



CALGARY & DISTRICT
CRICKET LEAGUE
EST 1908

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WEEKDAY LEAGUE – OPERATING & PLAYING RULES

ARTICLE 1 – CLUBS & TEAMS

- a. One or more teams may form a club, and share the same name. These club structures will have no impact on, or be affected by, any of the Operating Rules of the C&DCL;
- b. Any two good standing clubs can merge according to C&DCL's prerequisites and documents required & signed by all presiding presidents of clubs that merge together;
- c. There is no un-merging allowed;
- d. Transfer of teams shall be allowed within existing clubs that has been in existence for at least 2 seasons and cannot be transferred back to the original club that it was transferred from for two seasons. There will be a \$250 transfer fees, payable to C&DCL by the club receiving the new team.

ARTICLE 2 – TEAM REGISTRATION

- a. Applications from teams wanting to play in the League must be received by the League Secretary by February 15th of each year. This application must include a duly completed C&DCL team registration form with a team list of at least 12 players, and a contact name, phone number and email address.
- b. In addition to the requirements in Article 2 (a), each team must pay an initial deposit of \$500 in the form of an electronic bank transfer, bank draft or money order payable to Calgary & District Cricket League.
- c. Once a team/club is accepted into the league by the Board of Directors at C&DCL Semi-Annual General Meeting, the initial deposit of \$500 shall be applied against their annual league dues.
- d. If a team or club is not accepted in C&DCL, the \$500 initial deposit shall be refunded to applying team or club.
- e. Game balls for the upcoming season shall be provided to the clubs upon receipt of membership dues.

- f. In case the team/club wants to withdraw an application, they can do so via a written confirmation no later than 7 days prior to SAGM for a full deposit refund, after which the deposit will be non-refundable, except in circumstances mentioned in Article 2 (d) above.

ARTICLE 3 – PAYMENT OF FEES AND FINES

- a. Membership dues for the weekday league shall be fixed at the SAGM and must be paid in full within 30 days after SAGM;
- b. If a Club fails to pay the full membership fee for the weekday league format within the 30 days after SAGM, the team(s) of the Club shall be dropped from the schedule. No Exceptions shall be allowed. Any fees collected for the weekday league format from the Club shall not be refunded. If such a Club wants to play in the weekday league the following season, they shall have to apply to register as new team.
- c. Fees & fines can be paid via bank draft payable to Calgary & District Cricket League or e-transfer. C&DCL will provide online transfer & account deposit information to the clubs to make online/bank deposit fee payments;
- d. All monetary fines applied to a player, team or a club must be paid within 14 days from the date of the notice of the fine is communicated to the offending party. If a payment for a fine is not received within the 14 days, the next scheduled match of any format and all future matches the offending party participates in shall be considered as forfeit(s) for their team.

ARTICLE 4 – PLAYOFFS

- a. The weekday league shall have four team playoffs. Top two ranked team in points table at the end of the regular season shall play the first semi-final. Winner of the first semi-final shall advance to the final. The loser of the first semi-final shall get another opportunity in a second semi-final. The third and fourth placed teams shall play eliminator match. Winner of the eliminator match shall advance to the second semi-final to play against the loser of the first semi-final. The winner of the second semi-final shall then advance to play the final against the winner of the first semi-final.
- b. In case of rain or any other unforeseen circumstance beyond the control of the league for which playoffs cannot be held, the top ranked team shall be declared as winners of the championship title.
- c. In case of rain or any other unforeseen circumstance beyond the control of the league for which an eliminator or semi-final playoffs cannot be held, the team ranked higher in the regular season standing shall advance to the next playoff match.
- d. There shall be a reserve day for weekday league final only.
- e. In case of two or more teams ending with the same points per game at the end of the regular season, the team with a higher net run rate shall be ranked higher to help determine playoff spots.
- f. Players are only eligible to play in playoffs for the team they are registered with and must have played a minimum of three games during the season in order to be eligible to play in the playoffs; Forfeit(s) or rainout game (s) shall not count towards the minimum requirement of 3 games played for playoff eligibility.

- g. If a playoff game occurs between a league sponsored junior team, and a team in which any junior team member is also registered, the junior player can only play for the league sponsored junior team.

ARTICLE 5 – TYPE OF BALL

- a. All clubs/teams in of the league must play with approved balls supplied by the league.
- b. Unless a special resolution to change the type of balls used in the league is approved by the Board of Directors in a SGM, SAGM or AGM, the following type of balls shall be used:
 - i) 4 piece red 156 grams Phoenix

ARTICLE 6 – LENGTH OF INNINGS, INTERVALS AND HOURS OF PLAY

- a. Each 20 over innings shall be completed by 1 hours and 20 minutes (total 80 minutes) inclusive of drink intervals.
- b. The innings break for a weekday league match shall be for 10 minutes;
- c. In case of slow overrates, from the first ball of each over bowled after the cut-off time, the umpires shall award 6 runs penalty per over to the batting side. The penalty runs shall be applied immediately at the start of the over. The umpire must ensure to make the fielding team’s captain and the scorer aware of the penalty runs applied.
- d. While calculating overrate, Umpires will take into consideration the time lost during an innings, due to treatment for an injured player, a player leaving the field for serious injury, time wasting by batting side and all other circumstances that are beyond the control of the fielding side.
- e. All weekday league matches shall start at 6:00 pm; A game may start prior to 6:00 pm if both Captains and umpire(s) agree

ARTICLE 7 – PRE-MATCH REGULATIONS

- a. Duration –
 - i) The match will consist of one (1) innings per side, and each innings will be limited to twenty (20) six-ball overs.
 - ii) A minimum of five (5) overs per team shall constitute a match (unless either side is dismissed in less than five (5) overs, or the side batting second wins the match in less than five (5) overs.
 - iii) A team shall not be permitted to declare its innings closed.
- b. Nomination of players –
 - i) Each Captain shall hand to the umpires their list of 11 nominated players and any substitute fielders on an official match players list card prior to toss.
 - ii) All 11 players must be registered with the Calgary & District Cricket League as being members of their club. The captains must note the Player ID number next to a player’s name on the players list card.
 - iii) If a nominated player does not have his/her C&DCL player’s ID number recorded on the players list card, the player will not be allowed to participate in the match.

- c. Player Identification –
 - i) All players must be ready to present an acceptable photo identification to the umpires at C&DCL matches when requested.
 - ii) Acceptable form of photo ID includes valid Canadian Drivers license, valid Provincial Identification Card, valid Passport or an Alberta Health Card presented along with Student Photo ID from an educational institute.
 - iii) Any playing member refusing to produce an acceptable form of Photo ID shall be barred from taking the field.
- d. The Toss –
 - i) The toss must be done on the field of play and in the presence of one or both the umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.
 - ii) A team must have a minimum of 7 players dressed in cricket attire in the presence of the umpire immediately prior to the toss.
 - iii) A plea that 7 dressed players were present at an earlier time but now departed or not fully visible by the umpires shall be deemed ineffective.
 - iv) In case a team fails to present a minimum of 7 players dressed in cricket attire during toss or minimum 15 minutes prior to the scheduled start, the toss shall automatically be awarded to the opposition team.
 - v) If both the teams are ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the Calgary & District Cricket League of this fact, who may take further action against both the clubs.

ARTICLE 8 – PLAYER REGISTRATION & ELIGIBILITY

- a. A player can only register into C&DCL after completing and signing the Player Registration Form;
- b. All players eligible to play on a weekday league must have their completed and signed Player registration form submitted via email to the Registrar by Saturday 11:59 pm prior to a scheduled match;
- c. On a weekly basis, the Registrar shall share an updated registered players list with all Clubs via email or shall update the list on the C&DCL’s website;
- d. Only registered players shall be allowed to play a match for a team;
- e. All players including substitute fielders who participate in a weekday league match must be registered for the team they represent on the field.
- f. A team is allowed to float a maximum of two players including age group floaters from other weekday league teams. The floaters will be limited to score a maximum of 20 runs and will be allowed to bowl a maximum of two overs.
- g. A player may play and register in C&DCL 35-50 overs or T20 format (weekend league) for another Club
- h. Players registered in Elite Division in C&DCL’s 50 over format are NOT eligible for C&DCL’s weekday league. A team can play a maximum of two players who are registered in Premier Division in C&DCL’s 50 overs format. The players from Premier Division will be limited to score a maximum of 20 runs and will be allowed to bowl a maximum of two overs.

- i. A player may change or transfer his registration to another team or Club once per season.
- j. If a player is found in playing eleven that has not signed or submitted the Player Registration Form prior to the cut-off times noted above; then that game shall be awarded to the opposing team despite the result of the game. However, if both the playing teams are found to be playing a player that is not registered; then that game shall be treated as a loss for both the teams.
- k. All rules in regards to player transfer, release letters and players not in good financial standing are described in the C&DCL 35-50 overs format operating and playing rules (separate document).

ARTICLE 11 – CALGARY DEVELOPMENT TEAMS

- a. The C&DCL reserve the right to enter League-sponsored junior and or women’s teams. Players registered in these teams may also register with teams of another member Club’s of C&DCL
- b. These players are required to play for their League-sponsored development team in the event of a scheduling clash between the league sponsored development team and their other registered member Club team.
- c. During a scheduling clash, if a junior player makes himself unavailable for the league-sponsored junior team and is then found to be playing for their registered member Club team, the Club that the junior player is registered with shall be fined \$100 and the player shall be banned for the following two matches of his Club registered team.
- d. The C&DCL Executive reserves the right to allow players to transfer between C&DCL Development teams without any penalty, provided that the intention of any transfer is to increase opportunity for a player(s).
- e. As of August 31st of the current season, a junior player must be 17 or under;
- f. A development team coach appointed by the C&DCL Executive may play in a development team, in addition to their registered team;
- g. C&DCL junior development team member may float for C&DCL Women’s Team.
- h. A maximum of 3 junior development team members may float for a C&DCL women team.
- i. Matches involving the C&DCL Women’s team will use a handicapping system as follows:
 - i) If Women’s team bats first, their opponents must score double the Ladies’ score to win the match.
 - ii) If Women’s team bats second, the Ladies must score half of their opponents’ score to win the match.

ARTICLE 12 – RULES UNIQUE TO WEEKDAY LEAGUE FORMAT

- a. Retiring batsman - Batsmen may retire at any time, but must retire immediately after scoring 30 runs. A retired batsman shall be considered as retired not out for statistics, but from a match perspective this is a wicket.
- b. Retiring bowler – Bowlers must retire at the end of the over in which they take their 4th wicket of the match. The successful bowler may take additional wickets in the same over as the 4th wicket was taken.

- c. Bowler's run-ups shall be limited to 8 yards (general outlined by the start of green carpet).
- d. All runs scored by female players in an innings shall be counted as double.

ARTICLE 13 – UMPIRING

- a. For each match on the playing schedule, the League will assign a team to send one umpire to officiate in all games. The team assigned to umpire must not be from the same club as the teams playing. The square led umpire shall be provided by the batting team.
- b. Wherever possible, teams should first seek to use umpires that have achieved certification.
- c. The schedule of umpiring assignments will be finalized and published along with the schedule of all matches.
- d. Teams that fail to provide an umpire when scheduled (including umpire more than 30 minutes late) will be subject to the following penalties:
 - i) First Offense - \$200 fine and 2-points deduction from Points Total
 - ii) Second Offense - \$400 fine, 4-points deduction from Points Total and a one game ban for team captain
 - iii) Third Offense - \$600 fine and team will be suspended for the remainder of the season. League fees will not be refunded and all matches played and un-played will be voided for standings purposes. Individual statistics will count.
- e. The umpire's decision is final. However, a team may report what it considers to be unsatisfactory performance by an umpire assigned by the league to the Executives. The Executives shall only be responsible for explaining and deciding on matters of interpretation.
- f. An umpire who leaves the field of play before the end of the match shall not be paid unless it is an emergency or if he has been cleared by a member of the Executive and a suitable substitute is found.
- g. The umpires shall assess the situation in case of a late start and penalize the team(s) responsible, accordingly.
- h. The umpires must file a written report on incidents in a match that adversely affect the Spirit of the Game by the following Wednesday.
- i. Umpires for matches must wear a plain white shirt or coat and dark coloured trousers.
- j. Umpires shall not smoke or talk on a cellular phone on the field of play. Offenders will be only paid 50% of the daily fees
- k. Any playoff match, or other match that shall ultimately decide League champions, shall be presided over only by two (2) senior, neutral, experienced and the best qualified umpires as appointed by the Executive.
- l. Unless otherwise stipulated in this document, while officiating league matches, all umpires shall apply rules and playing conditions of ICC men's T20 international playing conditions which can be found on ICC's official website.

ARTICLE 14 – UMPIRING RATES AND PAYMENTS

- a. Umpires shall be remunerated at following rates:

All Weekday League Matches
No Certification - \$30.00
Level 1 Certified - \$40.00
Level 2 Certified - \$50.00
Level 3 Certified - \$60.00

- b. C&DCL will reimburse umpiring payments every month via cheques mailed to the official mailing address provided to the league by the Club executives. All umpiring payments are to be made to the Clubs. It is each Club’s responsibility to distribute those payments to their umpires;
- c. Each Club must ensure to update the umpiring information sheet provided to them by the league executive no later than 7 days past the end of a month. Example – To claim payments for an umpiring assignment of the month of June, a Club must update the name of the umpires and their respective certification level by July 7th for all of the Club’s umpiring assignments for the month of June. If a Club fails to comply with this rule, C&DCL shall have the right to refuse payment to the Club for the specific month for which the umpiring details were not updated on time.
- d. Umpires must provide proof of Certificate of Umpiring level from Cricket Canada/ or ICC affiliate umpiring organization to the league executives to claim remuneration at a higher rate than that of no certification. If an umpire fails to provide proof of certification, the umpire shall be remunerated at the lowest rate.
- e. Umpires shall be paid at the rate of 40% of the rates noted on Article 13 (a) for all games washed out before or after toss.

ARTICLE 15 – WEARING OF APPAREL

- a. No metal additions to the heels and soles of footwear will be tolerated. Rubber/plastic cricket “soft spikes” or crepe soles are recommended. If, in the opinion of the umpire, any player is damaging a mat, he shall be ordered to leave the field and must remove his footwear and replace them with suitable ones. Depending on the extent of the damage caused to the mats by a player using metal spikes, the C&DCL shall have the right to fine the offending player to an amount up to \$3,000.00.
- b. All matches in all divisions will be played with red balls and white clothing. All teams in these divisions will be responsible for supplying their own white uniforms.
- c. All teams/clubs must have their team/club logo approved by the league executives prior to April 1st of an upcoming season.
- d. Teams are responsible for providing their own white pads, including wicket keeping pads.
- e. The C&DCL logo MUST appear on the right chest of all shirt and the team logo shall appear on the left chest of the shirt. The C&DCL is required to provide the image file to all clubs to put on the jerseys. Teams may choose to depict either their team name or sponsor’s name

across the middle of the shirt. If a team choose to depict the name of a sponsor across the middle of the shirt then the name of the team shall depict anywhere at the back of the shirt.

- f. Player numbering is NOT mandatory.
- g. In case of five players not wearing the proper white cricket attire; that particular game shall be Awarded to the opposing team without playing a ball as a minimum requirement to have a game is seven players
- h. Bowlers cannot use white tape on their hands unless an injury has been suffered during a match.
- i. Bowlers cannot wear ring/rings on his/their bowling hand.

ARTICLE 16 – FORFEITS, ABANDONED MATCHES & CALL-OFF/CUT OFF TIME

- a. A team shall be fined \$250 for the first match it forfeits in a season.
- b. A team shall be fined \$500 for a second offense of forfeiting a match in a season.
- c. A team that commits a third offense of forfeiting a match in a season, shall be fined \$1000 and suspended for the remainder of the season, disbarred from the following season. League fees will not be refunded and all matches played and un-played will be voided for standings purposes. Individual statistics will count.
- d. In case of rain or wet conditions on a match day, everybody must show up to the ground unless both captains and umpires agree to call of the game as abandoned via a conference call and confirmation of the agreement is captured via text messages (example – via whatsapp group)
- e. In case of matches interrupted by rain, weather or light conditions, if one party is in disagreement to call off a game early, the umpires shall wait until 7:30 pm to make a decision to call off a match. The umpires shall do so to provide for an opportunity to have a match of a minimum of 5 overs a side to determine a result.
- f. In case of cold weather conditions, if the current temperature is reported to be 5 degrees or lower at the scheduled or rescheduled start time, the game shall be called abandoned. The current temperature shall be confirmed by the umpires and both captains using a reputable online weather reporting tool/application such as the Weather Network.
- g. Umpires shall have the final call in determining the safety & suitability of playing conditions.
- h. On a match that is interrupted or delayed for any reason, if a team fails to take field at a resumption of an innings determined by the umpires, their opposition shall be awarded the match and the match shall be considered as a forfeit for the team failing to take the field

ARTICLE 17 – SCHEDULE

- a. Each team is entitled to request only one weekday off during the season. Teams shall notify the League Executives of the date they would like to request off no later than March 25th. The league executives shall try their best to accommodate the request, however are not mandated to provide the requested weekend off.
- b. The schedule for the season shall be released on later than 2 weeks or 14 days prior to the start of the season.

- c. There shall be no changes in the schedule made during the season, unless an error was made by the executives or weekday league coordinator.
- d. Any changes to the schedule due to an error, must be communicated to all parties effected, a minimum of two weeks in advance.
- e. In a case of extraordinary circumstances where a Cricket Canada or Provincial Cricket event is rescheduled from the original schedule provided to the league executives by either of the two affiliated associations, the C&DCL league executives and /or Weekday league coordinator shall be able to reschedule matches to accommodate the change.
- f. Any games abandoned due to rain or snow or other unforeseen circumstances shall not be rescheduled.

ARTICLE 18 – REPORTING OF MATCH RESULTS

- a. Upon completion of each match, the umpire(s) and captains must sign all score sheets used, once the result and scores have been determined and agreed to. Images of original score sheets shall be captured and presented to statistician via email along with the official match players list card. If scores are recorded on an electronic device such as a tablet, the scorecard must be emailed to the opposition team’s captain, the umpire (s) and the statistician. All emails sent in regards to scorecards must include the match number on the subject line of the email.
- b. Captains and Umpire (s) must ensure to verify registered players at the ground prior to toss. The full names of all players and their C&DCL player ID must be recorded on the official match players list card prior to toss.
- c. The winning captain must enter the result and full scores of a match played on a weekday on C&DCL’s website by the following Sunday 11:59 PM (prior to midnight). Failure to do so will result in the loss of two (2) points from the standings each instance. No exception shall be made for late entry. Winning team must get the score sheet from other teams before leaving the ground.
- d. It shall be the responsibility of the loosing team’s captain to verify the stats uploaded by the winning team. If the loosing team captain finds any discrepancies in the scores uploaded by the winning team’s captain, he must inform the Statistician by Monday 11:59 pm following the match played the previous week.
- e. If a team is found to have falsified any statistics, at the minimum, they shall lose 2 points and a pay fine of \$100. The league executives and /or the weekday coordinator shall forward the report of the offense to the disciplinary committee who in turn may apply further penalties on the team, captain or players concerned.

ARTICLE 19 – STANDINGS

- a. Teams shall be allocated 4 points for a win and 0 point for a loss.
- b. The sum of a team’s points earned in wins, minus any points related penalties applied shall represent a team’s Total Points.

- c. The Total Points shall be divided by the number of completed matches, to calculate Points per Game (PPG). Matches abandoned due to rain or wet conditions before the start of play, or after the start of play without a result being achieved, will not count in this calculation.
- d. Teams shall be ranked according to their Points per Game (PPG)
- e. Where two or more teams are equal at the end of the regular season, the team who won the most matches played between those teams will be ranked higher. Where teams are still equal, Net Run Rate will be used to determine ranking.
- f. The league executives must communicate the final standing of the season a minimum of 4 (four) days prior to scheduled playoffs.

ARTICLE 20 – PROTEST OF A MATCH RESULT AND COMPLAINTS

- a. Any protest about a match result must be submitted to the League Secretary for consideration by the League Executives no later than the following Sunday for weekday matches.
- b. The procedure and time line to deal with a protest shall be:
 - i) Executives shall request a full match report from both captains and umpires
 - ii) Both the Captains shall provide a report within 3 days
 - iii) Executives will take a decision in line with the operating rules on the basis of facts presented via those reports within 7 days of receiving the reports from both the captains.
 - iv) If a captain of a team fails to provide a report within 3 days, his team shall be considered automatic at fault.
 - v) Once a complaint is filed, it must go through the full due process. A complaint cannot be withdrawn by a complainant.

ARTICLE 21 – GROUND PREPARATION, CLEANING & HOUSEKEEPING

- a. Unless it is done by a Facilities Representative or groundsman assigned by C&DCL, the scheduled Home team shall be responsible for marking creases, boundary lines and fielding restriction lines. The Home team is solely responsible to set up stumps at each end of the pitch;
- b. Both home and away teams shall be responsible for the cleaning of the grounds following their match. The assigned teams which fail to perform such cleaning will be subject to a fine of hundred dollars (\$100) per incident. Cleaning shall include, but not be limited to, the following: return of all chairs and tables to designated storage areas, removal of all garbage from around the grounds, and locking of the clubhouse and/or storage lockers;
- c. All garbage must be disposed at designated garbage bins found in or around the ground area;
- d. If the Riley Club House is used during a match, both teams must ensure the locking and cleaning of the Pavilion after the match;
- e. Teams which fail to leave the pavilion/ field, when requested, for cleaning and lock up by another team, shall be required to clean and lock up the pavilion on the same day, even though that team may not have been scheduled for cleaning duty on the said day;

- f. Players/Clubs/Teams/visitors shall be solely responsible for their equipment, parked vehicles and any other belonging. C&DCL shall not be held responsible for any theft or damages.

ARTICLE 22 – GROUND RULES

- a. Riley Park – Large Pitch. The boundaries are to be marked inside the trees so the only possible problem can be overhanging branches. If the base of the tree is outside the line any branches hanging over the playing fields will be treated as follows:
 - i) If the ball hits any part of the overhang and falls inside the boundary, it will be four (4) runs.
 - ii) If the ball hits a branch and falls over the boundary, it will be six (6) runs.
 - iii) The batsman cannot be out caught if the ball hits any part of the tree and is caught by a fielder.
- b. Inland Small – The metal water sampling post shall not be considered as part of the boundary. A ball contacting it shall remain in play.
- c. Inland Large, Marthas Heaven and Westwinds – there are no ground rules specific to these venues.
- d. Fielding Restrictions as specified in ICC or Provincial Cricket Organization’s Rules do not apply at Forest lawn/Red Carpet and Inland Small due to the small size of these grounds

ARTICLE 23 – LEAGUES NOT AFFILIATED WITH PROVINCIAL CRICKET ORGANIZATION

- a. Any player found to have played one or more matches in a season in a cricket league not affiliated to Provincial Cricket Organization shall not be allowed to participate in any C&DCL or Provincial Cricket match for the remainder of that season. Any team using a player from a cricket league not affiliated to Provincial Cricket Organization shall forfeit the game in which that player participated.

ARTICLE 24 – C&DCL AWARDS/TROPHIES CRITERIA

- a. There shall be trophies for the following achievements in weekday league:
 - i) Best Batsman – Most runs excluding playoffs
 - ii) Best Bowler – Most wickets excluding playoffs
 - iii) Best Allrounder – Highest total points (1 point per run; 20 points per wicket; 15 points per catch or runout)
 - iv) Championship Trophy
- b. Other awards may be awarded at the discretion of the C&DCL Executives.
- c. Individual stats achieved by players prior to a match being called off due to rain or any other unforeseen circumstance beyond the control of the league shall be included while judging nominees or winners of awards based on the criteria mentioned above.