

# GASCL – PLAYER HANDBOOK (RULES ONLY)

By-Laws adopted 2017 • Reorganized for clarity (no substantive policy change)

## 12.4 GENERAL PLAYING REGULATIONS

1. Applies to all competitions unless expressly overridden.
2. Matches follow the Laws of Cricket (MCC) and ICC limited-overs playing conditions except as varied by GASCL rules.
3. GASCL Standing Rules are posted before each season; clubs must keep a hard copy at matches.
4. Consent form must be signed by captain and returned to Secretary before first match or the match is forfeited.
5. Uncovered matters: decisions of Management Executives (and Board where appropriate) are final and binding.
6. Balls must be supplied/approved by GASCL; boundaries should be 55–80 yards from pitch center.

## 12.5 CLUB AND PLAYER REGISTRATION

1. Clubs must register at least fourteen (14) players each season; no exception.
2. Clubs must submit player name, email, and phone list to the Fixtures & Statistical Administrator at least two (2) weeks before season start.
3. Players added after initial list must be registered by the Friday before the weekend of play and copied to Secretary.
4. Violation of registration timing/results in loss of match.
5. A player who has appeared in at least one GASCL match for a club is deemed registered with that club if multiple clubs registered the player.

## 12.6 PLAYER ELIGIBILITY

1. Any person agreeing with GASCL aims and willing to abide by its code of conduct is eligible, subject to registration.
2. Once registered, a player may play for one club only (the club through which registration was effected), unless a transfer is approved.
3. Clubs/teams and players must be properly registered as required by the Constitution and By-Laws.

## 12.7 MINIMUM NUMBER OF PLAYERS FOR A MATCH

1. A match requires at least eight (8) nominated registered players present.
2. If fewer than 8 are present 30 minutes after start time, umpires award the game to the other team.
3. Weather washout still requires 8 present.
4. If no play possible: team present gets 50% max points; absent gets 0. Exception: if Fixtures & Statistical Administrator cancels due to severe weather, both teams get 50%.
5. No rainout games are rescheduled or moved.

## 12.8 CHANGING CLUB / PLAYER TRANSFERS

1. Players remain with their club unless they use the transfer procedure.
2. Transfers only allowed from season start to June 30. No transfers after June 30.
3. Player petitions Secretary (copy Fixtures & Statistical Administrator) in writing/electronic form as authorized.
4. Secretary notifies status after clearance verification.
5. Suspended players may not play until suspension served; clubs must notify Secretary.
6. Transfer requires \$50 check/money order and Management Executive approval if player already appeared for the old club.
7. Players switching before playing for old club do not need permission or fee.
8. Clubs with more than one team: no transfers between teams.

## 12.9 DRESS CODE

1. Limited-overs: teams wear uniform colored clothing.
2. Other competitions may permit whites.
3. Uniforms must have player number on back.
4. 2017 season only: whites and red ball for 40 Overs.

## 12.10 PRE-GAME PREPARATION

12.10.1 Home team prepares pitch and provides equipment; non-lease home teams must pay required fee to lease-holder.

12.10.2 Toss no later than 15 minutes before start; both teams present with minimum 8 in uniform ready to play.

12.10.3 Late teams penalized 1 over per 4 minutes after 15-minute grace; they still bowl full overs but bat reduced overs; run rate based on full overs.

12.10.4 If not on field within 30 minutes, game cancelled and 10 points to ready team. Up to 60 minutes delay allowed if captain informs, but deductions still apply.

12.10.5 Eleven (11) names/numbers submitted to umpires before toss; decision to bat/field immediately after toss; absent named player not credited.

## 12.11 MATCH REPORTING AND SCORECARDS

1. Each side provides scorer; both complete scorebook with batting, bowling, extras.
2. Umpires instruct scoring and tallying each over; scoreboard updates required where available; live scoring permitted.
3. Umpires verify and sign scorebooks; umpires submit report as backup.
4. Online scorecard: winning team enters match totals first; losing team confirms totals; winning team completes detailed scorecard.
5. Scorecard due by 11:59 PM on first Tuesday following match; failure incurs 2-point penalty.
6. Integrity: scorecard official once completed; changes only with Statistical Coordinator or Management Executives approval.
7. Appeals: scorecard data dispute to Fixtures & Statistical Administrator within 7 days; match result dispute to Management Executives via Secretary within 5 days; decision within 10 days.

## 12.13 GUEST PLAYERS

1. Up to six (6) guest players per team roster.
2. At most three (3) guest players may play in a match.
3. May increase to four (4) if two guest players are 24 or under and approved by Management Executives by Friday.
4. Guest players cannot be transferred during the season.
5. Once six guest players are registered, no changes to guest list are allowed.
6. Playoff eligibility minimum games: 40 overs (2), T20 (2), 30 overs (1), 50 overs (1), T-10 (1). 12th man does not count.
7. Any player continuously residing in Georgia or the city of Nashville for 60+ days during season is not considered a guest player.

## 12.14 CAPTAINS' RESPONSIBILITIES

Captains must know and enforce Laws/By-Laws; control behavior; respect umpires; ensure scoring and reporting; ensure cleanup and mat handling at home field; file match and umpire reports.

## 12.15 PLAYING AREA AND MATCH CONDUCT

1. No one from outside boundary enters playing area once match starts (except water). Must be in uniform.

2. Only captain may approach umpire with permission; fielders may not approach for disputes.
3. Umpire accompanies captains for toss; nominations exchanged before toss.
4. Matches start at scheduled time (standard noon). No start/restart in rain.
5. Late team loses toss after 15-minute grace; overs deducted 1 per 4 minutes late.
6. Minimum 8 to take field; failure without reasonable cause forfeits match and \$80 fine; unpaid within 5 days forfeits next match.
7. Minimum overs for result after interruption: 40/50 (20), T20 (6), 30 (10), T10 (3). DLS used where applicable; identical run rate = tie.
8. Each bowler max 20% of overs; no declarations before allotted overs; 30-yard circle used where applicable.

## 12.16 MATCH DEFAULTS AND CANCELLATIONS

1. Defaulting one game incurs \$80 fine; on-field official waits 45 minutes before declaring default.
2. Default definition includes inability to field 8 dressed ready players or refusal to take field/cooperate on umpires.
3. Two defaults: dropped for remainder of season, ineligible for playoffs/awards, loses membership; treated as new applicant next year; prior fines must be paid.
4. Points handling: default/disband in first half—points count; second half—points do not count.
5. Match cancellation: notify league by Tuesday; max 1 cancellation per season; no reschedule; full points to opponent; doesn't count toward two-default quota; late notification = default.

## 12.17 SHORT-PITCHED BOWLING AND DANGEROUS DELIVERIES

1. Two fast short-pitched deliveries per over allowed; additional is no-ball and free hit.
2. Any delivery above head is a wide.
3. Any full toss above waist is a no-ball.
4. Underarm bowling is prohibited.

## 12.18 UMPIRES, OFFICIATING, AND SUBSTITUTES

Umpires governed by GASCL ethics; coordinator appoints officials when possible; only certified/approved-course umpires officiate. If one official umpire, batting team provides square-leg umpire (no wides/no-balls). Captains may appoint ad-hoc umpire(s) if no official present. Substitutes only for injury/illness and may not bat/bowl/keep. Fees: 40 overs \$90 per umpire (one team pays one umpire); one umpire = \$70 per team. T20 \$50 per umpire. 30 overs \$80 per umpire. Weather after start: full fee. If game cancelled due to lack of timely notice: \$25 per team. If umpire arrives >40 minutes late after teams started: \$50 per team and teams accept official umpire.

## 12.20 PROTESTS, COMPLAINTS, AND FAIR PLAY

Complaints must be submitted in writing within 5 days to Secretary; only members/teams in good standing may file; committee tables findings within 14 days.

Umpires control fair/unfair play; intimidation/disruption prohibited. Certain on-field infractions are not protestable.

Ejections for disruption/weaponizing equipment/abuse/alcohol or illegal substances; removed players get automatic 2-game suspension; no substitutes; appeal within 72 hours; losing appeal doubles penalty; umpires submit official report.

## 12.21 DISCIPLINE AND CONDUCT (CLUB RESPONSIBILITY)

Clubs responsible for conduct of players; physical/verbal attacks or property damage can result in suspensions/fines for players and/or club.

## 12.22 PLAYOFFS, TIE-BREAKERS, AND SUPER OVERS

Tie-breakers: 1) Net Run Rate 2) Head-to-Head 3) Most wins 4) Fewest losses 5) Most wins vs common opponents 6) Most overall runs.

NRR: average runs per over scored minus average runs per over conceded; all-out treated as full quota overs; only result matches count; super over runs excluded.

Super over for tied T20 per ICC rules; only nominated players; if super over tied: most sixes (match+SO), then most boundaries, then fewest wickets lost.

## 12.23 POWERPLAYS AND PLAYING CONDITIONS

Powerplay allocation table as adopted (20–21: 4/2/2=8; 22–23: 5/2/2=9; 24–26: 5/3/2=10; 27–28: 6/3/2=11; 29–31: 6/3/3=12; 32–33: 7/3/3=13; 34–36: 7/4/3=14; 37–38: 8/4/3=15; 40 overs: 8/4/4=16).