



Georgia Supreme Cricket League

Constitution & By-Laws

Version 4 - 2026

GASCL By-Laws

– Version 4 - 2026

VISION STATEMENT The vision of GASCL is to develop the framework to facilitate a competitive league for our clubs to encourage growth for our members in participation and development built around a core framework of integrity, opportunity, inclusivity, and diversity. We will take the league forward on the principles built throughout its long history, whilst embracing changes to the structure of the game and community involvement while incorporating the continuous developments in technology to administrate the game and engaging the community.

MISSION STATEMENT Georgia Supreme Cricket League (GASCL) exist to promote, grow, and develop the sport of cricket in Georgia through providing the necessary support to its member organizations. We will ensure that as a sports organization, we are being inclusive within the community we serve, irrespective of age, gender, disability, race, ethnic origin, or social status. Our objective is to promote the sport of cricket at all levels within the community, providing opportunities for recreation, coaching, and competition. We will provide opportunities to our members who wish to develop their skills to be able to excel at the highest level.

GEORGIA SUPREME CRICKET LEAGUE 1943 South Hairston Road, Stone Mountain, GA 30088

Georgia Supreme Cricket League

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Georgia Supreme Cricket League By-Laws The teams, players, umpires, officials, and members otherwise associated with the Georgia Supreme Cricket League (GASCL) shall abide by the following Rules and Regulations set forth by the Management Executive Committee. The Board of Directors shall have the power to

arbitrate and interpret the Laws and Regulations below when the situation arises.

1. DEFINITION:

1.1.

The By-Laws are an integral part of the constitution; however, they are comprised of that portion of the constitution that can be amended without going through the Amendment process described in the Constitution. It follows from the above that the Management Executive Committee and the Board of Directors, on an as needed basis, can modify the By-Laws. Furthermore, the By-Laws deal with competition related matters only.

2. LEAGUE SEASONS 2.1. The regular GASCL league season calendar shall commence no later than the third weekend of April of each year. Notice of start date will be announced no later than March 1st each year. 2.2. Regular GASCL league season games shall not be scheduled on the following

weekends:

2.2.1. Mother's Day weekend 2.2.2. Memorial Day weekend 2.2.3. Independence Day weekend—if July 4th falls on a long weekend 2.2.4. Labor Day weekend.

3. COMPETITIONS

The following competitions shall be held under the auspices of the GASCL, each year: 3.1. Twenty/20 League and / or T/20 Tournament

3.2. 30-Overs Competition.

3.3. Optional: Any other League sanction Competition can be added or replace the 30 overs.

3.4. Each year the Statistical/Fixtures coordinator with approval from the Executive Body shall determine the formats of the competitions based on the number of teams entered, can modify competition in the best interest of the League.

3.5. Playoffs. The fixtures Coordinator with approval from the Management Executives shall determine play-off format each season.

4. GENERAL REGULATIONS The stipulations of this article apply generally to all forms of competitions except where they are explicitly overridden by the Regulations for specific events.

All games will be played under latest Marylebone Cricket Club (M.C.C.) rules and By-Laws

which are based on the International Cricket Council (I.C.C.) rules. The Laws of Cricket as laid down by the MCC (2000 Code and any subsequent revisions) ICC one day limited overs Match Playing Conditions together with any experimental laws or conditions shall apply, except as stated in GASCL Rules contained therein. The GASCL will post updated Standing Rules on its website at the start of each season. Clubs must have a copy (electronic or hard copy) of these available for reference at all League games.

In addition, a consent and wavier form will be included with the By-laws at the beginning of the season. The consent form will be executed by the captain of the team and returned to the Secretary prior the first game. If the form is not signed and returned, the game will be forfeited.

By-Laws For anything that is not explicitly or implicitly covered in these regulations, the Management Executive Committee and the Board Representatives' decision shall be final and binding, for all.

4.1. All games will be played with balls supplied or approved by the GASCL

4.2. Boundaries at each ground should, if possible, measure not less than 55 yards and certainly not greater than 80 yards, measured from the center of the pitch being utilized for that particular game.

4.3. The 30 yds circle should be implemented in all formats of the game.

4.3.1. If the umpire or the opposing deemed that it is not measured to be the 30 yds, the home team will be given the opportunity to resolve the discrepancy within 15 mins prior to the start of the game.

4.3.2. If the opposing team does not protest to the umpire prior to the toss before the game, the opposing team will lose such rights and at that point becomes the discretion of the umpire if the changes are necessary and required. 4.3.3. If the adjustments are required and causes a delay of the game, SECTION 10

rules will apply.

5. REGISTRATION Clubs must register at least 14 players each season, no exception. Clubs are required to provide the Statistician with an initial list of all their players showing names, email address, Date of Birth, and telephone number of each player, at least two (2) weeks prior to the start of each season.

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A Bona Fide member of a club having appeared in, at least, one GASCL administered match for a club, shall be deemed to have been registered with that club (if more than one club registered such player).

PLAYER REGISTRATION 5.1. New players added to the initial list must be registered with the League by the Friday prior

to the weekend of play. 5.2. Clubs must submit players' information to the Statistical Administrator and copy the secretary.

Violation of rule 5.1 and/or 5.2 will result in loss of match.

6. ELIGIBILITY

6.1. Anyone in agreement with the aims and objectives of the GASCL, willing to abide by its code of conduct and interested in playing cricket, shall be eligible.

6.2. However, once registered with the organization, a player shall be limited to play for one club only i.e. the one through which registration was affected.

6.3. Each club and team that plays in the League, as required under the Constitution, will be properly registered with the League and their players similarly registered under the terms and conditions which may be decided by the League from season to season.

7. MINIMUM NUMBER OF PLAYERS FOR A MATCH In order to constitute a match, a minimum of EIGHT nominated players, who must be part of

the club for whom the team has been nominated, must appear at the ground (i.e. be present). In the event that there are fewer than 8 players of a team present at 30 minutes past the scheduled starting time for 30 overs/T-20 games the umpires shall award the game to the other team. Should there be no play possible (inclement weather); the requirement of eight nominated players being present shall apply. Furthermore, irrespective of whether or not a team was present, the result shall be a wash out. The points to be awarded, shall be 50% of the maximum points to the team present and 0 to the team absent. Exception: If the game is called off by the Fixtures Administrator because of very bad weather, then both teams will be awarded 50% of

the maximum points.

7.1. Except for Finals and Semi-Finals: no rainout games shall be moved to a different date or venue. These games shall NOT be rescheduled.

8. CHANGING CLUBS / TRANSFER

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8.1. A player having once appeared and duly registered for a club shall be considered part of that club until and unless he explicitly alters his association using the "Transfer" procedure.

8.2. For all divisions, a move from one club to another club will only be permitted during the transfer window (Start of season to June 30th). No transfer will be allowed after June 30th of the current year.

8.3. Notwithstanding, a player wishing to move from a club to another, shall petition his intention to the Secretary of the League, by submitting a request for transfer, copying the fixtures Administrator. The petition must be originated by the person wishing to transfer. Furthermore, the Secretary may, at his/her own discretion, authorize other forms of electronic submittal in writing. Petitions submitted in accordance with such authorization(s) shall be deemed proper.

8.4. Upon verification of clearance with the club being left, and its subsequent approval

8.5.

thereof, the secretary shall inform the petitioner of the status, in writing. If a player is on suspension from his/her original club, that player will not be allowed to participate in any League game until the suspension has been served. Each club is required to inform the Secretary in a timely manner when such situation occurs. 8.6. A player, who is registered with a club in the scheduled competition, shall not be

eligible to play for another club until the transfer request is made along with a Check/Money Order, or other verified payment method, for \$50.00 towards transfer fee and such a transfer is approved by the management Executive committee. 8.7. The transfer rule is applicable only in case of players wanting to make a change when the season has already started. Players switching teams before having played for their old team will not be required to obtain permission or pay the \$50 fees for transfer.

8.8. Clubs with more than one team: Players will not be permitted to transfer between teams.

9. DRESS CODE

9.1. For all limited overs competition, the dress shall be uniformed colored clothing for each team. For other competitions, alternative dress codes (white) shall be permitted.

9.2. All colored uniforms shall have the player's number on the back of the jersey. Failure to do so such player will not be allowed to take the field.

10. PRE-GAME PREPARATION

10.1. The home team is responsible for pitch preparation, to include but not limited to sweeping, raking, rolling, and marking boundaries and field restriction areas. The home team will also provide equipment such as stumps, bails, chalk, broom etc. Teams that do not have their own ground and are using the ground as the home

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field, apart from fulfilling all of the above-mentioned responsibilities, must pay the required fee to the team that has the lease on the ground.

10.2. The team captains or their designees will spin the toss no later than Fifteen (15)

minutes before the agreed start time to ensure an on-time start. Both teams must be present on the field of play with a minimum of Eight (8) in uniform ready to play.

10.3. Teams arriving late will be penalized one (1) over for every four (4) minutes of lateness. They will still bowl the allotted number of overs. (A grace period of 15 Minutes will be granted before overs are deducted). No overs shall be deducted until after the grace period.

10.4. Penalized teams will face the standard number of overs less the overs penalized.

(Example: if penalized four (4) overs you will bowl Twenty (20) Overs but will face sixteen (16) and your run rate will be based on Twenty (20) overs.

10.5. If one team fails to be on the field of play within 30 minutes of the agreed start-time in the T-20 and the 30 Overs, the game will be cancelled and ten (10) points will be awarded to the team that was ready to play.

10.6. The eleven (11) names and numbers of each team must be submitted to the umpires

prior to the toss of the coin by the captains or any nominated players. The decision to bat or field must be made immediately after the coin Toss on the field of play. A player that is named but not present at the game will not be credited with that game.

11. MATCH REPORTING

11.1. Each side must provide a proficient scorer. Matches must be reported via the Website Scorecard function of the Gascl.org, submitted by the winning teams

11.2. Both teams participating in a match shall complete a score sheet/book. The score

sheet/book must contain batting particulars, full bowling analysis and extras. 11.3. The Umpires shall instruct both teams to score, as well as, tally the score sheet at the end of each Over. In instances where a scoreboard is available, the batting team will be required to update the score after each over or as frequently as practicable. Electronic live scoring is encouraged as the preferably means of scoring. 11.4. Umpires shall verify and sign each scorebook at the end of each inning. 11.5. Umpires shall submit a report to the league with all necessary match figure and

results as a backup to any changes that maybe attempted.

12. SCORECARD

12.1. Match reporting shall be accomplished via the web application i.e. <http://www.gascl.org> or the mobile scoring app (cricclubs)

12.2. The winning team shall FIRST enter the MATCH SCORES i.e. the totals for both

sides, and the number of overs played by both sides. 12.3. The losing team shall confirm the MATCH SCORES.

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12.4. The winning teams shall be responsible for reporting the detailed scores. 12.5. The Scorecard must be completed no later than the 11:59 PM, on the 1st Tuesday, following the day of the match. Failure to comply with the above shall incur penalties of 2 points deduction.

12.6. Falsifying match reports and the information contained therein is deemed a serious

offence. If a team is found guilty, the matter will be forwarded to the disciplinary committee for further action.

12.7. Match Report Integrity: Once a Match Scorecard has been completed by the winning team it shall be deemed OFFICIAL and may not be altered by any person without the approval of either the Statistical Coordinator or the Management Executive Committee. Appeal of Scorecard Information:

12.8.

12.8.1. Any party may appeal or contest information contained in a scorecard.

12.8.2. The normal procedure for contesting a scorecard is to send a written request in electronic form with confirmation of “disputed” scorecard information contained, to the fixtures Coordinator within seven (7) days of the completion of the match.

13. APPEAL OF MATCH INFORMATION

13.1. Any party may appeal or contest information contained in a scorecard/match report. 13.2. The normal procedure to contest such scorecard or report is by sending the

“disputed” information to the Management Executives (Cricket Administrator) via the secretary.

13.3. The appeal or contested information must be submitted in writing (electronic form) to the Management Executives Committee via the Secretary within seven (7) days of the completion of the match.

13.4. The Management Executive Committee shall conduct a hearing as to the nature of the appeal or contest and rule on the appeal or contest within ten (10) days of the completion of the submission of the report.

13.4.1. If the appeal is deemed to be legitimate after careful investigation by the Cricket

Administrator(s), such matter shall be forwarded to the Disciplinary Committee, via the Secretary, for further action.

14. STATISTIC

14.1. The Statistics shall be compiled, separately for the following events:

14.1.1. 30 Overs Knock out/League 14.1.2. Twenty Overs League 14.1.3. Other optional Over Events (League & Knock out)

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15. GUEST PLAYERS

15.1. Each team in the League shall be allowed to recruit/register up to six (6) GUEST players on their roster. (No Exceptions).

15.2. At any point of time, only three (3) such GUEST players can play in any given game. 15.3. This limit of three (3) GUEST players in a game at the same time can be increased to

four (4) Guest players, if two of the Guest Players are 23 years old or under. This must be approved by the Management Executives on or before the Friday before the game.

15.4. Guest Players cannot be transferred to any other team during the season. 15.5. No matter how the situation of the Guest Player changes during the season/playoffs, once the limit of 6 Guest players has been reached, no team shall be allowed to make changes/additions/ deletions to the Guest Players in the roster.

15.6. Guest Player Playoff Eligibility Requirements: Guest players must participate in a minimum number of games in each tournament format to be eligible for that competition's playoffs, The minimum game requirements are as follows: T-20 Mimnimum 2 Games. 30 Overs 1 Game. 50 Overs 1 Games and T10 1 Game.

15.7. Being a 12th man does not constitute a qualifying game. 15.8. Any player who resides in the state of Georgia for 60 or more consecutive days

during the cricket season will not be considered a Guest Player.

16. CAPTAINS' RESPONSIBILITIES The captains must follow the guidelines listed below:

16.1. Will be conversant and proficient with the laws of Cricket and make sure to go over rules and regulations with their players; (All captains and managers should make a concerted effort to go to the umpire's seminar to familiarized themselves with the regulations).

16.2. Will follow the constitution, rules and regulation of GASCL; 16.3. Will control the behavior of all his team players; 16.4. Will respect the umpires' opinions and decisions; 16.5. Will ensure completing, tallying and signing official score sheets; 16.6. Will ensure that the playing area and surrounding facilities are left clean after the match; 16.7. Will be responsible to file the required match reports including reports on Umpires.

17. PLAYING AREA

17.1. No one from outside the boundary (including the registered players of the batting side) shall be allowed to enter the playing area once the match commences (except for the two reserves, to provide water for batsmen). They shall be in uniform and vest. None of the players of the fielding team shall approach the umpire FOR ANY REASON, in case of a dispute or doubt. Only the Captain, upon being granted

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permission by the umpire, shall be allowed to approach the umpire to discuss the situation.

17.2. Toss for innings: Umpire will accompany the captains to toss. Before the coin toss, the team nomination will be exchanged and presented to the umpire.

17.3. Regular League matches shall be played at the schedule/agreed start time. With games starting at 12.00 noon for 30 overs. T-20 Game time will be set by the Fixtures administrator, which will be dependent upon how many games will be played at the specified venue for the day.

17.4. No matches shall start or restart after an interval or interruption whilst it is raining. If a team is late arriving or caused the delay of a game, one over for every 4 complete minutes late shall be deducted.

18. MATCHES

18.1. Fifteen (15) minutes grace period shall be given before any deduction of overs.

However, the team arriving late shall be deemed to have lost the coin toss.

18.2. The minimum number of players to take the field will be eight (8). If a team cannot field eight or more players, they shall lose such fixture and pay the \$80.00 fine (see Section 19.1). Fines not paid within five (5) days by players or team will result in forfeiture of the next game.

18.3. The team arriving on time shall bat their full quota of overs if the game was not interrupted by bad weather.

18.4. If the number of overs has to be reduced because of no fault of both teams then the same number of overs shall be allotted to both teams.

18.5. If the game has been interrupted by bad weather or any acts, which is no fault of either team, then to have a result each team must bat a minimum of six (6) overs for T-20 Game. For 30 overs game the minimum number of overs for each team shall be ten (10) overs.

18.6. Overall, run rate will be used to determine the winner. 18.7. The overall run rate would be calculated by Duckworth/Lewis/Stern System. 18.8. If the run rate is identical then the fixture shall be a "Tie". 18.9. It is the sole discretion of the umpire to determine if play is possible or will be

possible.

18.10. If it is found that an umpire is biased with such issues as playing conditions, then the umpires' secretary shall be notified and such umpire removed from doing GASCL games until further notice from the Association. Each bowler shall bowl no more than 20% of overs per match. For tournaments or other competitions, the fixtures administrator shall provide the rules and where the rules are not stated I.C.C. one- day rules apply.

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18.11. Teams shall not declare an inning before its allotted total number of overs or the required amount set by the umpires if the game is truncated.

18.12. The 30-yard circle will always be used in GASCL organized games. If the opposing team deem it is not to specification, it should be brought to the umpire's attention.

18.12.1. The umpire, at that point shall check the measurement and determine if any adjustment is required.

19. MATCH DEFAULT

Forfeitures are a matter of extreme importance:

19.1. Teams defaulting one game will automatically incur a fine of \$80.00. This fine MUST be paid before the next scheduled game.

19.2. The league will immediately inform the defaulting team/club. 19.3. For this context, "default" is applicable when a game does not take place due to non-

availability/eligibility of the players (8 players dressed and ready to take the field) from the defaulting club/team and/or refusal of the club/team to take the field when instructed to do so (by the match official, or in absence of one, refusal to co-operate with the rival team to get the game underway by assigning umpires). The on-field official shall wait 45 minutes before a game can be considered as "default". After which the official shall inform both captains of the decision.

19.4. A Team "Defaulting" two times during a season shall be expelled from participating in competitions for the remainder of the season, and will be considered as "Disbanded".

19.4.1. The team will become ineligible to participate in Play-off Games. 19.4.2. Under the discretion of the Executive majority vote, the players from the disbanded team, can be allowed to play with other teams without it being recognized as a transfer. No transfer fee will apply in such cases and it will not be.

19.4.3. The team/players will be disqualified from receiving any Trophies or Awards at the League's Award's function.

19.4.4. The team will lose its membership status and will be considered a new applicant for the following year, if they so express the desire to re-apply for membership. All prior year forfeiture fine must be paid before the team is considered for the new season.

19.4.5. The team's Scoring Statistics shall stand and therefore be included in the League's Final Standings Statistics.

19.5. If any Team is "Disbanded" or "Defaults" during the playing season, all Points won shall not be counted in the Final Standing Statistics. Any points gained by teams from the disbanded team(s) from such games, the points will be deducted and not counted towards their points total.

20. MATCH CANCELLATION

20.1. Teams may advise the league of their inability to participate in a schedule game by Tuesday of every week. Failure to do so will be considered a “match default”. 20.1.1. For this context: all teams shall be allowed a maximum of 1 cancelled game

during the season. Such cancelled match shall not be postponed, or reschedule and full “points” shall be awarded to the opposite team.

20.1.2. If this cancellation occurs (proper notification to League), this shall not count in the quota of two default games.

21. SHORT PITCHED BOWLING

21.1. Two fast short-pitched delivery is allowed per over where as the definition of short-

pitched will be “a fast delivery that would have passed above the shoulder and below the head height of the striker, standing in an upright position”. All subsequent repetitions in the over shall be called No-Balls. Free hits shall result from no balls called for exceeding the short-pitched delivery limit.

21.2. Any delivery above the head will be called a wide. 21.3. Any full toss delivery, fast or slow, above the waist height of a batsman standing

upright in normal stance, will be called a no-ball.

21.4. No persons may bowl underarm in competitions played under the auspices of the

Gascl.

22. LEAGUE UMPIRES

22.1. All umpires shall be governed and will be held responsible to the highest standards of the Code of Ethics of the GASCL.

22.2. The umpiring coordinator shall appoint official umpires to officiate in all games, when possible, regardless of whether or not a request was made by any of the contending teams.

22.3. Only certified umpires or umpires that have attended or passed a GASCL approved umpiring course, may officiate in GASCL games.

22.4. Where only one official umpire is present, the batting team will provide the Square Leg Umpire (who will not call wide balls or no-balls).

22.4.1. The Team Square Leg Umpire Substitute:

22.4.1.1. The Square Leg umpire vows to be FAIR to the game of cricket 22.4.1.2. He will wear a different color shirt to differentiate himself from the fielder. 22.4.1.3. Cannot call a NO BALL - he can only suggest to the main umpire 22.4.1.4. Cannot talk to batsmen or offer suggestions to any player. 22.4.1.5. Shall remain standing at all times

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22.4.1.6. Cannot under any circumstances argue with the fielding team or the main umpire.

22.5. Assigned League Umpire Not in Attendance:

22.5.1. If an Official League umpire is not appointed to, or is not in attendance at the scheduled start time of a match, the captains may agree to appoint another GASCL recognized umpire(s) if present or any other to act as umpire(s) for the match.

22.6. Umpires Duty:

22.6.1. Before and during the match, it shall be the Umpires' duty to ensure that the conditions set out for the match and the implements used are strictly adhered to, in accordance with the League's Constitution and By-laws and ICC Rules.

22.7. All Scheduled Umpires for GASCL games shall be subjected to the same Code of Conduct, Disciplinary Rules and Penalties as do Players.

22.8. The GASCL Executive Body reserves the rights to remove the services of the umpiring association at any time if they refuse to follow the guidelines and regulation of the GASCL.

22.8.1. The Umpires Association shall provide the GASCL with any information concerning grade or certification of an umpire.

23. SUBSTITUTES

23.1. Substitute Players shall only be allowed to field for a Player who satisfies the Umpires that he has become disabled by illness or injury during the Match.

23.2. The opposing captain shall have no right of objection to any Player acting as a substitute within the Law or as to where he shall field.

23.3. A substitute shall not be allowed to Bat, Bowl. However, such player is allowed to Wicket-keep.

24. UMPIRES' FEES

24.1. It is recommended that the Umpires be paid prior to the start of the game. If not paid, they are within their rights to ask to be paid before they start the game. However, Umpires and the Captains can reach an understanding about the timing.

24.1.1. In the T/20 the amount shall be \$50100:00 per umpire/game. 24.1.2. In the 30 Overs the fee shall be \$120 :00 per umpire.

24.2. The umpire shall be paid the full match fee by each team even if play is abandoned due to unfavorable weather conditions as long as the match was started.

24.3. The umpire shall be paid a portion of the fee i.e. 50% by each team, if the umpires reach the field and for some reason both or just one team present at the field has decided to cancel the game.

This condition may happen if the hosting team has not timely advised the Umpiring coordinator of not sending the Umpires to the field.

24.4. The umpires shall be paid full match fee by each team (more than 40 minutes) even if for unforeseen reason the umpire is late and both the teams have started the game without the official umpire. At the arrival of the umpires both the teams have to accept the official umpire and relinquish the ad-hoc umpires.

25. LEAGUE TOURNAMENTS

25.1. All League Competition rules will be distributed to the clubs prior to the start of the season by the Fixtures/Statistical Administrator

26. SCORESHEET/ONLINE SCORING

26.1. All teams are required to provide a scorer to administer the online scoring app.

However, both teams shall try to provide a scorer in order to maintain proper record of the runs and bowling figures which will be used to cross-reference the online scoring app for accuracy. However, in the absence of scorers from each side, it shall be the batting team's responsibility to provide the right batting and bowling numbers and the winner authenticate the statistics.

26.2. It shall be the captain's responsibility to make sure the score is compiled, tallied, signed by umpire and cross-referenced with the online score.

27. PROTEST / COMPLAINT

27.1. Individual Players or team as a whole wishing to lodge a complaint against either of the following – other individual league member/s, another team, umpire/s, or committee member(s) shall need to do so in writing within five (5) days of the incident. The complaint is to be addressed and submitted to the secretary of the League. The report will in turn be sent to the Disciplinary committee.

27.2. Complaint can be made only by current league members and teams in good standing. Members and/or teams who are serving a suspension or owe dues to the league cannot file a complaint.

27.3. The Disciplinary committee shall make all attempts to address the complaint and table its findings within 14 days of receipt of such complaint.

28. FAIR PLAY

28.1.

The Match shall be controlled by the Umpires, who shall have sole authority of 'Fair' and 'Unfair' play on the field of play and, as such, shall be entitled to intervene without appeal in the case of 'Unfair Play'.

28.2. It shall be unlawful for a player to disrupt play or in any way intimidate Umpires or Players on the field of play.

28.3. The League will not honor any Protest of a Match involving the following infractions:

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28.3.1. Umpires shall consult and together inform both captain of team and umpires and

captains together shall remove player from match. If a captain is involved, the opposing captain shall be sufficient to execute such duties. This should include an official report to the GASCL from both umpires. A separate form will be provided to the umpires to report such incidents.

28.3.2. Player disruption of a Match, such as tampering with the matting, disturbing the wicket, and using the bat or any other implements of the game as a weapon. The Umpires shall together inform both captains of the teams before ejecting the player. If a captain is involved the opposing captain shall be informed. 28.3.3. The umpires shall consult with the captains in the case of abusive language to

have it stopped. In the event this abusive language persists, that Player or Players shall be ejected from the Match whether the incident in question takes place on or off the field.

28.3.4. An Umpire may request a Player to leave the field of play and/or may stop a Player from further participation in a Game if that Player is seen drinking any alcoholic beverages or smoking any illegal substance within the playing boundaries of the field.

28.4. A Player or Players removed from a match for any of the reasons stated in Rule 28.3

shall be suspended automatically for a minimum of two (2) GASCL Games. When a Player is removed from a match, the Club losing the player or players shall not be allowed to use substitutes, and shall continue the match shorthanded. 28.5. An official report must be sent by both umpires to the Georgia Supreme Cricket League executives. Any Player given an automatic suspension has the Right to Appeal before the Disciplinary Committee within 72 hours after notification of suspension. However, if a Player appeals and loses his Appeal the original penalty will be doubled.

29. DISCIPLINE

29.1. Cricket club members must behave with a disciplined, sportsperson like manner at all league games and functions.

29.2. Players shall play not only within the Laws but also within the Spirit of the Game. Any offense shall result in the suspension and/or fine against the player(s) and/or his team, or both. Any physical or verbal (direct or implied, written or via email, on a website) attack by a player(s) or a league member against:

29.2.1. The umpire, other cricketers, spectators and GASCL officers; 29.2.2. Disrupting the stumps, matting, ball or other cricket gears; 29.2.3. Ground facilities such as chairs, benches, trash cans etc. 29.2.4. Natural settings such as trees/plants/pots landscape.

29.3. Conduct:

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29.3.1. Clubs shall be held responsible for the conduct of their Players. Therefore, the

Association requests that all Clubs make an effort to control their Players, to abide by the 'The Constitution and By-laws' of this League, and to heed the concerns and welfare of their fellow Member Clubs and their Members.

30. PLAYOFFS:

Playoff Tiebreaker Rule:

In the event of teams finishing on equal points on the points table, the right to play in the playoff matches will be determined as follows:

1. Net Run Rate 2. Head-to -Head 3. If still equal, the team with the most number of Wins in the regular season 4. If still equal, the team with the least number of Losses in the regular season 5. If still equal, the team with the most number of wins in the regular season against Common Opponents (defined as the opponents played in common by all teams still tied)

6. If still equal, the team with the most overall runs scored.

31. PLAY OFF ELIGIBILITY:

31.1. Net Run Rate (NRR):

31.1.1. The NRR shall be utilized as the second factor in determining the rankings during the round-robin stage of the Twenty/20. The first factor will be overall points.

31.1.2. A team's NRR is calculated by based on the DLS (Duckworth-Lewis-Stern) method as specified under the ICC playing guidelines.

31.1.3. Only those matches where results are achieved will count for purposes of NRR calculations. Runs scored in the Super Over are NOT considered in Tournament NRR.

31.1.4. Super Over is merely played to decide a winner for the game.

31.2. Super over

31.2.1. Super Over will be played should the scores be tied at the end of the regulation T/20 game. The winner shall be decided by the Super over rules currently deployed by ICC. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

31.2.2. If Super Over score is tied, the team with the most sixes in match and super over is the winner.

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31.2.3. If the sixes are equal, team with most boundaries will be the winner. 31.2.4. If Boundaries are still equal the team losing the least number of wickets in the match shall be the winner.

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Signature Page

It is the responsibility of all member clubs of the GASCL to read and understand the rules and guidelines set forth. Breach of any rules or conduct that goes against the Spirit of the Game will invoke the Disciplinary Committee. The intent of this document is not to discourage any member, player and non-player, from enjoying the benefits of being a member of the club. Instead, it is intended as a guideline of how we should conduct ourselves responsibly as members of this distinguished organization. By signing below, you acknowledge receipt of the policies as listed above. You further acknowledge that you have read, understand, and accept this document in its entirety, and have indicated so by signing below. You acknowledge that you have retained a copy of this Code of Conduct for your records. This Signature Authorization Form will become part of your membership record.

(Club Name)

(Club Representative Name – Please Print)

(Authorized Club Member Signature)

(Date)

(GASCL President Signature)

(Date)

Data protection. The GASCL will use the information provided on this form (together with other information it obtains about the club members) to administer his/her cricketing activity within the League and in any activities in which a member participates through the League and to care for and supervise activities in which the member is involved. In some cases, this may require the Club to disclose the Information to GASCL. In the event of a medical issue or child protection issue arising, GASCL may disclose certain information to doctors or other medical specialists and/or to police, children's social care, the Courts and/or probation officers and, potentially to legal and other advisers involved in an investigation. We respect all members privacy and will use all means necessary to protect such data.

PART 2 - PLAYING CONDITIONS

T10 Competition

Each innings shall consist of 10 overs. Each bowler may bowl a maximum of 2 overs. Powerplay shall apply for the first 3 overs, with no more than two fielders outside the 30-yard circle.

T20 Competition

Each innings shall consist of 20 overs. Each bowler may bowl a maximum of 4 overs. Standard limited-overs field restrictions shall apply.

30-Over Competition

Each innings shall consist of 30 overs. Each bowler may bowl a maximum of 6 overs. Powerplay and fielding restrictions shall apply as set by GASCL for the season.

Impact Player Rule

Each team may nominate two Impact Players before the toss. After the toss the one impact player must be name from the 2 previously named. The Impact Player may replace a member of the playing XI before an innings starts or at the end of an over. The substituted player shall take no further part in the match.

Free Hit

A Free Hit shall follow any No Ball called, including a front-foot infringement. On a Free Hit delivery, the striker may only be dismissed by Run Out, Obstructing the Field, or Hit the Ball Twice.

Super Over

If a match ends in a tie, a Super Over shall be played. If the Super Over is tied, additional Super Overs shall be played until a winner is determined.

Slow Over Rate

Teams must complete their overs within the reasonable allocated time. . Failure to maintain the required over rate may result in fielding restrictions, penalty runs.