

Sacramento Cricket Association



Laws Governing Play of Cricket Players Conduct

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Laws Governing Play of Cricket

1. Ethics and Expectations

It is the duty of every player to play the game in the highest tradition of sportsman spirit. The Captain of the team is responsible for his players' behavior on and off the field of play. It is the duty of the Captain of a team to resolve all problems on the field in an amicable manner. The umpires are required to have high moral grounds in doing their officiating duties. Personal prejudices or their own team benefits should never come into play in any their decisions. There needs to be a basic trust in the umpires and their decisions by both the teams on the field. Fielding teams should resist from excessive appealing and the batsmen should resist from trying to show up the umpire in case of a mistaken decision. Any complaints about anything must be lodged in writing by the Captain to Executive Committee.

2. Field

- 1) As required by the Laws of Cricket, the Umpires are required to check the creases, wickets and other implements of the game before the toss for innings. If the umpires find even one of the creases either not marked, or improperly marked, or the wickets improperly pitched, the Umpire must request the Home team to resolve such issues. IF requested by the umpires, the Home Team for a match shall provide them with a tape measure or equivalent distance measuring device to aid the umpire in determining whether the creases, etc are properly marked.
- 2) As guideline to the umpires for the calling of wides on the offside, two off-side "wide-marker lines", 1 foot in length, will be drawn perpendicular to the Bowling crease, towards the Popping crease, 35 inches from the edge of each outer stump. One of these lines is for a right-handed batsman and the other for a left-handed batsman.
- 3) The boundary must be clearly marked so that it is easily visible to the Umpires standing at the wicket.
- 4) The Home Team is responsible for providing a suitable wicket on which to play cricket. This may take the form of a mat, a Flex pitch, grass wicket or artificial turf.
- 5) Every home team is required to have a functional and visible scoreboard on the field. Failure to provide a scoreboard shall result a monitory fine of US \$25.00 to the home team for each game.

3. Players

- 1) A match shall be played with a minimum of 7 players from each club.
- 2) A club/team shall register a new player no later than the following Monday of the weekend he plays.

4. Substitutes

- 1) If one club has less than 11 players nominated for a match, the captain of this club can request the opposing Captain to take substitute fielders to make 11.
- 2) The opposing Captain cannot refuse this request, unless the substitute fielders requested are members of his club.
- 3) If the opposing Captain agrees to provide one or more of his players as substitute fielders for a fielding side, the opposing Captain shall pick the members of his club to field for the other team. The requesting captain cannot object to the fielder being supplied.

5. Umpires

- 1) In the event of one or more neutral umpires not being available or present, dedicated umpires, as defined by individuals who are members of the contesting clubs, but who are not playing in that particular match, are the next desirable option.
- 2) In the event of both neutral and dedicated umpires not being available or present, the Captain of the batting side can assign players in his side as umpires. It is urged that the interchanging of umpires in such a case be kept to a minimum.
- 3) If a Captain has an objection to one or more members of the opposing side acting as an umpire, he needs to inform the opposing Captain about this before the toss for innings.
- 4) The league shall hold the team/club responsible if the individual they had assigned to umpire does not show up at the game. The team/club failing to send a neutral umpire for an umpiring assignment will be fined as follows: -
 - a. Penalty for umpires no show is 4 penalty points per umpire so if none of the umpires show up for their scheduled that team will be penalized 8 points. In addition to penalty for umpire no show, the following additional penalties to be applied for umpire not showing up on time. 50% reduction in umpire fees for the umpire showing up late and 1 penalty point for umpiring team if game cannot start on time because umpire(s) were late. Umpires provided by neutral clubs shall not be subject to veto by the Captains.

- 5) Each team needs to have at least 6 certified umpires at beginning of season. Umpiring fees are: \$60 for ICC certified umpire, \$50 for SCA certified umpire, \$30 for uncertified umpire. At least one certified umpire must be sent for each umpiring assignment otherwise umpiring team gets 4 penalty points. Uncertified umpire doing main umpiring will be penalized 4 points. Only the certified umpire should do main umpiring unless both umpires are uncertified.

6. Scoring

- 1) Dot ball scoring is the norm for SCA matches. Dot ball scoring is defined as the recording of every ball received by each batsman, as well as every ball bowled by each bowler.
- 2) First and Last names of all players shall be recorded in the score sheets with the Captain (*) and wicket-keeper (+) of each side identified.
- 3) Names of the Umpires and the team that won the toss.
- 4) Extras scored in each innings, separated by byes, leg byes, wides and no balls
- 5) Fall of wickets and Over # for each wicket that falls and the batsman the got out.
- 6) The names of players effecting a dismissal shall be recorded. This includes players taking a catch or affecting a run out dismissal.
- 7) Bowling Analysis for each bowler, which shall include Overs, Maidens, Runs, Wickets, Wides and no balls.
- 8) Every team should be provided with the standard SCA score sheet (approved by EC) prior to start of season. No other score sheet will be allowed. Teams need to print those with a carbon copy on back and provide the carbon copy to the opponent team after completion of the game.
- 9) The score sheet for each game must be submitted electronically to SCA web by the first Thursday following the game. If a club does not make this deadline it shall incur a fine of US \$10.00 payable. This will apply even to incomplete scoring information that has been sent on time. Each captain is responsible for the scoring information of the innings when his team is batting. However it is preferable that each captain submits scoring information from both innings. Scoring information must be submitted using the Microsoft Excel spreadsheet available from the Statistician.
- 10) Summary Results of all league games are to be notified via email by winning Clubs to the Statistician & SCA group within 2 days. Failure to follow these will result in penalty of points as per Appendix B.

- 11) Any name corrections (typographical) in the score sheets should be signed off by the umpire. Failing so, the person in question would not be counted against number of games played.

7. Balls

A new SCA official ball shall be used at the start of each innings.

8. LENGTH OF INNINGS

8.1 DURATION

- 1) A match shall be of one innings of each side.
- 2) Each innings will comprise of 35 overs in Division A and 25 overs in Division B.
- 3) A bowler can bowl a maximum of 20% of the allocated overs of an innings. If there is a reduction in the number of overs before the match has started (as defined by `Play` being called by the Umpire), the maximum number of overs bowled by a bowler will be calculated by dividing the number of overs to be bowled per innings by 5 and rounded up to the nearest whole number.
- 4) Each team must complete its bowling quota of maximum overs as shown below
 - a. 2 hours 45 minutes in a 35 over game
 - b. 2 hours in a 25 over game
- 5) If the side bowling first does not complete its overs in the time limit, the Umpires will note the number of overs completed at the end of the time limit. The bowling side will complete the overs but will only be permitted to bat the number of overs that it bowled within the time limit. If the team bowling second, bowls at a slower rate for no external reason (like wet conditions etc) it will be subject to a fine of US \$5.00 for every 5 minutes beyond the time limit.
- 6) The umpires are solely responsible for determining the speed of play and for enforcing this rule. They are also responsible for adjusting the time limit when interruptions, beyond the bowling sides control (e.g. injury, ball lost), cause a stoppage in play.

8.2 INTERVALS

8.2.1 Innings Break

There shall be an interval of 20 minutes between each innings. This interval should be followed for all SCA games.

8.2.2 Drinks Break

Drinks break: One break of 10 minutes shall be taken at the completion mid-point of each innings (17th over in a 30 over game, 13th over in a 25 over game). The Captains have an option of deciding to take two breaks of 5 minutes each after the 13th and 25th over of the 35 innings games only, provided this decision is made before the toss for innings and the umpires are informed of it before the start of play.

9. PRE-MATCH REGULATIONS

9.1 NOMINATION OF PLAYERS

Each Captain shall hand to the umpires their list of 11 nominated players on the official match sheet prior to the toss taking place. All 11 players must be registered with the SCA as being members of the team.

9.2 THE TOSS

- 1) The toss will take place no later than fifteen (15) minutes prior to the start of the match. In the event that neither team has a minimum of seven (7) players dressed and ready to play fifteen (15) minutes prior to the start of the match, the toss shall nevertheless be taken. The umpires advising the SCA of this fact, who may take further action against both clubs, must file a report.
- 2) If any team does not take the field half an hour after the scheduled starting time, it will automatically default the game.

9.3 PLAYER VERIFICATION

- 1) The umpires are responsible for confirming the ID of all the players on the game rosters supplied by the Captains before the toss. Umpires discovering that a named player on a submitted roster is not the player actually present must report the incident to the league for disciplinary action.
- 2) A Captain can ask for Umpires to check the ID of any opposing player. Valid ID's are: Government approved Photo IDs; Passport. However the Captain can demand this check to be prior to the start of the game or during Innings Break

9.4 FIELD VERIFICATION

- 1) The ground must be ready and all markings in place and correct 15 minutes before the start of play.
- 2) The umpire should verify that the ground is prepared as defined in Article 2, Field

10. Start of Play

10.1 START TIME

All matches in Div A and Div B shall start at 9:00 AM. Matches on some grounds due to dew/moisture can start later than the scheduled start time but the clubs with those home grounds should intimate EC before the season begins. If there are restrictions on the availability of a ground the Home Captain must indicate these to the Visiting Captain and assigned umpires 2 days prior to the game. Teams are encouraged to start at 8:00 AM during the hot July, August and September months

10.2 DELAY IN START TIME

10.2.1 Acts of God

The home team has to do everything in its power to ensure that the ground is ready for play by the time the coin toss takes place. Delays can only take place if the umpires deem that the reasons for the delay were beyond the powers of the home team. For example, inspite of paying and reserving a field with the city, some other people had already the occupied the field. In this case, the home team has to prove that they had reserved the field and the delay incurred in clearing the field will not be held against the home team.

10.2.2 Later Arrival of a Team

- 1) If the defaulting team bats first, they are not entitled to the number of overs that would have been bowled during the delay. Their innings will be reduced by the number of overs based on the following calculation – Time Lost / 5. For example, if the delay is twenty (20) minutes in a regular match then the maximum number of overs the defaulting team will face will be reduced by 4 overs. The fielding restriction overs will be based on the table above. The team bowling is not penalized and can still follow the required overs by the bowlers as per the original innings.
- 2) If the defaulting team fields first, they are required to bowl all the allocated overs by the scheduled time or the recalculated number of overs due to an interruption.

10.2.3 Unprepared Ground

If the match does not start on time for reasons of ground and/or pitch not being prepared, or the home club members not being present on the ground, then the home club will be penalized one over in their innings for every 5 minutes (or part thereof) of delay in the start of the match.

10.2.4 Maximum Late Start

Maximum late start allowed is 90 min from start time for Div A and 45 min from start time for Div B, after which the opponent team gets forfeit and full points or bonus points. This clause is subject to delay exceptions noted in 9.2.1.

11. Delays or Interruptions

11.1 DELAYED OR INTERRUPTED MATCHES DUE TO GROUND, WEATHER OR LIGHT CONDITIONS

- 1) The object 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.
- 2) The calculation of the number of overs to be reduced shall be based on an average rate of 5 minutes per over, in the total time lost for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled.
- 3) Fractions are to be ignored in all calculations regarding the number of overs.

11.2 FIRST INNINGS

If the team fielding first fails to bowl the revised required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled; and penalty runs will be applied and Clause 9.1.5 shall apply.

11.3 SECOND INNINGS

If the second innings is in progress and overs are reduced due to delays or interruptions then the target shall be revised to the product of the overall scoring rate of the first innings and the number of overs in the second innings.

11.4 RAIN CURTAILED GAMES

Rain curtailed games are treated as completed so long as at least half the allocated overs have been bowled in each innings.

11.5 NUMBER OF OVERS PER BOWLER

In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such number has been exceeded before the interruption).

12. Power Play

- 1) There will be 3 power plays as follows:
 - a. Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside the fielding restriction area (30 yard circle). Div A (35 overs): These are overs 1 to 7 inclusive; Div B (25 overs): These are overs 1 to 5 inclusive.
 - b. Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside the fielding restriction area (30 yard circle). Div A (35 overs): These are overs 8 to 28 inclusive; Div B (25 overs): These are overs 6 to 20 inclusive.
 - c. Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside the fielding restriction area (30 yard circle). Div A (35 overs): These are overs 29 to 35 inclusive; Div B (25 overs): These are overs 21 to 25 inclusive.

- 2) In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be adjusted to get 40% (Power Play 1 and Power Play 2 together) of power play, fractions being ignored as shown below

Div A:

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6

33	7	20	6
34	7	20	7

Div B:

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
13	3	8	2
14	3	9	2
15	3	9	3
16	4	9	3
17	4	10	3
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5

- 3) For any power play violation with fielders, the umpire will call a NO ball. There will be a free hit for this NO ball violation.

13. Results

Winner gets 10 points for a win and additional 2 bonus points – 1 point for getting the losing team All Out and 1 point for RR 1.25 times of the opposing team.

Loser can get a maximum of 1 bonus points for getting the winning team All Out.

In case of a tie, as defined by the scores being level after both teams' innings have been completed, each team gets 5 points each plus the bonus points as stated above.

Penalty for undue walkout is 10 penalty points and the game with bonus points will be awarded to the opposing team.

Any team walking out for more than 1 game during a season will penalized as per the above rule and captain is banned for 1 game and will be placed on probation for the rest of the season.

If, due to weather interruptions, the two innings are of un-equal overs, then the result of the match will be decided by the scoring rate per over, with the side having the larger scoring rate being declared the winning side. In such a scenario, the bonus points shall be prorated to 35 overs, that is, if both innings are of equal length in terms of overs, the bonus points shall be calculated by scaling the bonus points actually obtained by the ratio of {35/actual overs per inning} and rounding off (up or down) to the nearest whole number. If the innings are of different number of overs, bonus points for batting and for bowling are considered separately: each is scaled up to a 35 overs scenario (without rounding off), then the sum is rounded off (up or down) to the nearest whole number.

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

If the match is abandoned after the side batting second has faced at least Eighteen (18) overs, the result shall be decided on the average run-rate throughout both innings.

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

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

Matches in which one or both teams have not had an opportunity of batting for a minimum of Eighteen (18) overs shall be declared "NO RESULT". 5 points each will be awarded

14. REPORTS

Umpires are required to report in writing within seventy-two (72) hours or, if necessary, during a match, any breach of these Playing Conditions or as required under the terms of Law 42. Umpires must report any case of obvious dissent or misconduct, even though the player's Captain may have taken effective action (Refer Law 42.18). All reports shall be submitted in writing as soon as possible to the Association and if possible, to the Secretary of the Club concerned.

15. No-Balls, Wides and Dead Balls

15.1 NO BALLS

All Players and Umpires are reminded that at a Special General Meeting on May 6, 1998, the MCC approved a significant amendment to Law 42.9 (The Bowling of Fast High Full Pitches). This is an official change in the Laws of Cricket, and therefore applies to all matches under the purview of the SCA. The revised Law has the following stipulations:

- a. Any high full pitched ball (regardless of its pace) which passes, or would have passed, above waist height of the Batsman as if standing upright at the crease shall be called and signaled 'No Ball' by the umpire at the Bowler's End.
- b. If such a ball is fast, the Bowler's End Umpire shall adopt the procedure of caution, final warning, and action as set out in Law 42.8
- c. If the Umpire at the Bowler's End considers that such a fast high full pitched ball has been bowled deliberately at the Batsman, he shall call and signal 'No Ball' and direct the Captain of the Fielding side to take the Bowler off immediately.

In addition, any power play violation with fielders, the umpire will call a NO ball. There will be a free hit for this NO ball violation.

One bouncer (ball going over the shoulder) per over is allowed. No-ball will be called from second bouncer in an over.

The delivery following a no ball called (all modes of no ball) 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 a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker or
- b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Bouncers over the head can be called a wide in addition to counting as 1 bouncer per over.

15.2 DEAD BALLS

For all matches played on pitches other than natural grass the following additions to Law 23-Dead Ball shall apply:

- a. Either Umpire shall call and signal "Dead Ball," when a ball delivered by the Bowler pitches outside the matting area or on the bound edge of the matting or other material used as a playing surface, on a fastening string or strap or on any spike or other device used to secure the playing surface whether it be on the playing surface or not, or it pitches in a hole or area of disrepair within the playing surface whether the edges are bound or not.
- b. Either Umpire shall call and signal "Dead Ball," when a ball delivered by the Bowler having pitched on an edge or seam of a repaired part of the playing surface, it takes an unusual bounce which in the opinion of the Umpire was caused by the edge or seam.
- c. The ball shall become dead at the moment of occurrence of any of the events in (a) and (b) above, whether the Umpire calls "Dead Ball" prior to the Striker receiving the ball or after.
- d. The bowler shall be allowed an additional ball for a "Dead Ball" called under 23.5 except when the Umpire has called "No Ball" or "Wide." A ball shall not be called "Wide" if, in the opinion of the Bowler's-End Umpire the deviation wide of the Striker is caused by any of the events described in (a) or (b) above.
- e. If the ball becomes dead under Law 23.5 after the Striker receives the delivery, i.e., the ball pitches after passing the Striker, "Dead Ball" shall be called but an additional ball shall not be allowed unless a "No Ball" or "Wide" has been called.
- f. The penalty of one run for a "No Ball" or a "Wide" shall be scored from a ball subsequently called "Dead Ball" under 23.5 but no runs shall be scored otherwise.

15.3 WIDES

- 1) Leg Side Wide Ball: If a ball pitches outside the leg stump and passes down the leg side of the striker without touching any part of the person or equipment of the striker, the umpire shall call and signal 'wide ball' (even if the striker makes an attempt to play the ball).
- 2) Off Side Wide Ball: If a ball, not being a no ball, passes outside the "wide marker line" or crosses this line during its flight after having pitched outside the off-

stump, the umpire shall call and signal wide ball. Whether the batsman attempts to play the ball or brings it within reach is immaterial

15.4 SCORING

- 1) If an Umpire adjudges a wide or no-ball for any reason under either the Laws of Cricket or the SCA Standing Rules and Regulations, any runs scored from that delivery will be scored in addition to scoring one penalty run for the wide or no-ball. Scoring will be as follows:
 - a. If two (2) runs are struck from a no-ball, the batsman is credited with two (2) runs and extras are credited with one (1) no-ball, for a total of three (3) runs scored. Three (3) noballs are recorded against the bowlers analysis.
 - b. If one (1) bye is run from either a no-ball or a wide, extras are credited with one (1) bye or legbye and one (1) no-ball or wide, for a total of two (2) runs. The bowler's analysis is credited with one (1) no-ball or wide.
 - c. If one (1) leg-bye is run from a no-ball, extras are credited with one (1) leg-bye and one noball, for a total of two (2) runs. The bowler's analysis is credited with one (1) no-ball.

16. Provisions for the Game

- 1) In all League games a dress code for the players is mandatory. Colored clothes and padding are mandatory. Umpires must enforce this rule. Any player not in colored uniform will not be allowed to play. Batsman without colored padding will not be allowed to bat. If a team shows up with less than 7 players in uniform the umpires will award the game to the other team.
- 2) All teams in SCA have to arrange for their own colored uniforms. They can choose any color or style but all 11 uniforms for a team have to be the same (color, design and style) with SCA LOGO which is mandatory. Players not in uniform and/or colored clothing will not be allowed to play.
- 3) The team fielding first should provide a new ball at the start of the game, and this shall become the game ball. The side fielding second should provide a new ball for the second innings and this shall thereafter become the game ball.
- 4) All League games shall be played with white balls supplied by EC to each team and these will only be considered as SCA approved.
- 5) The Respective teams shall provide spare balls to be used if the game ball is lost.

- 6) The umpires shall wear a non-white dress.
- 7) If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

17. Protective Equipment

- 1) All protective equipment usually worn under clothing (thigh pad, box, chest guard etc) must be worn under clothing and not visible to the umpires. If a batsman wears such equipment in view, the umpires must instruct him to either wear it under his clothing or remove it altogether. Failure to concede to this request shall be treated, as a mark of indiscipline and the umpire must report the player to the league.
- 2) In order to eliminate any waste of playing time caused by the removal from the field of fielder's protective equipment other than helmets (e. g. shin pads, etc.), such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time.

Players' Code of Conduct

The under mentioned Player's Code of Conduct is a reminder to players that Cricket is a game which has a rich tradition of sportsmanship behind it. Those who take part in the game are expected to uphold this tradition and the spirit of the game.

- 1) The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the SCA Constitution and By Laws
- 2) Players shall not at any time engage in conduct that could bring them or the game into disrepute.
- 3) Players must at all times accept the Umpire's decision.
- 4) Players must not show dissent at the Umpire's decision
- 5) Players shall not use crude or abusive language (known as "sledging") nor make offensive gestures.
- 6) Players shall not AT ANY TIME engage in conduct that may jeopardize use of the ground.
- 7) Players shall not consume any alcoholic beverages during the game.

1. Application and Enforcement of the Code:

- 1) The Code of Conduct will serve as a guide to the Rules/Disciplinary Committee in dealing with the infractions.
- 2) The Code of Conduct is applicable to all the games played within SCA, including league, cup and representative games.
- 3) The Executive/Board may in addition to, or as an alternative to any of the penalties, impose a term of probation not exceeding two years. Any subsequent offence committed while on probation will ordinarily be dealt with more severely.
- 4) Penalties can be in the form of suspension from games, fines or both. Maximum penalties are intended to be reserved for the worst instance of a breach of the rule or when dealing with repeat offenders.
- 5) The period of suspension will be specified as a number of games (inclusive of life) depending on the nature and seriousness of the infraction. Suspension must be served in (or must apply to) the year in which the infraction occurred, and if not completed in a given season, must be carried over to the next or subsequent seasons. Suspension from one division will debar a player from participating in another division. A suspension penalty includes suspension from all SCA activities and events, all cup matches and all SCA representative matches till the period of suspension.

- 6) No player under probation shall hold any office in the SCA until after the end of the probationary period.
- 7) Lack of knowledge of the existence of this document does not constitute as an excuse for non-compliance.

2. Infractions

2.1 LEVEL I INFRACTIONS

- 1) Any player/Umpire not complying with Dress Code of SCA
- 2) Any player using crude or abusive language or making offensive gestures.
- 3) Failure of a Batsman to immediately leave the field after being given "Out" by the Umpire.
- 4) Any player involved in a further minor incident, subsequent to receiving a warning or caution.

2.2 LEVEL I PENALTIES

- 1) Automatic Probation for a 6 month period from the date of imposition.
- 2) Fine of up to US \$50.00

2.3 LEVEL II INFRACTIONS

- 1) Captain, SCA Officers or Board Of Directors involved in any of the Level I infraction.
- 2) Any audible on-field expression of criticism or dissent by a player to an Umpire's decision, whether or not it is expressed directly at an Umpire.
- 3) Any confrontational or threatening language or gesture directed at an Umpire or any player(s).
- 4) Failure to comply with an Umpire's instruction.
- 5) Any player under probation committing another Level I infraction.
- 6) Any player involved in repetitive Level I infraction, whether they are currently on probation or not.

2.4 LEVEL II PENALTIES:

- 1) Automatic Probation for a 1 year period from the date of imposition.
- 2) Fine of up to US \$100.00
- 3) Suspension for a period encompassing up to 3 SCA scheduled games.

2.5 LEVEL III INFRACTIONS

This infraction is considered as the worst incident and maximum penalties can be applied.

- 1) A player participating in SCA games under the influence of alcohol, narcotics or controlled substance, or who consumes alcoholic beverages during the game.
- 2) Any Captain, SCA Officers or Board Of Directors involved in a Level II infraction.
- 3) Any player or team involved in any physical abuse of equipment or facilities.
- 4) Any player or team engaging in conduct which can jeopardize future use of ground facilities.
- 5) A player under suspension violating any of the previously imposed penalties.

2.6 LEVEL III PENALTIES

- 1) Automatic Probation for a 2 year period to commence after the suspension term is served.
- 2) Fine of up to US \$250.00
- 3) Suspension for a period of not less than 5 SCA scheduled games.

2.7 LEVEL IV INFRACTIONS

- 1) Any act of physical aggression or violence towards a Player, Umpire or Spectator.
- 2) Any Captain, SCA Officers or Board of Directors involved in a Level III infraction.

2.8 LEVEL IV PENALTIES

- 1) Automatic Probation for a 2 year period to commence after suspension term is served.
- 2) Fine of up to US \$250.00
- 3) Suspension for a period of not less than 8 SCA scheduled games.