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Tournament Format

Season Preparation

- Early player/individual registration will start in Mid-February annually. Players will get 10% discount on early registration from the period of Mid of February till End of March.
- After the early registration period ends. Players/Individual will have to pay full registration fee of the season.
- Player/individual who decided to join the club after the registration closes is required to pay 50 CAD \$ late fee on top of the full registration fee.
- If Individual/Player decided to play one of game during the season, then he/she need to pay per match fee of 30 CAD\$. **Note.** *This player will not receive the team uniform (Subject to wear matching color on the match day) or any other perks of the full paid registered player. (Only apply on special situation and after SCC Management approval in special and one of circumstances)*
- All Fees are non-refundable and subject to HST/GST .Full payment must be paid through e-transfer at shelburnecricketclub@outlook.com
- SCC Management holds the right to accept\reject the player's registration application
- All registered players/individuals are encouraged to attend meet and greet (Opening Ceremony) event prior to the season start. (At this event players will geta chance to receive their team uniforms and socialize with other team players)
- All Teams are encouraged to attend Opening ceremony and all fundraising events.
- Each team needs to complete and submit club roster by or before the start of the season (maximum 16 players and playing 11 each game).

Tournament and Game Structure

- SCC have the capability to organize T20-25 (Pink Hard Ball) and 100 Ball (White Ball) outdoor seasons and T10+ (Yellow Ball) indoor seasons.
- SCC will organize two outdoor (Summer) [1- SCC T20 House Series/league (Pink Ball), 2- The 100 Ball (White Ball)] tournament as well as two SUNDAY CUPS T20 games/series and one (Winter) indoor tournament annually. (*Tournament Schedules are subject to player/team registrations*)





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- All SCC outdoor season will be played at KTH Park Shelburne field on manual prepared grass pitch/turf. Some Away games (Typical Shelburne Stars games) will be played on jute matt and on Artificial green Astro turf
- All SCC outdoor and indoor tournament games will be played on weekends (Timings are subject to final schedules)
- All Teams must wear COLOUR UNIFORM & BATTING PADS - there shall be **NO EXCPETION** to this Rule.
- Umpires will **NOT allow** any player to participate if not wearing provided uniform and cap.
- All teams and players are entrusted with the responsibility and accountability for the maintenance and preparation of the KTH park ground and pitch, in addition to all assets belonging to the club.
- If Tri- Series tournament is played. The teams ranked #1 and #2 on point table will directly qualify for finals. (Subject to Player and Team registration)

Playoff Structure (Only applicable if minimum 4 or more teams are playing the tournament)

- Teams ranked #1 in league will directly qualify for finals and will play semi finals with Rank # 4 team for stats.
- Teams ranked #2 and #3 will directly qualify for Semi-finals.

If a league has more than 4 Teams:

- If a league has more than 4 Teams. Ranked #3,4,5,6 will play the Qualifier the Round – Q1 (3 vs. 6) & Q2 (4 vs. 5)
- In Semi-finals round, #1 will play Winner of Q2 AND #2 will play Winner of Q1

Team Structure

- Each team in SCC tournaments must have the following players in the Playing 11:
 - Two youth players (13 years to 19 years)
- In the event of a lack of youth players available on game day, priority will be granted to the team's novice players, or alternatively, any player from the existing team squad will be considered in a hierarchical order.
- If there are no youth players available and the team is short, the team may recruit youth players from another team (Hisaan and Raza are out of this Option). Similarly, if there are no youth players available on game day, priority will be given to novice players from other teams, following a structured order.





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- Should there be a shortage of players on game day, a friend or family member of a registered player may participate to complete the playing 11. However, this is contingent upon approval from the team's captain and match officials.
- The captain bears the exclusive responsibility for team management.
- The selection of the Playing 11 rests solely at the discretion of the team's captain.
- Captain is the authority to select playing 11 based on performance criteria. He must make sure every player every player in his team must get 50% of the league games (minimum 7 games)

Finals/Semi Finals and Playoff Requirements

- Registered players must play at least **25 %** of the tournament to qualify to play in the Playoff/Finals/Semi-Finals. (For example, **must play full 4 games out of 15 games** in a single tournament).
- No player can play for more than one team.

Game Etiquettes

- Match Official (Referee / umpires and volunteers) are appointed by SCC to manage and umpire the game within the spirit of the sportsmanship and laws of cricket. Each player must be respectful towards the umpires and match officials as they are SCC. representatives and as such have full authority to officiate, control the game; their authority includes warning and ejecting a player for misconduct.
- Only the captains may approach the umpire with any concern or complaint however captains need to be respectful of the final decision of the umpire on the field. If for any reason, **ONLY** one umpire is on the field then Batting team shall provide a leg umpire to assist main umpire with run-out, no-ball and high full-pitched balls. However, under such circumstance SCC designated umpire **CAN** override the call of the leg umpire.
- Batting team is responsible to update score after each over on the score board. Ideally each team should have an extra player seated with the club scorer to avoid any dispute. If a team has not brought its own scorer, then it must accept the scores from the other side or on field Scorer if provided by the SCC Management.
- Scoring (by teams) inside the field will **NOT** be permitted and Outside Scorer(s) results shall be considered final in absence of SCC Official scorer. SCC umpires





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(Main or leg umpires) may score from inside the field.

- SCC takes discipline and respect toward other players and officials VERY seriously and would encourage all Captains to share the message to avoid uncalled for behavior and/or excessive appealing to the umpire. Teams will receive written warning for the first incident reported by umpires/Match referee, captains, or SCC Management. Further incidents will result in penalties/fines as deemed fit by umpires and SCC officials.
- All Team Captains are responsible to cascade and enforce the SCC rules and Code of Conduct on all players.
- Ground Setup and Preparation is every team's responsibility. On a game day both teams captain needs to lead their team to setup everything and monitor Club's assets
- All Teams are advised to check the status of the scheduled game the evening before on WWW.SHELBURNECRICKETCLUB.COM . SCC will have an update by or before 11:00 PM the evening before to indicate either the Ground is closed or opened to play - "PENDING" means a decision is NOT made.

Point Scoring

- Each win earns 2 points; each loss earns 0 and each no-result (rain, abandoned) earns 1 point
- Team with less than 7 players in uniforms on the match day by game start time will automatically forfeit the toss.
- If a team that fails to field minimum of seven (7) players before the game start time then it will automatically forfeit the game and Full TWO points shall be awarded to the opponent team.
- Final rankings will be based on the following criteria, in following order:
 - Team earning the greatest number of points; and if tied
 - Team with the highest number of wins; and if tied
 - Team with the least number of losses; and if tied
 - Net Run Rate

Games Rules & Regulations





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Game Structure

- Each game will be a T25 match i.e. 25 over per side with a time limit of 113 minutes per inning and a 10 minute innings break.
-
- As we are playing on grass turf, sides will be changed after each over
- During innings break groundmen or any team will roll and maintain the pitch
- Onsite Delays due to rain or inclement weather will be decided by the umpires/match referee and D/L method shall be in effect for rain-affected games.
- A minimum of (5) FIVE Over per inning are required for a game to be considered complete.
- Toss time will be 15 minutes before the game start time and only Vice- Captain or Captain may conduct the toss in the presence of an official umpire or operation manager
- THE TOSS must be awarded by the umpires to a team if their opponents fail to have seven (7) players dressed in cricket attire in the presence of the umpire by Toss Reporting time.
- Cricket attire will comprise colored clothing and pads (pad straps may be in the color of the manufacturer, the color to be the identical for all members of the same team, (colored other than white, cream or any light color), as approved by the SCC.
- All internal protection gear must be worn under the uniforms. Failed to do so umpire may not allow the player to bat until corrected.
- In the event that neither team has a minimum of seven (7) players dressed and ready to play by the scheduled Toss Time, Umpires will wait till one team has seven (7) players ready and award toss to the team. Umpire shall wait Maximum of 20 minutes after the start time, If the team is unable to field seven (7) then the other team shall be awarded the WIN. If the team is able to field minimum seven (7), umpire will penalize by deducting Overs available to the team, which was unable to field seven (7) players.

Match Sheet and Team Roster

- All SCC Matches, Series, Leagues, and tournaments schedules will be documented on CricClub app





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- Match sheet and Team Roster must be duly filled by both teams and handed to the umpires/match referee BEFORE the toss (with declared Playing XI) by the CAPTAIN.
- At the end of the game Both Captains need to ensure Match Sheet is fully completed with Batting, Bowling and Fielding stats and signed by both captain and umpire for the result.
- Captain must scan/email the match sheet to SCC ASAP and no later than 2 business days following the game day.

Players' Conduct

- If a player shows un-sportsman like conduct at any time, on or off the field, his captain will be asked to take action. If this behavior persists or is repeated at any time, then the player will be ejected from the competition and the grounds. In the event of a gross violation of behavioral norms then the player will be ejected without warning. When a player(s) is ejected, the team will not get a substitute (s) for that game. For further details and applicable penalties kindly refer to SCC Code of conduct.
- No player shall argue with umpire on his decision on the field. The player can express it to his captain, who will be the only player that can interact with the umpire, match official or SCC Management.

Time Management

- Game Toss and Start time is announced by SCC as per the League Schedule- Toss Time and Game Start Time. Umpire will penalize any playing Team for a late start as per outline below.
- Team causing the delay prior to start of the game will lose 1 over for each 4.5 min delay from their batting quota of 25 Overs. However that team shall still bowl full 25 Overs to the other side.
- Game will be automatically defaulted against the team that is not ready for play (7 players) 30 minutes after the scheduled Toss time.
- If a team is not ready to start the game by scheduled time, a penalty of one Over for every full four (4.5) minutes delay shall be applied to the team causing the





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delay. An example is as follows:

- If Team A is late by 16 minutes, then the penalty is 4 Overs.
- If Team A bats first, they are entitled to receive 16 Overs maximum and Team B would be entitled to 20 Overs.
- If Team A bats second, Team B gets 20 Overs and Team A will chase runs in 16 Overs (4 Overs LESS than Team B)

Batting side delays the game

- In normal circumstances, new batsman should be ready to come to the crease within 90 seconds of the on-ground batsman getting out. Umpire may use discretion for special situations such as batsman getting out on the first ball however in all cases batting line up should be ready to enter the ground at any time
- On observation of any delays, the Umpire and match officials shall do the following:
 - At the first instance the umpire will warn the batting captain and indicate that this is a first and final warning. This warning shall continue to apply throughout the innings.
 - If there is any further delay by the incoming batsman, the umpire shall award 5 penalty runs to the fielding side. The penalty runs are added to the score card as "Penalty Extras".
 - The Power-Play is one continuous slot of 6 Overs where only 2 fielders are allowed outside the circle.

Bowling side delays the game

- Each bowling team is expected to finish their allotted 25 Overs within 113 minutes (4.5 minutes per over)
- The umpires shall penalize the bowling side when they exceed the allotted time to complete the innings as follows:
 - Team A bowling first must complete 25 Overs. However, if the bowling team goes over by 18 minutes – than they have to chase the score in 21 Overs being bowled by Team B.
 - Team A bowling second is expected to bowl 25 Overs in 113 mins – If at the end of 113 mins team A was able to bowl 21 Overs only – Team B will be





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awarded 12 runs per over, which to be added to the score at the end of 21 Overs.

- Umpire shall inform the bowling side if they are running behind schedule and declare “penalty time” once the stipulated time is completed.
- Umpire shall inform the teams of the penalty runs and report it to the scorer.

Delayed or Interrupted Matches due to ground, weather, or light conditions

- The objective shall always be to rearrange the number of Overs so that both teams have the opportunity of batting for the same number of Overs. A team shall not be permitted to declare its innings closed.
- A minimum of five (5) Overs must be bowled to the side batting second to constitute a match. The calculation of the number of Overs to be bowled shall be based on an average rate of fifteen (15) six-ball Overs per hour, (4.5 minutes per over), in the total time available for play. If a reduction of the number of Overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.
- The team batting second shall not bat for a greater number of Overs than the team batting first unless the latter has been all out in less than the agreed number of Overs. Fractions are to be ignored in all calculations regarding the number of Overs.
- For details on methods to calculate for interruptions, please refer to the following section Calculation Methods for Delays/Interruptions

Game Result

- A result can be achieved only if both teams have had the opportunity of batting for at least five (5) Overs, unless one team has been all out in less than five (5) Overs or unless the team batting second scored enough runs to win in less than five (5) Overs. If, due to suspension of play after the start of the match, the number of Overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum five (5)), a revised target score (to win) should be set for the number of Overs which the team batting second will have the opportunity of facing. This revised target score is to be calculated by using (the professional edition Coda 2.1) Duckworth/Lewis method. The target set





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will always be a whole number of runs and one (1) less will constitute a tie.

- All matches, in which both teams have not had the opportunity of batting for a minimum of five (5) Overs shall be declared NO RESULT.
- If the innings of the side batting second is suspended (with at least 5 Overs bowled) and it is not possible for the match to be resumed, the match result will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the manual Duckworth/Lewis method. If the score is equal to the 'par score' the result is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds or falls short of the 'Par Score.'

Tied Game

- In the regular season; if the match is tied – it will remain tied with points being split between the two teams.
- In the playoffs season: If the match is tied a Super Over is played. The Super Over involves each team facing one over (unless all out earlier), and the winner shall be the team that scores the most runs from its one over innings.
- Scroll below to review "Procedure for the SUPER OVER"

Protective helmets and equipment

- It is recommended that all players should wear a protective helmet and other gears whilst batting or if fielding close to the wicket or acting as wicket keeper. Captains are responsible for enforcing the regulation.
- Any player who is under the age of 19 must wear a protective helmet with a face guard or grille whilst batting, acting as a runner for a batsman, or if fielding close to the wicket.

Substitutes

- The umpires shall have discretion, for wholly acceptable reasons, to allow a substitute for a fielder, at the start of the match or any subsequent time. The substitute can be family member or friend
- If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play:
 - umpire shall be informed of the reason for fielder's absence, fielder shall not thereafter come on to the field during a session of play without the consent of the Umpire





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- Umpire shall give such consent as soon as practicable.
- If the player is absent from the field for longer than 8 minutes:
 - The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
 - The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five (5) wickets.
 - The restriction in above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness). Wholly acceptable reasons should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break.
 - In the event of a fieldsman already being off the field at the commencement of an interruption in play, through ground, weather or light conditions, he/she shall be allowed to count any such stoppage time as playing time, providing that he/she personally informs the umpires when he/she is fit enough to take the field had play been in progress.
- NUMBER OF OVERS: Four (5) over per bowler.
- NO BALL: A bowler shall be allowed to bowl one short-pitched delivery per over (not being a wide or no ball).
- FREE HIT AFTER FOOT-FAULT NO BALL: The delivery following a no ball called for a foot fault, shall be a FREE HIT for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next delivery will become a free hit for whichever batsman is facing it.
- WIDE BOWLING - JUDGING A WIDE: Any ball pitching outside leg stump and going down the leg side will be signaled as a wide. Line will be drawn to judge to off-side wide.
- DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS: If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with. The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead,





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direct the captain of the fielding team to take the bowler off forthwith.

- DEAD BALL considers as dead and will repeat instead of calling the no ball or the free hit
- NEW BATSMEN DELAY: There should be no delay between the batsmen dismissed leaving the field, and the new batsman entering the field. The new batsman should be on the field immediately after a wicket has fallen.

DISAGREEMENT PROTOCOL

Umpires are the final authority on the ground however in case of disagreement between umpire ruling and SCC rules or any unprecedented situation, the matter shall be subject to review by match referee and SCC Management.

Procedure for the SUPER OVER

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the UMPIRES. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. If the one over per side eliminator cannot be started before the scheduled or rescheduled cut-off time for the completion of the match, it shall not be played. For the avoidance of doubt, the cut-off time for starting the eliminator will include any previously unused extra time remaining at the end of the match.
3. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the UMPIRES.
4. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
5. The nominated players are given in writing to the UMPIRES and match officials.
6. The umpires shall stand at the same end as that in which they finished the match.
7. The umpires shall choose which end to bowl and both teams will bowl from the same end.
8. Each team's over is played with the same fielding restrictions as apply for a non-Powerplay over in a normal T20 International match.
9. The team batting second in the match will bat first in the one over eliminator.
10. The same ball (or a ball of a similar age if the original ball is out of shape or lost)





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as used at the end of the team's innings shall be used for the "extra" over.

11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the teams having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
13. If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.
14. If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.
15. If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wide, no ball or penalty runs.

Example:

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6





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