



1. RULES

These rules shall be known as the **Singapore Cricket Association (“SCA”) League Rules** (hereafter referred to as “the Rules”). The Rules shall apply to all teams playing in the SCA Development League, the SCA Clubs’ League and the SCA Corporate/Institution League (hereinafter referred to as the “SCA League”) except where expressly stated otherwise, and shall be applicable to all matches organized in the 2024 season (hereafter referred to simply as ‘2024’ even though it may extend into the following year). The rules will be interpreted and implemented by the Tournament Committee (hereafter referred to as “the TC”) elected by the General Committee of the SCA.

- 1.1. All teams in the Clubs’ League must be registered with the Registry of Societies (ROS) before being eligible to participate. The TC shall be entitled to call upon documentary proof of such registration as a pre-condition to participation or continued participation. No clubs will be allowed to change the ROS registration after the league starts.
- 1.2. Where required by the TC, all teams in the Corporate League must provide documentary evidence to the satisfaction of the TC that such team is authorized by the company or institution to participate in the Corporate League.
- 1.3. Any ‘writing’ or a derivative thereof in this document includes electronic correspondence to the satisfaction of the TC.
- 1.4. Any club that submitted an IOP to the SCA and is accepted to begin the league, is fully aware of the rules set out in this document and agrees to play under their authority.

2. SCA LEAGUE STRUCTURE

The SCA league will be played in **three** categories namely **SCA Clubs’ League**, **SCA Development League** and **SCA Corporate / Institutional League**.

2.1. **SCA Clubs’ League**

- a. SCA Clubs’ League will be played over six divisions numbered Division 1 to Division 6.
- b. Div 1 and Div 2 may be played on Turf or Astro wickets based on the confirmation at the start of the league. Div 3 to Div 6 will be played on Astro wicket only.
- c. Division 1 shall play two rounds of 40 over matches.
- d. Divisions 2 to 5, teams shall play one round of 30 over matches.



- e. Division 6 teams shall play 30 over matches in a format which resulting in 14 total round robin games.
- f. The TC shall be empowered, taking all factors into account, to direct that some games may be played in an evening slot under lights with an orange ball. Such matches will preferably be scheduled on Friday, Saturday or Sunday evenings wherever possible but nothing in this clause shall limit the power of the TC from scheduling the matches on any other day taking into account the availability of the playing teams. Teams should not be paying higher ground fees than that payable in the original fixture in such a case.

2.2. SCA Development League

- a. SCA Development League teams shall play two rounds of T20 matches.
- b. Development League may be played on Turf or Astro wickets based on the confirmation of home ground at the start of the league.
- c. Matches may be scheduled in the evening under lights should home ground slots not be available for the competition. These will preferably be on Friday, Saturday or Sunday evenings but nothing in this clause shall limit the power of the TC from scheduling the matches on any other day taking into account the availability of the ground and playing teams.

2.3. SCA Corporate/Institution League (also known as "Corp League")

- a. SCA Corporate / Institutional League shall play 30 over matches in a format which resulting in 14 total round robin games.
- b. Corporate League will be played on Astro wickets.
- c. The TC shall be empowered, taking all factors into account, to direct that some games may be played in an evening slot under lights with an orange ball. Such matches will preferably be scheduled on Friday, Saturday or Sunday evenings wherever possible but nothing in this clause shall limit the power of the TC from scheduling the matches on any other day taking into account the availability of the playing teams. Teams should not be paying higher ground fees than that payable in the original fixture in such a case.

3. PLAYER QUALIFICATION

- 3.1. Qualification:** No player shall be permitted to play for any team in the SCA League unless he is a registered member of the representing club / employee of corporate / employee



or student of Institution and is registered to play in the SCA League and having a valid resident status in the country (Citizen, Permanent Resident, Dependent Pass, Student Pass, Special Pass or Work Permit). Players are not permitted to be registered or to play in the league while on a Social Visit Pass. If a team is unsure, they should clarify with the TC prior to registering the player.

- 3.2. Exemptions:** See Rule 4.6.b for exemptions for previous Singapore representatives, 5.4 for exemption for Foreign Players in the Development League, Rule 6.5 for exemption for student alumni in the Corporate League and Rule 6.6 for exemption for Foreign Players in the Corporate League.

4. SCA CLUBS' LEAGUE PLAYER REGISTRATION

4.1. New Player Registration: No player shall play in any match unless he has been registered with SCA prior to the match he intends to play. Registration is to be conducted in accordance with SCA's guidelines in the manner stipulated by SCA from time to time. As at the time of publication of these Rules, registration is required to be done via SCA's website.

- a. Singapore National squad players who do not meet the criteria of Youth Player (see Rule 4.6.a) will be eligible for registration in the Clubs' League Division 1 only. The SCA will provide the list of players in this category prior to the commencement of the 2024 League.
- b. No player should be registered for more than one club in the Club's League, nor more than one team in any single club.
- c. The onus is on the club to check that the registration has gone through to the relevant team's page on the SCA website before fielding the registered player.
- d. In any case where a team has registered a player but finds that the player's profile is not loaded on to the relevant team page, then a written request must be sent to the SCA inbox: league@singaporecricket.org. A player shall NOT be deemed eligible to play unless there is a written reply sent from league@singaporecricket.org informing that the player concerned is eligible to play.
- e. Should a player who does not fit the above requirement be fielded, the team should contact SCA to rectify within one week. If the player was not otherwise eligible to play in the match, or the club does not rectify the error, the match will be forfeited to the opposition (see Rule 7.7). Additionally, there will be a further penalty of 8 points for the team in breach.



- 4.2. Minimum Players:** Clubs must register a minimum number of 11 players in each team they enter in the Clubs' League. There is no maximum number of players for any team.
- This requirement must be met by all teams in all divisions before the first match of the league. Failure to do so will result in a penalty of two points for every week the team does not fulfill the requirement, applied to this team and all other teams lower in the club.
 - National players who doesn't qualify as Youth players as per Rule 4.6.a won't be counted in minimum 11 players to be registered in Division 1.
- 4.3. Minimum Playing Requirement for Each Registered Player:** After the first five matches, a team must have a minimum of 11 players who have each played 1 match still registered in that team itself. Should this not be the case, players who are registered lower but have played one of the first five matches must be re-registered higher until the minimum of 11 is satisfied. This rule will still apply for those clubs who are using U21 players in multiple divisions.
- This clause will not apply to the lowest team in a club.
 - Failure to revisit registrations to comply with this rule between the time of the 5th match for the team in question and the following weekend (or next match for any team in that club, whichever is furthest) will result in the forfeiture of any match played by the club (see Rule 7.7) and an additional two points penalty applied to that team and all the teams lower in that club.
 - A club can seek exemption from this rule via a written explanation, with supporting documents, that a registered player has been unable to play one of the first five matches to the inbox: league@singaporecricket.org for review by the TC. In this case of an exemption being granted, a club must guarantee that the player in question will complete four matches for that team by the end of the season. Failure to fulfil this guarantee will result in a penalty of eight points being applied to that team and all the lower division teams in that club.
- 4.4. Minimum Playing Requirement for Players in a Team:**
- All teams from Division 1 to 6 must complete the season having had a minimum of 11 players each play four matches for that team.
 - This clause will not apply to the lowest team in a club.
 - Failure to complete this requirement will result in a penalty of eight points for the team in breach.



- d. A player who has completed four (or more) games for a team regardless of where they are legally registered within the rules, will still count as one of the minimum 11 players under this requirement.

4.5. Maximum Matches:

- a. No player registered in a higher division team of a club shall be allowed to play in a lower division team.
- b. All players registered in a club will be allowed to play for a higher division team within the same club. However, once the player has played his 5th game in a higher division, he becomes ineligible for the team with which he is registered. He must be re-registered in the next highest team for whom he has played. Substitute players' names will not be counted as a match played for the purposes of calculating maximum or minimum games.
- c. Example: Player A is registered for Division 6. He plays four games for Division 2 and one game for Division 4. As five games have been played in higher division teams, he will now not be able to play in a team below Division 4 and he is deemed to be a Division 4 registered player. At this point, his matches played in a higher division will count in this rule. In this example, when he is deemed registered as a Division 4 player, he will have 4 games played in Division 2 count towards him. If he plays another 1 game in Division 3 or higher, his previous matches played in a higher division [i.e. 4] will count and upon playing the 5th match in a higher division [Division 3 or higher], this rule will apply to him once more. This process will continue to apply throughout the SCA League.
- d. National players don't qualify as Youth players are permitted to play maximum of 7 matches in Division 1. Furthermore, only 2 such players are allowed in any playing XI.
- e. Should a player be in breach of Rule 4.5, his club will forfeit any match for which he was ineligible (see Rule 7.7) as well as incur an additional penalty of eight points.

4.6. Player Exemptions:

- a. Players aged 20 and below as of 31 December 2023 ["Youth Players"] shall be allowed to play any number of matches in any division of their home club, without having to change their registration. The club must still adhere to the rest of the Rules governing registrations.
- b. A Player whose parents are Singaporean or PR and who had represented Singapore in any age group and had to leave Singapore for any reason whatsoever and is not



holding a valid Singapore ID will be permitted to be registered and play in the SCA League as a local player. Any Club wanting to register such a player has to notify the TC and seek permission via a written explanation, with supporting documents to league@singaporecricket.org for a review and can play the player after the acceptance is received from TC.

4.7. Foreign Players: Foreign players will not be allowed to play in **SCA Clubs' League**.

4.8. Clubs fielding multiple teams in same division: If a club fields multiple teams in the same division, the club shall nominate the ranking of the teams, highest to lowest, for the application of the rules. For example, a player registered with 'Team A' shall not play for 'Team B' (or 'Team C' and so on) in the league matches. A player registered with 'Team B' will be allowed to play for 'Team A' in accordance with Rule 4.5 (but not 'Team C'). In any one division, the total number of matches played by any player in that division cannot exceed the number of matches he would have played had he played for only one team in that division, with the exception of U21 players as per Rule 4.6.a.

- a. Should a player exceed this number of games played in a single division (for example in a division with 14 matches per team, playing 11 games with Team B and 4 games with Team A), he would be considered as ineligible for every match after the 14th. His team would be forfeited in each such match (see Rule 7.7). That team will also penalized an additional eight points for each ineligible match.
- b. Unless otherwise stipulated by the TC, a match between teams from the same club must be played within the first three games of the season. In Divisions played over two rounds, unless otherwise stipulated by the TC, the second such match must be played within the first eight games of the season.

4.9. Re-registration of Players: Any club may request to re-register a player to a lower division team within the club from a higher division team, provided such a player has not played more than four games for the higher division team. In all such cases of re-registration, the club needs to replace the player with another immediately to comply with Rule 4.2. A player can only be re-registered voluntarily (i.e. not due to Rules 4.3, 4.4 or 4.5) once per season.

- a. Any such request must be sent to league@singaporecricket.org and shall not be deemed granted until receipt of a written reply.
- b. Any such request will only be approved if neither side has completed more than half their matches.



c. The TC reserves the right to refuse any such request.

4.10. Finals Eligibility: For any finals matches, inclusive of promotion-relegation matches, only players that have played three or more matches for the club in an SCA League that season, in the relevant division or lower, will be eligible to play.

4.11. Player transfer between clubs: No player shall be permitted to transfer clubs during the course of the league, unless permission has been obtained (in writing) from the TC regardless of the number of matches he or his team have played (inclusive of zero). The player may only be eligible to join a new club, provided that the player has obtained his release (NOC letter) from the previous club stating that he is free from indebtedness and subject to TC approval having been obtained. The player and both old and new teams shall still have to comply with all Rules 4.1 through 4.8. The TC shall have the power to waive the NOC in cases where the TC is satisfied that the NOC is unreasonably withheld or for any other reason whatsoever.

a. Any such request may only be approved if neither side has completed more than half their matches.

b. If a player is moving to a new club with multiple teams where some teams have completed more than half their games and some have not, the player would only be eligible for the teams that have not.

c. **Exemptions:**

i. The TC will allow players to transfer in the second half of the season only if they have not played at all for the club they were originally registered with.

ii. All National Service men who are currently serving as well as those who have served (NS or Uniform group) and qualify as a Youth Player (Rule 4.6.a) are allowed to play for a national service club (Example: Singapore Police, Singapore Army etc) in addition to any other one club in the SCA League.

4.12. Consent by players to provide personal information for Registration in the League

SCA collects player profile and related personal information to ascertain bona fide registration to play in accordance with the rules of the league and also for statistical purposes. All players registering to play in the league are deemed to have given their consent for collection of such personal information by the SCA. Players registering to play in the league are required to read SCA's Data Protection Notice and signify their consent.

5. SCA DEVELOPMENT LEAGUE PLAYER REGISTRATION



- 5.1. *New Player Registration:*** See Rule 4.1 however:
- Singapore National squad players will be eligible for the SCA Development League.
 - Which club a player is registered with in the SCA Clubs' League has no bearing on where they are registered for the SCA Development League.
- 5.2. *Minimum Players:*** Each SCA Development League team must register a minimum of 12 players.
- 5.3. *Minimum Matches:*** There is no requirement for local players to play a minimum number of matches.
- 5.4. *Foreign Players:*** Foreign players will be allowed to play in the **SCA Development League**. A **maximum of two** foreign players will be allowed to be registered for one team in a season and play in any given match in the League. Each registered foreign player must play a minimum of three matches.
- Any foreign player who does not meet the above requirements will be deemed an ineligible player and any match featuring him will be forfeited (see Rule 7.7).
 - Any team who does not complete the minimum three game requirements for each foreign player will be penalized eight points, per game they are short.
 - A team may apply to the TC for exemption in the case of injury. However, the TC has the power to stipulate that any such player be replaced by another foreigner and the combined number of the games played by the injured player and the replacement player make up the minimum quota of 3 matches.
- 5.5. *Player transfer between clubs:*** No transfers will be allowed in the Development League.
- 5.6. *Finals Eligibility:*** For any finals, only players who have played three or more matches for the club in the Development League that season will be eligible to play.
- 6. SCA CORPORATE LEAGUE PLAYER REGISTRATION**
- 6.1. *New Player Registration:*** See Rule 4.1
- Players must be registered with a staff pass from their workplace as a proof of employment, or student card for the institutions, or such other form of documentary evidence as may satisfy the TC.
- 6.2. *Minimum Players:*** See Rule 4.2



- 6.3. Minimum Matches:** There is no requirement for players to play a minimum number of matches.
- 6.4. Maximum Matches in Higher Divisions:** See Rule 4.5
- 6.5. Non-Employees:** Only bona fide employees of a Corporate team will be eligible to play for that team. A player who was registered as an eligible employee at the start of the season will continue to be treated as an employee for the full season even if his employment status changes.
- Exemption:** An educational institution may register up to a maximum of five players for the season who are not current students but are alumni of the institution unless they are registered in the Development League or Division 1 of the Clubs' League. No more than three such players can play in any one match.
 - This exception relating to Development League and Division 1 Clubs' League players will take effect as soon as they are registered in that division, whether at the start of the season or subsequently.
- 6.6. Foreign Players:** No foreign players will be allowed to play in the Corp League unless he is an employee of the company in Singapore or elsewhere.
- 6.7. Clubs fielding 2 teams in same division:** See Rule 4.8
- 6.8. Re-registration of Players:** See Rule 4.9
- 6.9. Player transfer between clubs:** See Rule 4.11
- The TC will allow a player to transfer in the second half of the season and/or without an NOC letter only if they are also transferring jobs to the corresponding company.

7. ADDITIONAL REGISTRATION ITEMS

- 7.1. Tracking of Infringements:** The TC shall endeavor to keep track of matches played and infringements, as well as warning clubs of possible issues (e.g. new registrations not properly approved, players hitting maximum games limit, etc) however the onus is on clubs to maintain their own records. Clubs cannot cite issues with online scoring platforms as a defense and should check scorecards for discrepancies and notify the TC should they arise. The onus is on clubs to make an enquiry if there is uncertainty.
- 7.2. Repeated Infringements:** After three infringements on any of the registration requirements under Rule 4 or Rule 5, any subsequent penalty will additionally include a



financial penalty of up to \$500 for the club and a possible one match ban for the player who was captain for that match if the TC so directs.

7.3. Walkovers:

- a. If a club or corporate does not give at least one week's notice of a walkover, they shall bear the full costs of ground hire (up to \$600 for half day slot and \$1200 for full day slot) should a replacement match not be organized.
- b. If a club or corporate does not give at least three days' notice of a walkover, they shall also bear the full costs of match officials. The provision of snacks is not mandatory, however where the team can prove the cost has already been incurred at the point the walkover has been awarded, the cost of snacks and drinks must also be reimbursed. This only applies should a replacement match not be organised.
- c. Any team that grants a walkover will be additionally penalised eight points on the league ladder.
- d. If any team forfeits 50% or more of their matches will have all the previous matches played considered as no points. However individual player statistics stays.

7.4. Abandoned Matches: A match abandoned without a ball bowled for reasons of playing conditions or forfeit will still be applied as a match played for the purposes of calculating minimum matches under Rules 4.3, 4.4 and 5.4. However, they will be recorded but not counted as a match played for the purposes of calculating maximum games played in a higher division under Rule 4.5. Teams are required to nominate their playing XI as soon as they are aware the match is abandoned. If a match does start, it will be counted as being a completed fixture under all registrations rules, regardless of the result.

7.5. Financial Obligation: All clubs must have fully paid any outstanding amounts due to the SCA up to the beginning of the season, before their first match. If the SCA certifies that a team has been in arrears in 2023 and/or earlier years and the EXCO declines to waive the arrears and/or grant any indulgence in the satisfaction of such arrears, all teams in the club will not be allowed to participate in 2024 SCA League. Any team or club who registered for the 2024 SCA League and who then abandons the league or is prevented from playing by virtue of this rule is still liable to pay SCA all team registration fees, player registration fees and any other outstanding fees. The team/Club has to pay the ground fee to the respective ground owners.

7.6. Review of Eligibility: Any club who comes before the TC for reasons applying to Rule 7.2, 7.3 and/or 7.5 shall be put on formal review of their eligibility for the 2025 league. The review will be brought to the GC for a final decision.

7.7. Points in a Forfeited Match: When a match is forfeited by way of walkover, decision by the TC on ineligible players or any other reason, the opposition will be awarded the victory and the points for a win (8). In the case of a walkover, the opposition will also be



awarded the winning bonus points (2). The forfeiting team will be awarded zero points for the match as well as any additional penalty set out in the rules.

7.8. *Impersonation:* Impersonation is defined as playing a person who was not eligible to play the match, under the name of another player. This includes substitutes. If a club is found guilty of this offence, the penalty will be a forfeit (see Rule 7.7) plus an additional penalty of sixteen points.

7.9. *TC Approval:* Until a club has a written reply to any request, it shall not be considered approved. The onus is on clubs to follow up and push for a decision. Should access to emails not be possible, the TC will accept that other non-verbal forms of communication might be used by authorized person(s). Clubs should clarify in this case that the decision given via this alternative method constitutes an official decision so they can then provide this as evidence in any dispute.

8. SCA LEAGUE PROMOTION AND RELEGATION

The promotion and relegation at the end of the 2024 Clubs' League will be done as following, subject to continued League Restructuring being required.

8.1. There will be No Playoff **OR** Promotion and Relegation between Development League and Clubs' League for the Year 2024.

8.2. Between Divisions 1 and 2, one side will be promoted and one relegated.

8.3. Between Divisions 2 to 6, three sides will be promoted and three relegated.

8.4. If there is any vacant position available due to drop-out, a team declining promotion or for other reasons, the order of promotion will be:

- a. The relegated teams in order of relegation.
- b. The next highest placed team in the lower division.

9. MATCH POSTPONEMENTS

9.1. Unless approved by the TC, there will be no postponements allowed regardless of what has been agreed between teams and matches will be played in accordance with the fixtures published by the SCA.

9.2. The TC will approve the postponement of a fixture without a reason needing to be given but only under the following conditions:



- a. Written application is received no sooner than two weeks prior to the original date of the match, with both teams and ground management included on the email.
 - b. Both teams agree to the postponement.
 - c. Both teams have already agreed to a new date and ground, as well as the burden of costs and such date does not adversely impact upon the conclusion of the SCA League.
 - d. The ground is aware of the pending postponement and had agreed to make the new slot available, and release the old slot.
 - e. The new date is no sooner than one week from the time of the email.
 - f. The new date is not any later than the last match already scheduled for that division.
- 9.3.** The TC will allow a shorter period of notice only in the event of sudden ground unavailability for governmental purposes, with documented proof. The ground will provide a minimum of two alternative slots (that comply with Rule 9.2.f.) for teams to come to an agreement on. These slots cannot be on the same weekend that the away team already has a confirmed match. Teams will also be able to seek out other grounds if necessary. Should an agreement not be reached between the teams within one week, the TC will select from one of the dates provided by any venue.
- 9.4.** If a team is unable to compete on the day or at the venue scheduled, the match will be considered as walkover given by that team.
- 9.5.** If a ground owning club withdraws the ground availability for a match and cannot organize a postponement as per above rules, they will forfeit the match and the penalty applies as per 7.3 & 7.7

10. DETERMINATION OF POSITION

In the league competition, the team which has the highest aggregate number of points gained at the end of the season shall be the winner. In the event of two (or more) teams having the same number of points, the higher position will be determined by:

- a. The team with higher number of wins or if still equal,
- b. The team with better net run rate or if still equal,
- c. The team with higher number of wins in their head to head encounters or if still equal,
- d. The team with the higher number of total bonus points earned or if still equal,
- e. The drawing of lots.



11. UMPIRES

For all league matches, umpires will be provided by the SCA Officials committee. As far as possible, efforts would be made to provide two umpires for each match and they would be from the SCA's registered list of Umpires. On a particular day if a SCA nominated umpire does not turn up for any reason, the batting side will provide the umpire(s) and the match will have to go on. The Captain of the Home team should report on the score sheet if an umpire fails to turn-up for a match for SCA to take appropriate action.

12. SCORERS

For all league matches, scorers will be provided by the SCA Officials committee. As far as possible efforts would be made to provide two scorers for each match and they would be from the SCA's Registered Scorers, one of whom will be a Scorer using the SCA Scoring App and the other will be a manual paper Scorer. On a particular day if a SCA nominated scorer does not turn up for any reason, the batting side will provide the scorer(s) and the match will have to go on. The Captain of the Home team should report on the score sheet if a Scorer fails to turn-up for a match for SCA to take appropriate action.

Scorers will photograph the team lists for both teams at every match and send the screenshots to the Umpiring Committee. The team list recorded by the scorer will be the official list used for the purposes of policing the registration rules. A team has a period of one week to ask for corrections to be made or information to be added. The onus is on the clubs to seek more information if it is not plainly available.

13. DISPUTES

- 13.1. Complaints arising out of a match shall be reported in writing to the TC within five days of the occurrence. Such complaints must be accompanied with all the necessary information as well as a fee of \$100, which will be refunded only if the protest is successful or if unsuccessful and the TC deems it appropriate.
- 13.2. The TC shall be empowered to monitor all infringements of the league rules within 14 days from the date of the match in question or within ten days from the date of the final match of the team in that division for 2024, whichever is sooner. The TC reserves the right to investigate and act on any infringement found at any time before this cut-off.
- 13.3. All complaints and disputes shall be heard by the TC provided the complaint/dispute satisfies the requirements in Rule 13.1. TC has to revert back to the team with a decision within 14 days from the date of complaint provided the requirements are met. However,



if TC Chairman directs that more time is needed to complete the procedures and come to the final decision, the time frame can be extended up to a maximum of 30 days.

14. APPEALS

- 14.1. Any team dissatisfied with the decision of the TC on any matter (other than a fixtures change request) shall have the right to appeal to the Appeals Committee of the SCA (within seven days of receiving the result of the matter), stating their grounds for appeal (as well as providing the necessary documentary evidence) together with a fee of \$250, which together with the \$100 (if applicable), will be refunded if the appeal is successful. The appeal shall be in writing and deemed properly made only when accompanied by payment of \$250 in cash or by way of cheque.
- 14.2. Any appeal will be heard by the Appeals Committee (AC), but only if they satisfy the requirements in Rule 14.1. AC have to revert back to the team with a decision within 14 days from the date of complaint provided the requirements are met. However, if AC Chairman directs that more time is needed to complete the procedures and arrive to a decision, the time frame can be extended up to a maximum of 30 days. Any decision made by the Appeals Committee is final. The Chairman of the AC will determine the procedures for all appeals and shall have the liberty to direct teams involved in the appeal to submit written explanations. No team will have an automatic right of audience unless when directed to appear by the Chairman of the AC.

15. PARTICIPATING TEAMS RESPONSIBILITY AS HOME TEAM

All clubs participating in the SCA organized tournament(s) shall ensure that, in respect of its home games, it provides all reasonable access to its affiliated ground's facilities to enable all players from the opposition teams to play the SCA organized tournament (whether the league, knockout or otherwise) on the ground. There should additionally be provision of bathroom facilities and drinking water. Any failure by any club on this count will result in the forfeiture of the game by such club (see Rule 7.7). Alternatively, the TC may impose a points penalty on the offending club by ordering that the club be docked any number of lesser points that the offending club obtained in that match.

The provision by the home team of food and drinks at the innings break is customary, not mandatory. If this will not be provided, it is courtesy to inform the opposition with notice.

16. GUIDELINES FOR OFFENCES



The schedule of offences contained and the guidelines are intended as an illustrative guide. These guidelines should not be read as an exhaustive list of offences or prohibited conduct.

LEVEL 1		
The penalty for a Level 1 Offence shall be an official reprimand and/or a suspension for one match or a fine of \$50, which must be paid before the players/club's next match.		
OFFENCES		GUIDELINES
1.1	Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings	Includes any action(s) outside the course of normal cricket actions, such as hitting or kicking the wickets and any action(s) which intentionally or negligently results in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.
1.2	Showing dissent at an Umpire's decision	Includes: (a) excessive, obvious disappointment with an Umpire's decision; (b) an obvious delay in resuming play or leaving the wicket; (c) shaking the head; (d) pointing or looking at the inside edge when given out Lbw; (e) pointing to the pad or rubbing the shoulder when caught behind; (f) snatching the cap from the Umpire; and (g) arguing or entering into a prolonged discussion with the Umpire about his decision. It shall not be a defense to any charge brought under this category to show that the Umpire might have, or in fact did, get any decision wrong.
1.3	Using language or a gesture that is obscene, offensive or insulting	Includes: (a) excessively audible or repetitious swearing; and (b) obscene gestures which are not directed at another person, such as swearing in frustration at one's own poor play or fortune. In addition, this offence is not intended to penalize trivial behavior. When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the



		particular situation and whether the words or gesture are likely to: (a) be regarded as obscene; (b) give offence; or (c) insult another person.
1.4	Excessive appealing	‘Excessive’ shall include: (a) repeated appealing of the same decision/appeal; (b) repeated appealing of different decisions/appeals when the bowler/fielder knows the batter is not out with the intention of placing the Umpire under pressure; or (c) celebrating a dismissal before the decision has been given. It is not intended to prevent loud or enthusiastic appealing.
1.5	Pointing or gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman	Self-Explanatory
1.6	Public criticism of, or inappropriate comment in relation to an incident occurring in any Match or any Player, Player Support Personnel, Match official or team participating in a Match, irrespective of when such criticism or inappropriate comment is made	Without limitation, Players and Player Support Personnel will breach 1.6 if they publicly criticize the Match officials or denigrate a Player or team against which they have played in relation to incidents which occurred in a Match. When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account. For the avoidance of doubt, any posting by a Player or Player Support Personnel of comments on a social media platform (including, without limitation, Face book, Twitter, YouTube, Google+, Pinterest and LinkedIn) shall be deemed to be ‘public’ for the purposes of this offence. Consequently a Player or Player Support Personnel may breach 1.6 where they criticize or make an inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match official or team participating in any International Match in any posting they make



		on a social media platform.
1.7	Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either: (a) is contrary to the spirit of the game; or (b) brings the game into disrepute.	<p>1.7 is intended to be a ‘catch-all’ provision to cover all types of conduct of a minor nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.</p> <p>By way of example, 1.7(a) may (depending upon the seriousness and context of the breach) prohibit the following: (a) the use of an illegal bat or illegal wicket-keeping gloves; (b) deliberate time wasting; (c) cheating during an International Match, including deliberate attempts to mislead the Umpire; and (e) any conduct which is considered ‘unfair play’ under Law 42 of the Laws of Cricket.</p> <p>By way of example, 1.7 (b) may (depending upon the seriousness and context of the breach) prohibit the following: (a) public acts of misconduct; (b) unruly public behavior; and (c) inappropriate comments which are detrimental to the interests of the game.</p>

Any repeat of the same Level 1 offence within 2 months of such offence will for the purposes of penalty only be regarded as a Level 2 offence.

LEVEL 2		
The Penalty for a Level 2 Offence shall be a suspension for two matches and/or a fine of \$100, which must be paid before the players/club’s next match.		
OFFENCES		GUIDELINES
2.1	Showing serious dissent at an Umpire’s decision	Dissent, including the examples given in 1.2 above will be classified as ‘serious’ when the conduct contains an element of anger or abuse which is directed at the Umpire or the Umpire’s decision or where there is excessive



		delay in resuming play or leaving the wicket or where there is persistent re-reference to the incident over time. It shall not be a defence to any charge brought under this to show that the Umpire might have, or in fact did, get any decision wrong.
2.2	Serious public criticism of, or inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match official or team participating in a Match, irrespective of when such criticism or inappropriate comment is made	Without limitation, Players and Player Support Personnel will breach this rule if they publicly criticize the Match officials or denigrate a Player or team against which they have played in relation to incidents which occurred in a match. When assessing the seriousness of the breach, the context within which the comments have been made and the gravity of the offending comments must be taken into account. For the avoidance of doubt, any posting by a Player or Player Support Personnel of comments on a social media platform (including, without limitation, Facebook, Twitter, YouTube, Google+, Pinterest and LinkedIn) shall be deemed to be 'public' for the purposes of this offence. Consequently a Player or Player Support Personnel may breach 2.2 where they seriously criticize or make an inappropriate comment in relation to an incident occurring in a Match or any Player, Player Support Personnel, Match official or team participating in any Match in any posting they make on a social media platform.
2.3	Inappropriate and deliberate physical contact between Players in the course of play	Without limitation, Players will breach this regulation if they deliberately walk or run into or shoulder another Player.
2.4	Charging or advancing towards the Umpire in aggressive manner when appealing	Self-Explanatory



2.5	Deliberate and malicious distraction or obstruction on the field of play	Self-Explanatory
2.6	Throwing a ball (or any other item of cricket equipment such as a water bottle) at or near a Player, Player Support Personnel, Match Officials or any other third person in an inappropriate and/or dangerous manner during a Match.	This regulation will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
2.7	Using language or gesture(s) that is seriously obscene, seriously offensive or of a seriously insulting nature to another Player, Player Support Personnel, Match Officials or any other third person during Match.	It is acknowledged that there will be verbal exchanges between Players in the course of play. Rather than seeking to eliminate these exchanges entirely, Umpires will be required to report such conduct that falls below an acceptable standard. This offence is not intended to penalize trivial behavior. When assessing the seriousness of the breach, the Umpire shall be required to take into account the context of the particular situation and whether the words or gesture are likely to: (a) be regarded as seriously obscene; or (b) give serious offence; or (c) seriously insult another person.
2.8	Changing the condition of the ball in breach of Law 42.3 of the Laws of Cricket,	Any action(s) likely to alter the condition of the ball which were not specifically permitted under Law 42.3(a) may be regarded as 'unfair'. The following actions shall not be permitted (this list of actions is not exhaustive but included for illustrative purposes): (a) deliberately throwing the ball into the ground for the purpose of roughening it up; (b) applying any artificial substance to the ball; and applying any non-artificial substance for any purpose other than to polish the ball; (c) lifting or otherwise interfering with any of the seams of the ball; (d) scratching the surface of the ball with finger or thumb nails or any



		implement. The Umpires shall use their judgment to apply the principle that actions taken to maintain or enhance the condition of the ball, provided no artificial substances are used, shall be permitted. Any actions taken with the purpose of damaging the condition of the ball or accelerating the deterioration of the condition of the ball shall not be permitted.
2.9	Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either: (a) is contrary to the spirit of the game; or (b) brings the game into disrepute.	2.9 is intended to be a 'catch-all' provision to cover all types of conduct of a minor nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct. See guidance notes to 1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under 2.9

Any repeat of the same Level 2 offence within 2 months of such offence will for the purposes of penalty only be regarded as a Level 3 offence.

LEVEL THREE

Penalty for a Level 3 Offence shall be a suspension between 3 to 5 matches and/or a fine of \$250, which must be paid before the players/club's next match.

OFFENCES		GUIDELINES
3.1	Intimidation of an Umpire or Match Referee whether by language or conduct (including gestures)	Includes appealing in an aggressive or threatening manner
3.2	Threat of assault on another Player, Player Support Personnel or any other person (including a spectator)	This offence is not intended to cover threats of assault against Umpires or Match Referees, which are prohibited under level 4.1 offence.
3.3	Where the facts of the alleged incident are not adequately or clearly covered	3.3 is intended to be a 'catch-all' provision to cover all types of conduct of a minor nature



	<p>by any of the above offences, conduct that either: (a) is contrary to the spirit of the game; or (b) brings the game into disrepute.</p>	<p>that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.</p> <p>See guidance notes to 1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be prohibited under 3.3</p>
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Any repeat of the same Level 3 offence within 2 months of such offence will for the purposes of penalty only be regarded as a Level 4 offence.

LEVEL FOUR		
The Penalty for a Level 4 Offence shall be a suspension between 6 to 8 matches and/or a fine of \$500, which must be paid before the players/club's next match.		
OFFENCES		GUIDELINES
4.1	Threat of assault on an Umpire or Match Referee	Self-Explanatory
4.2	Physical assault of another Player, Player Support Personnel, Match Official or any other person (including a spectator)	Self-Explanatory
4.3	Any act of violence on the field of play	Self-Explanatory
4.4	Where the facts of the alleged incident are not adequately or clearly covered by any of the above offences, conduct that either: (a) is contrary to the spirit of the game; or (b) brings the game into disrepute.	<p>4.4 is intended to be a 'catch-all' provision to cover all types of conduct of a minor nature that is not (and, because of its nature, cannot be) adequately covered by the specific offences set out elsewhere in the Code of Conduct.</p> <p>See guidance notes to 1.7 for examples of conduct that may (depending upon the seriousness and context of the breach) be</p>



		prohibited under 4.4
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OTHER ITEMS

- 1. Points System:** The points system will be as per the 2023 season. There will be a 1 point deduction for any team who has not filled out the captain's match report within one fortnight of the match being played.
- 2. Suspect Actions:** The following will be the steps taken in the case of suspect bowling action:
 - a. If an umpire suspects a bowler's action, it will be reported to the Umpiring Panel to be closely watched the following match. The player and club should also be informed.
 - b. Should umpires feel the action is suspect in the second match, they shall inform the captain that he is not to bowl again in the match and he will be reported to a Review Committee.
 - c. The player must report to the Review Committee who will review the action and work with the player to remodel it to a legal action.
 - d. The player will work on his action for a period of no less than two weeks after which he can ask for a second review. The Review Committee will again assess the bowler and deliver a verdict.
 - e. The player will not be eligible to bowl in the SCA leagues until approved by the Review Committee.
- 3. League Fee:** Team registration fees for 2024 will be Clubs - \$750, Institutions - \$750, Corporates - \$750, per team. Player registration fee: Clubs League (Adult \$50 & Students \$10 per registration). Players who are Friends of Pavilion with SCA need not pay player registration.