

CSCA RULES AND GUIDELINE

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1. **Amendment(s)**

- 1.1. Rule(s) Addition(s)/Modification(s) can be done ONLY at the AGM.
- 1.2. Addition(s)/Modification(s) shall take effect until changed.
- 1.3. Addition(s)/Modification(s) made at the AGM shall be voted on by the league members; one vote for each registered team.

2. **Type & Length of Match**

- 2.1. The Cricket Match (Hereinafter "Match") shall be Limited Overs Softball Match.
- 2.2. The Match shall be played between two teams.
- 2.3. Each team is required to *field no more than eleven (11) Players* (Hereafter "Players", Player(s) registered with the association).
- 2.4. Each team shall designate two players, one as Captain and the other Vice Captain.
- 2.5. A Match shall not commence if a team has *less than seven (7) Players*. Any team with *less than seven (7) Players forfeits the Match* and the Match points shall be awarded to the team that fielded seven (7) or more Players.
- 2.6. If both teams cannot field seven (7) players each, then those match points are forfeited and the match shall not be used as a qualifying match.
- 2.7. Each team shall receive a total of twenty (20) overs, unless such Team is *all out* prior to the expiration of twenty (20) overs.
- 2.8. The inning of one team shall not exceed eighty-five (85) Minutes, including water break.
- 2.9. Teams arriving late for a Match shall be penalized. [**Batting Only**](see Section 3.2)

3. **Time of Commencement of Match**

- 3.1. All Round Robin Matches shall commence at 8:45 A.M.
- 3.2. Team(s) shall be deducted one (1) over from batting for every four (4) minutes they show up late.
- 3.3. Deduction of batting overs shall start after 8:45 A.M.
- 3.4. Teams showing up after 9:15 A.M. shall forfeit the Match.
- 3.5. All Matches shall be completed in the allotted time.
- 3.6. No teams shall walk off the ground before the completion of a Match, in the event such incident happens, the team that walks off the ground forfeits that Match.
- 3.7. No Matches' result shall be decided by weather, runs, over or disputes at the ground.
- 3.8. The Disciplinary Committee shall step in and make a final decision on any disputed Match.

4. *Rescheduling of Matches*

- 4.1. No Round Robin Match shall be rescheduled. Except in the event there is a casualty for a member of a team.
- 4.2. Teams shall notify the President, if such circumstance arises.
- 4.3. Rescheduling will be done by the Scheduling Co-ordinator.
- 4.4. A rescheduled match must be played within three (3) weeks of the original date.

5. *Substitutes and Runners*

- 5.1. If the umpires are satisfied that a player has been injured or become ill after the nomination of the players, the Umpire shall allow that player to have;
 - 5.1.1. A registered player listed on the match card acting as a substitute instead of him on the field.
 - 5.1.2. A runner while batting. This runner must be a batsman that was previously out in the Match. In the event of an opening batsman getting injured, the runner must be a Player listed on the March card.
 - 5.1.3. Any injury or illness that occurs after the nomination of players, until the conclusion of The Match shall be allowable, irrespective of whether play is in progress or not.
- 5.2. The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, or a runner for a batsman, at the start of the Match or at any subsequent time.

6. *Players*

- 6.1. **All players that will participate in a Match must be listed on their respective team's Match card. Even if the player(s) are not present at the ground.**
- 6.2. A twelfth (12th) man must be listed on a team Match card, before such Player can participate as a substitute (fielding only, for an injured player).
- 6.3. Twelfth (12th) man that participates in a Match will not have that Match counts towards total Matches played.
- 6.4. Player(s) arriving late shall not be permitted to participate in a Match once ten (10) overs have expired.
- 6.5. **On the match card,(DNP) Did Not Play must be indicated beside the player(s) name that showed up after ten (10) overs had expired.**
- 6.6. **On the match card, (DNS) Did Not Show must be indicated beside the player(s) name that did not show up to play**
- 6.7. **Player(s) with (DNP) Did Not Play or (DNS) Did Not Show, cannot use that match as a qualifying match.**
- 6.8. **Player(s) must be list on their team's match card and participate in that match they are listed to play in before they can use that match as a qualifying match.**

7. *Ineligible Players*

- 7.1. Plays under a registered player's name.
- 7.2. Registered but not qualified to play.
- 7.3. Plays for another Softball League within Ontario.
- 7.4. Team shall lose the Match that such player participated in.
- 7.5. Match points shall be awarded to the opposing team.
- 7.6. Team shall lose all points accumulated in the standings up to and including the Match that the incident occurred.
- 7.7. A Player that is under suspension from another Softball Cricket league.
- 7.8. A Player who is under suspension by the Board of the Disciplinary Committee.

8. *Ground*

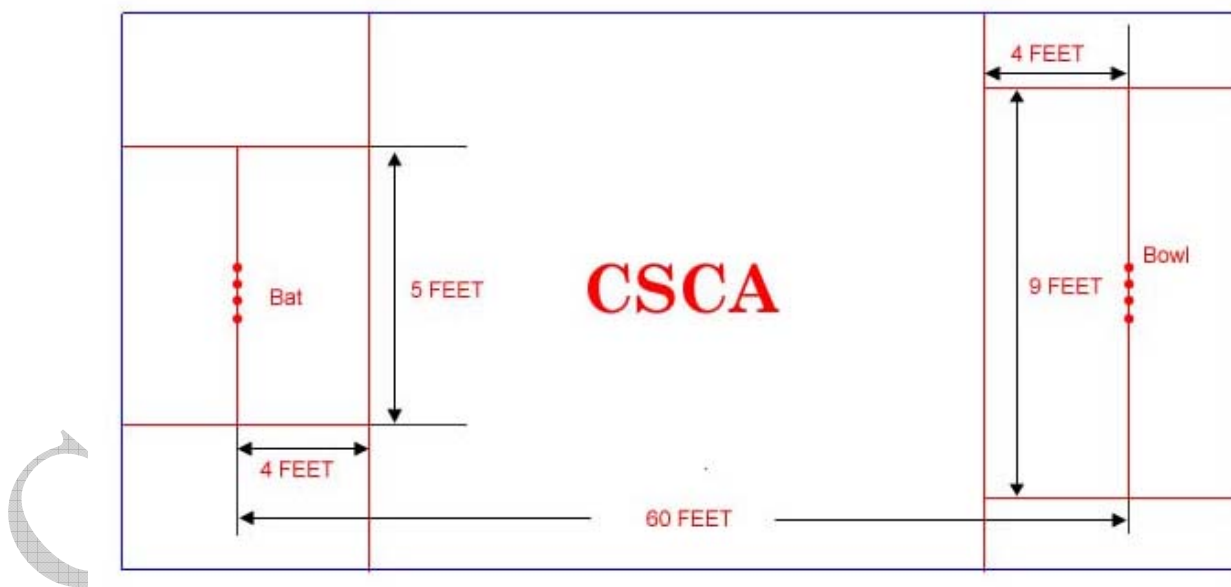
- 8.1. Home Teams are responsible for providing a ground.
- 8.2. Teams shall register only one (1) ground as their home ground with the Association.
- 8.3. Name and address of home ground shall be provided to the Association.
- 8.4. If Visiting Team arrives at the Home Team ground and the Match is not able to be played, then the Home Team forfeits the Match. Except where weather condition make the Match unplayable.
- 8.5. If there are permit issues or the ground is not fit to play on and it is necessary to change venue for the match, the Home Team must have permission from the Scheduling Coordinator or the Board one (1) week in advance. Failing to do so, the Home Team forfeit the match. The Schedule Coordinator shall inform the other Team participating in the match.
- 8.6. Teams listed as home team is responsible for the preparation of the Ground.
- 8.7. Preparation of the ground shall include but not limited to;
 - 8.7.1. Measuring the pitch.
 - 8.7.2. Setup the Wickets.
 - 8.7.3. Marking of batting crease.
 - 8.7.4. Marking of the Wide line.
 - 8.7.5. Marking of the No ball line.
 - 8.7.6. Setup the boundaries with accordance to the rules.
- 8.8. All Home Team must provide a copy of their permit in an event of a dispute.

9. Toss

- 9.1. **The toss shall be taken at 8:40 A.M.**
- 9.2. Match card must be submitted to the umpire(s) prior to the toss.
- 9.3. Team must have at least seven (7) players at the ground before the toss can be spun.
- 9.4. Toss can be claimed if a team arrives late or does not have at least seven (7) players at the ground and listed on their Match card prior to the toss being spun.

10. The Pitch & Wickets

- 10.1. The Pitch shall be sixty (60) feet in length and approximately nine (9) feet in width.
- 10.2. The pitch shall not be changed during a Match.
- 10.3. Two sets of wickets, each twelve (12) inches wide and consisting of four wooden stumps with wooden bails on top, shall be of sufficient size to prevent the ball from passing through.
- 10.4. Shall be twenty-eight (28) inches above the ground and shall contain grooves at the top to accommodate the bails.
- 10.5. The bail(s) must fall off the top of the wicket for the batsman to be given out.
- 10.6. When bowling, both feet must be within the side lines.



11. *The Crease*

- 11.1. The bowling crease shall be nine (9) feet in length and shall be marked in line with the stumps, and the stumps being in the center.
- 11.2. The popping crease, which is the back edge of the creasing marking, shall be in front of and parallel with the bowling crease.
- 11.3. The distance between the two creases shall be four (4) feet.
- 11.4. The wide crease shall be clearly marked and shall be five (5) feet in length of the wicket and shall be measured from a point at the middle of the wicket and extending outwards for a distance of 2½ feet on each side.

12. *Practice on the Pitch*

- 12.1. At no time prior to the Match or during the interval between innings shall there be any bowling or batting practice on the pitch.

13. *Interval*

- 13.1. The umpires shall allow breaks as follows:
 - 13.1.1. Five (5) minutes water break after ten (10) overs have expired in any innings
 - 13.1.2. Ten (10) minute interval between innings

14. *Umpires*

- 14.1. League umpire shall always be the ruling umpire
- 14.2. If league umpire are not assigned to a Match, then the two captains must appoint two umpires, one for each end, before the toss is spun.
- 14.3. Umpires shall agree with both captains on any special conditions affecting the conduct of the Match.
- 14.4. Captains are urged to appoint the most appropriate persons to be umpires
- 14.5. The duties and responsibilities of the Umpires
 - 14.5.1. To control the Match with absolute impartiality
 - 14.5.2. To be the sole judges of fair and unfair play
 - 14.5.3. To be sole judges of fitness of the ground, weather and lighting condition for play
 - 14.5.4. Any disagreement of the umpires shall be dealt with at the board level.
 - 14.5.5. Shall be satisfied that the wickets are properly prepared before the start of the match.
 - 14.5.6. Shall ensure correctness of the scores throughout and at the end of the Match

- 14.5.7. Shall stand behind the non-striker's stumps where they do not interfere with neither the bowlers' run-up nor the strikers' view and have a clear view to make decision(s) when required.
- 14.5.8. Change end after each team had one inning
- 14.6. Teams shall abide by the decisions of the Umpires regardless of whatever such decision is in their favour or not.
- 14.7. Umpires rulings are final.
- 14.8. No Umpires shall be changed during a Match without the consents of both captains
- 14.9. Complaints regarding the conducts of an Umpire shall be forwarded only in writing to the Disciplinary Committee, within 48 hours of the occurrence
- 14.10. Umpires being found of improper conducts shall be suspended for the remainder of the season from Umpiring or shall be disciplined as the Disciplinary Committee deems appropriate for the circumstance.
- 14.11. Umpire's fees are **\$50 per match (\$25 per team)** to be paid before the match starts. A team not paying their share of the umpire fee shall lose 8 points and forfeit future games until the umpire fee is paid
- 14.12. If a team requests a second official umpire, that team shall pay the entire \$50.00 fee for the second official empire.
- 14.13. Regardless of whether a league umpire is present or not, the match shall commence on time. Any team that refuses to start the match without league umpire shall loose the match.
- 14.14. Team must pay the umpire.

15. *Signals*

- 15.1. **Four (4) Boundaries:** by moving one arm from side to side for (Ball touching the ground before going over the boundary).
- 15.2. **Six (6) Boundaries:** by raising both arms above the head (Ball not touching the ground before going over the boundary)
- 15.3. **Byes:** By raising an open hand above the head (ball that passes the keeper, but did not touch the batsman's bat)
- 15.4. **Dead Balls:** By crossing and re-crossing the wrists below the waist.
- 15.5. **Leg Byes:** By raising one leg and touching the knee with one hand (Balls that hits the batsman body and run(s) was taken.)
- 15.6. **No Ball:** By extending one arm horizontally.
 - 15.6.1. A ball bowled over the shoulder of a batsman; standing normally
 - 15.6.2. If the bowler bowls with the front foot wholly in front of the popping crease.
 - 15.6.3. If the bowler bowls with the back foot touching or outside the return crease.
 - 15.6.4. If the bowler pelts (see section 24), rather than bowls, the ball.
 - 15.6.5. If the bowler changes the arm with which he bowls without notifying the umpire.
 - 15.6.6. If the bowler changes the side of the wicket from which he bowls without notifying the umpire.

15.6.7. If the ball comes to rest before reaching the batsman's popping crease.

15.6.8. Both feet to be on or within the sideline

15.7. **Out:** By raising the index finger above the head. If not out, the umpire shall call "Not Out".

15.8. **Short Run:** By bending the arm upwards and touching the nearest shoulder with the tips of the fingers

15.9. **Wide Ball:** By extending both arms horizontally.

15.9.1. A ball bowled too wide from the front side line for a batsman to play a normal stroke

15.9.2. Wide ball(s) shall not be counted as one of the six deliveries in an over.

15.9.3. A run shall be given on a wide.

16. *Scorers*

16.1. Two scorers shall be appointed for the purpose of recording all runs scored. One from each Team

16.2. It's up to the teams' captain to appoint competent scorers.

16.3. The two scorers shall frequently check with each other (At least at the end of each over) to verify that both score sheet correspond

16.4. In the event that there is a disagreement over the score, it shall be brought to the umpire's attention immediately.

16.5. The umpires shall consult with the scorers, captains and players (only if players are necessary) as they deem just and proper. The umpire shall determine what the score should be and both teams shall abide by such score.

16.6. The umpire's decision is final.

16.7. Scorers shall acknowledge all instructions and signals given to them by the umpires.

17. *Balls*

17.1. Size and type of ball shall be determined by the association prior to the commencement of the cricket season.

17.2. All balls used in the Match shall be approved by the umpires and captains before the start of the Match.

17.3. Balls shall be checked for softness before the start of the Match and softballs shall be rejected accordingly

17.4. All approved balls shall be kept by the umpires.

17.5. Team(s) are entitled to use a new and approved ball regardless of whether or not such ball was submitted by that team

17.6. A New ball shall be used for the start of each inning and every ten (10) overs after that.

17.7. A lost ball, burst ball or a ball that has any portion torn off shall be replaced with a new ball and such new ball shall be changed after the expiration of ten (10) overs remaining in the innings to facilitate such change.

- 17.8. The umpires shall rule in accordance with these rules or use their discretion where these rules are silent, on any dispute regarding a ball.
- 17.9. Any team failing to provide a new ball to continue the Match shall forfeit the Match.
- 17.10. Each Team shall bat its own ball. **Only yellow Supreme balls with black printing are allowed.**

18. *Bats*

- 18.1. Bats shall be approximately 38 inches in length; the blade shall be made of wood and shall not exceed $\frac{1}{4}$ at its widest part.
- 18.2. **Once an objection is made that a batsman is using an illegal bat, the umpire shall measure the bat in the presence of both captains.**
- 18.3. **If the bat is illegal, then the bat and batsman shall be ejected from the game. Any runs scored from the illegal bat, shall be deducted from the team's score.**
- 18.4. **No substitute fielder shall be allowed for the ejected batsman**
- 18.5. **Cane bats with the legal measurement will be permitted to be used in a Match.**

19. *Results & Points*

- 19.1. In each Match, the winning team shall be awarded eight (8) points for the win
- 19.2. The losing team shall be awarded no points for the loss.
- 19.3. A team scoring 125 runs and above shall be awarded one (1) extra point.
- 19.4. A team bowling out the opposing team within the allotted twenty (20) overs shall be awarded one (1) extra point
- 19.5. A team bowling out the other team within the first ten (10) overs shall be awarded one (1) extra point in addition to the extra point awarded at 19.4 above.
- 19.6. A team batting second and winning the runs within the first ten (10) overs shall be awarded one (1) extra point.

20. *Individual Awards*

Individual(s) shall be eligible to receive an awards distinction.

- 20.1. A batsman that score between 50 and 74 runs; shall receive a medal.
- 20.2. A batsman scores 75 plus runs in a Match; shall receive a trophy.
- 20.3. A bowler takes 5 wickets or more in a Match.
- 20.4. A Hat Trick for the bowler, with three (3) consecutive balls (No wide/No ball in between).
- 20.5. A Fielder takes five (5) catches in a Match.

- 20.6. Teams awarding a player with a field prize, which such player did not earn shall be penalize 4 points from their standing points.

21. **Team Awards**

Teams shall receive an award distinction for;

- 21.1. *President Trophy* - Accumulating the most point during the round robin play.
- 21.2. *Canadian Softball Cricket Association Championship* - Winner of the Playoff Tournament.
- 21.3. *Canadian Softball Cricket Association Championship* – The losing finalist shall receive a trophy.
- 21.4. *Knockout Championship* - The Winner of the Knockout Tournament.
- 21.5. *Knockout Championship* – The losing finalist shall receive a trophy.
- 21.6. *Divisional Winner* - Accumulates the most points in their division during round robin play.
- 21.7. Trophies shall be awarded to the two (2) Playoff finalists from each Division.

22. **Drawn Matches**

- 22.1. A Match shall be considered drawn when any of the following occurs:
- 22.1.1. The Match did not commence due to weather conditions.
- 22.1.2. Play was stopped prior to ten (10) overs expired in the 2nd inning due to weather conditions.
- 22.2. In the event of a drawn Match, each team shall be awarded four (4) points for the Match.
- 22.3. No extra points for Batting and/or Bowling shall be awarded.
- 22.4. In the event a Match is not completed due to weather conditions and at least ten (10) overs has expired in the 2nd inning, the Match shall be judged on run rate and the team with highest run rate shall be awarded the Match.
- 22.5. This rule only applies to regular season.
- 22.6. All playoff Matches must have a final result.
- 22.7. No Playoff Matches shall be decided by the weather, run rate, or any other reason, except for a tie.

23. **Overs**

- 23.1. An over shall consist of 6 “Legal” deliveries.
- 23.2. No ball(s) and wide(s) shall be re-bowled. However, runs scored from these shall be counted and scored accordingly.
- 23.3. A bowler is not permitted to bowl two consecutive over.
- 23.4. In the event of an umpire miscounting the numbers of deliveries, the overs as counted by the umpire shall stand.
- 23.5. No bowler shall bowl more than four (4) overs in an inning.

24. *Method of Bowling*

- 24.1. The Ball shall be bowled underhand.
- 24.2. A thrown ball shall be called a No Ball.
- 24.3. Pelting is prohibited; no ball shall be called on a pelt ball.
- 24.4. *Flick Bowling* - Bending of the elbow when the delivering the ball shall be considered a pelt ball.
- 24.5. A bowler called for pelting shall be given one (1) warning, the second time he is called for pelting by the official umpire; he will be immediately suspended from bowling in that match.
- 24.6. A bowler called for pelting in one more matches, will be suspended from bowling for the remainder of the season.

25. *LBW*

- 25.1. The rule regarding out by LBW is exempted and a batsman shall not be given an out by LBW.

26. *Consumption of Alcohol & Illicit Drugs*

- 26.1. Consumption of alcohol or illicit drugs prior to or during a Match is prohibited.
- 26.2. Player(s) showing up to a Match, whom in the opinion of the umpires is under the influence of alcohol or any illicit drugs, shall not be eligible to participate in the Match.

27. *Adherence to the Law*

- 27.1. All players/executives are required to strictly adhere to the Laws of Canada, the Province of Ontario, the By-Laws of the City of Toronto or any other Municipal Government and any other Legal body within the jurisdiction where the Match is being played and governing the use of the grounds where the Match is being played.
- 27.2. Ignorance of the law of such jurisdiction shall not be an excuse.
- 27.3. Any offending player shall be responsible for his/her own actions and in addition shall be disciplined by the appropriate body of the Association.
- 27.4. The association condemns any infraction(s) of the law of any jurisdiction, urges all players to abide by all laws and shall in no way be responsible whether directly or indirectly for the acts of any offending players.

28. *Players Registration*

- 28.1. Each team shall submit a list of 20 players
- 28.2. Registered with a team that is registered to the Association to participate in competition run by the Association or any competition in which the Association taking part in
- 28.3. In order to be eligible, the player(s) must have played at least four (4) matches during the current season (or past regular season, if the competition is before the month of May) with a team that is registered with the Association.
- 28.4. New Player(s) name must be submitted to the Registrar no later than the Wednesday prior to Sunday's Match, to be eligible to play.
- 28.5. No new player(s) registration shall be permitted after the Sunday of the 6th Matches.
- 28.6. Team(s) registering extra player(s) in excess of the Association's twenty (20) players limit, shall be charged a fee of \$20.00 per extra player, which must be paid at the time of registration or thereafter.
- 28.7. This must be approved by the board.
- 28.8. Each team shall register players with their correct name and the registered name shall be listed on the scorecard for all Matches.
- 28.9. Using player(s) called name on a Match card, shall deemed that player(s) an illegal player.
- 28.10. Player(s) suspended/ banned will not be allowed to register with any teams.
- 28.11. Teams violating this rule shall lose the Match that such player participates in.
- 28.12. Teams are allowed to register an unlimited number of players age 16 years and under with no penalty as to the 20 player limit under rule 28.5 above. Players under 16 years of age shall be identified on the registration form submitted by Teams.
- 28.13. Player must be sixteen (16) years old prior to registration.

29. *Players Changing Teams*

- 29.1. Players shall be allowed to change team only once during the competition,
- 29.2. Only after such player produce a Release Form to the Registrar permitting such player to leave.
- 29.3. The Release Form must be signed by the President, Secretary, Captain or the Vice-Captain of the team such player is leaving.
- 29.4. Releases shall be in the Form approved by the Association or in any other written form acceptable to the Registrar.
- 29.5. No player(s) Release/Change of teams shall be permitted after the Sunday of the 6th Match has been competed per team
- 29.6. There shall be no transferring of players between Divisions. Players can only play in the Division in which the team the player was first registered with to plays.

30. *Teams Registration*

- 30.1. To participate in competition for a cricket season, teams are required to register their names with the Association for each season on the date or within the time period set by the Association.
- 30.2. It is within the sole direction of the association to enrol any team after such date or time period.
- 30.3. No team shall be enrolled once the schedule has been drawn up.
- 30.4. Teams that withdrawn after the schedule has been drawn up shall forfeit all fees paid to the Association
- 30.5. There shall be a cap on the number of teams that the association can accommodate. This is to be determined by the active board.

31. *Fees*

- 31.1. At the time of registration, teams shall pay fees as fixed by the association for the softball cricket season. **All fees paid are non-refundable**
- 31.2. Each team shall be permitted one vote at any league meeting.
- 31.3. Team(s) that has not paid their fee before the AGM, will not be allowed participate in any league election.
- 31.4. No Free Ride - No exemption is allowed to the finalists from paying fees. All teams shall pay registration fees commencing 2009.
- 31.5. Registration deadline for Team(s) is March 30th
- 31.6. Full payment must be made at the AGM. A team failing to make full payment shall forfeit their points.

32. *Uniforms*

- 32.1. Each team are required to use a uniform sufficient to identify such team and its players during a Match.
- 32.2. Each player is required to wear their team's uniform during a Match, if such player is listed on their team's Match card.
- 32.3. Uniform Pants shall be long pants
- 32.4. Shirts must have sleeves, whether short or long or a combination of both.
- 32.5. Short pants include shorts and sleeveless shirts or sleeveless t-shirt is not permitted.
- 32.6. All players are required to wear appropriate footwear. **Slippers and sandals are not permitted.**

33. *Saturday Matches*

- 33.1. There shall be some Saturday Matches, to accommodate a balanced schedule.

34. *Protest*

- 34.1. Any team protesting a Match, shall comply with the following
 - 34.1.1. Notify the umpire that you are playing the Match under protest
 - 34.1.2. Notify the opposing team captain
 - 34.1.3. Note the time, date, ground and infraction you are protesting on the Match card. The Umpire shall sign at the side of the note and also insert date and time.
 - 34.1.4. A phone call shall be made to the Disciplinary Board on the same day of the Match being protested.
- 34.2. No team is allowed to protest a Match once the Match has concluded.
- 34.3. Teams protesting a Match must fill out the proper documents within the Match limit and have the umpire's signature.
- 34.4. All Documents regarding the protest, including the match card shall be sent directly to the Chairmen of the Disciplinary Committee at the address listed on the website or provide for such purpose.
- 34.5. Failing to do so will result in the protest being tossed out.
- 34.6. Protests are to be lodged with the Disciplinary Board only.
- 34.7. For information purposes only, the Disciplinary Board shall inform the President of any protest received by the Disciplinary Board. The President shall in turn inform such other executives as required.
- 34.8. A \$50 deposit must accompany protest documents.

35. *Match Cards*

- 35.1. The association shall provide teams with sufficient Match cards
- 35.2. The results of each Match shall be recorded for the entire softball cricket season.
- 35.3. Each team is required to fully complete its Match card
- 35.4. Match card shall be completed with each player's full registered name.
- 35.5. Any other name recorded on the Match card, shall be deemed that player ineligible for that match.
- 35.6. Match card shall be forwarded no later than the next day after the Match was played. (i.e. Monday)
- 35.7. Match cards shall be forwarded to the Registrar/Statistician at the address indicated by the Association at the beginning of the softball cricket season.
- 35.8. Any team providing an improperly completed card shall be penalized two (2) points from their standing.
- 35.9. If such team does not have any points then they will be dock points from any points they accumulate after the fact.
- 35.10. Match card not received two (2) weeks after a Match; teams shall be penalized two (2) points.
- 35.11. Players 16 years of age and under are to be identified on the match card.

36. *Qualifying players for Knockout Competition and Playoff Match*

- 36.1. To qualify to participate in the Playoff Tournament a player must play at least five (5) Matches for their current team.
- 36.2. To qualify to participate in the Knockout Tournament a player must play at least one (1) matches with their current team prior to the tournament starts.
- 36.3. **Matches played after the Knockout Tournament started, cannot be used for Knockout participation.**

37. *Playoff Format*

- 37.1. All Playoff matches shall start at 8:45 A.M except for the Knockout and Championship final.
- 37.2. Knockout and Championship final shall start at 10:00 A.M.
- 37.3. At the end of the regular scheduled season, there shall be 16 teams in the playoff competition.
- 37.4. The top eight (8) teams from each division shall qualify for the playoff competition.
- 37.5. Seeding shall be in accordance with the amounts of points accumulated.
- 37.6. Round one (1) the No. one (1) team shall play the No. eight (8) team; the No. two (2) Team shall play the No. seven (7) Team; No. three (3) Plays No. six (6) and No four (4) Plays No five (5) in each division.
- 37.7. Winner of each group as outlined moves on to the next round.
- 37.8. Round two (2) The Winner of one (1) and eight (8) plays the winner four (4) and five (5); The winner of No. two (2) and No. seven (7) plays the winner of No. three (3) and No. six (6)
- 37.9. A lower seed team that upset a higher seed team in the first round shall take the seeded position of the higher seeded team in the next round and any subsequent round. (i.e. No. 8 defeated No. 1)
- 37.10. All finals will be played at the ground to be announced at the mid season meeting.
- 37.11. Matches will not be relocated to another ground if a team refuse to play there.
- 37.12. Teams that are caught cheating will be disqualified.
- 37.13. Winning teams will have a voice in choosing a ground for the final Match hoping they meet some of the Association's requirements
- 37.14. All seeding will be done by the Executive Board members.
- 37.15. Dates shall be abided by.
- 37.16. The Association may from time to time and with the consent of the executive board, may make change(s) to playoff format. [Before the Season Start]
- 37.17. Commencing from the 2008 regular season, there will be a Divisional final, followed by The Canadian Softball Cricket Association Championship the following Sunday (Subject to Change)

38. *Abuse and Harassment*

- 38.1. The captains are responsible at all times for ensuring play is conducted within the spirit of the game and as well within the law.
- 38.2. Swearing at an opponent during a Match carries an automatic five (5) Match suspension for such player committing the offence.
- 38.3. Insulting, Abusing, Assaulting or Harassing an Umpire by any Player(s) is Strictly Forbidden and such practice shall result in either suspension for the entire season or as deemed appropriate by the board with a maximum fine of \$500.
- 38.4. No Players shall abuse, harass, insult or denigrate a Board Executive or Committee member.
- 38.5. Player(s) of such action shall be suspended from playing and barred from taking part from all league activities and functions for the entire season or deemed appropriate by the Board.
- 38.6. If the incident occurs after the end of the season, then the player(s) suspension shall carry over to the next season

39. *Injury to Players*

- 39.1. It shall be the responsibility of each team to obtain insurance to cover any and all damages suffered by any of its players during the cricket season.
- 39.2. The league will not be responsible for any player or spectators hurt during a Match.

40. *Matter Not Covered Under These Rules*

- 40.1. The association from time to time may implement directives and rules upon the consent of a majority of its Executive members on matters not covered herein. Any other matters not provided for regarding the Rules of Cricket shall be governed by the MCC Rules

41. *Wicket Keeper*

- 41.1. A substitute fielder shall not be the Wicket Keeper.
- 41.2. Only in the case of an injury can a Wicket Keeper be changed during an over
- 41.3. Replaced during an over because of an injury, the injured player must leave the playing field.
- 41.4. Shall not pretend ball passed him, when they have the ball in their hand. Such unsportsmanlike conduct shall be penalized
 - 41.4.1. Umpire shall give Keeper one (1) warning. Batsman shall not be given an out for such an action.
 - 41.4.2. For every such subsequent action, the batting team shall be awarded two (2) runs

42. ***Tournament Participation***

- 42.1. Any Player(s) selected to represent the Canadian Softball Cricket Association in any tournament, must notify the Board, if they are unable to participate.
- 42.2. If such Player(s) play for another team the same tournament, they will be discipline by the Board. Further should a Player(s) do so, then such Player(s) shall be suspended from playing, barred from league activities and functions for the entire season or as deemed appropriate by the Board. If the incident occurs after the end of the season, the Player(s) suspension shall carry of over to the next season.
- 42.3. **Division Playoff Champion and the two top teams with the most points during round robin play from the Second Division shall move over to the First Division the following season.**
- 42.4. **The two teams with the least points from the First Division shall move over to the Second Division the following season.**

43. ***Board to determine All-Star Rules and Format***