

# Bye Laws of the Belgian Cricket Federation



# Belgian Cricket Federation

## Bye Laws

### Edition History

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## 1 General Rules and Administration

### 1.1 Eligibility Policy

- (1) The BCFEC decides every year on the financial and administrative conditions under which the clubs can participate in the BCF Competitions. If these conditions are not explicitly specified for the year concerned, then the conditions in effect the year before will remain valid until decided otherwise.
- (2) The BCFEC has the sole authority to judge whether or not a club complies with the conditions as identified under article 1.1(1). See also section 2.7.
- (3) The eligibility conditions are described in section 2, Eligibility Conditions. New Clubs should read section 2.7.

### 1.2 Player Registration & Identification Policy

- (1) Only players properly registered with the BCF LC by the club they are playing for are allowed to participate in BCF organized games.
- (2) The registration as mentioned in section 1.28(1) consists of the players' family name, first name, nationality, gender, address, ID card number and date of birth.
- (3) A registration application has to be received at the BCF LC at least 2 days prior to the start of the game he/she would like to participate in. The registration date and time on the application or on the email or the postmark on the letter shall serve as reference.
- (4) For a Saturday game, the player must be registered in the centralized BCF application by Thursday midnight. For a Sunday game, the registration process must be completed before Friday midnight. In case the centralized BCF application is not available then via email/phone the BCF League chairman must be informed of the registration 2 days prior to the start of the game.
- (5) A player shall not be considered registered before the club has received a confirmation of his registration from the BCF LC.
- (6) If in doubt about any registration, contact the League Chairman for confirmation that the player can play or not.
- (7) Each player participating in any BCF competition games must have his photo uploaded in the centralized BCF application. This helps in identifying the player.
- (8) In exceptional circumstances, the LC may agree to waive the strict application of the registration deadline in paragraph (3) provided the club's request is made in writing and duly motivated.
- (9) Each player participating in any BCF competition games must be able to provide proof of his identity by presenting an identity card or residence card issued by a country of the European



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Union or an international passport or any photo identity card at the venue if requested to do so. In the exceptional event that a player does not possess any official photo identification document, he may request a special document from the LC be used to identify him at the venue. This document should be requested in writing/email at least 7 working days prior to the fixture. A query on the identity of a player can be made by the captain of the opposing team at any time between the handover of the player nomination sheet and the toss. In case a player cannot produce his proof of identity document on the spot, a note will be logged on the score sheet and he must send a copy of this document to the BCF LC no later than 18:00 hours on the first (Belgian) business day after the game. The responsibility of the umpire(s) is limited to correctly logging the challenge on the score sheet while the decision (and associated risk) to nominate a player that was challenged remains with the captain. In case a team wants to challenge a player after the toss (or even after completion of the game, the procedures for an administrative complaint should be followed). One way to check the players is valid is for the scorers to check when entering the players in CriqHQ.

- (10) If a club fails to nominate a player according to the rules as described above in this article, the team playing a non-registered player for the first time of the current competition year is deemed to have lost the match. For subsequent offences the team shall also receive a €100 fine as well as forfeiting the match. Bonus points (if any) earned by the team will not be given. The opponent in case have lost the match will be given points equivalent of a win without bonus points. When the opponent has won the match, then they will get points equivalent of a win including the bonus points (if any). For any further registration offence, in addition to losing the points as described above, the team shall receive a €100 fine. A fine is to be paid within 10 (Belgian) business days upon receipt of the ruling.
- (11) If the LC is convinced that there was a genuine attempt to abuse the player registration or identification process, it can exceptionally decide on a deduction of the league points from the first offence.

### 1.3 The BCF Season & Fixtures Policy

- (1) The BCF outdoor season schedule is from 2<sup>nd</sup> weekend of April through to the last weekend of September.
- (2) BCF games should not be played outside of these dates.
- (3) No changes in agreed dates and starting hours are allowed for BCF Competition fixtures after April 1<sup>st</sup>. After April 1<sup>st</sup>, fixtures must be played on these dates.
- (4) There will be no changes to the schedule. Except in exceptional circumstances. The LC will meet and agree if there were exceptional circumstances or not. See sections 1.13 and 1.14.
- (5) In case of unforeseen natural events the fixture will not be rescheduled, and the game will be considered as "Draw". Equal points will be given to both the teams.

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### 1.4 Starting Time and Delays

- (1) All BCF League games will start promptly at 11:00. Except if there is a BCF organized junior game first.
- (2) Fixtures should start at the time agreed and published in the fixture list of the Belgian Cricket League.
- (3) A team that is not in a position to complete the toss 15 minutes prior to the scheduled start of the fixture shall lose the toss by default.
- (4) A team delaying the start of the fixture by failing to have enough players present at the scheduled start time + 15 minutes, shall lose 10% of the maximum points attainable in a fixture.
- (5) For each 30 minutes (first block = scheduled start time + 30 minutes) a team is unable to start the fixture because of late arrival, an additional 10% of the maximum attainable points in a fixture will be deducted.

### 1.5 Transfer Policy

- (1) A player can only play competition cricket for one club during the year.
- (2) The official transfer period is fixed between January 1<sup>st</sup> and March 31<sup>st</sup> of every calendar year.
- (3) The player must inform the club chairman of his old club of his intention to move to a new club before Jan 31<sup>st</sup> of the competition year. This gives ample time for the NOC process
- (4) Any player can change clubs during this transfer period. A written transfer request or email should be sent to the LC, the chairman of the club the player is leaving and the club chairman of the new club. The chairman of the club he is leaving should let the LC know that there are no problems with the player asking for a transfer. When both clubs have agreed to the transfer the LC shall agree to the change of clubs.
- (5) If the former club has any valid objections against the transfer request, then this objection shall be dealt with using the procedures in place to deal with an administrative complaint. Under such cases, the player will not be allowed to play for the new club until the issues have been resolved. All outstanding dues should be paid to the club he/she is leaving. This must be shown as proof to along with NOC to accept the process.
- (6) There are no transfers outside of the prescribed transfer period.
- (7) As BCFEC we can only recommend to have internal club contracts with players (if needed) to avoid unforeseen transfer from clubs and protect your clubs interest

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### 1.6 General Starred Player Policy

- (1) In case a club participates in the BCF League Competition with more than one team, then BCF LC nominates six “starred players” (based on the previous year’s statistics) before the start of the competition year.
- (2) When a starred player moves from one club to another, his star rating will have to be re-assessed with respect to the starred players in his new club. In the old club there will be one less starred player and hence a new starred player will be chosen. This is clearly not applicable during the season outside of the transfer window because players cannot transfer during the season.
- (3) The star player policy is not applicable for the BCF T20 Competition. The second team in the BCF T20 Competition is treated as a separate team. Hence, a player is allowed to play only for one team in a BCF T20 Cup. Any violation of this article will result in the team losing the game and forfeit of all league points obtained in that game.
- (4) If during the competition year it becomes apparent that the “starred players” cannot be considered the best players of a team, then the LC has the right to change the list of these “starred players”. The LC will inform the club in case such a change is needed in writing or email. Such a change shall not be made in the 48 hours running up to a league game for the club concerned. The LC shall only change the star-status of a player once in a season.
- (5) If a starred player leaves the country or has a long-term injury or will not be playing during the season for other reasons such as work, the club must inform the LC. In case LC finds out that this information was deliberately not shared there will be a fine of up to EUR 100.

### 1.7 Second Team Policy

- (1) Multiple teams from the same club will not be allowed to play in the first division.
- (2) No second or third team from a club with a team in the first division will be able to gain promotion to the first division. Such a promotion will be passed to the next eligible team in the lower division.
- (3) Clubs that would like to enter two teams in the either BCF league or the T20 competition must have a minimum of 25 eligible players registered no later than one week before the start of the season.
- (4) In case a club participates in the BCF League Competition with more than one team, then BCF LC nominates four “starred players” (based on the previous year statistics) before the start of the competition year.
- (5) In any second team game, no more than 2 starred players are allowed, as long as these individuals do not participate in more than 50% of second team games.

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- (6) A club must take into account the number of games a star player has played for the second team. A star player can be a captain of the second team, but he is only allowed to play in 50% of the games.
- (7) When a club is due to play a second team game with more than 2 starred players or a star player representing more than 50% of his allowed quota which will result in the team losing the game and forfeit of all league points obtained in that game irrespective of the team winning/losing the game then the following applies:
  - a. The LC must be informed via e-mail or telephone by the club 2 days prior to the second team fixture when this policy is going to be violated. This is done to give a chance to play cricket and avoid the travel cost and efforts of umpires and opponent.
  - b. When the LC is not informed, the club will lose all the points from the game and will receive a fine of EUR 100.
- (8) If a second team wins a division, they will be given the division title but if promotion means that the club will have two teams in the same division, then they need to demonstrate their case for having two teams in the same division to the BCF LC and EC. Promotion will be reviewed by the BCF LC and EC to see if they genuinely have two teams. See also 1.7(1).
- (9) In case a first and second team of the same club compete in the same division, they should schedule and complete their direct encounter early in the competition year to ensure fairness (covering home and away fixtures if applicable). The club must identify 11 starred players (based on the previous year statistics) who will be allowed to only play for the first team. These 11 starred players will not be allowed to play for the second team under any circumstances. The player list must be sent to the LC before March 15th of the current season.
- (10) A second team playing in a division other than the lowest must always be a genuine second team. A genuine second team is one who players do not play any games for the first team in the current season. If a team breaches this requirement, then the game concerned will be awarded to the opposition and the team will be stripped of all bonus points obtained from that game. Additionally, the second team will be relegated to the lowest division at the end of the competition year.

### 1.8 Third Team Policy

- (1) Clubs that would like to enter a third team in the BCF league must have a minimum of 38 eligible players registered no later than one week before the start of the season. No third team can play in the BCF T20 Competition.
- (2) They must apply to the LCH, who in turn will forward the request to the BC FEC.
- (3) If accepted by the BC FEC, the first team players can only play for the first team.
- (4) No starred players are allowed in the third team.

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- (5) Playing a starred player in any third team game will result in the team losing the game and forfeit of all league points obtained in that game irrespective of the team winning/losing the game.
- (6) In addition to losing all the points earned in the game will receive a fine of EUR 100.
- (7) If a third team wins a division, they will be given the division title but if promotion means that the club will have two teams in the same division then promotion will be passed to the next eligible team in the lower division.
- (8) A third team playing in a division other than the lowest must always be a genuine third team as defined in this section. A genuine third team is one who players do not play any games for the first or second team in the current season. If a team breaches this requirement, then the game concerned will be awarded to the opposition and the team will be stripped of all bonus points obtained from that game. Additionally, the third team will be relegated to the lowest division at the end of the competition year.

### 1.9 Minimum Age Policy

- (1) No club is permitted to play a player in a Senior League fixture who is, on the day of the game, under the age of 15 years.
- (2) For any player under the age of 18 years on the day of the fixture to be authorized to play in a Senior League fixture, a written and signed declaration of a parent or legal guardian of the player is required allowing the player to take part in an adult competitive cricket fixture. This declaration must be provided to the BCF office before the registration can be completed. This declaration is valid until their 18<sup>th</sup> birthday or until revoked by a parent or legal guardian.

### 1.10 Fixture Forfeit Policy

- (1) If a club forfeits a fixture, the fixture concerned will be awarded to the opposition and the club forfeiting shall receive a first warning.
- (2) For teams ( more than one for a club) forfeiting fixtures, the following shall apply:
  - a. In case of a first offence by that team during the current competition year, the team will be deducted league points equivalent to a win without bonus.
  - b. In case of a second offense by the same team in addition to the deduction of points, the club forfeiting shall receive a fine of EUR 100. Henceforth, this will follow for every subsequent forfeit as EUR 100 for every game.
  - c. In case of a third offence by the same team during the current competition year, the team will be deducted points equivalent to a win and the team will be relegated one division and shall start the next competition year with a deficit of points equivalent to a win.
  - d. In case of any subsequent offense by that team during the current competition year, all of their fixtures in the BCF competition are declared as forfeits, the team shall be

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considered as not having participated in the BCF competition and therefore shall be considered as a new club ( if there is only 1 team) the following competition year as described in section 2.7.

- e. In case of multiple teams, the team who has forfeited 3 or more fixtures will be relegated to the lower division. The club's top team team (playing in the highest division) will be issued a warning by the LC. Another offence of similar nature will lead to all the teams of the club being relegated to the respective lower division. If they have won any division, they will not be considered as winners and relegation shall take place.
- (3) In case a team forfeits three or more fixtures during the current competition year, all the fixtures played by that team during the current competition year will be declared as "no-result" whatever the results of those fixtures. In case of "no-result" games each team is credited 0 points.
- (4) In all cases other than the "cancelled/no-result" case, the team which gets the forfeit (the opponent of the fixture which is forfeited by the team) are credited points equivalent to a win and 50% of bonus points.
- (5) A team which walks off before the game is finished will be considered as forfeiting the game. All the rules pertaining to a forfeit described above are applicable.

### 1.11 Home Team Responsibility Policy

- (1) The home team is the team that is mentioned first in the nomination of the fixture.
- (2) The home team has the obligation to provide (regardless of whether they have their own ground or rent one):
  - a. A ground with a satisfactory wicket and outfield.
  - b. A minimum of three sets of stumps and bails according to the laws of cricket.
  - c. The necessary tools for marking the boundary according to the laws of cricket and, if applicable, according to the Belgian Cricket Federation's playing conditions and fixture format.
- (3) The necessary tools for marking the fielding circles according to the Belgian Cricket Federation's playing conditions and fixture format and:
  - a. Properly marked creases.
  - b. Sawdust.
  - c. A table and minimum two chairs for the dedicated scorers.
  - d. A hardcopy of all documentation covering the Belgian Cricket Federation competitions (e.g. playing formats, rules and regulations).
- (4) The home team is expected to provide a "tea" in line with the traditions in cricket. There should be enough food and drinks to cover the needs of the umpires, scorers and players.

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- (5) If the home team does not have a ground and the game is played at the opposition's venue. The home team can ask the opposition to make the tea, they will then reimburse the opposition for the cost of the teas. (food and drink)
- (6) The LC is authorized to make a ruling on the acceptability or unacceptability of a club's ground for league fixtures. In the case a ground is deemed unacceptable, the home team must look for another ground to play its home fixtures at.
- (7) If the home ground is declared unfit or unplayable due to bad weather, or predictably unavailable up to 24 hours before the start of the fixture, then it will not be rescheduled/postponed, and the game will be considered as 'a draw'. Points equivalent to a draw will be given to both teams.
- (8) The home team is responsible to inform whoever is concerned with the fixture in question as soon as it is clear the ground is unfit for play. Failure to do so can result in the home team having to pay expenses up to a maximum of EUR 100 incurred by the visiting team and any officials involved in the fixture. The BCF Office shall also be informed.
- (9) The following punishments will apply in case the home team fails to its responsibility:
  - a. In case the home team is not able to provide an acceptable home ground and it is clear that the home team did not do the necessary to find a possible solution as documented in section 1.11(2), the fixture shall be awarded to the visiting team.
  - b. In case the home team fails to meet the requirements mentioned in article 1.11(2), the home team will be deducted 20% of the maximum points attainable in a fixture.

### 1.12 Fixture Rearrangement Policy

- (1) Fixtures will generally not be rearranged. See sections 1.13 and 1.14.
- (2) However, under exceptional conditions will the LC authority allow a fixture rearrangement.
- (3) When there is a cancellation due to no fault of the teams involved then the fixture is deemed a draw. Points equivalent to a draw will be given to both the teams. This includes all matches which are abandoned due to natural events such as rain and bad light.
- (4) When one team doesn't agree with a date and venue proposed by the other, the League Committee (LC) shall help to reach an arrangement. If an agreement cannot be reached with both teams, then the LC shall decide on the date and venue, considering the availability of the venue.

### 1.13 National Team Conflict Policy

- (1) If two or more players are not available to play for their team because they are selected for an activity of the Senior Belgian National Team, the club concerned has the right to postpone the relevant fixture, providing it is done two weeks before the game is due to be played. In the case of the national game being played outside Belgium, then the postponement can be done two weeks before the departure date of the national team.

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### 1.14 Exceptional Circumstances Policy

- (1) In exceptional circumstances, the LC has the authority to postpone or rearrange fixtures.

### 1.15 Player Movement Restrictions

- (1) During the BCF season a player is not allowed to participate in any another national federation's competition.
- (2) Whenever a player wants to play for another federation competition, he must ask for a "No Objection Certificate" from the LCH.
- (3) Players leaving the BCF to play in another federation cannot return to any BCF competition in the same year. He/she also cannot play for his/her new club in the current season if he/she has played in another federation in the current season.
- (4) Any BCF player coming from another federation's competition (during their season) to the BCF competition, must also submit a "No Objection Certificate" from their club/federation. The player once returned cannot go back and play in the original federation's competition during that season. See paragraph 1.15(3).
- (5) Players will NOT be allowed to participate in any BCF competition in the current season even after the completion of the competition in another federation. National team players would have an exception to rejoin their club teams after the completion of the season in another federation.
- (6) The essential rule is that a player cannot play for more than one federation and one club per season.

### 1.16 Division, Promotion & Relegation Policy

- (1) Unless communicated otherwise before the start of the competition year, the structure of the league shall be the same as the previous year (i.e. number of divisions and number of teams per division). The league structure is defined in section 7.
- (2) The two teams that finish at the top of divisions 2, 3, 4 and 5 shall be given the chance to be promoted to the division above them.
- (3) The two teams that finish at the bottom of divisions 1, 2, 3 and 4 shall be relegated to the division below them.
- (4) There is no obligation for a team to play in a higher division than the one they played in the year before.
- (5) The following rules are applicable to the 1<sup>st</sup> division:
  - a. The right to play in the 1<sup>st</sup> division shall be offered to the teams that played in the 1<sup>st</sup> division and did not end in the bottom 2 places the year before.
  - b. A place in the 1<sup>st</sup> division will also be offered to the 2 teams finishing first and second in



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- the 2<sup>nd</sup> division the year before.
- c. If one or more teams in the 1<sup>st</sup> division wish to waive their right to continue playing in the 1<sup>st</sup> division, the right to play in the 1<sup>st</sup> division will be offered to, firstly to the team finishing third in the 2<sup>nd</sup> division last year and secondly to the team second to last in the 1<sup>st</sup> division the year before.
  - d. If not enough teams accept to play in the 1<sup>st</sup> division, then the 1<sup>st</sup> division will be played with less teams than initially planned.
- (6) The following rules are applicable to the 2<sup>nd</sup> division:
- a. The right to play in the 2<sup>nd</sup> division shall be offered to the teams that played in the 2<sup>nd</sup> division and did not end in the bottom two places the year before.
  - b. A place in the 2<sup>nd</sup> division will also be offered to the teams finishing in the top 2 positions in the 3<sup>rd</sup> division the year before.
  - c. If one or more teams in the 2<sup>nd</sup> division wish to waive their right to continue playing in the 2<sup>nd</sup> division, the right to play in the 2<sup>nd</sup> division will be offered to, firstly to the team finishing third in the 3<sup>rd</sup> division last year and secondly to the team ending second to last in the 2<sup>nd</sup> division the year before.
  - d. If not enough teams accept to play in the 2<sup>nd</sup> division, then the 2<sup>nd</sup> division will be played with less teams than initially planned.
- (7) The rules that are applicable to the 2<sup>nd</sup> division, will be applicable for 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> divisions.
- (8) In future, whenever a major overhaul of the league structure is made, clubs will be allocated positions in the newly constituted divisions based on the rankings of the previous competition year. This will rank the team(s) in promotion place(s) of a lower division higher than the team(s) finishing in relegation place(s) of a higher division.
- (9) New teams will enter the lowest division.

### 1.17 Umpiring Policy

- (1) Umpires for the fixtures of the BCF competitions shall be appointed by BCF office under the supervision of LC.
- (2) The BCF LC is responsible for the recruitment, education, appointment and evaluation of the BCF umpires.
- (3) Each umpire appointed by BCF office under the supervision of LC is by definition neutral and unbiased and nobody outside BCF LC has the right to intervene in any appointment decision for umpires. Any attempts to influence such appointments will be considered as a breach of the Code of Conduct.
- (4) If only one BCF umpire is present for a fixture, he will stand at the bowler's end throughout the complete fixture. He will be entitled to make decisions normally the prerogative of the umpire at the striker's end and may overrule any decisions made by the umpire at the striker's end, provided he has clearly witnessed the event in question.

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- (5) Umpires are not allowed to bring their mobile phones on the pitch.
- (6) Umpires have the authority to ask the captain to replace umpires that they do not think are taking the job seriously.
- (7) Such umpires can also be reported to the League Chairman.
- (8) In case no umpire has been appointed by BCF office, the captains should first strive to agree on non-playing umpires. In case this is not possible, each team will do their own umpiring. It is the captain's responsibility to appoint only experienced senior players with sufficient knowledge on the MCC Laws and the various BCF rules, regulations and playing conditions applicable to the competition. It needs to be taken into account that sending out young and inexperienced players would place them in a position of unfair responsibility.
- (9) Anybody that is asked to act as an umpire during a BCF competition game should not be under the influence of alcohol or drugs.
- (10) In no case can the absence of an officially appointed BCF umpire be a valid reason not to play the fixture.
- (11) A club which has a team in both the BCF T20 and league competitions will be asked to provide umpires for a minimum of 8 BCF league matches.
- (12) A club which has a team in the BCF T20 competition and two teams in the BCF league competition will be asked to provide umpires for a minimum of 12 BCF league matches.
- (13) A club which has two teams in the BCF T20 competition and two teams in the BCF league competition will be asked to provide umpires for a minimum of 16 BCF league matches.
- (14) A club which has one team in the BCF T20 competition and three teams in the BCF league competition will be asked to provide umpires for a minimum of 16 BCF league matches.
- (15) A club which has two teams in the BCF T20 and three teams in the BCF league competition will be asked to provide umpires for a minimum of 20 BCF league matches.
- (16) Clubs that do not comply with the conditions in paragraphs (11) to (15) above are liable to be fined €50 per fixture.
- (17) Concerns related to the performance or behaviour of umpires may be reported to the LCH by the captains.

## 2 Eligibility Conditions

### 2.1 Participation Policy

- (1) To participate in any of the BCF competitions, clubs must be based in Belgium (see exceptions in section 2.2) and must be a member of the BCF and one of its recognized regional federations Cricket Vlaanderen (CV) or Fédération Wallonie-Bruxelles de Cricket (FWBC).

### 2.2 Participation Exceptions

- (1) The BCFEC has the right to accept cricket clubs not based in Belgium or not being member of the BCF to participate in any of the BCF competitions.

### 2.3 Debt Policy

- (1) The BCFEC has the right to disallow a club from playing in any of the BCF competitions, to force a team to forfeit any game or even suspend all its members if a club has any overdue debts towards the BCF or any of its recognized regional partners.
- (2) The BCFEC has the right to disallow any individual player from participating in any of the BCF competitions or events, be it national or international, when an individual player has any overdue debts towards the BCF or any of its recognized regional partners or any of their members.
- (3) Any debt not paid by the indicated due date on the invoice will be considered as overdue debt.
- (4) The BCFEC reserves the right to introduce fines for any late settlement of overdue debts.

### 2.4 Minimum registration

- (1) A team must have a minimum of 15 eligible players registered no later than one week before a game at any time during the current season.
- (2) Clubs that would like to enter two teams in the either BCF league or the T20 competition must have a minimum of 25 eligible players registered no later than one week before the start of the season.
- (3) Clubs that would like to enter three teams in the either BCF league or the T20 competition must have a minimum of 38 eligible players registered no later than one week before the start of the season.

### 2.5 Club Officers

- (1) A club should identify a **Chairman**, responsible for communication with the BCF or any of its recognized regional partners.
- (2) A club should identify a **League Representative**, who should help the club chairman with the communication with the BCF and is responsible for all disciplinary transactions with the League Chairman, the Disciplinary Panel, the Appeal Committee, the BCF or any of its recognized regional partners (see section 3.4(6)). (This position can be held by any of the mentioned club officers).
- (3) A club should identify a **Secretary**, and /or a **Fixtures Secretary**, responsible for all league administration (which covers at least, but not limited to, registration, fixtures and results).
- (4) A club should identify a **Treasurer**, responsible for all financial transactions with the BCF or any of its recognized regional partners.
- (5) A club should identify **Team Captain(s)**, (1 per team) responsible for some communication with the BCF or any of its recognized regional partners.
- (6) A club must clearly inform the BCF and its recognized regional partners of the telephone number, electronic and physical mail address of the people holding the functions above. If one of those people is unavailable, the club must inform the BCFC and its recognized regional partners who is replacing him/her.
- (7) It is allowed (but not recommended) that some of the above functions be combined but there should at least be a primary (League Representative) and secondary contact point that is identified.
- (8) Ideally every club should provide a fixed and/or mobile telephone number, a valid email address and a fixed mail address (e.g. for registered mail) to maximize chances of contact. It is the club's responsibility to inform the BCFC and its recognized regional partners of any changes in these contact details.

### 2.6 Renewal Policy

- (1) A team shall be automatically subscribed for the next season if the team has participated in the BCF competition in the previous season and all eligibility conditions remain met at all times.
- (2) If the club wishes to withdraw from any of the competitions, it should send a notice of withdrawal in writing/email to be received at the BCF Administrator (BCFA) before the 1<sup>st</sup> of February of the competition year.

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### 2.7 New Clubs

- (1) For any new team to start in any of the BCF competitions, a request to do so has to be made in writing/e-mail to be received by the BCF Office/BCFEC before January 15<sup>th</sup> of the competition year.
- (2) Potential new member clubs may be a part of the regional association as an associate member before they send a request to be the member of BCF.
- (3) The applying organization must be a limited company, actual association de fait or non-profit organization (vzw/asbl).
- (4) New member clubs should have a bank account in the name of the club if they are a vzw/asbl and not in the name of a person. If the club is an association de fait, then this rule does not apply. This shall be asked as proof by the federation
- (5) Bank account details shall be provided to the BCF and their regional federation, CV or FWBC.
- (6) New member clubs should have a committee with the following roles (non exhaustive): chairman, treasurer, secretary, Junior development officer, fixtures secretary. The club's members should not hold a management/board position in any existing club thus avoiding any conflict of interest.
- (7) It must have a minimum of 22 active (playing) members. In the first year each player should have played at least 3 games in friendlies, including shorter format tournaments if applicable.
- (8) 50% members of the club applying to join the association must be new members and not registered with any existing clubs in the previous season.
- (9) New clubs shall apply to join CV or FWBC.
- (10) New clubs should play at least six matches against different clubs. All these games must be recorded in CricHq and supervised by BCF umpires. During this period, the club will neither be considered an associate or full member and will have no voting rights.
- (11) After the completion of 1 year of friendly games, the LC will review its status to allow them to play in the League for 3 years as an associate member without any voting rights.
- (12) After a period of 4 years, the club must have a minimum of 40 registered active members in the club (it could include juniors and women's players). After 4 years the club needs to send in an application with a presentation which LC will review the club's performances on the following aspects (growth rate, discipline on the field (DP cases), sustainability ,ground situation, organizational aspect, and contribution to the BCF with umpires, coaches volunteers) and recommend their case to the BCF EC. The EC will decide and put forward its recommendations in the AGM to make a full member.
- (13) The new club shall be invoiced for the insurance and umpires at the end of the year by the BCF and CV/FWBC where applicable.

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- (14) All games shall be played according to the BCF League Rules and the Playing conditions for a normal 50 over league match or a T/20, see section 6. This will include a dedicated scorer, who shall be provided by the team as per the league rules.
- (15) The signed score sheet shall be sent to the League Chairman and the BCF Office before 18:00 on the Monday evening following the game.
- (16) Any non-compliance with any of the above points could lead to the BCFEC not allowing the new club to enter the BCF leagues or the BCF T20 competition until the next season. This starts from the first year of induction
- (17) The list of active members includes the criteria of at least 50% of them playing 3 matches each year recorded in Crichq. Eligible members list needs to be updated on Crichq in a timely manner as described in article 2.4

### 3 Code of Conduct

- (1) By virtue of becoming a member club of the Belgian Cricket Federation (BCF), it is implicit that clubs, and their players, members, and officers, accept the constitution of the BCF and in particular abide by this Code of Conduct (CoC), the powers of the LC, and the Disciplinary Panel (DP) in relation to conduct and breaches of the rules. This includes the procedures specified below, and they undertake to be bound by them including the powers of suspension.
- (2) This Code of Conduct covers all BCF organized competitions.
- (3) Reports alleging breaches of this Code of Conduct by nominated players and their substitutes in Belgian competition matches shall be handled by the DP. Sanctions may be levied against clubs as a result of misbehavior by nominated players and their substitutes while representing them during the course of a match and, on occasions, afterwards as well.
- (4) In most instances, the Code of Conduct will be applied only to incidents reported during Belgian competition matches (see 3.4(4) for parameters) but some offences will be regarded as breaches at whatever time they are committed (this could be weeks, months, or even years after the match in question) notably sections 3.2.1(1)f and 3.2.2(1)a)b regarding public criticism and inappropriate comments about match officials or match related incidents as well as any other conduct that is unbecoming to the status of the game and/or likely to bring the game into disrepute. Such behavior may be investigated under this Code of Conduct as soon as it is reported from whatever source and by any medium to a member of the LC.
- (5) For all other reports and complaints, the League Chairman shall decide whether they are best investigated by the LC or the Disciplinary Panel either under this Code of Conduct or under other prevailing league regulations.
- (6) After a case has been heard by either the DP or the LC; if it goes to appeal it will be heard by the AP and not the DP or the LC.
- (7) No member of the BCFEC elected members (except the LCH) shall be allowed to sit on either of the following: the AP, the Disciplinary Panel or the LC.

#### 3.1 Offences and Penalties

- (1) Based on the ICC Code of Conduct, there are 4 levels of offences to be considered in this Code of Conduct when players and clubs are reported either by umpire(s), by a recognized club officer, or anyone else entitled by the league regulations to make a report. Upon the request of the League Chairman, the Disciplinary Panel will convene to establish whether the player(s) or club(s) reported shall have a case to answer.
- (2) A Level 1 offence is the least serious with lower penalties and players sanctioned will have no automatic right of appeal – but see paragraph (4) below. See section 3.2.1 for the full list of sanctions.

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- (3) Level 2, 3 and 4 offences are progressively more serious with higher penalties, but parties sanctioned do have a right of appeal, see section 3.2 for a full list of sanctions. Level 3 offences carry a minimum 3 match suspension which may be increased depending on the seriousness of the incident and Level 4 sanctions range from a minimum 6 match suspension up to a permanent ban for the player or official concerned.
- (4) Notwithstanding the provisions of paragraph (2) above, a player will also have the right of appeal where – in a single match - he is sanctioned for more than one incident up to the time when the scoresheet is signed.
- (5) Where the facts, complexity, or seriousness of the alleged incident mean that it cannot be bracketed as one of the listed offences referred to in a) and b) above – for example, fighting between the teams, pitch incursion by players, members, officers, supporters, or spectators, or any other exceptional circumstance not adequately or clearly covered by any of the above offences – once the umpire, official or club has made a report the Disciplinary Panel has the discretion to find the reported party guilty at any of the 4 levels mentioned above, under either:-
  - a. Unfair Play including any Conduct Contrary to the Spirit of the Game
  - b. Conduct Unbecoming of the Game's Status or Conduct which Brings the Game into Disrepute.
- (6) To be valid, any report registering a complaint must be made in writing and delivered, posted, emailed, or faxed to the BCF Administrator (BCFA) to be received by Wednesday midnight following the incident. Additionally, procedures outlined under subsections 3.43.4(4), 3.4(5) and 3.4(6) have to be followed.
- (7) Where a complaint is registered after the deadline mentioned in e) above, and the League Chairman in consultation with the LC considers the potential offence to be one of a sufficiently serious nature because of what took place and its potential to bring the game into disrepute, then it will still be eligible for investigation – without prejudice - under this Code of Conduct provided written clearance from the BCF Executive Committee (BCFEC) is obtained. In any circumstances, complaints received after 23h00 on the fifth working day following the incident shall not be considered.
- (8) The Disciplinary Panel will review reports relating to all offences, conduct interviews as and when required (by phone or in person) and convene, when necessary, at its convenience. Meetings involving players/umpires/clubs will be scheduled where possible to meet their preferences and dates will be confirmed at least 7 days in advance and may only thereafter be changed by the Disciplinary Panel. It reserves its right, according to the factors behind each case, to conduct its hearings with the relevant parties either simultaneously or at different times, in person or by phone, as it sees fit. Parties invited are expected to be represented or at least to be available by phone during the scheduled meeting time.
- (9) Clubs can be sanctioned following a reported incident only if a group of their players commit a collective offence (see section 3.3) – whether such an offence has been committed will be



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decided upon by the Disciplinary Panel. Captains of club teams can be held responsible for the conduct of their players.

- (10) Although it will not by itself change the BCF's disciplinary process following such a reported incident, internal disciplinary action by clubs is strongly recommended. If considered appropriate, and the DP is duly informed in writing by the club(s) in question, this may be taken into consideration when determining possible penalties in situations where they are to be levied against a club.
- (11) Persistently offending players can expect to be dealt with severely. Any player found guilty of a second offence in any three consecutive calendar years will automatically be deemed to have a previous record of misconduct and penalized accordingly. Additionally, a player found guilty of a level 3 or level 4 will have his past record of misconduct back to 1 January 2009 taken into account.
- (12) The Disciplinary Panel has the power to request a player to make an official written apology to any appropriate party for his misconduct. This must be done within a specified time frame and should this not be done the Disciplinary Panel shall reconvene and further sanctions shall be imposed additional to those already given. Under this section, the Disciplinary Panel shall have the power – with no recourse to appeal - to suspend a player for a maximum of two further matches. Where the sanction is against a club, up to 20% of the maximum number of points attainable in a match may be deducted.
- (13) Where applicable, penalties that couldn't be carried out in the current season will be carried forward to the following season.

### 3.2 Player Sanctions

#### 3.2.1 Level 1

- (1) The penalty for a Level 1 offence will depend on the previous record of the player concerned:
  - a. The penalty shall be an unconditional 1 match ban suspended for 12 months from the date of the incident, except for b below.
  - b. Where a second offence under the BCF Code of Conduct has been committed in any three consecutive calendar years, the penalty shall be (unconditionally) an immediate 1 match ban plus an additional 1 match ban, suspended for 12 months, which shall run from the originally scheduled date of the match to be missed (or final match to be missed where a suspended ban in force from a previous offence comes into play).
- (2) It therefore follows that a player who is found guilty of a second offence at Level 1 committed while any suspended 1 match ban remains in force from a previous offence would be immediately suspended for 2 matches (possibly more if the previous offence was at Level 3, definitely more if Level 4) as the suspended match ban(s) from the previous offence would have been automatically triggered. Players are therefore advised to be careful while suspended match ban(s) are still in force.

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- (3) The level 1 offences are:
- a. Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings.
  - b. Showing dissent at an umpire's decision by action or verbal abuse.
  - c. Using language that is obscene, offensive or insulting and/or the making of an obscene gesture.
  - d. Excessive appealing.
  - e. Pointing or gesturing towards the pavilion in an aggressive manner by a bowler or other member of the fielding side upon the dismissal of a batsman.
  - f. Public criticism of, or inappropriate comment on a match related incident or a match related official, see also 3.2.2(3) a)b.
  - g. Captains only – actions considered unhelpful (including unreasonably passive ones) where this is considered to have worsened a situation where one of his players is reported and subsequently sanctioned under this Code of Conduct. Players, other than the nominated captain, may also be sanctioned if they are considered to have been acting as a captain.

### 3.2.2 Level 2

- (1) The penalty for a Level 2 Offence will depend on the previous record of the player concerned:
- a. The penalty shall be (unconditionally) an immediate 1 match ban plus a further 1 match ban, suspended for 12 months, which shall run from the originally scheduled date of the match to be missed (or final match to be missed where a suspended ban in force from a previous offence crystallizes), except for b) below.
  - b. Where a second offence under the BCF Code of Conduct has been committed in any three consecutive calendar years, the penalty shall be (unconditionally) an immediate 2 match ban plus an additional 1 match ban, suspended for 12 months, which shall run from the originally scheduled date of the final match to be missed.
- (2) It therefore follows that a player who is found guilty of a second offence committed while any suspended 1 match ban remains in force from a previous offence would (subject to appeal) be immediately suspended for 3 matches as the suspended 1 match ban from the previous offence would have been automatically triggered. Players are therefore advised to be careful while suspended match ban(s) are still in force.
- (3) The level 2 offences are:
- a. Showing serious dissent at an umpire's decision by action or verbal abuse.
  - b. Serious public criticism of, or inappropriate comment on a match related incident or a match related official, see also 3.2.1(3)f
  - c. Inappropriate and deliberate physical contact between players in the course of play.
  - d. Charging or advancing towards the umpire in an aggressive manner when appealing.
  - e. Deliberate and malicious distraction or obstruction on the field of play.

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- f. Throwing the ball at or near a player, umpire or official in an inappropriate and/or dangerous manner.
- g. Using language that is obscene, offensive or seriously insulting and/or the making of an obscene gesture to another player, umpire, referee, team official or spectator.
- h. Changing the condition of the ball in breach of Law 42.3.
- i. Captains only - any attempt to manipulate a match in respect of the result, net run rate, bonus points or otherwise. Players other than the captain nominated on the team sheet considered by the umpires to be acting as captains may also be sanctioned.

### 3.2.3 Level 3

- (1) The penalty for a Level 3 Offence shall be a minimum 3 match to a maximum 6 match ban for the player concerned (depending on the player's previous disciplinary record), plus an additional ban for 1 or 2 matches, suspended for 12 months, which shall run from the originally scheduled date of the final match to be missed.
- (2) It therefore follows that a player who is found guilty of a second offence committed while any suspended ban remains in force from a previous offence at Level 3 would (subject to appeal) be immediately suspended for those match(es) from the Level 3 punishment plus others applicable for the second offence. The suspended ban from the Level 3 offence would be deemed to have been automatically triggered. Players punished for serious offences are advised to be particularly careful while suspended match bans are still in force.
- (3) A repeat of any Level 3 offence within 12 months shall result in a minimum 6 match suspension.
- (4) The level 3 offences are:
  - a. Intimidation of an umpire or official whether by language or conduct.
  - b. Threat of assault on another player, team official or spectator.
  - c. Using any language or gestures that seriously offends insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, gender, colour, descent or national or ethnic origin.

### 3.2.4 Level 4

- (1) The Penalty for a Level 4 offence shall be a minimum 6 match ban to a permanent ban for the player concerned (depending on the player's previous disciplinary record), plus an additional ban for a minimum 2 matches, suspended for 12 months, which shall run from the originally scheduled date of the final match to be missed.
- (2) The level 4 offences are:
  - a. Threat of assault on an umpire or official.
  - b. Physical assault on another player, umpire, referee, official or spectator.
  - c. Any act of violence on the field of play.

- (3) It therefore follows that a player who is found guilty of a second offence committed while any suspended ban remains in force from a previous offence at Level 4 would (subject to appeal) be immediately suspended for those matches from the Level 4 punishment plus others applicable for the second offence. The suspended ban from the Level 4 offence would be deemed to have been automatically triggered. Players punished for serious offences are advised to be particularly careful while suspended match bans are still in force.
- (4) Sanctions against players will, except in the most serious cases, be defined by a number of matches to be missed. These will be specified in the report made by the Disciplinary Panel and be based on the earliest matches in any competition the club is due to play according to the latest versions of the competition fixture lists available at the time of the report. Therefore, with reference to 2012:
  - a. An offence committed in the Twenty20 Cup could result in matches being missed in either that competition or the league.
  - b. An offence committed in the league could result in matches being missed in either that competition or the Twenty20 Cup.
- (5) For the purpose of defining sanctions and matches to be missed, matches in the Twenty20 Cup and the league shall be considered to be of equal status notwithstanding their anticipated duration.

### 3.3 Club Sanctions

- (1) Whilst a majority of situations to which this Code of Conduct will apply will arise from players being reported as individuals, all parties should note that sanctions permitted against clubs and their rights of reply are covered under sections 3.1(5) to 3.1(10) and under sections 3.4(3), 3.4(4), 3.4(5), 3.4(6), 3.4(10), 3.4(11) and 3.4(12).

#### 3.3.1 Collective Bad Behavior

- (1) The Code of Conduct covers club misdemeanors where there is alleged collective bad behavior from a group of team members (to be decided upon by the opinion of the Disciplinary Panel). There is no stipulated lower limit to the numbers of players who will be considered a group for the purpose of this Code of Conduct, and teams and their supporters are reminded to take particular care to ensure umpires are not surrounded in a threatening manner by groups of players and/or club supporters at any time before, during, and after a match.
- (2) Unauthorized pitch incursions by team member(s), identifiable supporter(s), member(s), or officer(s) of a club – or any combination thereof – are included under this caption and in certain cases so could the actions of individuals acting alone.

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### 3.3.2 Repeated Misbehavior by Club Members

- (1) Repeated offences by a club's players on a more individual basis are unacceptable. In accordance with section 1 of the Preamble to the Laws of Cricket, captains will be held responsible for the conduct of their team.

### 3.3.3 Sanctions Against Clubs

- (1) After finding that a collective offence has been committed by a group of a club's players – the Disciplinary Panel may deduct up to the maximum number of points attainable in a match. The penalty against a club for a club offence shall remain related to the competition in which that offence took place – for instance an offence committed (say) in the Twenty20 Cup may only be penalized with reference to that competition and not the 45-over League. Where applicable, penalties against clubs may be carried forward to the following season.
- (2) If damage has been caused to any property, the Disciplinary Panel additionally may order compensation to the aggrieved party as part of the penalty.
- (3) Whenever the Disciplinary Panel considers the offence committed to be of a particularly serious nature, requiring more severe sanctioning beyond its own powers, it will write with its recommendations to the BCF Executive Committee whose decision will be sent back to the DP Chairman who will then finish up his report including the verdict from the BC FEC, and then send it the BCF Office for distribution.
- (4) As this not a level one offence the club will still have the right to appeal against the decision.

### 3.3.4 Sanctions Against Teams and Captains

- (1) Where player incidents are committed in three separate matches by the same club's team within a 12-month period, the nominated captain on the day for the third match will be deemed to have breached the Code of Conduct at Level 1 which shall be considered to be part of his disciplinary record. This will be regarded as a uniquely separate incident and thus the penalty will be additional to and independent of any other misdemeanors the captain might have been reported for under the Code of Conduct in that third match. The sanction upon the captain shall be (unconditionally) an immediate 1 match ban without recourse to appeal but the additional 1 match ban, suspended for 12 months, will not apply.
- (2) This is considered a team rather than a club offence for the purposes of clubs with more than one team in the league, so (for example) a well behaved second team captain would not be unfairly penalized by a badly behaved first team.
- (3) Furthermore, players other than the captain nominated on the team sheet considered by the umpires to be acting as captains may also be thus sanctioned.

### 3.4 Notes

- (1) Clubs, their players and officials are reminded that, at all times, their communications on all matters covered under this code of conduct may only be sent to the LCH and the BCF administrator. Appropriate confidentiality must be respected on all occasions. Any proliferation beyond this may prejudice the club's or player's rights and, additionally, could be regarded as a violation of the code of conduct under either 1.6 or 2.2 and be penalised accordingly.
- (2) The captain is responsible for the conduct of his team, as clearly stated in Section 1 of the Preamble to the Laws of Cricket. While it is acknowledged the Captain cannot physically prevent every incident from taking place and due allowance has to be made for the fact he will be acting as the spokesman for his team, the Captain's role in any incident shall be considered by the Disciplinary Panel and if either his actions or lack of leadership are considered to have unnecessarily inflamed the situation, sanctions against the captain and club may also be handed out (see 3.2.1, g and 3.2.2,i). This will apply both to captains nominated on the team sheet and any other players whom the umpires believe to have been acting as a captain during the course of the incident / match.
- (3) Teams are reminded that during play only those players who are legitimately allowed to be there should be on the field of play. The only exceptions are players bringing on drinks during the drink's interval, a player bringing on an item of equipment for the batsman (bat, gloves etc.), if there has been an injury to a batsman, a player coming on to act as umpire.
  - a. Captains should not enter the field of play during any of the drinks breaks or any other interval, unless there is a serious injury.
  - b. Clubs could face sanctions from either the LC or the Disciplinary Panel for unauthorized pitch incursions by supporters, members, and officials.
- (4) Umpires must report any breach of the Code of Conduct, directed at them or otherwise, arising while they are present at the ground up to the time when the umpires sign the scoresheet. Umpires have the right to, and indeed should, report abuse directed towards them at the ground after signing the scoresheets – see 4 below. The umpires making a report are required to communicate their intention verbally to the player and his captain within 20 minutes of the conclusion of the match. Where the match is abandoned due to bad weather, it will be considered concluded when the umpires formally decide that no further play is possible and not from when the players finally left the field. Speaking to the offending player and captain formally (together with his colleague) will suffice for the purposes of meeting this requirement. Players to be reported by the umpires should be mentioned by name on the match scoresheet. This needs to be done in addition to sending their joint written report to the BCF Office by Wednesday midnight in Belgium following the incident.

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- (5) It is recognized that there could be some instances where it may not be possible for the umpires to fulfill all the immediate post-match requirements – i.e. an incident of a serious or threatening nature, or if player and/or captain shout at or abuse the umpires when being spoken to after the match, or where for any reason the player or captain is unavailable because they have left early, or where there is an excessive delay by either side in producing the match result sheets. If the umpires have been unable to fulfill all immediate post-match requirements mentioned in section 3.3.4(3)(4), they must make a communication the same evening to the League Chairman to explain the circumstances behind the situation as well as sending in their Incident report by Wednesday midnight in Belgium following the incident. The same procedure will apply where the umpires need to report abuse directed at themselves before leaving the ground but after signing the scoresheets. The League Chairman shall take note of the explanations and inform the club at the earliest opportunity.
- (6) When a report is received, it will be forwarded to the club's League Representative after which the club OR player (but not both) may send the BCF Office a response before 12h00 on the second working day following receipt of the report. For any response, there may be one communication only per player reported, and this must come from either the Club's Captain nominated on the team sheet on the day of the match, or Fixture Secretary, or League Representative or the player or players concerned. A club may wish to quote some comments that the player may specifically wish to make in its report. Should it be the player and not the club making the report, the player must state whether or not his statement is supported by the club, in which case official club support (from the League Representative) must be indicated with the report. The response from the club or player may only be directed to the League Chairman and the BCF Office who together will decide the appropriate communication to the relevant parties. The Disciplinary Panel will ignore any response proliferated to a wider audience. Any apology communicated at this stage would be both welcome and accepted and, in the case of potentially more serious incidents, this may mitigate the final sanction imposed.
- (7) For individuals, a penalty wherever possible will be defined by a number of matches, but for more serious offences the penalty can be defined in terms of a period of time, exclusion from the BCF for a specified period, or in extreme cases a permanent ban. The Disciplinary Panel will wherever possible specify the matches to be missed and reserves its right to reconsider them in unusual circumstances (e.g., when there are defaults or rearrangements). Where a match to be missed is a no result, the individual will miss all the replay(s) of that match. Where a match to be missed is not played due to a default by the individual's own club, then this shall not count as a match missed and the next match due to be played in shall be missed. However, where a match to be missed is not played due to an opposing club defaulting, then the match concerned shall count as a match to be missed. For clubs with more than one team bans will be served for the team with which the offence is associated - however it will effectively be assumed both teams play simultaneously using entirely different players so a player may not appear for another team while serving his ban.

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- (9) A suspension comes into effect two full working days after notification. This notification will be deemed to have been given the moment the League Chairman (or whosoever acting for him) sends the email and not when the club opens that email. In view of the time that may be needed to collect all the information, especially in more serious cases, the Disciplinary Panel will not always reach its decision before the player's next match and in this case the player is free to play until the Disciplinary Panel's decision is reached and communicated (for example should this be during Thursday of a normal working week with no intervening public holidays the suspended player would be free to play for the next weekend since the suspension would not be effective until midnight the following Monday) . In an extreme case, the League Chairman with the authorization of the BCF Executive Committee may decree that a player be suspended indefinitely before the decision is reached by the Disciplinary Panel – but such a decision would be wholly and completely outside the jurisdiction of the Disciplinary Panel.
- (10) In the case of a club – and that only after a collective offence (see section 3.3) has been committed by a group of its players – the Disciplinary Panel may deduct up to the number of points attainable in a match.
- If damage has been caused to any property, the Disciplinary Panel additionally may order compensation to the aggrieved party as part of the penalty.
  - Whenever the Disciplinary Panel considers the offence committed to be of a particularly serious nature, requiring more severe sanctioning beyond its own powers, it will write with its recommendations to the BCF Executive Committee whose decision will be sent back to the DP Chairman who will then finish up his report including the verdict from the BCFEC, and then send it the BCF Office for distribution.
  - As this not a level one offence the club will still have the right to appeal against the decision.
- (11) Should an appeal be made by a player or club punished for an offence by the decision(s) of the Disciplinary Panel, the appeal will be referred to the AP, with no Disciplinary Panel member party to the initial decision, nor any executive committee member of a club involved in the incident to take part. Where an appeal is made the following must be complied with and if any of these conditions are not met then any appeal will be null and void.
- Notice of intention to appeal must be given to the BCF Office by the player or club before 23h00 on the second working day (Belgian public holidays falling on weekdays will not count as working days) following the decision of the Disciplinary Panel being communicated to the club. Where the appeal comes directly from the player his club's League Representative must be explicitly copied.
  - An appeal must be made for each player. Where a player has been involved in more than one incident, all the incidents which that player was involved in shall be reviewed. Where an appeal is to be lodged involving two or more players, a separate document must be prepared for each player since there will be more than one separate appeal decision to be made. This is important to understand when sending in the appeal



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- documentation and for ensuring the correct deposits are paid (see below). The Disciplinary Panel will attempt to split its report into suitable annexes to facilitate this.
- c. Each appeal must be made in writing and delivered, posted, emailed, or faxed to the BCF Office in the 7 days following the notification of the decision of the Disciplinary Panel to the club. Where the appeal involves more than one player, each appeal must be made as a separate document per player.
  - d. For any appeal against a decision made by the Disciplinary Panel under the jurisdiction of this Code of Conduct, a deposit of Eur 150 per appeal must be received on the BCF's bank account, from either the player or the club, by the same time (i.e., the 7 days following notification) as well. The player's name / team and the date of the match should be included along with the word APPEAL in any narrative on the bank transfer. The deposit will be fully refundable should the AP decrease the overall aggregate penalty for a player. Should the overall aggregate penalty be increased or maintained, the deposit will not be refundable, and the funds will be put towards the development of junior cricket in Belgium.
  - e. The parties involved in the dispute along with specific witnesses (where applicable) will be interviewed and heard by the AP which will endeavor to meet within 14 days of the appeal being received and it shall give its decision in writing within 3 working days of its final meeting. The AP will meet on a working day at its convenience while trying where possible to arrange its meeting at suitable times for other parties, giving at least 10 days' notice of the meeting which can only subsequently be changed by the AP. Parties invited are expected to make sure they are represented either in person (or by phone with the permission of the AP).
  - f. Once the AP has given its verdict, the revised schedule of matches which are to be missed (where applicable) shall be recalculated by a Disciplinary Panel tribunal which will communicate the information to the League Chairman. The League Chairman shall notify the club and the revised suspension comes into effect two full working days after notification exactly as it would in section 3.3.4(3)(9) above.
- (12) Rights of appeal against decisions reached by the Disciplinary Panel are as follows:
- a. Player - an appeal can be made either for sanctions against a player for punishments for the committing of level 2, 3 or level 4 offences or where he is sanctioned in a single match for more than one incident up to the time the scoresheet was signed. Procedures in section 3.3.4(3)(11) must be followed.
  - b. Club – an appeal may be lodged for any sanctions imposed following the report of an umpire. In the event of a club v club dispute, either club may appeal against the decision. Procedures in note 9 must be followed.
  - c. Umpires – in extreme cases BCF LC may lodge an appeal against a decision where umpires have reported serious abuse directed at themselves, either from player(s) (when thought by BCF LC to merit Level 3 or 4 sanctions), or collective bad behaviour by a group of players or club supporters. No deposit will be required but all other procedures of section 3.3.4(3)(11) must be followed.
- (13) The decision of the AP is final and binding.



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- (14) Be advised that the AP may decrease, maintain, or increase the penalty imposed by the Disciplinary Panel.

## 4 Administration of Justice

### 4.1 Institutions

- (1) The institutions that have the right of jurisdiction within the **Belgian Cricket Federation (BCF)** are the following:
  - a. The **League Committee (LC)**. The committee consists of 3 to 4 members ideally including representatives from all different divisions and is run by the League Chairman.
  - b. The **Disciplinary Panel (DP)**. This panel consists of 5 to 7 members. Per case, only 3 members will be involved in the ruling to guarantee maximum neutrality. If the DP is treating an appeal for a LC verdict, the panel will work completely independently to provide a verdict on the appeal.
  - c. The **Appeals Panel (AP)**. This panel consists of 2 independent people and one member from the DP not previously involved in the case.
- (2) All members of the institutions mentioned above are approved by the **Belgian Cricket Federation Executive Committee (BCFEC)**.

### 4.2 Disciplinary Matters

- (1) The jurisdiction of any disciplinary matter is described in the section 3.
- (2) From the first report from the umpires or clubs to the BCF League Chairman, or the BCF Office, to the last report from the League Chairman to the BCF Office. ALL correspondence is Confidential and should be seen by a limited number of people:
  - The League Chairman.
  - The three DP or LC members and If required:
  - The three AP members.
- (3) Whilst the case is being dealt with, nobody else has the need or right to know.

### 4.3 Administrative Matters

- (1) The LC is responsible for the application of all rules and regulations concerning the BCF Competitions.
- (2) For any administrative mistake(s) by a team, the **LC** will implement the sanctions as laid out in the BCF rules and regulations.

### 4.4 Complaints by Clubs

- (1) Clubs have the right to report an incident to the **LC**. Any report concerning an incident during a game has to be made in writing no later than 12:00 on the second business day in Belgium

following the game concerned. The report has to be sent to the **Belgian Cricket Federation Administrator (BCFA)** by email or handed over personally.

- (2) If the report is about a disciplinary incident, then the LC shall refer the report to the DP which shall investigate the matter and treat it as described in section 4.2.
- (3) If the report is about an umpiring related matter, the LC shall refer the report to the BCF League Chairman who shall deal with the matter reported. If appropriate, he/she will refer the matter to the DP.
- (4) Any other report shall be dealt with by the LC which has the authority and responsibility to investigate the matter and to come to a ruling.

### 4.5 Appeals Procedure

- (1) Parties can appeal against a verdict following the procedures and conditions below:
  - a. The notice of intention to appeal has to be made in writing and has to be received at the BCFA no later than 23:00 on the second business day (in Belgium) following the notification of the verdict.
  - b. If an appeal is being made by an individual player, the club's representatives must be explicitly copied.
  - c. In cases where a decision includes multiple verdicts, each of those verdicts must be appealed against individually.
  - d. Each individual appeal must be made in writing and delivered, posted, emailed to the BCFA within 7 days of the notification of the intention to appeal.
  - e. For every individual appeal, a deposit of €150 must be received on the BCF's bank account within 7 days. The bank transfer notification should include the word "APPEAL" and a reference to the verdict (e.g. LC case ID, match date).
  - f. For any appeal against a decision of either the LC or the DP to be considered valid, all of the above conditions have to be met. If this is not the case, then the appeal will be considered null and void.
  - g. The deposit will be fully refundable should the appeal be upheld (i.e. overall aggregate penalty decreased or revoked).
- (2) If the verdict in first instance has been made by the DP, the appeal shall be treated by the AP.
- (3) If the verdict in first instance has been made by the LC, the appeal shall be treated by the DP and then AP if needed.
- (4) Any appealed decision by the AP is final and binding.
- (5) AP can either uphold, reject or reduce a DP ruling but cannot create a new form of penalty not consistent with the original DP ruling and not covered by the sanctions described in section 3 unless the offence, and hence penalty, are not otherwise covered in section 3.



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- (6) DP may create new penalties not covered in section 2 unless the offence, and hence penalty, are not otherwise covered in section 2. If created, then a precedent can be set which should then be transposed into the Bye Laws for future adjudications.

## 5 BCF Disciplinary Panel, League Committee & Appeals Panel

- (1) Immediately the League Chairman receives any report, it becomes a 'confidential document'. It does not matter if it will be forwarded to the DP or the LC, it is a confidential document. The only people that it can and should be sent to are the DP or LC members that have been assigned to that case. This includes any member of the BCFEC. Nobody should have access to any of the case documents. This also includes any further documents that are generated by the committee / panel members.
- (2) All reports are signed by either the DP or the LC! No names are ever mentioned. This way nobody knows who sat on what case! This way the members of that panel or committee cannot be cornered after a game and asked: 'Why did you make that decision?' or 'Do you know that because of you; we lost all of our points' or 'Smith C.C. is taking you to court!'
- (3) Confidentially and Anonymity is your friend, if not then anarchy could ensue.
- (4) For any case file that is subsequently sent to the AP, the same confidentiality applies, and the report is signed by the AP. No names are ever mentioned.

### 5.2 The League Chairman

- (1) The LCH with the help of the DP and the LC, will write up the changes to the BCF Rules and Regulations and the BCF Code of Conduct before the start of the season. They usually start after the EOSM! They go through the BCF Rules & Regulations one by one, page by page. These changes and updates are then sent to the BCFEC for approval. After they have been approved, the BCF Rules and Regulations and the BCF Code of Conduct are sent to the clubs and published on the BCF webpages. This should always be finished before the AGM.
- (2) The League Chairman shall not sit on the DP as he is the head of the LC and could have to sit on the AP as well.

### 5.3 Breaches To The BCF Code of Conduct

- (1) When the LCH receives a note on the bottom of the 'result sheet' from the umpires or anybody else to inform him that he is going to receive a report about a player(s), or a spectator(s), about conduct that breaches the BCF Code of Conduct, he emails the DP Chairman and asks him to set up the DP. The DP Chairman will pick three of the five members that volunteer. The DP Chairman will contact the chairman, both team captains and the league representatives of the two clubs and ask them for a report on the game, including their opinion of what happened. The report can come from the club or if they do not back the player(s) involved in the incident, the player(s) must send in their own report. If the report is about an umpire, it is also sent to the LCH.
- (2) The DP Chairman will send DP member the reports from the umpires and the clubs.

- (3) The DP Chairman will contact the umpires and ask for their take on what happened and why the report was made.
- (4) The DP Chairman will then forward all the reports to the members of the DP.
- (5) Each member of the DP will write up what he thinks the punishment should be and why. (They do not see each other's report). They send it to the DP Chairman only, nobody else.
- (6) If they all agree the DP Chairman will write a report and send it back to the DP members, to check the report has all the facts correct.
- (7) If they do not agree the DP Chairman will phone the other two parties.
- (8) If they still cannot agree they will meet face to face.
- (9) For any breach of the Code of Conduct over Level 1, the DP will arrange a separate (the same day just at different times) meeting for all parties.
  - Umpires
  - Captains
  - Players
  - Witnesses
- (10) When the report is finalized the DP Chairman will send the report back to the League Chairman.
- (11) The League Chairman will send it to the BCF Office for distribution to the clubs.
- (12) For any report above a level 1, the club or person can appeal against the findings of the DP. They must send the written appeal to the League Chairman and the BCF Office within a certain time limit, they must also send money to the BCF account this also has a time limit.

#### 5.4 The Appeals Panel

- (1) The AP is made up from the League Chairman, unless he is not a valid member, one of the DP that has not sat on the original panel and one or two (if the LC is unavailable) other people that are either experience players or experienced umpires.
- (2) The AP will meet and read and talk through the DP report.
- (3) They can then arrange a meeting and talk to the DP.
- (4) The clubs and players concerned.
- (5) Any other person that has sent in a report to the DP.
- (6) The League Chairman will write up a report.
- (7) Send the report to the General Manager to send to the clubs.
- (8) The AP decision is the end of the matter.

- (9) No more appeals can be sent to the BCF.

### 5.5 League Committee

- (1) The League Committee (LC) is headed by the BCF League Chairman and three, four or more other experience players/umpires.
- (2) The League Chairman receives the result sheets and checks that everything is ok!
- (3) Checks that all of the players on the result sheet are registered in the BCF database.
- (4) No unregistered players are allowed to play.
- (5) Players should be registered eight days before the game is scheduled to start.
- (6) Checks that all the names are spelled correctly.
- (7) Checks that no juniors have played.
- (8) All the fields are filled in correctly, such as:
  1. Date
  2. The home team
  3. The away team
  4. Who batted 1<sup>st</sup>
  5. Who batted 2<sup>nd</sup>
  6. Who won the toss and what they are going to do; Bat or Bowl.
  7. Division or group
- (9) All the columns and rows add up correctly.
- (10) Mark any player scoring over 50.
- (11) Mark any player taking over 3 wickets.
- (12) Mark any player taking over 3 catches.
- (13) The result line is correct.
- (14) Checks the result sheets for comments.
- (15) All the members arrived on time.
- (16) Both teams have a scorer.
- (17) The toss was done on time.
- (18) The game started on time.
- (19) Two full teams played the game.
- (20) Two full teams were still there at the end of the game.
- (21) The captains signed the result sheet.
- (22) The Scorers signed the result sheet.



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- (23) The Umpires signed the result sheet.
- (24) The ground was ready at the start of the game.
- (25) Crease markings correct.
- (26) Stumps, bails and chalk.
- (27) Inner and outer circles.
- (28) Boundary line / flags.
- (29) Sight Screens.
- (30) 6 spare balls (both teams)
- (31) Table & chairs for the scorers.
- (32) Scoreboard.
- (33) Were there drinks (hot & cold).
- (34) Was there a tea at the interval.
- (35) In case anything is wrong with the 'Results Sheet' or if the BCF Rules and Regulations have been breached:
  - a. The League Chairman contacts 'all' of the LC members and asks their opinion on the breach.
  - b. When he has received a majority.
  - c. He writes up his report and sends it to the other members of the LC for their opinion.
  - d. When the report is finished, he sends it to the General Manager to send to the clubs concerned.
  - e. Updates the League or T/20 tables.
  - f. This decision cannot normally be appealed, but if new evidence is produced to prove that the decision is/was incorrect. The LC can change their findings. (Brugge v Exiles 2013)
- (36) For reportable offences, the L.C. work exactly the same way as the D.P. does, three members are picked for each case. You cannot be on the committee if your team is involved or if you umpired the game.

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### 6 League & T20 Match Format And Playing Conditions

- (1) Except as stated hereunder, the MCC Laws of Cricket (2017 Code 2nd Edition 2019) and the ICC Men's One Day International Playing Conditions Effective 27 September 2018 shall apply.
- (2) In the sections below, the law number is referred to in the subsection headings. In case of conflict between the laws referred to above and the paragraphs in the following subsections, the information in this document takes precedence.

#### 6.2 The Players: Law 1

- (1) A match is played between two sides, each of at least 8 players (BCF regulations), one of whom shall be captain.
- (2) There should be at least 8 players at the ground for the toss.
- (3) There should also be at least 8 players per team at the ground at the end of the game.
- (4) The players shall be deemed to have agreed to abide by all the applicable BCF regulations as set forth in sections 3 and 6.13, the ICC Code Of Conduct, the Anti- Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti- Corruption Code (see <https://www.icc-cricket.com/about/cricket/rules-and-regulations/code-of-conduct>)

#### 6.3 The Umpires: Law 2

- (1) The selection of the umpires for BCF league games is up to the LCH.
- (2) Whenever possible the Umpires should not be a member of either club participating in the game. Umpires by their name are impartial therefore neither team will have any right to object to the appointment of any umpire.
- (3) There shall be no artificial lights. In the event of power failure or lights malfunction, the provisions relating to the delay or interruption of play due to bad weather or light shall apply.
- (4) When there is only one umpire allocated, he/she will be main umpire throughout the game and will always stand at the bowler's end. The batting team will supply the additional square-leg (batsman's end) umpire.

#### 6.4 The Ball: Law 4

- (1) Each fielding team shall bring at least one validate BCF white ball for its innings.
- (2) Each team should arrive at the game with at least 6 spare balls.

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### 6.5 Start And Cessation Of Play: Law 12

#### 6.5.1 League Match Hours of Play

- (1) Matches will consist of one innings per side and each innings will be limited to 50 overs.
- (2) Each innings (50 overs) should last 3 hours and 30 minutes. That is 15 overs per hour, 5 overs per 20 minutes and 4 minutes per over which gives an additional 10 minutes as stoppage time.
  - a. 11:00 - 14:30            First Innings
  - b. 14:30 - 15:00            Tea Break
  - c. 15:00 - 18:30            Second Innings

#### 6.5.2 T20 Hours of Play

- (1) Matches will consist of one innings per side and each innings will be limited to 20 overs.
- (2) Each game should not exceed 3 hours.
- (3) Each innings (20 overs) should last 1 hour and 20 minutes, with a 20 minute break between innings. This is 4 minutes per over, 20 minutes for 5 overs and 15 over per hour.
- (4) The minimum number of over to validate a match is at least ten (10) per innings.

#### 6.5.3 Minimum Overs Requirement

- (1) The umpires are the only people who can decide on a slow over rate. They should keep the captains informed at the drinks breaks.
- (2) Penalty of 6 runs is given for every over lost.
- (3) The minimum number of over to validate a match is at least twenty (20) per innings.
- (4) The umpires may reduce this penalty if they are of the opinion that events beyond the control of the team bowling second prevented them from bowling the required number of overs. This decision will be made before the start of the second innings.
- (5) During the second innings the umpires must communicate their penalty decision well before the end of the innings to avoid any confusion. i.e., before they start adding 6 runs per over.
- (6) If the fielding team are two over down the captain should have been advised at the 34th over (drinks break). If at the end of the 47th over they are still down, the umpires will add 12 runs to the batting sides total.

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### 6.6 The Result: Law 16

- (1) Prematurely Terminated Matches - Calculation of The Target Score (Laws 2017 2nd edition)- 2019.
- (2) In case of delay/interrupted matches, the revised target will be calculated using the current Duckworth/Lewis/Stern method.

### 6.7 No Ball: Law 21

- (1) Free Hit (Laws 2017 2nd edition - 2019)
- (2) In addition to the above, 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.
- (3) 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.
- (4) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
  - a. There is a change of striker (the provisions of clause 41.2 shall apply), 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.
- (5) For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply (Laws 2017 2nd edition - 2019)
- (6) 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.

### 6.8 Wide Ball: Law 22

- (1) Judging a Wide (Laws 2017 2nd edition - 2019)
- (2) The ball passes above the head height of the striker standing upright at the popping crease.

### 6.9 Fielders Absence And Substitutes: Law 24

- (1) Substitute fielders (Laws 2017 2nd edition - 2019)
- (2) If a player is absent from the field for longer than 15 minutes in a league match or 8 minutes in a T20, the following restrictions shall apply to their future participation in the match:
  - a. The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for

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which the player was absent (hereafter referred to as Penalty Time). A player's unexpired Penalty Time shall be limited to a maximum of 120 minutes. If any unexpired Penalty Time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

- b. The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty Time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

- (3) Penalty Time not incurred (Laws 2017 2nd edition - 2019)
- (4) A nominated player's absence will not incur Penalty Time if:
  - a. The player is absent from the field for a period of 8 minutes or less.

### 6.10 Batsman's Innings: Law 25

- (1) Runners shall not be permitted. (ICC Regs)

### 6.11 The Fielders: Law 28

#### 6.11.1 Limitation Of On Side Fielders

- (1) Laws 2017 2nd edition – 2019.
- (2) At the instant of delivery, there may not be more than 5 fielders on the leg side.
- (3) In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No Ball.

#### 6.11.2 Restrictions On The Placement Of Fielders In League Matches

- (1) Laws 2017 2nd edition – 2019.
- (2) In addition to the restrictions contained in section 6.11.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- (3) The following fielding restrictions shall apply:
  - a. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction

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areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

- b. At the instant of delivery:
- c. Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- d. Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- e. Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive. It is easier to remember for 50 overs game:

10 – 30 - 10 or 20% - 60% - 20%

- (4) In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
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
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	9	25	8
42	9	25	8
43	9	26	8

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44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

- (5) If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over. If a 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

### 6.11.3 Restrictions On The Placement Of Fielders In T20 Matches

- (1) Laws 2017 2nd edition – 2019.
- (2) In addition to the restrictions contained in section 6.11.1, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.
- (3) Subject to 6.11.3(4) below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay Overs).
- (4) The following fielding restrictions shall apply:
  - a. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of Appendix C). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
  - b. During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.
  - c. During the non-Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in section 6.11.3(4)a.
  - d. In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
  - e. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs

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have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

Total overs in innings	Number of overs for which fielding restrictions above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

### 6.12 Unfair Play: Law 41

- (1) Bowling of dangerous and unfair short pitched deliveries (Laws 2017 2nd edition - 2019)
- (2) A bowler shall be limited to two fast short-pitched deliveries per over.
- (3) A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- (4) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast, short pitched delivery has been bowled.
- (5) In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- (6) For the avoidance of doubt any fast, short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.
- (7) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in section 6.11.3(2) above, the umpire at the bowler's end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a fast, short pitched delivery. The umpire shall call and signal 'No Ball' and then tap the head with the other hand.
- (8) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No Ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- (9) If there is a second instance of the bowler being No Balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.



### 6.13 Decision Review System (DRS) And Third Umpire Protocol

- (1) Not applicable for the BCF.

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### 7 League Rules

#### 7.1 Scope of the Rules

- (1) The BCF League Rules describe the way in which the BCF League is organized. These are also subject to sections 1.16(5) and 1.16(6).
- (2) In case there are any contradictions between the section 1 and this section then the former will take precedence.

#### 7.2 League Structure

- (1) The League will be organized in 6 divisions. The teams per division will be confirmed at the start of season meeting once all promotion and relegation issues have been resolved, all appeals finalized and once all new clubs have been accepted or rejected based on the rules of acceptance.

#### 7.3 Number of Games

- (1) All teams in all divisions shall play each other twice, one home match and one away match.

#### 7.4 Game Format

- (1) All BCF League games will be limited to fifty overs, scheduled to start at 11:00 and scheduled to finish at 18:30. This will include two drinks breaks per innings.
- (2) Any unscheduled drinks breaks will be timed by the umpires.
- (3) 11:00 - 14:30 First Innings
- (4) 14:30 - 15:00 Tea Break
- (5) 15:00 - 18:30 Second Innings

#### 7.5 Points System

##### 7.5.1 Result Points:

- (1) Win: 20 points to the winner
- (2) Abandoned/Tie: 12.5 points to each side.
- (3) No Result 1: 0 points to each side

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### 7.5.2 Penalty Points:

- (1) The threshold of the Cumulative Penalty Points given to each side in respect of the match can only be 20 points.

### 7.5.3 Bonus Points

- (1) Bonus points will be awarded in respect of each match where there is a win/lose result, on the following basis. The win/loss in all cases where the match hasn't been played (except forfeit) will get 0 bonus points to each side.
- (2) There will be an allocation of 5 bonus points to each Match.
- (3) These points will be allocated between the two sides, depending on the margin of victory in the match. This allocation will operate as follows:
- (4) Where interruptions result in the final allocated length of the two innings being of different lengths, the lower of the two figures will determine the bonus point scheme that will apply. See the latter tables below.
- (5) The team which receives the forfeit will be awarded 2.5 bonus points in addition to 20 points.

#### 7.5.3.1 Bonus Points For A 50 Over Game

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
100+	9/10 Wickets	5	0
80 - 99 Runs	7/8 Wickets	4	1
60 - 79 Runs	5/6 Wickets	3	2
40 - 59 Runs	3/4 Wickets	2	3
20 – 39 Runs	2 Wickets	1	4
< 20 runs	1 Wicket	0	5

#### 7.5.3.2 Bonus Points For A 31 - 40 Over Game

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
70+	9/10 Wickets	5	0
50 - 69 Runs	7/8 Wickets	4	1
30 - 49 Runs	5/6 Wickets	3	2
10 - 29 Runs	3/4 Wickets	2	3
5 – 9 Runs	2 Wickets	1	4
< 5 runs	1 Wicket	0	5

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### 7.5.3.3 Bonus Points For A 20 - 30 Over Game

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
40+	9/10 Wickets	5	0
30 - 39 Runs	7/8 Wickets	4	1
20 - 29 Runs	5/6 Wickets	3	2
10 - 19 Runs	3/4 Wickets	2	3
5 – 9 Runs	2 Wickets	1	4
< 5 runs	1 Wicket	0	5

### 7.5.4 Scenarios

- (1) Some possible bonus points scenarios are explained here:

#### 7.5.4.2 Allocated Overs: > 40 Overs Case 1

- (1) Team A: 100 for 4 wickets in 45 overs.
- (2) Team B: 56 all out in 30 overs.
- (3) Margin of victory:  $100 - 56 = 44$  runs -> 2 bonus points.
- (4) Winning team A gets 22 points, 20 points for the win plus 2 bonus points.
- (5) Losing team B gets 3 points, 0 points for losing plus 3 bonus points.

#### 7.5.4.3 Allocated Overs: > 40 Overs Case 2

- (1) Team A: 175 all out in 32 overs.
- (2) Team B: 176 for 6 wickets in 25 overs.
- (3) Margin of victory:  $10 - 6 = 4$  wickets -> 2 bonus points.
- (4) Winning team B gets 22 points, 20 points for the win plus 2 bonus points.
- (5) Losing team A gets 3 points, 0 points for losing plus 3 bonus points.

#### 7.5.4.4 Allocated Overs: 30 – 40 Overs Case 1

- (1) Team A: 100 for 4 wickets in 40 overs.
- (2) Team B: 56 all out in 30 overs.
- (3) Margin of victory:  $100 - 56 = 44$  runs -> 3 Bonus points.
- (4) Winning team A gets 23 points, 20 points for the win plus 3 bonus points.
- (5) Losing team B gets 2 points, 0 points for losing plus 2 bonus points.

### 7.5.4.5 Allocated Overs: 30 – 40 Overs Case 2

- (1) Team A: 175 all out in 32 overs.
- (2) Team B: 176 for 6 wickets in 25 overs.
- (3) Margin of victory:  $10 - 6 = 4$  wickets - > 2 bonus points.
- (4) Winning team B gets 22 points, 20 points the win plus 2 bonus points.
- (5) Losing team A gets 3 points, 0 points for losing plus 3 bonus points.

### 7.5.4.6 Allocated Overs: 20 – 30 Overs Case 1

- (1) Team A: 100 for 4 wickets in 30 overs.
- (2) Team B: 56 all out in 15 overs.
- (3) Margin of victory:  $100 - 56 = 44$  runs -> 5 bonus points.
- (4) Winning team A gets 25 points, 20 points for the win plus 5 bonus points.
- (5) Losing team B gets 0 points, 0 points for losing plus 0 bonus points.

### 7.5.4.7 Allocated Overs: 20 – 30 Overs Case 2

- (1) Team A: 175 all out in 32 overs.
- (2) Team B: 176 for 6 wickets in 25 overs.
- (3) Margin of victory:  $10 - 6 = 4$  wickets -> 2 bonus points.
- (4) Winning team B gets 22 points, 20 points for the win plus 2 bonus points.
- (5) Losing team A gets 3 points, 0 points for losing plus 3 bonus points.

## 7.6 Ranking System

- (1) The ranking shall be determined based on the total number of points.
- (2) In case 2 or more teams have the same total, the ranking will be determined by the Net Run Rate (NRR) as explained in section 7.13.

## 7.7 Match Format

- (1) The match format for all fixtures in all divisions are explained in detail in the section 6.

## 7.8 Dress Code

- (1) All players must use proper cricket colored kit. The only exception to colored clothing is given for the helmet (no white helmets) and gloves.

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- (2) It is mandatory to cover batting pads with colored clads.
- (3) All players must wear the same color clads.
- (4) Players not dressed in club kit or the same color of clads will be asked to change into the correct kit and if that is not available, they will not be allowed to play.
- (5) National team clothing, including helmets (except for caps) should only be worn whilst representing your country. They should not be worn during BCF organized club games.
- (6) Any player taking drinks onto the field shall be dressed in proper cricket attire.
- (7) In bad weather conditions upon consent from the on field umpires the colored jumpers will be allowed. This jumper must also be removed while bowling as it might hinder the visibility of the cricket ball.

### 7.9 Scorers

- (1) All teams entering a BCF league game should provide a dedicated scorer(s), who will enter the relevant details in the score book for the whole of the game. The scorer(s) must comply with the sub-paragraphs below. There is no requirement for the scorer to be a club member.
- (2) Teams can use two scorers, but any scorer must sit for the whole of the innings.
- (3) For divisions 1 and 2, the home team scorer must use the CricHQ app to score (either online or offline).
- (4) The away team scorer must use the scorebook.
- (5) For divisions 3, 4 and 5 either the home team or the away team scorer can use CricHQ app, but one team must score in the scorebook.
- (6) Scorers whenever possible should go to the toilet during the drinks or tea breaks.
- (7) If a scorer has to leave the scoring area for any reason, he should inform the available captain(s) when he leaves and when he returns: the maximum break is 10 minutes.
- (8) The scorer shall under no circumstances take part in the game as a player or a substitute and shall score together with the scorer provided by the opposite side.
- (9) Both scorers shall work together with each other and the umpires as described in "The Laws of Cricket" and in "Tom Smith's Cricket Umpiring and Scoring". To facilitate better cooperation, both scorers will make sure that they sit in close proximity to each other and have a clear view of the umpires at all times.
- (10) Scorers should always be sat down and not walking close to the boundary line.
- (11) It is the responsibility of the clubs to ensure their dedicated scorer(s) has (have) sufficient knowledge of the laws of cricket and scoring techniques to make sure this important responsibility is handled correctly and efficiently.

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- (12) When a team presents itself for a fixture with 11 or fewer players, the captain can nominate one of them as a dedicated scorer. For divisions 3, 4 and 5, it is not mandatory to have a dedicated scorer. But playing the game with no dedicated scorer will result in the deduction of league points as mentioned in paragraph (15) below, even if both teams do not have a dedicated scorer.
- (13) In case only one official umpire is present for the fixture, the dedicated scorer shall not act as a square leg umpire.
- (14) Only if no official umpire is present at the fixture, the scorers may be nominated as umpires and the players are allowed to handle the scoring with no penalty.
- (15) Any team guilty of a breach of this article shall be deducted 5 league points, even if the umpire(s) allowed an exception.
- (16) There will be a 10 league point deduction for any team that does not have a recorded score in CriqHQ, within 2 business days post the completion of the game.

### 7.10 Minimum Team Size

- (1) A team can only be permitted to participate in a fixture if there are at least 8 players present during the whole duration of the fixture.
- (2) A fixture (i.e., the toss) cannot start before both teams have 8 players present.
- (3) An umpire has no right to allow any exceptions to this article.
- (4) A team in breach of this article shall be considered as having forfeited the fixture. In the event of such a breach, all regulations pertaining to forfeiting a game shall be applied.
- (5) There must be at least eight players at the ground when the umpires call time at the end of the game.

### 7.11 Balls

- (1) Each team is responsible for starting its bowling innings with a new BCF approved ball.
- (2) Every team is also responsible for collecting those approved balls at the date, time and venue announced by the League Chairman (LCH).
- (3) Each team must also provide a total of 6 spare balls at each fixture. These spare balls must have a different degree of wear and tear so that the umpires can replace a lost ball at any time during an innings.
- (4) The six spare balls should be kept in the scoring area, for easy access.
- (5) In case a team is found in breach of this article, 5 league points will be deducted.

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### 7.12 Score sheet

- (1) All the games must be recorded in the centralized BCF application (CricHQ) accessible for verification.
- (2) After the completion of the fixture, the captains should make sure the short result sheet of the game is correctly filled in and signed by all relevant people.
- (3) The short result sheet should clearly nominate all the players involved in the fixture with their first and family name exactly as they are registered with the BCF Office. Each captain is responsible for the information on his own team.
- (4) The short result sheet must be signed by the captains and umpires containing the umpire notes must be sent across to the League Chairman.
- (5) Every team also needs to nominate the dedicated scorer on the short result sheet. Absence of such a nomination will be considered as if there was no dedicated scorer present with a subsequent deduction of 5 league points.
- (6) The result of the fixture should also be clearly marked on the short result sheet. It should also contain the number of runs scored, overs bowled, wickets taken and the different extras for each innings.
- (7) It is the responsibility of both captains to make sure the first innings details are filled in as much as possible before the start of the second innings.
- (8) The captain of the team batting second is responsible for ensuring that the innings details are captured on the scorecard within 15 minutes of the innings closure.
- (9) The short result sheet has to be signed by both captains and must be ready to be signed by both umpires no later than 20 minutes after the completion of the game.
- (10) The captain of the home team is responsible for sending in the short result sheet to the BCF LCH and the BCF Office no later than the following Monday midnight. The result sheet can be provided by email or a personal handover.
- (11) If the result sheet does not reach the LCH or the BCF Office before the deadline, the home team will be deducted 5 points. For any subsequent offense the home team will get a points deduction in multiples of 5 league points, i.e.

First offence	5 points
Second offence	10 points
Third offence	15 points
Fourth offence	20 points

- (12) In case one or more players have been reported during the fixture, the umpires are responsible for clearly indicating on the score sheet the name of the player who has been reported. BCF umpires are also responsible to complete the "BCF Incident Report Form". When the umpires are not available it is the responsibility of the captains to complete the



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“BCF Incident Report Form”. The report must be sent across to the BCF LCH before Wednesday midnight.

- (13) Any score sheet that is found to not correctly reflect the result, participants and other relevant details of the game will be considered as a breach of the code of conduct and will immediately be referred to the LC.
- (14) The home team captain is also responsible to upload the scorecard in the centralized BCF application by the following Wednesday evening at 19h00 – after three working days. If the scorecard is not uploaded in the centralized BCF application before the deadline, the home team will be deducted 10 points. For any subsequent offense the home team will get a points deduction in multiples of 10 league points.

First offence	10 points
Second offence	20 points
Third offence	30 points
Fourth offence	40 points

### 7.13 Net Run Rate Explanation

- (1) The Net Run Rate (NRR) is explained here:
- (2) <http://www.espnricinfo.com/ci/content/page/429305.html>
- (3) NRR has become the preferred method of breaking ties in multi-team one-day international tournaments. It is often misunderstood, but really quite simple to understand.
- (4) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- (5) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (6) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.
- (7) Let's take as an example South Africa's net run-rate in the 1999 World Cup. South Africa's listing in the Group A points table published in the group stages was as follows:

	P	W	L	NR	T	Pts	Net-RR	For	Aga
South Africa	3	3	-	-	-	6	+1.495	678/147.2	466/150

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- (8) The columns we are looking at here are the last three: "Net-RR", "For" and "Aga". The figure in the "Net-RR" column is achieved by subtracting the answer of the division in the "Aga" column from the answer to the division in the "For" column.
- (9) To use this example:
- (10) "FOR" South Africa had scored, so far in the tournament:
- Against India, 254 runs (for 6 wkts) from 47.2 overs
  - Against Sri Lanka, 199 runs (for 9 wkts) from 50 overs
  - Against England, 225 runs (for 7 wkts) from 50 overs
- (11) Across the three games, South Africa scored 678 runs in a total of 147 overs and 2 balls (actually 147.333 overs), a rate of  $678/147.333$  or 4.602 rpo.
- (12) "AGAINST": Team opposing South Africa scored:
- India, 253 (for 5 wkts) from 50 overs
  - Sri Lanka, 110 all out from 35.2 overs
  - England, 103 all out from 41 overs
- (13) In the case of Sri Lanka and England, because they were all out before their allotted 50 overs expired, the run rate is calculated as if they had scored their runs over the full 50 overs.
- (14) Therefore, the run-rate scored against South Africa across the first three games is calculated on the basis of 466 runs in a total of  $50 + 50 + 50 = 150$  overs, a rate of  $466/150$  or 3.107 rpo.
- (15) The net run-rate is, therefore,
- 4.602 Run-rate for  
3.107 Run-rate against  
=====
- + 1.495 ANSWER

## 8 T20 Rules

### 8.1 Scope of the Rules

- (1) The T20 Cup Rules describe the way in which the BCF Twenty20 competition is organised.
- (2) In case there are any contradictions between section 1 and this section, the former will take precedence.

### 8.2 T20 Cup Structure

- (1) The Twenty20 Cup will be organised in 4 qualifying groups taking into account the rankings of the previous competition year.
- (2) The final stage of the competition will consist of quarter-finals, semi-finals and a final.

### 8.3 Number Of Games

- (1) Qualifiers: All teams inside a qualifying group will play each other once.
- (2) Quarter-finals: the eight qualifying group winners and runners up will play the quarter-finals.
- (3) Semi-final: The four quarter-finals winners will play two semi-finals.
- (4) Final: The semi-final winners will play the final.

### 8.4 Points System

#### 8.4.1 Result Points

- (1) Win: 20 points to the winner
- (2) Abandoned/Tie: 12.5 points to each side.
- (3) No Result 1: 0 points to each side

#### 8.4.2 Penalty Points

- (1) The threshold of the Cumulative Penalty Points given to each side in respect of the match can only be 20 points.

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### 8.4.3 Bonus Points

- (1) Bonus Points will be awarded in respect of each match where there is a win/lose result, on the following basis. The win/loss in all cases where the match hasn't been played on the field (except forfeit) will get 0 Bonus Points to each side.
- (2) There will be an allocation of 5 Bonus Points to each Match.
- (3) Where interruptions result in the final allocated length of the two innings being of different lengths, the lower of the two figures will determine the bonus point scheme that will apply.
- (4) The team which gets the forfeit will be awarded 2.5 bonus points in addition to 20 points.
- (5) These points will be allocated between the two sides, depending on the margin of victory in the match. This allocation will operate as follows:

#### 8.4.3.2 Bonus Points For A 16 - 20 Over Game

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
70+	9/10 Wickets	5	0
50 - 69 Runs	7/8 Wickets	4	1
30 - 49 Runs	5/6 Wickets	3	2
10 - 29 Runs	3/4 Wickets	2	3
5 – 9 Runs	2 Wickets	1	4
< 5 runs	1 Wicket	0	5

#### 8.4.3.3 Bonus Points For A 10 - 15 Over Game

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
40+	9/10 Wickets	5	0
30 - 39 Runs	7/8 Wickets	4	1
20 - 29 Runs	5/6 Wickets	3	2
10 - 19 Runs	3/4 Wickets	2	3
5 – 9 Runs	2 Wickets	1	4
< 5 runs	1 Wicket	0	5

### 8.4.4 Scenarios

- (1) Some possible Bonus Points Scenarios are explained here:

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### 8.4.4.2 Allocated Overs: 16 – 20 Overs Case 1

- (1) Team A: 100 for 4 wickets in 20 overs.
- (2) Team B: 56 all out in 10 overs.
- (3) Margin of victory  $100 - 56 = 44$  runs -> 3 bonus points.
- (4) Winning team A gets 23 points, 20 points for the win plus 3 bonus points.
- (5) Losing team B gets 2 points, 0 points for losing plus 2 bonus points.

### 8.4.4.3 Allocated Overs: 16 – 20 Overs Case 2

- (1) Team A: 175 all out in 32 overs.
- (2) Team B: 176 for 6 wickets in 25 overs.
- (3) Margin of victory  $10 - 6 = 4$  wickets -> 2 bonus points.
- (4) Winning team B gets 22 points, 20 points for winning plus 2 bonus points.
- (5) Losing team A gets 3 points, 0 points for losing plus 3 bonus points.

### 8.4.4.4 Allocated Overs: 10 – 15 Overs Case 1

- (1) Team A: 100 for 4 wickets in 15 overs.
- (2) Team B: 56 all out in 10 overs.
- (3) Margin of victory:  $100 - 56 = 44$  runs -> 5 bonus points.
- (4) Winning team A gets 25 points, 20 points for winning plus 5 bonus points.
- (5) Losing team B gets 0 points, 0 points for losing plus 0 bonus points.

### 8.4.4.5 Allocated Overs: 10 – 15 Overs Case 2

- (1) Team A: 175 all out in 14 overs.
- (2) Team B: 176 for 6 wickets in 13.5 overs.
- (3) Margin of victory:  $10 - 6 = 4$  wickets -> 2 bonus points.
- (4) Winning team B gets 22 points, 20 points for winning plus bonus points.
- (5) Losing team A gets 3 points, 0 points for losing plus 3 bonus points.

## 8.5 Ranking System

- (1) The ranking per group shall be based on the total number of points.
- (2) In case two or more teams have the same number of points, the ranking shall be determined by Net Run Rate (NRR), as explained in section 7.13.

### 8.6 Dress Code

- (1) All players must use proper cricket colored kit. The only exception to colored clothing is given for the helmet (no white helmets) and gloves.
- (2) It is mandatory to cover batting pads with colored clads.
- (3) All players must wear the same color clads.
- (4) Players not dressed in club kit or the same color of clads:
  - a. Will be asked to change into the correct kit: or if not available:
  - b. Will not be allowed to play.
- (5) National Team clothing, including helmets (except the caps) should only be worn whilst representing your country. They should not be worn during BCF organized club games. See section 8.6(4).
- (6) Any player taking drinks onto the field shall be dressed in proper cricket attire.
- (7) In bad weather conditions, upon consent from the on-field umpires, colored jumpers will be allowed. This jumper must also be removed while bowling as it might hinder the visibility of the cricket ball.

### 8.7 Scorers

- (1) All teams entering a BCF T20 competition game must provide a dedicated scorer, who will enter the relevant details in the score book for the whole of the game. The scorer must comply with sub-para 2, 3, 4, 5, 6 & 7 below. There is no requirement for this to be a club member.
- (2) Teams can use two scorers, but any scorer must sit for the whole of the innings.
- (3) The home team and away team scorer can use the CricHQ App but one of them must use the scorebook.
- (4) Scorers whenever possible should go to the toilet during the break between the innings.
- (5) If a scorer must take a break, he should inform the available captain(s) when he leaves and when he returns. The maximum break is 10 minutes.
- (6) The scorer shall under no circumstances take part in the game as a player or a substitute and shall do the scoring for both innings together with the scorer provided by the opposite side. Both scorers shall work together with each other and the umpires as described in "The Laws of Cricket" and in "Tom Smith's Cricket Umpiring and Scoring". To facilitate better cooperation, both scorers will make sure that they sit in close proximity of each other and have a clear view of the umpires at all times.

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- (7) It is the responsibility of the clubs to ensure their dedicated scorer(s) has(have) sufficient knowledge of the laws of cricket and scoring techniques to make sure this important responsibility is handled correctly and efficiently.
- (8) When a team presents itself for a fixture with 11 or fewer players, the captain can nominate one of them as a dedicated scorer. It is not mandatory to have a dedicated scorer. But playing the game with no dedicated scorer will result in the deduction of points as mentioned in paragraph (11) below.
- (9) In case only one official umpire is present for the fixture, the dedicated scorer shall not act as a square leg umpire.
- (10) Only if no official umpire is present at the fixture, the scorers may be nominated as umpires and the players are allowed to handle the scoring with no penalty.
- (11) In the qualifying stages of the competition, any team guilty of a breach of this article shall be deducted 5 points, even if the umpire(s) allowed an exception.

### 8.8 Minimum Team Size

- (1) A team can only be permitted to participate in a fixture if there are at least 8 players present during the whole duration of the fixture.
- (2) A fixture (the toss) cannot start before both teams have 8 players present.
- (3) An umpire has no right to allow any exceptions to this article.
- (4) A team in breach of this article shall be considered as having forfeited the fixture. In the event of such a breach, all regulations pertaining to forfeiting a game shall be applied.
- (5) There must be at least eight players at the ground when the umpires call time at the end of the game.

### 8.9 Score sheet

- (1) All the games must be recorded in the centralized BCF application (CricHQ) accessible for verification.
- (2) After the completion of the fixture, the captains should make sure the short result sheet of the game is correctly filled in and signed by all relevant people.
- (3) The short result sheet should clearly nominate all the players involved in the fixture with their first and family name exactly as they are registered with the BCF Office. Each captain is responsible for the information on his own team.
- (4) The short result sheet must be signed by the captains and umpires containing the umpire notes must be sent across to the League Chairman.

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- (5) Every team also needs to nominate the dedicated scorer on the short result sheet. Absence of such a nomination will be considered as if there was no dedicated scorer present with a deduction of 5 league points.
- (6) The result of the fixture should also be clearly marked on the short result sheet. It should also contain the number of runs scored, overs bowled, wickets taken and the different extras for each innings.
- (7) It is the responsibility of both captains to make sure the first innings details are filled in as much as possible before the start of the second innings.
- (8) The captain of the team batting second is responsible for ensuring that the innings details are captured on the scorecard within 15 minutes of the innings closure.
- (9) The short result sheet has to be signed by both captains and must be ready to be signed by both umpires no later than 20 minutes after the completion of the game.
- (10) The captain of the home team is responsible for sending in the short result sheet to the BCF League Chairman and the BCF Office no later than the following Monday midnight. The result sheet can be provided by email or a personal handover.
- (11) If the result sheet does not reach the LCH or the BCF Office before the deadline, the home team will be deducted 5 points. For any subsequent offense the home team will get a points deduction in multiples of 5 league points.

First offence: 5 points

Second offence: 10 points

Third offence: 15 points

Fourth offence: 20 points

- (12) In case one or more players have been reported during the fixture, the umpires are responsible for clearly indicating on the score sheet the name of the player who has been reported. BCF umpires are also responsible to complete the "BCF Incident Report Form". When the umpires are not available it is the responsibility of the captains to complete the "BCF Incident Report Form". The report must be sent across to the LCH before Wednesday midnight.
- (13) Any score sheet that is found to not correctly reflect the result, participants and other relevant details of the game will be considered as a breach of the code of conduct and will immediately be referred to the LC.
- (14) The home team captain is also responsible to upload the scorecard in the centralized BCF application (CricHQ) within the following Wednesday by 19h00, three weekdays. If the scorecard is not uploaded in the centralized BCF application before the deadline, the home team will be deducted 5 points. For any subsequent offense the home team will get a points deduction in multiples of 5 league points. Any incomplete scorecard will result in a deduction of 10 league points.

First offence: 5 points





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Second offence: 10 points

Third offence: 15 points

Fourth offence: 20 points



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## APPENDICES

### A Acronyms

AP	Appeal Panel
BCF	Belgian Cricket Federation
BCFA	Belgian Cricket Federation Administrator
BCFEC	Belgian Cricket Federation Executive Committee
BCFO	Belgian Cricket Federation Office
CoC	Code Of Conduct
CV	Cricket Vlaanderen
CW	Cricket Wallonia
DP	Disciplinary Panel
EOSM	End Of Season Meeting
FWBC	Fédération Wallonie-Bruxelles de Cricket
LCH	League Chairman
LC	League Committee
NRR	Net Run Rate

## **B BCF Management And Players Charter**

- (1) This Management And Players Charter is a simplified version of the ICC Code of Conduct for players and support personnel. We strongly advise everybody concerned with the National Team and all members of the BCFEC to read the official ICC document.
- (2) Anybody that signs this document/appendix, signs it as having read and understood the contents of this document.
- (3) Players must understand that the 'MCC Laws of Cricket' and the 'LC – BCF Code of Conduct' are also a viable document whilst representing Belgium.
- (4) Players that seriously disregard the contents of these three documents can be sent home.

### **B.1 Summary**

- (1) This document should be signed by everybody concerned with the Belgian National Squad. The tour manager, the national coach, any umpire representing Belgium and anybody else helping train the squad and all of the players. If English is not your mother tongue, then please have somebody read you the contents before you sign it.

### **B.2 Standard Of Conduct Required**

- (1) Players and officials representing Belgium are ambassadors for their country and are role models for younger players. The highest standards of conduct and behavior are therefore expected at all times, including when players are not on international duty.
- (2) It is an honor to play for Belgium.
- (3) Avoid anything adverse that may have effect the reputation of integrity of the Belgian Team, the BCF or cricket in Belgium.
- (4) Comments on email, Twitter or Facebook about opposition, management, individuals could result in disciplinary action by BCF and DP board.
- (5) No use of drugs without doctor's permission.
- (6) No violence, abuse or discrimination (all forms).
- (7) No disclosure of confidential information about any aspect of playing for Belgium.

### **B.3 Captaincy**

- (1) The position of Belgium's captaincy is a privileged position which carries with it the additional expectations and responsibility (both on and off the field). The captain of any Belgian National Team is therefore under increased scrutiny and is expected to be a role model to the rest of the squad and is his or her compliance with the code. The captaincy may be removed from a player by the Belgian Cricket Federation Board in the event that his or

her conduct does not meet the standards required for the role. The Head Coach retains the right to change the captaincy irrespective of any breach of the Code.

- (2) The BCF appoints team captains with a clear expectation that they will be shown proper respect on and off the field. If you have a problem with your captain that you cannot resolve one to one, the only avenue of appeal open to you is to the BCF Executive Committee via the head coach or the tour manager.

## B.4 Expectations Of Players And Officials On International Duty

### B.4.1 Respect

- (1) Respect your own squad members, opponents, officials and supporters.
- (2) When travelling to foreign countries, be respectful of their culture and traditions.
- (3) Always acknowledge the supporters at the end of the game and on the coach travelling to training and games.
- (4) Respect ICC officials at all times.
- (5) Respect drug-testing officers at post-match.
- (6) Respect hotel staff at all times.
- (7) Consider your reputations and integrity, abide by ICC rules.
- (8) Reject and oppose violence, abuse and all forms of discrimination.
- (9) Do not publish (via email, Twitter or Facebook) anything that may cause or embarrass a member of the ICC, the BCF, the Belgian Squad and Management.

### B.4.2 Professionalism

- (1) Neither players or officials should react, however hard it is, to verbal provocation from their own team members, their opponents, the press or fans when in public places (journalists and photographers are allowed to follow players in public places).
- (2) Follow directions of the team management and tournament officials.
- (3) Follow individual Team rules.
- (4) Always be on time.
- (5) Talk to the team management about any injury you may have that could have an impact on your playing for the NT. Do not go on tour carrying an injury.
- (6) An argument between you and your teammates during the course of a match brings you, your team, and the club/federation/country into disrepute. It is unacceptable.

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- (7) Wear official sportswear (except footwear). The official sportswear has to be worn on all public appearances of the National Team when on tour but also in Belgium. For National Team training, the players and official are asked to wear official sportswear or neutral whites (Belgian Club Whites are ok)
- (8) National Team whites should only be worn whilst representing your country. Not during club games. Except the caps.
- (9) No personal endorsements.
- (10) Do not consume alcohol without the express permission of the manager.
- (11) Do not use drugs or banned substances.
- (12) Do not use room service.
- (13) Do not bet on any cricket matches (this is against ICC rules) (and immediately detail approaches with regard to inducements to give information for betting purposes).
- (14) Only use a sensible amount of time playing video or computer games.
- (15) Note that mobile phones in the meal-room is at the discretion of the Head Coach.
- (16) Note that taking a mobile phone to any tournament games, is not allowed. All mobile phones should be handed over to the tournament management as you leave the hotel, to board the bus.
- (17) Do not discuss team tactics or selection ahead of fixtures outside of the group.

### B.4.3 Training and NT Selection

- (1) Always be on time for team meetings and trainings.
- (2) If you have National Team clothing; they should be worn whilst training.
- (3) No other national team clothing should be worn except for the caps.
- (4) Players must inform the appropriate person (e.g. coach, Performance Director, Team Manager) if they cannot attend any training sessions or matches giving sufficient time to allow for alternative arrangements to be done.
- (5) Players are expected to attend at least 75% of the National Team trainings. If they do not comply with this rule, the players may automatically be dropped from the main selection list.
- (6) Players should arrive to training in good time and properly prepared and by the time communicated by Coach.
- (7) Once selected, you are expected to play unless there is a compelling and verifiable reason why you should be excused.

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- (8) Late notice of withdrawal from a team is not welcomed. If you might not be available for all days of a match or a tournament, either discuss your situation with the Head Coach, or declare yourself unavailable.

### B.4.4 Communication:

- (1) All media activity should be coordinated through the BCF.
- (2) All players and officials should play a part in meeting media demands.
- (3) Go through mixed zones (guidance that no earphones etc. worn).
- (4) No criticism on Twitter/Facebook.
- (5) No Twitter or Facebook comments on the day before the game or the day of the game unless authorised.
- (6) No media columns.
- (7) Be aware that communication on any social media, texts, picture messages and e-mails can become public.

### B.5 Procedures In Event Of Alleged Breach Of Code

- (1) In an ICC Europe organized event they usually have their own DP. After the tour, separate investigations can also be carried out by BCF Executive Committee and the BCF DP.
- (2) All players must comply with investigation.
- (3) If a breach is found, then option the BCF will rely on a range of sanctions (oral/written warning, exclusion from selection for fixed or indefinite period).
- (4) Pending any outside investigation, potentially by the police, the BCF maintains the right to suspend the player or official at their discretion.
- (5) If case is not proven or dropped, players will be available for selection.
- (6) If a player or official faces a non-custodial sentence, the BCF board will decide on case-by-case basis.
- (7) Any custodial sentence will result in the exclusion of the player or official for a defined period - to be determined by the BCF management board.
- (8) For serious allegations a player or captaincy may be removed at discretion of the BCF.
- (9) If the offence is serious enough the player(s) or official(s) can also be charged by the BCF as well as ICC Europe.

#### B.5.1 Process

- (1) Firstly, there will be the issuing of an oral or written warning to the player or official.

- (2) Then there will be a determination of whether that the player or official shall be eligible for selection or if there should be a sanction for a specific number of matches or specific period.
- (3) It will be determined whether the player or official shall not be eligible for an indefinite period.
- (4) Where an allegation of serious misconduct has been made, the BCF Management Board may suspend a player or official while the matter is investigated further and/or pending the outcome of any cricket related regulations or criminal investigations. Serious misconduct includes:
  - a. Theft, dishonesty, fraud, deliberate falsification of records.
  - b. Assault, battery, violence, deliberate damage to or misuse of BCF property.
  - c. Breach of safety-security regulations.
  - d. Being under the influence of alcohol or illegal drugs.
  - e. Any form of discrimination.
  - f. Deliberate misuse of confidential information.
  - g. Serious breach of ICC and BCF rules/regulations.
  - h. Conduct that significantly, materially or adversely impacts on the reputation or the integrity of BCF.
- (5) Any decision made by the BCF is final - There is no right of appeal. The BCF has power to publish in the press.

### B.6 After Tour Reports

- (1) After tour reports, can be made from anybody on tour. It can be good to know the player's thoughts on how the tour was organized from start to finish. Slander is not part of a report, facts and figures are. Reports should not be written directly after an incident whilst you are in an emotional state. Reports should be reread and corrected as required before they are forwarded.
- (2) The BCFEC will expect an after-tour report from the NT Manager, the NT Coach and the NT Captain. The report should contain details of the good, the bad and the ugly on tour. The BCFEC cannot hand a DP a diary and expect them to give them any feedback.
- (3) Any person forwarding a report should be aware that they may be questioned by a DP.
- (4) ALL REPORTS SHALL BE TREATED AS CONFIDENTIAL DOCUMENTS.
- (5) All reports should be from a personal point of view.
- (6) If more than one person helps write the report, they should all sign the document.
- (7) All reports should be sent to the BCF Chairman only.