, the Board of Directors may elect to place it on probation, suspend it, or expel it from the league immediately. If a team is expelled or has withdrawn for any reason during a season, all games it has already played and games yet to be played are treated the same as for a team that is disqualified due to a forfeit (see section 5.3.2). An expelled team, or a team that has withdrawn for any reason, may re-apply to join the league in future years in which event it will have to start at the lowest division and will be treated as a new team (see Section 2.8.1)

## **2.10. Applications and Schedule Deadlines**

2.10.1. All existing and new NCCA member teams shall submit their applications, along with their dues, for the upcoming League Season by February 15.

2.10.2. All teams shall provide their team's unavailability and ground unavailability dates to the Match Committee by February 15. To be eligible to compete in the NCCA league season, a team must be available to play all weekends of the whole NCCA Summer League season, excluding weekends designated as League-wide bye weekends.

2.10.3. The NCCA Match Committee shall announce the Season Schedule by March 15.

### **3. Provisions for the Game/Conditions of Play**

#### **3.1. Start Time.**

3.1.1. Play shall commence at 10:00 am. Requests for an exception to this rule shall be submitted to the Match Committee, in writing along with the applications. Such exceptions, if reasonable, shall be included in the schedule. Exceptions shall be granted on a limited basis and only to clubs that provide written documentation from the ground owner stating why the cricket facilities are not available at 10:00 am.

3.1.2. All league games shall consist of one innings each side. An innings shall be whichever occurs first - either the dismissal of the team or the completion of a maximum of fifty (50) overs for Premier Elite games, forty-five (45) overs for Premier Prestige games and forty (40) overs for Premier Classic games.

#### **3.2. In an uninterrupted game:**

3.2.1. The length of innings and minimum over rate are covered in Sections 4.2.2 and 4.2.3 respectively.

#### **3.3. In matches where the start is delayed or play is suspended by natural causes or force majeure:**

3.3.1. The object shall always be to rearrange the number of overs so that both teams shall have the opportunity of batting for the same number of overs. A minimum of 20 overs shall constitute a game.

3.3.2. If, owing to a suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in Section 4.2.3.1. In this case, if the team batting second have neither been all out nor have passed their opponent's score, the following shall apply.

3.3.2.1. If the match is abandoned after the side batting second has faced at least 20 overs, the result shall be decided on the average run-rate throughout both innings.

3.3.2.2. If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, the target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first, plus 1.

3.3.2.3. In the event of the team batting first being all out in less than their full quota of overs, the calculation of the average run-rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

3.3.2.4. Matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared "NO RESULT" matches and points shall be awarded in accordance with Section 7.

#### **3.4. Delayed Start**



- 3.4.1. All league matches shall start at the time designated unless both captains agree to a change of starting time at least twenty-four (24) hours prior to the game. It shall be the responsibility of the home team's captain to notify the umpires.
- 3.4.2. Automatic penalties for late start of a match shall be applied as described in Section 8.1.

### 3.5. Intervals

- 3.5.1. **Lunch.** Unless otherwise agreed by the Captains, lunch interval shall be taken between innings and shall not exceed 30 minutes.
- 3.5.2. **Drinks.** The option of two drinks intervals at one third (1/3) and two thirds (2/3) of the total number of stipulated overs, shall be allowed by right to either side.
  - 3.5.2.1. The option of drinks intervals is to be elected before the commencement of the game.
  - 3.5.2.2. Drinks intervals shall not exceed 10 minutes.
  - 3.5.2.3. The agreed times for intervals shall be strictly adhered to except that if a wicket falls within one over of the agreed time, then the drinks interval shall be taken immediately.
  - 3.5.2.4. The umpires may allow drinks to be consumed during play, providing they believe it will not waste time or delay the game.
  - 3.5.2.5. At any time during the match the Captains may agree to forgo any drinks interval. Once having agreed to forgo a drinks interval, it may not thereafter be re-claimed except by agreement of both Captains.

### 3.6. Ground Conditions

- 3.6.1. The laying of an acceptable playing surface shall be required. It shall comply with the standards set by the Grounds Committee.
- 3.6.2. Ground and Umpire ratings must be completed and submitted via the NCCA website or via email to the appropriate individuals (as identified on the NCCA website) by the Wednesday following a league game. If the visiting team fails to send a report within this time, the ground shall be considered adequate by default. The Grounds Committee will make a judgment based on the ground rating sent in by both umpires and visiting captains as to whether the ground is substandard, including judgment of whether the rating is accurate or not. Benefit of doubt shall be given to the host team when appropriate.
- 3.6.3. In the event that a team's ground is judged to be sub-standard by the Grounds Committee, the problem areas will be identified and the team shall be given a specified time frame in which to improve ground conditions. In the event that a team fails to comply with the recommendations of the committee, the team shall be penalized as specified in Section 8.5 for every game scheduled to be played at that ground for the period it is sub-standard. In addition, visiting teams shall have the option to require that any fixtures scheduled to be played at the sub-standard ground shall be played instead at the visiting team's home ground. In this case, all costs for ground rental, lunch, drinks, etc. are to be paid by the original home team. If the visiting team wishes to exercise this option, it must give the home and umpiring teams, as well as the Match Committee and the Umpire's Panel, at least 3 days notice of their intention to move the venue of the fixture.

### 3.7. Provisions for the Game

- 3.7.1. Uniform.** In all League, Cup and representative games, the wearing of colored uniforms as approved by NCCA is required. No batsman or bowler shall be permitted to wear footwear that has hard studs, spikes or cleats unless the game is played on a natural turf wicket. Leg Guards (pads) shall be of approximately the same color as the predominant color in the uniform.
- 3.7.2. Protective Equipment.** All protective equipment except leg-guards, gloves, arm guards and helmets should be worn underneath the player's clothing. Thigh guards, abdomen guards, chest guards etc should not be worn on top of the shirt or pant.
- 3.7.3. Penalty.** Any player in contravention of the Rules in Sections 3.7.1 and 3.7.2 will be subject to a penalty as described in Section 8.7.
- 3.7.4. Ball.** Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end.
- 3.7.4.1.** All League and Cup games shall be played with white balls supplied by NCCA. No other brand or type of balls are allowed in any of the NCCA League and Cup games unless approved in writing by the Match Committee.
- 3.7.4.2.** The home team shall provide spare balls to be used if the game ball is lost.
- 3.7.5. Other Provisions.** The home team shall provide lunch and drinks for both teams for the full day as well as a first aid kit, adequate seating for the teams and spectators. The home team shall also make sure that a copy of the Laws of Cricket, a copy of the ICC Standard ODI Match Playing Conditions and a copy of these NCCA rules are made available for the duration of the game.
- 3.7.6. Ground.** If the home team's ground is unavailable for a league game, due to any reason, then any available league approved ground is acceptable as an alternative.
- 3.7.6.1.** It is the responsibility of the home team to obtain a league-approved ground for that league game.
- 3.7.6.2.** The home team must give the visiting and umpiring teams at least 3 days notice of the new venue of the fixture; and the exact venue shall be communicated to the visiting and umpiring teams no less than 24 hours before the scheduled start of the game.
- 3.7.7. Umpires.** The umpires shall wear NCCA approved Colored Umpiring Clothing and dark colored trousers. Failure to do so will be penalized as described in Section 8.4. While Umpiring Panel will be issued the clothing by NCCA, each team will need to procure one set of Umpiring Clothing from NCCA and give it to the umpire if he is not from the panel. Such umpires have the option of buying a personal set for themselves from NCCA.

### 3.8. Rescheduling Games

- 3.8.1.** Should a majority of league games on a specific weekend be abandoned or cancelled either due to natural causes, or force majeure, the Match Committee may reschedule these games on a subsequent weekend.
- 3.8.2.** Individual games can only be rescheduled under extra-ordinary circumstances, and only after written permission from the Match Committee has been obtained no later than the Wednesday preceding the game.

- 3.8.3. Games cannot be rescheduled due to selection of some members of a team for representative games.
- 3.8.4. Game(s) may be rescheduled by the Match Committee in the event of a conflict with an NCCA hosted event.

## 4. Laws of the Game

### 4.1. NCCA follows ICC Rules as listed below (with the exceptions listed in 4.2)

- 4.1.1. [Standard One-Day International Match Playing Conditions](#)
- 4.1.2. [ICC T20 Playing Conditions](#)
- 4.1.3. [ICC Code of Conduct](#)

### 4.2. Exceptions to ICC Rules

#### 4.2.1. **Runner for injured Batsman.** In the event that a batsman is injured during the game and is unable to safely run between the wickets, he may be granted a runner only under the following conditions:

- 4.2.1.1. The injury occurred during the course of the game and not prior to the start of the game.
- 4.2.1.2. The injury is not a recurrence of a chronic injury.
- 4.2.1.3. The umpires, at their sole discretion, shall determine to allow for a runner.
- 4.2.1.4. To be eligible to become a runner for an injured batsman, the runner should meet all the following criteria:
- 4.2.1.5. The runner needs to be one of the players listed in the playing 11 for that game.
- 4.2.1.6. If one or more wickets have been lost by the batting side prior to the assignment of a runner, then the runner needs to be one of the batsmen already out. If no wickets have been lost in the inning, then any of the remaining 9 players may act as a runner.
- 4.2.1.7. The runner will need to be on the field of play in the same attire as the injured batsman. This includes uniform, all protective gear and bat etc.
- 4.2.1.8. The runner assumes the role for running between the wickets for the injured batsman and the batsman can be dismissed as per the laws of cricket.
- 4.2.1.9. An injured striker will be dismissed if he is out stumped per the NCCA playing conditions if the runner is behind the crease at the moment of stumping but the batsman himself is outside the crease, or vice versa.
- 4.2.1.10. An injured striker will be dismissed if he is Run Out per the NCCA playing conditions if he is behind the crease at the moment of stumping but the runner is outside the crease, or vice versa.

#### 4.2.2. **Length of Innings**

- 4.2.2.1. **Uninterrupted Matches.** Each team shall bat for 50 overs (Premier Elite), 45 overs (Premier Prestige) or 40 overs (Premier Classic) unless all out earlier.

#### 4.2.3. **Minimum Over Rate.**

- 4.2.3.1. The minimum over rate shall be 15 overs per hour or 4 minutes per over.
- 4.2.3.2. Allowance shall be given for drinks breaks, injuries, lost balls or other circumstances beyond the control of the fielding team.

- 4.2.3.3. For the purpose of calculating over rate, if an over has been started by the scheduled time of cessation, it shall be considered as having been completed.
- 4.2.3.4. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 30 minutes. The team batting second shall receive its full quota of overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- 4.2.3.5. If the team batting first is dismissed in less than its allotted number of overs, the team batting second shall be entitled to bat for its full allotment of overs.
- 4.2.3.6. If the team fielding second fails to bowl its allotted number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 4.2.3.7. Penalties shall apply to either team (or both teams, if applicable) for slow over rates. See Section 4.2.4 for definition of offenses and Section 8.8 for penalties.
- 4.2.4. **Minimum Over Rate Offenses.** Failure by a fielding team to meet the Minimum Over Rate requirements constitutes an offense by the relevant Team Captain and each of the Players in that fielding team according to the following:
  - 4.2.4.1. Where the actual over rate is up to (and including) two overs short of the Minimum Over Rate, such an offense shall be considered a 'Minor Over Rate Offense'. So for a 50 over game, if 48 or 49 overs (including the over in progress) have been bowled by the scheduled cessation time, the fielding team is guilty of a "Minor Over Rate Offense".
  - 4.2.4.2. Where the actual over rate is more than two overs short of the Minimum Over Rate, such an offense shall be considered a 'Serious Over Rate Offense'. So for a 50 over game, if 47 or fewer overs (including the over in progress) have been bowled by the scheduled cessation time, the fielding team is guilty of a "Serious Over Rate Offense".

Note: Subjective intent on behalf of the Team Captain to waste time is not required. It is sufficient to establish that the Minimum Over Rate was not met. To avoid liability under this offense the Team Captain would need to establish, on the balance of probabilities, that the shortfall was due to factors beyond his control and that the time allowances permitted by the Match officials in calculating the required over rate were not sufficient.

## 5. General Rules

### 5.1. Players

#### 5.1.1. Player Registration

- 5.1.1.1. Before the first game of the league season a club must register at least eleven players per team, along with email addresses, if available. They shall

also identify players eligible to play in the under 19 team (see definition of U-19 players in section 5.1.3.1).

- 5.1.1.2.** All players in any league game must be registered with the club for which they play. New players must be registered with the team before being eligible to play for the team. If the team fields a player that has not been registered with the team prior to the game being played, then the team automatically forfeits the game and full points shall be awarded to the opposing team.
  - 5.1.1.3.** All players participating in NCCA sanctioned events and representative teams shall be registered members of NCCA. Membership status shall be granted to any individual who provides personal demographic information (“registration information”), agrees to abide by the NCCA’s terms and conditions of membership, and pays the appropriate membership.
  - 5.1.1.4.** Each registered player shall submit a completed registration form as provided by the NCCA.
  - 5.1.1.5.** Each member shall agree to abide by the following terms and conditions:
    - 5.1.1.5.1. Comply with NCCA Standing Rules and conduct himself in a manner consistent with “The Laws of Cricket, 2000 Code, 5<sup>th</sup> edition - The Preamble, The Spirit of Cricket”.
    - 5.1.1.5.2. Comply with the ICC Code of Conduct (see Section 4.1.3).
    - 5.1.1.5.3. Supply accurate personal demographic information to the NCCA, and notify the Association promptly of changes to this information.
    - 5.1.1.5.4. Per the stipulation in the registration process, every player is required to submit and endorse Liability Waiver.
    - 5.1.1.5.5. Affirm that the member is not currently banned or suspended from play by the ICC or any Association affiliated with the USACA.
- 5.1.2. Player Transfer**
- 5.1.2.1.** Any player changing clubs during the season must have their release approved by their former club before they can play in the NCCA Competition for another club. Such approval shall not be unreasonably withheld.
  - 5.1.2.2.** The request must be submitted to the Match Committee either by the player himself or his new club. An official of the former club should be copied on such request for transfer.
  - 5.1.2.3.** If this request for transfer is submitted by the new club on behalf of a player, the Match Committee needs to make sure that the player is requesting such transfer.
  - 5.1.2.4.** The Match Committee and former club must receive the request for transfer before the end of Wednesday if the transferred player is to play for his new club the following weekend.
  - 5.1.2.5.** If no legitimate reason is provided within 48 hours by the former club for withholding the transfer, such transfer shall be considered granted.
  - 5.1.2.6.** The Match Committee shall determine if any reasons provided for denial of transfer are reasonable.
  - 5.1.2.7.** Any player may only change clubs once per season. The new club must submit the transferred player’s registration before he is eligible to play.

- 5.1.2.8. Player transfers are not allowed after Aug 15th of any given Summer Season.
  - 5.1.2.9. If a team is found to have fielded a player who is ineligible in accordance with these rules, they will automatically forfeit the game in question and points will be awarded in accordance with 7.1.1.
  - 5.1.2.10. In the case of a team disbanding, or being removed from the league for failure to meet their obligations, a player may join the club or team of his choosing, but may not play for them until his registration has been submitted by that club and accepted.
  - 5.1.2.11. No player is allowed to play for more than one team in the same competition during a given weekend, except players who are under 19 years of age (see definition of U-19 players in section 5.1.3.1) or above 50 yrs of age (see definition of O-50 players in section.5.1.3.2.
  - 5.1.2.12. No player who has been suspended by NCCA for disciplinary reason will be allowed to play in league games until that player has completely served out the time of suspension in full. If the player is a part of a team that disbanded during the season, the games missed do not qualify as part of the sentence.
- 5.1.3. Player Eligibility**
- 5.1.3.1. Per the ICC rules for Associate or Affiliate Member countries, an Under 19 player is defined as a player who is under the age of 20 on the 1st of September before the start of the season. For 2014 summer season, this means that for a player to qualify as U-19, he must have been born on or after September 2, 1993.
  - 5.1.3.2. An Over 50 player is defined as a player who is over the age of 50 on the 31st of December before the start of the season. For 2014 summer season, this means that for a player to qualify as O-50, he must have been born on or before December 31, 1963.
  - 5.1.3.3. A player must have played 2 or more matches for a team during the season to be eligible to play for that team in the playoffs.
  - 5.1.3.4. For a playoff game, each team must submit their 15-player roster to Match Committee to get clearance by Wednesday preceding the game.
  - 5.1.3.5. Any violations of player eligibility rules noted or brought to the attention of and confirmed by the Match Committee will result in the offending team being deemed to have forfeited the game(s) in question.
- 5.1.4. Tied Player Rule**
- 5.1.4.1. Clubs that have teams in both Upper and Lower Divisions must tie five (5) of their “best players” (defined below) to the Upper Division team. These tied players cannot play in their Lower Division team.
  - 5.1.4.2. If Under 19 players wish to have the opportunity to play for multiple teams they cannot be included in the Tied Players list.
  - 5.1.4.3. No player may represent more than one team in a specific division of NCCA competition during a season.
    - 5.1.4.3.1. Clubs that have more than one team in the same Division cannot share players but are allowed to transfer players from one team to another subject to the Player Transfer rules in 5.1.2.

5.1.4.3.2. Rule 5.1.4.3 does not prevent a player from transferring to another club in the same Division subject to the Player Transfer rules in 5.1.2.

**5.1.5. Tied Player Qualifications.** “Best Players” are defined as follows:

5.1.5.1. Captain of the team.

5.1.5.2. Any player who has represented NCCA or NWR during the last 3 years.

5.1.5.3. Any player who has represented US national team in the last 5 years.

5.1.5.4. Any player who has been among the top 4 batsmen or bowler list of the team in the past 2 years.

5.1.5.5. Any player who has been among the top 10 batsmen or bowlers of NCCA in the last two years.

**5.2. Reporting of Results.**

5.2.1. Starting with the Summer 2014 season CricHQ will be used for reporting results of all games.

5.2.2. The use of CricHQ application is mandatory for all Premier Elite and Premier Prestige teams. It will also be mandatory for this year at least to have manual (paper) scoring as a backup.

5.2.3. The use of CricHQ application is optional for Premier Classic teams but the results must be entered in CricHQ manually if the application is not used.

5.2.4. The Home team must notify results of all league games. Failure to report results and submit required information (listed below) on time will incur penalties as described in section 8.6.

5.2.5. Match Results and Summary must be posted on the Match Results section of Forum on the NCCA Website by Wednesday immediately following the game.

5.2.6. Match Scorecard must be entered into CricHQ by end of day Wednesday immediately following the game.

5.2.7. Since paper scoresheets are still required, they must be faxed or emailed to the appropriate Match Secretary within 10 days after the game.

5.2.8. In case of a rained out game, Match Reports are still required to be posted on the Forum and a Basic Scorecard must be entered in CricHQ.

5.2.9. Each team captain must fill out and send Umpire’s Feedback Report to Umpiring and Match Committees.

**5.3. Forfeits**

5.3.1. A team forfeiting one game during regular league season will be disqualified from all NCCA games for the season in question.

5.3.2. The results for any games it has already played that season shall stand and all points for the opposing teams shall continue to be included in the points tables. All individual statistics shall also stand. At the end of the season, the Match Committee shall rank the teams in the affected Division by awarding points to each of the teams, that did not play the forfeiting team because of its disqualification, based on the average of the games they played during the season. For example, in a 16 game season, the teams that only played 15 games would have the average of the points they earned for those 15 games added to their points total for the purpose of ranking only.

5.3.3. The above disqualification does not apply to a team that is penalized with a forfeit by umpires or Match Committee due to scenarios like disciplinary actions, player

ineligibility etc. In the case of such forfeit, the offending team should be allowed to continue as normal in that season.

- 5.3.4.** A disqualified team may re-apply to join the league in future years in which event it will have to start at the lowest division and will be treated as a new team (see Section 2.8.1)

**5.4. Dispute Resolution**

- 5.4.1.** In the event that disputes arise on the field, the captain(s) and/or umpire(s) must submit a written report to the Match Committee. This committee shall be responsible for taking appropriate action or may forward the report to the appropriate committee for action. The results of the investigation (if any) shall be forwarded in writing to the club secretary, umpires and players involved.

**5.5. Annual General-Body Meetings (AGM)**

- 5.5.1.** Each team participating in the NCCA shall be represented at all scheduled Annual General-Body Meetings by an appropriate NCCA representative or an alternate representative nominated by the team. Clubs with multiple teams must have separate representation for each team. All Representatives must be present for the entire duration of the meeting unless the Executive Committee grants permission otherwise. Any team failing to comply as above shall be penalized as described in Section 8.8.

**6. Umpiring**

**6.1. Assignment of Umpires**

- 6.1.1.** The Match Committee shall designate non-participant (neutral) clubs to provide Umpires for each match. The clubs designated shall be responsible for the on-time attendance of their appointed Umpires. Certified Umpires provided by neutral clubs shall not be subject to veto by the Captains.
- 6.1.2.** Umpires Panel may appoint neutral umpires from its pool for certain games. Umpires Panel will inform both the playing teams and a team responsible for umpiring by no later than Thursday preceding the game weekend.
- 6.1.3.** In the event that only one NCCA-certified neutral umpire is present, the other umpire shall officiate as Non-Strikers End Umpire throughout the match. The Captain of the batting side shall be responsible for appointing a Level 4 or above umpire who shall stand as Striker's End Umpire only.
- 6.1.4.** In the event that the appointed neutral Umpires do not attend the game, the Captain of the batting side shall be responsible for the appointment of NCCA Certified Umpires (at least one of these must be Level 3 or above). Both Captains shall be responsible for the good conduct and completion of the game.
- 6.1.5.** Failure to provide Umpires for regularly scheduled games shall result in a point penalty and dollar fine per umpire per game, as specified in Section 8.3. Point penalties shall apply only for the League Competition and not for Cup games.
- 6.1.6.** The NCCA Umpiring Committee shall define and implement a process for certifying Umpires.



## **7. Points - Competition Points for all divisions in NCCA**

### **7.1. Competition Points will be awarded as follows:**

- 7.1.1. Walkover or Forfeit = 20 points
- 7.1.2. Win = 20 points
- 7.1.3. Loss = 0 points
- 7.1.4. Tie = 10 points each
- 7.1.5. No Result = 10 points each.

### **7.2. Net Run Rate (NRR)**

- 7.2.1. NRR is automatically calculated by CricHQ:

## **8. Penalties**

### **8.1. Automatic penalties for late start of a match shall be as follows:**

- 8.1.1. Home side shall be penalized five (5) overs batting time if the ground is not ready for play by the agreed starting time.
- 8.1.2. Either team without seven players in attendance by the agreed starting time shall be penalized five overs. Players must be present in person for the UMPIRE to see. Any explanation e.g.- player is at the parking and or at a place where the UMPIRE cannot see from the field of play, will not be granted for the sake of presence of a player. An additional penalty of five overs shall be imposed if either team is unable to take the field with at least seven players within 15 minutes after the agreed starting time.
- 8.1.3. If either team is still in violation of Sections 8.1.1 or 8.1.2 thirty (30) minutes after the agreed starting time the offending team will automatically forfeit the game.
- 8.1.4. In the event that neither team has seven (7) players on the ground thirty (30) minutes after the official starting time, the match shall be declared null and void and zero (0) points shall be awarded.

### **8.2. Penalties for unfair play**

- 8.2.1. The following two laws will be enforced in addition to what are specified in Law 42.18 and the 'The Preamble - The Spirit of Cricket' in the 'MCC Laws of Cricket - 2000 Code 5<sup>th</sup> edition', and will be applicable to all NCCA games.
  - 8.2.1.1. Add a section (iv) to Law 42.18 which reads:
    - 8.2.1.1.1. Award an immediate 5 run penalty against the offending team, according to Law 42.17 (Penalty runs)
  - 8.2.1.2. In the event that either Umpire has experienced an act of Unfair Play under the NCCA Code of conduct, the Umpires shall forward a brief account of the incident to the NCCA Match Committee, who shall in turn forward it to the NCCA Disciplinary Committee. The report should be received within 3 days of the incident, and in any case no later than one week after the game.

### **8.3. Umpires Not Sent:**

- 8.3.1. If no certified umpires show up for a game, a 20 point penalty and \$200 fine shall be imposed on the Umpiring team

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- 8.3.2. If only one umpire shows up for a game, a 10 point penalty and \$100 fine shall be imposed on the Umpiring team
  - 8.3.3. If neither umpire is present at the scheduled start time, a 10 point penalty shall be imposed on the Umpiring team
  - 8.3.4. If only one umpire is present at the scheduled start time, a 5-point penalty shall be imposed on the Umpiring team.
- 8.4. Umpire with Improper Attire:**
- 8.4.1. \$15 per Umpire.
- 8.5. Sub-Standard Grounds:**
- 8.5.1. Five (5) points deduction per home game and \$50.00 fine per home game played on a ground designated as sub-standard by the Grounds Committee
- 8.6. Failure to Report Results and Submit Required Information on Time.**
- 8.6.1. Home team will be penalized one (1) point for each piece of information, required in section 5.2 that is incomplete or is not entered or submitted on time. This penalty will continue to be assessed until the information is entered or submitted. In addition a penalty of \$25 will be assessed for any of the above infractions.
- 8.7. Improper attire:**
- 8.7.1. \$15.00 fine per player.
- 8.8. Penalties for slow Over-rate.**
- 8.8.1. Minor Over Rate Offense
    - 8.8.1.1. First Offense: \$50 fine (regardless of overs)
    - 8.8.1.2. Second Offense: \$50 fine (regardless of overs)
    - 8.8.1.3. Third or subsequent Offense: \$50 fine (regardless of overs) plus suspension of Captain for 1 game
  - 8.8.2. Serious Over Rate Offense
    - 8.8.2.1. \$50 fine (regardless of overs) plus suspension of Captain for 1 game
- 8.9. Annual General Body Meeting.**
- 8.9.1. Any team failing to send an authorized representative to the Annual General-Body Meeting per Section 5.5.1 shall be penalized \$100.
- 8.10. Fines and Invoices.**
- 8.10.1. If the Association fails to inform a team about a fine within 60 days of the infraction, the fine is revoked.
  - 8.10.2. All fines are payable within 30 days of Invoice.
  - 8.10.3. For each overdue fine, teams will be penalized five (5) points and the fine will be increased by 10% for each month it remains unpaid after the initial 30-day period.
- 8.11. Return of Perpetual Trophies.**
- 8.11.1. NCCA member clubs are responsible for timely return of perpetual trophies presented to the team or its players. Such trophies shall be returned to the Match Secretary by October 31. Failing this the team shall be assessed a fine of \$1000 in addition to the cost of replacing the trophy.

**8.12. Player No Shows at Games.**

- 8.12.1.** If no member of the home team or visiting team shows up by game time and fails to communicate this to the umpires, match secretary and the other team's captain in advance, then the offending team will be fined \$200 and 10 penalty points. These penalties will be applied in addition to the other applicable penalties. If this is a post-season game, then a fine of \$300 will be assessed.

**9. Awards**

**9.1. Premier Elite, Premier Prestige and Premier Classic**

- 9.1.1.** Most Promising Youth Cricketer

**9.2. Special Performance & Post Season**

- 9.2.1.** Hat-tricks  
**9.2.2.** Fardin Qayyumi Award for Most Promising Youth Cricketer  
**9.2.3.** Most Valuable Players  
**9.2.4.** Man of the Match  
**9.2.5.** Pavilion of Pride

**9.3. Summer League – Premier Elite, Premier Prestige and Premier Classic**

- 9.3.1.** Highest Personal Score  
**9.3.2.** Most Runs in Season  
**9.3.3.** Best Batting Average  
**9.3.4.** Most Wickets  
**9.3.5.** Best Bowling Figures  
**9.3.6.** Best Bowling Average  
**9.3.7.** Best Bowling Economy  
**9.3.8.** Best All Rounder  
**9.3.9.** Best Fielder  
**9.3.10.** Most Catches  
**9.3.11.** Best Wicket Keeping  
**9.3.12.** Most Sporting Team  
**9.3.13.** Division Champions

**9.4. Bank of India Cup**

- 9.4.1.** Best Bowling Figures  
**9.4.2.** Most Wickets  
**9.4.3.** Best Bowling Economy  
**9.4.4.** Highest Personal Score  
**9.4.5.** Most Runs in Tournament  
**9.4.6.** Most Valuable Player  
**9.4.7.** Winners  
**9.4.8.** Runners-Up

**9.5. Price Cup**

- 9.5.1.** Best Bowling Figures

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- 9.5.2. Most Wickets
- 9.5.3. Best Bowling Economy
- 9.5.4. Highest Personal Score
- 9.5.5. Most Runs in Tournament
- 9.5.6. Most Valuable Player
- 9.5.7. Tournament Winner
- 9.5.8. Tournament Runners-Up

### **9.6. Summer T20 League**

- 9.6.1. Most Promising Youth Cricketer
- 9.6.2. Best Batsman
- 9.6.3. Best Bowler
- 9.6.4. Most valuable Player
- 9.6.5. League Champions
- 9.6.6. League Runners-Up

### **9.7. Winter League – Bronze, Silver and Gold Groups**

- 9.7.1. Most Runs in each Group
- 9.7.2. Most Wickets in each Group
- 9.7.3. Most Catches in each Group
- 9.7.4. Best Batsman in League
- 9.7.5. Best Bowler in League
- 9.7.6. Most Valuable Player in League
- 9.7.7. League Champions
- 9.7.8. League Runners-Up

## **10. Cup Competition**

### **10.1. Post Season Cup Restrictions**

- 10.1.1.** The Bank of India Cup and Price Cup will start on the first weekend of April. The first two rounds will be played on the first two weekends of April before the regular summer season starts. The Semi Finals and/or Finals of both Cup games will be played on the last 2 weekends in July.
- 10.1.2.** If a multi-team club chooses to field fewer teams in cup games than for the regular season, these fielded teams must play in the highest available competition. In such cases, the players from a non-fielded team may choose to play in any of the fielded teams.
- 10.1.3.** A player must have played 2 or more matches for his club for him to be eligible to play in the Price Cup and Bank of India Cup Competitions. This rule will be suspended for the first two rounds of the Competitions since these will be played before the start of the regular season. But it will be applicable to the later rounds to be played in July.
- 10.1.4.** New players joining the club at the start of the season can play for any of that club's teams participating in the cup competitions.
- 10.1.5.** Players from teams that are not participating in the Cup Competitions are not permitted to play for another club for the sole purpose of participating in these competitions.
- 10.1.6.** If a player participates in the Cup Competitions at the beginning of the season and then wishes to play for another team in the regular season, he will have to get a transfer request approved by the Match Committee as per section 5.1.2.
- 10.1.7.** Once a player has played in a Price Cup game, he cannot play for a different team in the Price Cup or play in the Bank of India Cup. This rule will be applicable to the whole competition including the earlier rounds.
- 10.1.8.** Any violations noted or brought to the attention of and confirmed by the Match Committee will result in the offending team being deemed to have forfeited the game(s) in question.

### **10.2. The Price Cup**

- 10.2.1.** The competition shall be called the Thomas H. Price Cup.
- 10.2.2.** The competition shall be played under the same rules as the league competition, except as described below.
- 10.2.3.** All Premier Elite and Premier Prestige teams participating in the Summer League of the NCCA are eligible to take part in the competition. Teams will be automatically included in the competition unless they withdraw prior to the draw by giving written notification to the Match Committee.
- 10.2.4.** In order to participate in the Price Cup competition, a team should be in good financial standing with NCCA.
- 10.2.5.** This shall be a knockout competition to be played on dates set by the Match Committee.
- 10.2.6.** In the Preliminary Round, the bottom-seeded teams shall play a preliminary round to reduce the total number of teams in the competition to an exact power of 2.

- 10.2.7. The Final shall be played on a neutral ground determined by the Match Committee, unless the finalists agree to play on the ground of one of the Teams involved.
- 10.2.8. All matches shall be officiated by neutral Umpires appointed by the Match Committee.
- 10.2.9. 'No Result' matches (except for semi-finals and final) shall be decided by playing a Super Over.
- 10.2.10. The match secretaries will reschedule the 'No Result' semi-final and the final games.

**10.3. The Bank of India Cup**

- 10.3.1. The Competition shall be called the Bank of India Cup.
- 10.3.2. The competition shall be played under the same rules as the league competition and The Price Cup, except as described below.
- 10.3.3. All Premier Classic teams participating in the Summer League of the NCCA are eligible to take part in the competition. Teams will be automatically included in the competition unless they withdraw prior to the draw by giving written notification to the Match Committee.
- 10.3.4. In order to participate in the Bank of India Cup competition, a team should be in good financial standing with NCCA.
- 10.3.5. This shall be a knockout competition to be played on dates set by the Match Committee.
- 10.3.6. In the Preliminary Round, the bottom-seeded teams shall play a preliminary round to reduce the total number of teams in the competition to an exact power of 2.
- 10.3.7. The Final shall be played on a neutral ground determined by the Match Committee, unless the finalists agree to play on the ground of one of the Teams involved.
- 10.3.8. All matches shall be officiated by neutral Umpires appointed by the Match Committee.
- 10.3.9. 'No Result' matches (except for semi-finals and final) shall be decided by playing a Super Over.
- 10.3.10. The match secretaries will reschedule the 'No Result' semi-final and the final games.