NCCA Winter T20 Standing Rules (10/31/2026)

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Preamble

- References in this document to NCCA mean NCCA Cricket, Inc.; references to the Board or Board of Directors (BOD) mean the Board of Directors of NCCA; and references to the Executive Committee mean the Executive Officers of NCCA. NCCA is governed by its Constitution.
- Throughout this document, pronouns indicating the male gender are used purely for brevity.
- All games played under NCCA jurisdiction shall be governed by the latest ICC Men's T20 International Playing Conditions in effect before the start of the season, except as provided in these Standing Rules. The applicable Playing Conditions shall not change during the season.
- The latest Standing Rules and approved changes posted on the NCCA website are official. The applicable edition of the ICC Men's T20 International Playing Conditions shall be posted before the start of the season.
- The Standing Rules for a specific overs format supersede the MCC Laws of Cricket and ICC regulations for that format.
- Standing Rules are internal league regulations (Playing Conditions) for teams to follow. They are not bylaws and do not override the Constitution.
- Standing Rules supersede any other NCCA document with the exception of Constitution, if there is a conflict or ambiguity.
- This document applies exclusively to the winter league. It shall not be combined with, or interpreted by cross-reference to, the summer league rules.

NCCA Winter T20 Standing Rules (10/31/2026)

1. League Season

1.1. The NCCA Winter season shall commence no later than the second weekend of November each year.

1.2. NCCA Winter league games shall not be scheduled on the following holiday weekends. However, if the home, visiting and umpiring teams agree on a time to play during one of these weekends, they may request approval from the Match Secretaries at the start of the season.

- 1.2.1. Thanksgiving Weekend
- 1.2.2. Christmas Weekend
- 1.2.3. New Year's Weekend
- 1.2.4. MLK Weekend
- 1.2.5. Presidents Day Weekend

1.3. Teams shall be scheduled to play more than one NCCA Winter game per weekend at their request.

1.4. A Club with two or more teams may, by request to the Match Secretaries, prior to the scheduling meeting, ask that at least one team from that Club be scheduled to play a game on Saturday and one on Sunday of the league weekend, and the Executive Committee shall honor all such requests subject to ground availability.

2. League Structure

2.1. NCCA winter league competitions shall use pink balls with white clothing and/or white balls with colored clothing.

2.2. The NCCA winter league competition shall be contested in divisions determined before the start of the season. Each division shall consist of no more than 13 teams.

2.2.1. The League Season shall consist of 10 to 12 games, with each team playing each other team in their division at least once and at most twice. If two teams play each other twice, they shall do so on a home-and-away basis. If a schedule is not feasible for the number of teams in the division, Match Secretaries may propose an alternative solution.

2.2.2. Division standings shall be determined according to the points accumulated by each team. In the case of a tie on points, teams shall be placed according to their Net Run Rate.

2.2.3. At the end of each season, the top 30% of the teams rounded to the nearest whole number in each of the lower divisions shall be promoted to the next higher division.

2.2.4. The bottom 30% of teams in each higher division, rounded to the nearest whole number, shall be relegated to the next lower division. Teams tied on points shall be placed according to their Net Run Rate.

2.2.5. New teams shall be placed at the bottom of the lowest division.

2.2.6. A minimum of 7 teams is required to form a pink-ball or white-ball division.

2.3. The pink-ball competition with white clothing and the white-ball competition with colored clothing shall each be treated as a separate league, with separate playoffs.

2.4. New Teams

2.4.1. Admission of new teams to League Competition shall be by approval of the Board of Directors, and only between league seasons. New clubs must provide (or procure from existing clubs) a home ground that meets league standards. The Grounds Committee shall certify new grounds and submit the certification in writing to the Executive Committee 10 days before the start of the season in the year in which the application is made. If a new team that joins the League is sharing a ground with other teams, they must do so such that no more than 10 other teams share their home ground and the ground is available both Saturdays and Sundays. New teams shall be automatically placed on probation for their first season in the league. At the end of the probationary period, the Board of Directors, at the next General Body Meeting, shall review the facilities, standard of play and conduct of the team and approve its admission as a full member or rescind admission to the league.

2.4.2. If at least 11 players who played for a particular Team in a given season choose to leave and form or join a separate Club for the next season, they may do so (but only after the conclusion of the then-current season) while retaining their then-existing Team's Divisional (if any divisions applicable) position solely at the discretion of the Board and with the prior written approval of the Club they are departing (which former Club would thus be yielding its divisional position to the Team consisting of the departed players). The former Club shall not unreasonably withhold its approval. The NCCA shall defer to the Club management's decisions prior to the conclusion of the then-current season and may defer to the Club management's decisions thereafter. The Board shall address any controversy concerning this rule no later than the deadline for submission of Applications for the given season.

2.5. Existing Teams

2.5.1. All existing teams must continue to maintain all league standards. If a team fails to meet league standards, the Board may elect to place it on probation, suspend it, or expel it from the league immediately. If a team is expelled or has withdrawn for any reason during a season, all games it has already played and games yet to be played are treated the same as for a team that is disqualified due to a forfeit (see section 5.3). An expelled team, or a team that has withdrawn for any reason, may re-apply to join the league in future years in which event it will have to start at the lowest division and will be treated as a new team (see Section 2.4.1).

2.6. Applications and Schedule Deadlines

2.6.1. All existing and new NCCA member teams shall submit their applications, along with their dues, for the upcoming League Season by the deadline provided by NCCA Executives.

2.6.2. All teams may provide their team's unavailability and ground unavailability dates to the Match Secretaries during registration applications. To be eligible to compete in the NCCA league season, a team must be available to play all weekends of the whole NCCA League season, excluding weekends designated as League-wide bye weekends and Match Secretaries may try to accommodate the constraints if possible.

2.6.3. The NCCA Match Secretaries shall announce the season schedule 10 days before the first game of the season.

3. Provisions for the Game/Conditions of Play

3.1. Start Time

3.1.1. Play shall commence at the scheduled start time as per schedule uploaded on NCCA Web Portal. Requests for an exception to this rule shall be submitted to the Match Secretaries, in writing along with the applications. Such exceptions, if reasonable, shall be included in the schedule. Exceptions shall be granted on a limited basis and only to clubs that provide written documentation from the ground owner stating why the cricket facilities are not available at certain timings.

3.1.2. All league games shall consist of one innings per side. An innings shall end when the team is dismissed or its maximum allocation of twenty (20) overs is completed, whichever occurs first.

3.2. In an **uninterrupted** game:

3.2.1. The length of innings and minimum over rate are covered in Sections 4.2.1 and 4.2.2, respectively.

3.3. In matches where the **start is delayed, or play is suspended by natural causes or force majeure**:

3.3.1. The objective shall always be to rearrange the number of overs so that both teams shall have the opportunity of batting for the same number of overs. A minimum of 5 overs shall constitute a game.

3.3.2. If, owing to a suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated under the ICC Men's T20 International Playing Conditions incorporated by the Preamble and Section 4.1. In this case, if the team batting second has neither been all out nor passed their opponent's score, the following shall apply.

3.3.2.1. If the match is abandoned after the side batting second has faced at least 5 overs, the result shall be decided using the latest approved ICC DLS method for the par score, in accordance with ICC rules. The DLS par score shall be determined using the approved methodology on the NCCA website or scoring platform.

3.3.2.2. If a suspension of play requires the number of overs in the second innings to be revised, the target score shall be calculated using the latest approved ICC DLS method.

3.3.2.3. Matches in which one or both teams have not had an opportunity to bat for a minimum of 5 overs shall be declared "NO RESULT" matches and points shall be awarded in accordance with Section 7.1.5.

3.3.2.4. Unless explicitly agreed between the umpires and the team captains, any game played without lights shall end by sunset time for the ground (refer to www.timeanddate.com). Refer to 3.3.2.2 for shortened games.

3.4. Delayed Start

3.4.1. All league matches shall start at the time designated unless both captains agree to a change of starting time at least twenty-four (24) hours prior to the game. It shall be the responsibility of the home team's captain to notify the umpires, opposition team and match secretaries.

3.4.2. Automatic penalties for late start of a match shall be applied as described in Section 8.1.

3.5. Intervals

3.5.1. **Innings Break**. Unless otherwise agreed by the captains, the interval between innings shall not exceed 10 minutes.

3.5.2. **Drinks Break**. Either side may elect to take one on-field drinks interval at the halfway point of the stipulated overs.

3.5.2.1. The option of an on-field drinks interval shall be elected before the game begins.

3.5.2.2. Drinks intervals shall not exceed 5 minutes.

3.5.2.3. The agreed times for intervals shall be strictly adhered to except that if a wicket falls within one over of the agreed time, then the drinks interval shall be taken immediately.

3.5.2.4. The umpires may allow drinks to be consumed during play, providing they believe it will not waste time or delay the game.

3.5.2.5. At any time during the match, the captains may agree to forgo a drinks interval. An interval that has been forgone may be reinstated only by agreement of both captains.

3.6. Ground Conditions

3.6.1. The laying of an acceptable playing surface shall be required. It shall comply with the standards set by the Grounds Committee.

3.6.2. The captain's report consisting of ground and umpire ratings must be completed and submitted via the scoring platform by the Wednesday following the league game. If the visiting team fails to send a report within this time, the ground shall be considered adequate by default. The Grounds

Committee will make a judgment based on the ground rating sent in by both umpires and visiting captains as to whether the ground is substandard, including judgment of whether the rating is accurate or not. Benefit of doubt shall be given to the host team when appropriate.

3.6.3. In the event that a team's ground is judged to be substandard by the Grounds Committee, the problem areas will be identified, and the team shall be given a specified time frame in which to improve ground conditions. In the event that a team fails to comply with the recommendations of the committee, the team shall be penalized as specified in Section 8.5 for every game scheduled to be played at that ground for the period it is substandard. In addition, visiting teams shall have the option to require that any fixtures scheduled to be played at the substandard ground shall be played instead at the visiting team's home ground. In this case, all costs for ground rental, lunch, drinks, etc. are to be paid by the original home team. If the visiting team wishes to exercise this option, it must give the home and umpiring teams, as well as the Match Secretaries and the Umpiring Committee, at least 3 days' notice of their intention to move the venue of the fixture.

3.6.4. If the home team's ground is unavailable on the day of play after the players and umpires arrive, the home team is responsible for paying the umpire.

3.6.5. The minimum boundary distance for NCCA games should be 60 yards where the ground dimensions permit.

3.6.6. The maximum boundary distance for NCCA games shall be 80 yards.

3.6.7. Boundary distances shall be measured from the center of the pitch.

3.6.8. Boundary sizes shall be enforced by the umpires and the umpire's decision will be considered final and binding. The home team is responsible for providing a tape measure to verify the boundary dimensions and in the absence of a tape measure, umpires may use other alternate methods to measure.

3.7. Provisions for the Game

3.7.1. **Uniform**. In all League, Cup and representative games, the wearing of uniforms as approved by NCCA is required. Each player must wear the exact same uniform as the rest of the team.

- 3.7.1.1. For white-ball cricket, the team uniform must consist of a colored (non-white) shirt and colored trousers. Colors close to white, such as light silver or very light grey, are not allowed.
- 3.7.1.2. For pink-ball cricket, the team uniform must consist of a white shirt and white trousers. Colors close to red are not allowed. Colored pads are allowed provided their color is not close to red or pink.
- 3.7.1.3. The NCCA logo must appear on the chest of the shirt, preferably on the left side.
- 3.7.1.4. Logos of other leagues must not be visible.
- 3.7.1.5. Sponsor logos are allowed on the sleeves or back of the shirt.
- 3.7.1.6. Slight variations in uniform color due to fading or differences between vendors are allowed.

3.7.2. **Footwear**. No batter or bowler shall be permitted to wear footwear that has hard studs, spikes or cleats unless the game is played on a natural turf wicket and as permitted by the ground custodian.

3.7.3. **Protective Equipment**. Leg Guards (pads) shall be of approximately the same color as the predominant color in the uniform. All protective equipment except leg-guards, gloves, arm guards and helmets should be worn underneath the player's clothing. Thigh guards, abdomen guards, chest guards etc. should not be worn on top of the shirt or pants. (Refer to section 3.7.1 for uniform provisions.)

3.7.3.1. **Helmet**. A helmet is mandatory for a batter facing a seam-up bowler and for a wicketkeeper standing up to the stumps, regardless of the bowler's pace. A helmet is also mandatory for fielders, other than those at slip, gully or fine leg, standing within eight (8) yards of the striker's end. Batters must wear helmets except when facing slow bowlers.

3.7.4. **Penalty**. Any player in contravention of the Rules in Sections 3.7.1 and 3.7.3 will be subject to a penalty as described in Section 8.7.

3.7.5. **Ball**. Each fielding team shall have one new ball for its innings, to be used from both ends.

3.7.5.1. All league and playoff games shall use NCAA-approved T20 white or pink balls supplied by NCCA. No other brand or type of ball is allowed unless approved in writing by the Match Secretaries.

3.7.5.2. The home team shall provide spare balls to be used if the game ball is lost.

3.7.6. **Other Provisions**. The home team shall provide a first aid kit and adequate seating for the teams / spectators.

3.7.7. **Ground**. If the home team's ground is unavailable for a league game, an available league-approved ground may be used as an alternative.

3.7.7.1. It is the responsibility of the home team to obtain a league-approved ground for that league game.

3.7.7.2. The home team must give the visiting and umpiring teams at least 2 days' notice of a venue change and communicate the exact venue at least 24 hours before the scheduled start.

3.7.8. **Umpires**. The umpires shall wear NCCA approved Colored Umpiring Clothing (or White/light colored clothing for Pink ball division) and dark colored trousers. Failure to do so will be penalized as described in Section 8.4.

3.8. Rescheduling Games

3.8.1. If a majority of league games on a weekend are abandoned or canceled due to natural causes or force majeure, the Match Secretaries may, at their discretion, reschedule those games on a subsequent weekend.

3.8.2. A home team proposing a venue change must select an NCCA-approved ground for that division within 45 miles' driving distance of the originally scheduled ground. The home team should notify the visiting team, umpiring team and Match Secretaries by the end of Thursday. Objections will not be considered after noon on Friday. The Match Secretaries must approve the change by 6 p.m. on Friday. Once the game is played, the result stands.

3.8.3. The Match Secretaries may approve a change of date and venue by Wednesday, provided the new date is at least one week away from the originally scheduled date. All parties involved must agree to the change, and the Match Secretaries must approve it. The rescheduled game should take place before the last game of the season for that group in that division.

3.8.4. Games cannot be rescheduled due to selection of some members of a team for representative games.

3.8.5. The Match Secretaries may reschedule games that conflict with an NCCA-hosted event.

4. Laws of the Game

4.1. NCCA follows the applicable ICC Men's T20 Playing Conditions posted on the NCCA website. Changes shall not be implemented during the season.

4.2. Exceptions to ICC Men's T20 International Playing Conditions

4.2.1. Length of Innings

4.2.1.1. **Uninterrupted Matches**. Each team shall bat for 20 overs unless all out earlier.

4.2.2. Minimum Over Rate

4.2.2.1. The minimum over rate shall be 13.33 overs per hour, equivalent to 4.5 minutes per over. A maximum of 90 minutes of playing time is allowed for 20 overs, excluding drinks breaks and the time allowances listed in Section 4.2.2.2.

4.2.2.2. Allowance shall be given for drinks breaks, injuries, lost balls or other circumstances beyond the control of the fielding team.

4.2.2.3. For the purpose of calculating the over rate, if an over has been started by the scheduled time of cessation, it shall be considered as having been completed.

4.2.2.4. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs

has been bowled. The team batting second shall receive its full quota of overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

4.2.2.5. If the team batting first is dismissed in less than its allotted number of overs, the team batting second shall be entitled to bat for its full allotment of overs.

4.2.2.6. If the team fielding second fails to bowl its allotted number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

4.2.2.7. Penalties shall apply to either team (or both teams, if applicable) for slow over rates. See Section 4.2.3 for definition of offenses and Section 8.8 for penalties.

4.2.3. **Minimum Over Rate Offenses**. Failure by a fielding team to meet the Minimum Over Rate requirements constitutes an offense by the relevant Team Captain and each of the Players in that fielding team according to the following:

4.2.3.1. Where the actual over rate is up to (and including) two overs short of the Minimum Over Rate, such an offense shall be considered a ‘Minor Over Rate Offense’. So, for a 20 over game, if 18 or 19 overs (including the over in progress) have been bowled by the scheduled cessation time, the fielding team is guilty of a "Minor Over Rate Offense".

4.2.3.2. Where the actual over rate is more than two overs short of the Minimum Over Rate, such an offense shall be considered a ‘Serious Over Rate Offense’. So, for a 20 over game, if 17 or fewer overs (including the over in progress) have been bowled by the scheduled cessation time, the fielding team is guilty of a "Serious Over Rate Offense".

Note: Subjective intent on behalf of the Team Captain to waste time is not required. It is sufficient to establish that the Minimum Over Rate was not met. To avoid liability under this offense the Team Captain would need to establish, on the balance of probabilities, that the shortfall was due to factors beyond his control and that the time allowances permitted by the Match officials in calculating the required over rate were not sufficient. The scoring platform tracks timings for each over which can be used to make any judgments about where delays were.

4.2.4. **No Ball**. For all matches played on pitches other than natural grass the following additions to Law 21.7-No Ball shall apply:

4.2.4.1. Either Umpire shall call and signal "No Ball," when a ball delivered by the bowler pitches on the bound edge of the matting or other material used as a playing surface, on a fastening string or strap or on any spike or other device used to secure the playing surface whether it be on the playing surface or not, or it pitches in a hole or area of disrepair within the playing surface whether the edges are bound or not.

4.2.4.2. Either umpire shall call and signal “No Ball” when a delivery pitches on an edge or seam of a repaired part of the playing surface and bounces unusually in a way that, in the umpire’s opinion, was caused by that edge or seam.

4.2.4.3. The ball shall not become dead when an event described in Section 4.2.4.1 or 4.2.4.2 occurs. It remains in play, and either batter may be dismissed only in a manner permitted following a No Ball.

4.2.4.4. A delivery called “No Ball” shall not also be called “Wide Ball”; No Ball takes precedence.

4.2.4.5. If the ball comes to rest in front of the line of Striker’s wicket, without having previously been touched by the bat or person of the striker, the umpire shall call “No Ball” and immediately “Dead Ball” so that no further actions (runs or wickets) can happen from that delivery.

5. General Rules

5.1. Players

5.1.1. Player Registration

5.1.1.1. Before the first game of the league season a club must register at least eleven players per team, along with email addresses, if available.

5.1.1.2. Players must be registered on the scoring platform as a player for the Club for which they intend to play and then selected for a specific team under that club. This registration must include full first and last name and a recent photograph of the player. Short names, nicknames or initials are not allowed. If, during approval of the scorecard, Match Secretaries find that these requirements have not been met for any player, they have the authority to penalize teams per Section 8.6.1.

5.1.1.3. All players in any league game must be registered with the club for which they play. New players must be registered with the team before being eligible to play for the team. If the team fields a player that has not been registered with the team prior to the game being played, then the team will be penalized 10 points.

5.1.1.4. All players participating in NCCA-sanctioned events or representative teams shall be registered members of NCCA. Membership shall be granted to an individual who provides the required personal demographic information (“registration information”), agrees to NCCA’s membership terms and conditions, and pays the applicable membership fee.

5.1.1.5. Each registered player shall submit a completed registration form as provided by the NCCA.

5.1.1.6. Each member shall agree to abide by the following terms and conditions:

- Comply with corresponding NCCA Standing Rules and conduct oneself in a manner consistent with the Preamble and the Spirit of Cricket per applicable T20 playing conditions as posted on NCCA Website.
- Comply with the NCCA & ICC Code of Conduct.
- Supply accurate personal demographic information to the NCCA and notify the Association promptly of changes to this information.
- Submit and endorse the liability waiver required during registration.
- Affirm that the member is not currently banned or suspended from play by the ICC or any Association affiliated with the USA Cricket.
- Adhere to the NCCA fair play rating system and abide by decisions of the Match Secretaries, committees and/or Board concerning penalties, suspensions and terminations under that system.

5.1.2. Player Eligibility

5.1.2.1. All players may play multiple games during the same weekend.

5.1.2.2. No player who has been suspended by NCCA for disciplinary reasons will be allowed to play in league games until that player has completely served out the time of suspension in full. If the player is part of a team that disbanded during the season, the games missed do not qualify as part of the sentence.

5.1.2.3. Per the ICC rules, an Under 17 player is defined as a player who is under the age of 17 on the 1st of September prior to the season start date.

5.1.2.4. All players who are not categorized as pro players may represent up to two teams within the same club in the league, subject to the maximum games restriction in Section 5.1.2.5, unless the player transfers under Section 5.1.3.

5.1.2.5. A player can play a maximum of 14 regular season games prior to playoffs. U17 players are exempt from this rule.

5.1.2.6. A player must have played at least 2 matches for a team during the season to be eligible to play for that team in the playoffs, subject to the professional-player requirements in Section 5.1.2.10.

5.1.2.7. Any violations of player eligibility rules noted or brought to the attention of and confirmed by the Match Secretaries will result in the offending team being deemed to have forfeited the game(s) in question.

5.1.2.8. A player cannot participate in the match without a NCCA approved team uniform. All the players of a team must have a matching uniform.

5.1.2.9. A professional league player (“pro player”) is defined as a player who has:

5.1.2.9.1. Represented a nation, or been included in its squad, in an ICC-recognized international cricket competition, excluding under-19 and under-17 competitions.

5.1.2.9.2. Played in the domestic cricket circuit in any ICC full member or associate nation (for example, Ranji trophy/ County Cricket, etc.)

5.1.2.9.3. Played 2 or more games in professional leagues worldwide, such as MLC, MiLC, CPL, SAT20, BBL, ILT20 or GT20.

5.1.2.9.4. A player is not considered a pro player if the player has not actively played in professional leagues in the 5 years before the start of the season.

5.1.2.9.5. A player is not considered a pro player if the player has played more NCCA-sanctioned games across all formats (excluding NCCA tournaments) than professional-league games. NCCA's official scoring platform statistics at the start of the season shall be used to count NCCA games.

5.1.2.9.6. An O50 player is not considered a pro player even if the player has previously played in professional leagues.

5.1.2.10. A pro player may play in a team's last 5 games of the season only if the player has played in at least 2 of that team's first 7 games. This rule applies to all pro players except U19 players. To be eligible for the playoffs, a pro player must have played at least 4 league games.

5.1.2.11. Pro players may play only for teams in their club's highest division and may not play for the club's teams in lower divisions.

5.1.2.12. Each club is responsible for determining whether a player is a pro player. If a complaint is filed and a violation of the pro-player rule is established, the Match Committee shall decide on the reported violation.

5.1.2.13. A player must be at least 13 years old on April 1 immediately before the start of the season to play in NCCA adult matches. A younger player with exceptional talent must obtain prior approval from the Match Secretaries. The Match Secretaries shall establish approval criteria and apply them uniformly to all applicants.

5.1.3. Player Transfer Between Teams

Players changing teams during the season must have their release approved by their former club before they can play in the NCCA Competition for another team. Such approval shall not be unreasonably withheld and is subject to the following rules.

5.1.3.1. A transfer request must be submitted to the Match Secretaries by the player or the player's new team. An official of the former club should be copied on the request.

5.1.3.2. If a new team submits a transfer request on a player's behalf, the Match Secretaries must confirm that the player is requesting the transfer.

5.1.3.3. The Match Secretaries and former club must receive the request for transfer before the end of Wednesday if the transferred player is to play for his/her new club the following weekend.

5.1.3.4. If no legitimate reason is provided within 48 hours by the former club for withholding the transfer, such transfer shall be considered granted.

5.1.3.5. The Match Secretaries shall determine if any reasons provided for denial of transfer are reasonable.

5.1.3.6. There will be only one transfer window for the season. A player or his/her team may request to transfer to a new club/team once per season and the transfer must be initiated and completed by January 15. No transfers will be permitted after this deadline. Transfer requests should be sent to the Match Secretaries within the relevant window.

5.1.3.7. Games played before a transfer count toward the game limit in Section 5.1.2.5.

5.1.3.8. If a team is found to have fielded a player who is ineligible in accordance with these rules, it will automatically forfeit the game in question and points will be awarded in accordance with 7.1.1.

5.1.3.9. If a team disbands or is removed from the league for failing to meet its obligations, a player may join another club or team of the player's choice. The player may not play for that club or team until it has submitted the player's registration and the registration has been accepted.

5.2. Reporting of Results

5.2.1. Before the start of the season, the NCCA Executive Committee shall announce the official scoring platform for reporting all game results.

5.2.2. The use of the official Scoring Platform application is mandatory for all teams.

5.2.3. The home team must report the results of all league games. Failure to report results and submit the information required below on time will incur the penalties in Section 8.6.

5.2.4. Scorecard edits and the Player of the Match (PoM) selection must be entered in the scoring platform by the end of Wednesday immediately following the game. The PoM selection may not be changed after that deadline, including where no selection was entered. The Match Secretaries will consider scorecard correction requests only within two weeks after the match ends, provided both teams agree and submit a joint written request.

5.2.5. If a manual scorecard is entered into the Scoring Platform, then the paper score sheets used for scoring must be emailed to the appropriate Match Secretary by the end of the day Wednesday immediately following the game.

5.2.6. In case of a rained-out game or forfeited game, a basic scorecard must be entered into the Scoring Platform.

5.2.7. Each team captain must fill out the Umpire's Feedback Report on the Scoring Platform by the Wednesday following the league game.

5.2.8. Umpires must verify the squads on the scoring platform and check that the teams have selected the correct umpires for the game.

5.2.9. Umpires may verify players' identification when needed. If a player cannot be verified on the squad or through identification, the umpire shall not allow that player to play.

5.3. Forfeits

5.3.1. A team forfeiting a game during the regular league season will no longer be disqualified from all NCCA games for the season but will be assessed a fine of $250 for each forfeited game.

5.3.2. All player eligibility violations should be recorded as forfeits in the scoring platform, which will automatically calculate NRR under Section 7.2.1. However, only forfeits involving a walkover, failure to play a scheduled NCCA game or use of a suspended player shall carry a monetary penalty, payable under Section 8.9.

5.3.3. A team forfeiting a game during the playoffs will be assessed a fine of $250.

5.3.4. A team forfeiting an NCCA game shall reimburse the home team receiving the forfeit for its ground rental cost. The home team should provide a receipt from the city or booking authority showing the amount paid.

5.4. Dispute Resolution

5.4.1. In the event that disputes arise on the field, the captain(s) and/or umpire(s) must submit a written report to the Match Secretaries. Match Secretaries shall be responsible for taking appropriate action or may forward the report to the appropriate committee for action. The results of the investigation (if any) shall be forwarded in writing to the club secretary, umpires and players involved.

5.4.2. Any appeal of a decision by the Match Committees or Disciplinary Committee, by a team or a player, can only be made to the Executive Committee and such appeal must be made in writing within 48 hours of the decision being communicated to the team or player. Each appeal must also be accompanied by a deposit of $300, which will be refunded if the appeal is successful.

5.5. Ground Protection Rule

Any current or new member(s) belonging to a Club/Team in NCCA shall not approach another Club/Team's home ground, facility and/or city officials regarding facility usage for any purpose (temporary, permanent or in future) without an official communication to the NCCA club/clubs. Failure to comply with the above rule may result in any of the following:

5.5.1. Placing the individual(s) and/or associated club on probation for at least 2 years for violating the general league code of conduct.

5.5.2. Not allowing the violating member/team to use the facility for NCCA games.

5.5.3. Any additional penalty that the NCCA Board deems necessary.

6. Umpiring

6.1. Assignment of Umpires

6.1.1. At the start of the season, the Match Secretaries shall designate non-participating (neutral) teams to provide one bowler's-end umpire (BEU) for each match. The designated team is responsible for the umpire's punctual attendance. The BEU should hold at least Level 3 certification. Captains may not veto a certified umpire provided by the neutral team.

6.1.2. If a team assigned to provide a neutral umpire engages an external umpire who is not a club member, the assigned team remains liable for any no-show or late-arrival penalty. Umpire fees payable by teams shall be those approved by the Board for T20 games.

6.1.3. The Umpiring Committee shall assign panel umpires from the NCCA pool to selected games, with one panel umpire per match until the pool is exhausted. The Match Secretaries shall notify both playing teams and the team assigned to provide an umpire no later than the Thursday before the game.

6.1.4. The captain of the batting side shall be responsible for appointing an umpire who shall stand as Striker's End Umpire only.

6.1.5. In the event that the appointed neutral umpire does not attend the game, the captain of the batting side shall be responsible for the appointment of a Bowler End Umpire as well. Both Captains shall be responsible for the good conduct and completion of the game.

6.1.6. Failure to provide Umpires shall result in a point penalty and a monetary fine per umpire per game, as specified in Section 8.3. Point penalties shall apply to league games only.

6.1.7. Bowler's-end umpires must be NCCA-certified umpires.

6.1.8. The team umpire should have played a minimum of 2 games for the most recent club. Certified parent umpires are allowed to officiate for the team on behalf of the youth player if his/her child has played in a minimum of 2 games in the last 2 seasons. If a team sends a non-team/non-club member to umpire, the umpire shall be considered as NO SHOW & apply penalties as described in section 8.3.1.

6.2. Age Guidelines for Umpires

6.2.1. For their safety and well-being, players aged 16 or below on game day may officiate only at the striker's end. Players below age 13 may not umpire.

6.2.2. It is the responsibility of the team that has the umpiring assignment to make sure that these age-related guidelines are strictly adhered to. All other requirements (e.g. Level 3 certification) for an umpire must still be met.

6.2.3. If a playing team encounters an umpire under 16 on game day, it may insist that the umpire officiate only at the striker's end and that the senior umpire officiate at the bowler's end from both ends of the pitch. If a team suspects that an umpire is under 16, it should request proof of age.

7. Points - Competition Points for all divisions

7.1. Competition Points will be awarded as follows:

7.1.1. Walkover or Forfeit = 20 points to non-forfeiting team
7.1.2. Win = 20 points
7.1.3. Loss = 0 points
7.1.4. Tie = 10 points each
7.1.5. No Result = 10 points each.

7.2. Net Run Rate (NRR)

7.2.1. Net Run Rate (NRR) is calculated automatically by the scoring platform.

7.3. The following registration-fee awards shall be made:

7.3.1. The league-table champions' full registration fee for the next season shall be waived.

7.3.2. Half of the runners-up's registration fee for the next season shall be waived.

8. Penalties

8.1. Automatic penalties for the late start of a match shall be as follows:

8.1.1. A team without seven players present and visible to the umpires 15 minutes before the scheduled start automatically loses the toss. If neither team has seven players present, the toss shall be delayed until one team has seven players present; that team automatically wins the toss. If both teams' seventh players arrive simultaneously, a toss shall be conducted in the presence of an umpire.

8.1.2. A team without seven players present at the agreed start time shall be penalized two overs. Players must be visible to the umpire from the field of play; a player in the parking lot or another location out of the umpire's sight does not count as present. A further two-over penalty applies if

the team cannot take the field with at least seven players within 15 minutes after the agreed start time.

8.1.3. If either team is still in violation of Sections 8.1.1 or 8.1.2 thirty (30) minutes after the agreed starting time, the offending team will automatically forfeit the game.

8.1.4. In the event that neither team has seven (7) players on the ground thirty (30) minutes after the official starting time, the match shall be declared null and void and zero (0) points shall be awarded.

8.1.5. The home side shall lose two (2) overs of batting time if the ground is not ready for play at the agreed start time.

8.2. Penalties for unfair play

8.2.1. The following provisions apply to all NCCA games in addition to Law 42.

8.2.1.1. In the event that either Umpire has experienced an act of Unfair Play under the NCCA Code of conduct, the Umpires shall forward a brief account of the incident to the NCCA Match Secretaries, who shall in turn forward it to the NCCA Disciplinary Committee. The report should be received within 3 days of the incident, and in any case no later than one week after the game.

8.3. Umpires Not Sent:

8.3.1. If the assigned Level 3 or higher certified umpire fails to attend a game, the assigned umpiring team shall receive a 10-point penalty and a $100 fine. Each subsequent occurrence shall incur a 10-point penalty and a $250 fine.

8.3.2. A neutral umpire arriving after the start time and up to one hour late shall incur a $100 late-arrival penalty, with no point penalty. An umpire arriving one hour after the start time shall be treated as a no-show under Section 8.3.1.

8.4. Umpire with Improper Attire:

8.4.1. Umpires must wear proper attire while officiating.

8.4.1.1. For pink-ball cricket, the BEU must wear a white shirt or T-shirt, dark-colored trousers and shoes or sneakers.
8.4.1.2. For white-ball cricket, the BEU must wear a colored shirt or T-shirt that allows the batter to see the white ball clearly, dark-colored trousers and shoes or sneakers.
8.4.1.3. Sleeveless shirts or undershirts may not be worn without a covering garment.
8.4.1.4. Shorts are not allowed.
8.4.1.5. Flip-flops and other open-toed footwear are not allowed.

8.4.2. Teams are requested to submit photographic or video evidence of an umpire's failure to comply with Section 8.4.1 to the Match Secretaries within 10 days. The team responsible for providing that umpire shall receive a 10-point penalty.

8.4.3. Panel umpires must also wear proper attire and are subject to appropriate penalties for noncompliance. The team originally assigned to provide an umpire shall not be penalized for a panel umpire's attire. Teams are encouraged to submit photographic or video evidence to the Umpiring Committee and Match Secretaries.

8.5. Sub-Standard Grounds:

8.5.1. A team shall receive a five (5) point deduction and a $50 fine for each home game played on a ground designated as substandard by the Grounds Committee.

8.6. Failure to Report Results and Submit Required Information on Time.

8.6.1. A team that fails to submit a scorecard, match report or umpire rating, or to upload photographs of the opposition and umpires, by the Wednesday after the game shall be fined $50. Each subsequent occurrence shall incur a $100 fine.

8.6.2. A team that fails to provide required information, or provides incorrect information, when requested by the Match Secretaries or Umpiring Committee shall be fined $50. This includes umpire details due by noon on the Thursday before the game. Each subsequent occurrence shall incur a $100 fine.

8.7. Improper attire:

8.7.1. A player who is not wearing the team uniform required by Section 3.7.1 shall be excluded from the match by either umpire or the opposing team. An excluded player does not count as present for the toss or start-of-play requirements, including the minimum of seven players. The umpires or opposing team must submit photographic or video evidence to the Match Secretaries.

8.7.2. Captains should photograph the opposing team's playing eleven together with the umpires and attach the photograph to the scorecard. Failure to upload it will incur the penalties for incomplete scorecard information in Section 8.6.1. The photograph should be taken during the innings break.

8.8. Penalties for slow Over-rate.

8.8.1. Minor Over Rate Offense (To be applied progressively)

8.8.1.1. First Offense: $50 fine (regardless of overs)

8.8.1.2. Second Offense: $50 fine (regardless of overs)

8.8.1.3. Third or subsequent Offense: $50 fine (regardless of overs) plus suspension of Captain for 1 game

8.8.2. Serious Over Rate Offense

8.8.2.1. $50 fine (regardless of overs) plus suspension of Captain for 1 game

8.9. Fines and Invoices.

8.9.1. If the Association fails to inform a team about a fine within 60 days of the infraction, the fine is revoked.

8.9.2. All fines are payable within 30 days of the invoice date.

8.9.3. For each overdue fine, teams will be penalized five (5) points and the fine will be increased by 10% for each month it remains unpaid after the initial 30-day period.

8.9.4. Player eligibility complaints should be reported within 4 weeks of the infraction during the regular season. For infractions in the last 2 weeks of the regular season, complaints should be reported within one week. The Executive Committee may decide whether to investigate complaints received after these periods.

8.10. Player No Shows at Games.

8.10.1. If no member of a home or visiting team arrives by game time and the team has not notified the umpires, Match Secretaries and opposing captain in advance, the offending team shall be fined $200 and receive a 10-point penalty, in addition to other applicable penalties. For a postseason game, the fine shall be $300.

9. Awards

Individual and Team Awards shall be given in each Season as per the following sections.

9.1. Individual Awards

9.1.1. Best Batter
9.1.2. Best Bowler
9.1.3. Most Valuable Player
9.1.4. Best Fielder
9.1.5. Best Wicketkeeper
9.1.6. Best Youth Player

9.2. Team Awards

9.2.1. League Champions
9.2.2. League Runners-Up

10. Playoffs

10.1. The top 4 teams in each division shall qualify for the playoffs.

10.2. The Match Secretaries shall announce the playoff formats at the start of the season.

10.3. The Match Secretaries may cancel playoffs for all divisions based on weather, ground availability or other considerations. If playoffs are canceled, prize money shall be awarded to the top 2 teams in the league standings.

10.4. Group level standings are only used to compute rankings.

10.5. The playoff winner shall be declared champion of the respective league.

Revision History

- Branched out of the Standing Rules for 2019-20 document which was applicable only to the NCCA Summer League ODI style format. (Being Proposed at 19th Oct 2019 BoD Meeting)
- 4/21/2021 – Updated after Apr 2021 BoD Meeting for removing home team requirement to provide water and splitting Winter T20 into Red or Pink ball vs White ball Divisions
- 11/1/2021 - Updated after Oct 15 BoD Meeting - updated Penalties for Improper Umpiring/Team Player Uniforms and 5.1.4.4 Under 19 age. Updated 6.1.3 panel umpiring assignments to be done by the umpiring committee (per approval of proposal in Aug 2021 bod meeting). Updated revision date. Updated formatting and TOC with correct Page Numbering
- 3/23/2023 - Updated rescheduling section, removed runner for injured bat, min boundary size of 60 yards, penalties for an umpire not showing up, DLS
- 4/1/2024 - Introduced divisions, tied & pro player restrictions
- 10/29/2024 - Updates Oct 1 and Oct 29, 2024 BOD approved proposals
- 1/24/2025 to 4/18/2025 BoD Meetings - Updated Tied/Pro Players, Player transfer, only one umpire to be sent
- 3/28/2026 Proposals voted by associate member teams injury replacement, remove reference to Cricclubs
- 10/26/2026 Winter T20 Standing Rules spin off
- 10/31/2026 Updated Player Transfer window and max teams players can play within a club