

**Cayman Islands
Cricket Association**

**LEAGUE, KNOCKOUT
AND 20/20
PLAYING CONDITIONS**

FIXTURES

2009

LIME

Landline | Internet | Mobile | Entertainment



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CLICO CAYMAN DIVISION 1 LEAGUE 2009					
WEEK #	GAME #	DAY/DATE	HOME TEAM	VISITING TEAM	VENUE
		Sun Mar 15	WOMEN CRICKET RALLY		SRO
1	1	Sun Mar 22	ESSO TIGERS	PRISON	JPO
	2		POLICE	LIME SCHOOLS	SRO
2	3	Sun Mar 29	PARAMOUNT	BY RITE	SRO
	4		GREENIES 1	LIME SCHOOLS	JPO
3	5	Sun Apr 05	LIME SCHOOLS	ESSO TIGERS	SRO
	6		POLICE	PRISON	JPO
4		Sun Apr 12	PRO PLUS	GALAXY C.C.	SRO
5	7	Sun Apr 19	ESSO TIGERS	PARAMOUNT	JPO
	8		BY RITE	GREENIES 1	SRO
6	9	Sun Apr 26	ESSO TIGERS	POLICE	SRO
	10		PRISON	GREENIES 1	JPO
7	11	Sun May 03	LIME SCHOOLS	PARAMOUNT	JPO
	12		POLICE	BY RITE	SRO
8	13	Sun May 10	PRISON	LIME SCHOOLS	JPO
	14		GREENIES 1	POLICE	SRO
9	15	Sun May 17	PRISON	PARAMOUNT	SRO
	16		LIME SCHOOLS	BY RITE	JPO
10	17	Sun May 24	BY RITE	ESSO TIGERS	JPO
	18		PARAMOUNT	GREENIES 1	SRO
11	19	Sun May 31	PARAMOUNT	POLICE	JPO
	20		BY RITE	PRISON	SRO
12	21	Sun Jun 07	GREENIES 1	ESSO TIGERS	SRO

CLICO CAYMAN DIVISION 1 KNOCKOUT 2009

13	1	Sun Jun 14	7TH PL	2ND PL	SRO
	2		6TH PL	3RD PL	JPO
14	3	Sun Jun 21	5TH PL	4TH PL	SRO
15	4	Sun Jun 28	WMC	1ST PL	SRO

CLICO CAYMAN DIVISION 2 LEAGUE 2009

WEEK	GAME #	DAY/DATE	HOME TEAM	VISITING TEAM	VENUE
1	1	Sat Mar 07	CHILLIES	LIONS	SRO
	2		GREENIES TOO	PARAMOUNT DTA	JPO
	3		CAYMAN BRAC	ESSO CUBS	CB
2	4	Sat Mar 14	UCCI/WEST BAY	WELLYS/C-DOORS	SRO
	5		JJ's	PRO PLUS	JPO
3	6	Sat Mar 21	ESSO CUBS	WELLYS/C-DOORS	SRO
4	8	Sat Mar 28	ESSO CUBS	JJ's	SRO
	9		PARAMOUNT DTA	CAYMAN BRAC	JPO
	10	Sun Mar 29	UCCI/WEST BAY	CAYMAN BRAC	WBP
5	11	Sat Apr 04	PRO PLUS	GREENIES TOO	JPO
	12		LIONS	ESSO CUBS	SRO
		Sat Apr 11	PRO PLUS	GALAXY C.C.	SRO
*****	7	*****	CHILLIES	UCCI/WEST BAY	JPO
6	13	Sat Apr 18	JJ's	UCCI/WEST BAY	JPO
	14		WELLYS/C-DOORS	CAYMAN BRAC	SRO
	15	Sun Apr 19	CHILLIES	CAYMAN BRAC	WBP
7	16	Sat Apr 25	WELLYS/C-DOORS	PARAMOUNT DTA	JPO
	17		PRO PLUS	CHILLIES	SRO
8	18	Sat May 02	GREENIES TOO	UCCI/WEST BAY	SRO
	19		LIONS	JJ's	JPO
9	20	Sat May 09	WELLYS/C-DOORS	CHILLIES	SRO
	21		PARAMOUNT DTA	PRO PLUS	JPO
10	22	Sat May 16	UCCI/WEST BAY	ESSO CUBS	JPO
	23		JJ's	CAYMAN BRAC	SRO
	24		PRO PLUS	CAYMAN BRAC	WBP
11	25	Sat May 23	LIONS	PARAMOUNT DTA	JPO
	26		CHILLIES	JJ's	SRO
12	27	Sat May 30	ESSO CUBS	PRO PLUS	SRO
	28		WELLYS/C-DOORS	LIONS	JPO

13	29	Sat Jun 06	CAYMAN BRAC	LIONS	CB
	30		PRO PLUS	WELLYS/C-DOORS	JPO
	31		JJ's	GREENIES TOO	SRO
14	32	Sat Jun 13	GREENIES TOO	CHILLIES	JPO
	33		ESSO CUBS	PARAMOUNT DTA	SRO
15	34	Sat Jun 20	LIONS	GREENIES TOO	JPO
	35		UCCI/WEST BAY	PRO PLUS	SRO
16	36	Sat Jun 27	JJ's	PARAMOUNT DTA	JPO
	37		CHILLIES	ESSO CUBS	SRO
	38		CAYMAN BRAC	GREENIES TOO	CB
17	39	Sat Jul 04	GREENIES TOO	WELLYS/C-DOORS	JPO
	40		PARAMOUNT DTA	UCCI/WEST BAY	SRO
18	41	Sat Jul 11	LIONS	PRO PLUS	JPO
	42		PARAMOUNT DTA	CHILLIES	SRO
	43		WELLYS/C-DOORS	JJ's	WBP

BRITISH AMERICAN INSURANCE WOMEN LEAGUE 2009					
WEEK	GAME #	DAY/DATE	HOME TEAM	VISITING TEAM	VENUE
	1	Sun Apr 19	ESSO PANTHERS	STINGRAYS	GHHS
	2	Sun Apr 26	STINGRAYS	GREENIES	GHHS
	3	Sun May 03	GREENIES	ESSO PANTHERS	GHHS
	4	Sun May 10	STINGRAYS	ESSO PANTHERS	GHHS
	5	Sun May 17	GREENIES	STINGRAYS	GHHS
	6	Sun May 24	ESSO PANTHERS	GREENIES	GHHS
	7	Sun May 31	ESSO PANTHERS	STINGRAYS	GHHS
	8	Sun Jun 07	STINGRAYS	GREENIES	GHHS
	9	Sun Jun 14	GREENIES	ESSO PANTHERS	GHHS

For the purposes of these rules, the following shall apply:

'EXECUTIVE' means the Executive Committee of the Cayman Islands Cricket Association.

Maximum and Minimum Number of Overs

MAXIMUM NUMBER OF OVERS	MINIMUM NUMBER OF OVERS
1ST DIVISION	
50	20
40	16
2ND DIVISION	
40	16
35	14

'Masters' means players who have attained the age of forty years or more. The competition will be known as the Cayman Islands Cricket Association League, Knockout and 20/20

- ◆ **PLAYING CONDITIONS AND HOURS OF PLAY**
 - 1. All participating clubs shall be affiliated to the Cayman Islands Cricket Association and have paid the specified registration fees for the current season, by the date fixed by the Executive.
 - 2. A player may not play for more than one Club in any one division in the competition in any one season. Clubs must register their playing members with the league prior to the start of each season of competition. New players must be registered with the CICA prior to any games played. Article 17 of the Cayman Islands Cricket Constitution shall also have effect. Notwithstanding anything in these rules, the Executive reserves the right to decide the eligibility of any team or player.
 - 3. All players must be bonafide residents of the Cayman Islands
 - 4. **PLAYERS** under the age of **NINETEEN (19)** in the year preceding the season shall be permitted unlimited participation.
 - 5. **MASTERS FORTY (40)** in the year preceding the season shall be permitted unlimited participation.
 - 6. **KNOCKOUT COMPETITIONS** - players are permitted to play in all competitions provided such players have represented the same teams in the League competitions.
 - 7. Division I players (as determined by the CICA) will only be allowed to represent a Division I team.
 - 8. The playing conditions for the matches in the West Indies will apply, except where specified in these playing conditions.
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9. Matches will consist of one inning per side and each match will be completed in one day.
10. Extra time shall be ordered by the Umpires if in their opinion a finish can be obtained.

PROVISIONAL LISTING 2009

DIVISION I PLAYERS

KEVIN BAZIL	KEVON BAZIL
RYAN BOVELL	MARLON BRYAN
PEARSON BEST	LAWRENCE CUNNINGHAM
KEMCHAND DINDYAL	RONALD EBANKS
STEVE GORDON	AINSLEY HALL
FRANKLIN HINDS	ALISTAIR IFILL
KENIEL IRVING	DINO McINNIS
SAHEED MOHAMED	ALESSANDRO MORRIS
CLIVE PETRIE	KENUTE TULLOCH
MICHAEL WIGHT	CONROY WRIGHT

NORMAL HOURS OF PLAY

Details	Division 1 Matches of 40/50	Division 2 Matches of 35/40
Start of Play	10:30 AM	12:00 noon
Drink Breaks per session	Two water breaks of five minutes duration each after 15/17 and 30/34 overs	Two water breaks of five minutes duration each after 13/15 and 26/30 overs
Cut off time for team batting first	1:20/2:00 PM	2:25/2:50 PM
Luncheon Period	30 minutes	30 minutes
Restart Time	1:50/2:30 PM	3:00/3:20 PM
Finish Time	4:40/6:00 PM	5:25/6:10 PM

11. **Where a team is not ready to commence play at the scheduled start time, the number of overs available for batting by such team shall be reduced at the rate of one (1) over for every four (4) minutes delay (or part thereof) which occurs.**
12. The cut off time for the team batting first and the scheduled luncheon interval shall be adjusted accordingly in the case of an interruption caused by weather or the like. The scheduled close of playtime shall however remain unaltered.
13. If the innings of the team batting first concludes more than 20 minutes prior to the scheduled luncheon interval, a ten-minute break will occur and the team batting second will commence its innings. The scheduled close of play will be adjusted accordingly. If the innings of the team batting first is concluded 20 minutes or less before the scheduled luncheon *interval*, lunch will be taken *immediately* and play will resume at the originally scheduled time.
14. Drink breaks will be scheduled as per above, provided that not more than thirty minutes playing time is lost per session. In cases of extreme heat, an extra drink break may be taken with the agreement of the Umpires. Intervals shall be kept as short as possible and in any case shall not exceed five (5) minutes.
15. Captains shall declare their teams of eleven (11) players to the Umpires and the opposing Captain no later than fifteen (15) minutes before the scheduled start of play. Such declarations must be made on the prescribed forms and in duplicate.
16. The toss shall be spun no later than fifteen minutes before the scheduled start of play and a decision made forthwith (that is before leaving the field) to the opposing Captain whether to bat or field.
17. All teams shall comply with the first class cricket code. Each player on the field shall be dressed in matching uniforms. Substitutes shall be attired in the team's uniform. No team shall take the field with less than seven (7) players and the game shall not be played if the fielding team is reduced to less than seven (7) players during the course of the game unless the two Captains agree. Umpires are advised to provide 30 minutes grace before a decision is taken.

◆ **INTERVAL BETWEEN INNINGS**

1. Where the start of play is delayed or play is interrupted, the Umpires after consultation with the two Captains can adjust the time of the luncheon interval.

◆ **LENGTH OF INNINGS**

a) In an uninterrupted match

- i) Each team shall bat according to the following schedule outlined in the **NORMAL HOURS OF PLAY**, unless all out earlier.
 - ii) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.
 - iii) Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the same number of overs bowled
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by it, at the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

- iv) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls shall count as a completed over).
- v) If the team batting first is dismissed in less than the maximum overs allowed, the team batting second shall be entitled to bat for the maximum number of overs, except as provided in aiii above.
- vi) **In the event of a team fielding second failing to bowl, if necessary, the maximum overs, or the number of overs as provided in aii, aiii or aiv by the cut-off time, the hours of play shall be extended by the Umpires, where necessary and prevailing conditions allow, until the required number of overs has been bowled or a result achieved.**
- vii) **Note: A team shall not be permitted to declare its innings closed.**

b) In matches where the start is delayed or where play is suspended:

- i) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (a minimum 20 overs for matches of 50 overs duration, or minimum 12/15 overs for matches of 35/40 overs duration). The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour in the time remaining before close of play.
- ii) In matches where play is suspended in the innings of the side batting first, calculation of the number of overs to be bowled shall be as in bi above.
- iii) If owing to suspension of play during the innings of the side 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 as in bi.
- iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs and as in aiii above.

◆ PENALTIES FOR NOT ACHIEVING OVER RATES

- I. The following penalties will apply if the Maximum Number of Overs in an uninterrupted match or the amount decided on by the Umpires in matches where the start is delayed or where play is suspended, have not been bowled and the opposition has neither been dismissed nor has a result been achieved

within the scheduled hour of play for that session:

2. If the team bowling second fails to bowl the required number of overs by the scheduled time for end of play, the new target score shall be calculated by reducing the score of the team batting first by six (6) runs per over rate times the number of overs not bowled plus one run.
3. This penalty shall apply notwithstanding the Umpires allowing play to continue if the conditions permit until the required overs are bowled or a result is achieved.

◆ **RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

1. Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is **30 yards**. The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
2. Two inner circles shall be drawn on the field of play. The inner circles have as their centre the middle point of the popping crease at either end of the pitch. The radius of each of the inner circles is **15 yards**. The field restriction area shall be marked by "dots". The segment of the inner circles reserved for the slip positions shall not be demarcated.
3. At the instant of delivery, there may not be more than **5** fieldsmen on the LEG side of the field.
4. **POWER PLAYS**

- I. **DIVISION 1** – There shall be **3** blocks of Power Plays-

BLOCK 1 – The first **10** overs are compulsory power plays for matches of **40/50** overs duration and only **2** fieldsmen shall be permitted to be outside the field restriction area (**30 yards**) at the instant of delivery. During this period there shall be a minimum of **2** stationary fieldsmen at the instant of delivery in the inner circles (**15 yards**). When a fast bowler is operating, the **2** stationary fieldsmen may be permitted to stand deeper than the **15 yards** in the orthodox slip, leg slip, gully and leg gully positions.

BLOCK 2 & 3 – consist of **2** sets of **5** overs each during which **3** fieldsmen are permitted to be outside the field restrictions area (**30 yards**) at the instant of delivery. No stationary fieldsmen are required during the **2nd** & **3rd** blocks. Captains (batsmen at the wicket shall act for batting captain) shall inform the umpires on preference to Blocks **2** or **3**. **Note that Blocks 2 & 3 must be taken no later than the 41st over.**

2. **DIVISION 2 – FIELD RESTRICTIONS ONLY** – for the first **14/16** overs for matches of **35/40** overs duration, only **2** fieldsmen are permitted to be outside the field restriction area (**30 yards**) at the instant of delivery. During this period there shall be a minimum of **2** stationary fieldsmen at the instant of delivery in the inner circles (**15 yards**). When a fast bowler is operating, the **2** stationary fieldsmen may be permitted to stand deeper than the **15 yards** in orthodox slip, leg slip, gully and leg gully positions.
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5. Where play is delayed or interrupted and the total number of overs available is reduced, the number of overs in regard to field restrictions shall be reduced proportionately. Fractions are to be ignored.
 - a. In the event the fielding team is fielding short of players the restrictions relating to the fielding circles shall be satisfied first before any fielders are placed outside the fielding restriction areas.
 - b. This shall also apply to the off side restriction where 4 fielders have to be placed on the offside first before any fielders are placed on the leg side.
6. In the event of an infringement of any of the above field restrictions, either umpire shall call and signal "No Ball".

◆ NUMBER OF OVERS PER BOWLER

1. No bowler shall bowl more than 8/10 six-ball overs in an inning of a 40/50 over match or 7/8 six-ball overs in an inning of a 35/40 over match. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed except that where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

2. This restriction shall not apply to the team fielding second if the team fielding first has been penalised.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls in the over shall be bowled by another bowler, subject to the provisions of Law 22:6, "Bowler Incapacitated or Suspended during an Over" of the Laws of Cricket. Such part of an over

◆ WIDE BALL—JUDGING A WIDE

1. Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in order to prevent negative bowling, wide of the wicket or over the batsman's shoulder.
2. The following criteria should be adopted as a guide to Umpires:
3. If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a normal stroke from where he should normally be standing at the crease, the Umpire should call and signal 'wide'.

Note: As a guide on the leg side a ball landing clearly outside the leg stump going further away should be called a 'wide'.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run, or result from a wide which is not a no ball, shall be scored wide balls.

◆ NO BALL

1. A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide or a no ball).
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2. A fast short pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.
3. In the event of the bowler bowling more than one fast short pitched delivery in an over, either Umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery.
4. The above regulation is not a substitute for Law 42.6 which Umpires may apply at any time.

Note - the provision of one allowable fast short pitched delivery per over shall be superseded by the provisions of Clause 7 - wide bowling.

◆ SUBSTITUTES

1. In normal circumstances, a substitute shall be allowed to field only for a player who satisfied the Umpires that he has been injured or become ill during the match. However, in very exceptional circumstances, the Umpires may use their discretion to allow a substitute for a player who has to leave the field or does not take the field for other wholly acceptable reasons subject to consent being given by the opposing Captain. If a player wishes to change his shirt, boots, etc., he may leave the field to do so (no changing on the field) but no substitute shall be allowed.
2. In place of Law 2.8 the following will apply: No fieldsman shall leave the field or return during a session of play without the consent of the Umpire at the bowler's end. The Umpires consent are also necessary if a Substitute is required for a fieldsman at the start of play or when his side return to the field after an interval. If a member of the fielding side does not take the field at the start of play, leaves the field or fails to return after an interval and is absent from the field longer than 8 minutes:
 - a) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
 - b) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction (a) and (b) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness) and consent for a Substitute has been granted by the opposing Captain.

Note - In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the Umpires when he is fit enough to take the field had play been in progress.

◆ **THE BOWLING OF FAST, HIGH-PITCH DELIVERIES**

- a) The bowling of high, full pitches is unfair. The umpires shall instruct the captain to replace a bowler who in their opinion bowls a deliberate fast, high-pitched ball and said bowler shall not be allowed to bowl again in that innings. The umpires shall report such action as set out in Law 42.8 of the Laws of cricket.
- b) Law 42.6 shall be replaced by the following:
 - i) A fast high, full-pitched ball shall be defined as a ball that passes, or would have passed, **on the full above waist height** of a batsman standing upright at the crease.
 - ii) A slow delivery which passes or would have passed **on the full above shoulder height** of the striker standing upright at the crease is to be deemed dangerous and unfair.
 - iii) Should a bowler bowl a high, full-pitched ball, either Umpire shall call and signal 'No Ball'.
 - iv) In the event of the bowling of a fast, high, full-pitched delivery, the Umpire at the bowler's end shall adopt the procedures of caution, final warning action against the bowler and reporting as set out in the Law 42.8 of the Laws of Cricket.
 - v) If the umpire considers that a high full delivery which is deemed dangerous and unfair was deliberately bowled, then the caution and warning process shall be dispensed with, The umpire at the bowler's end shall
 - a) Call and signal no ball.
 - b) When the ball is dead, direct the captain to take the bowler off forthwith.
 - c) Not allow the bowler to bowl again in the innings.
 - d) Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
 - e) Report the occurrence to the other umpire, to the captain of the batting side and CICA.

◆ **TIME WASTING**

- I. Umpires should fully take into account in limited-over matches any deliberate slowing down of tempo of either batsman or fieldsman where it may seem to the disadvantage of the opposition team, e.g. in the case of a team fielding second slowing down the game knowing it might win a shortened match on run rate.

◆ **THE RESULT**

- a) A result can be achieved only if both teams have batted for at least the Minimum Number of Overs, unless one team has been all out in less than the Minimum Number of Overs or unless the team batting second scores enough runs to win in less than the Minimum Number of Overs.
 - b) All other matches in which one or both teams have not had the opportunity of batting the Minimum Number of Overs shall be declared no result.
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- c) In matches in which both teams have not had the opportunity of batting for the agreed number of overs (i.e. the Maximum number overs each in an uninterrupted match), the team scoring the higher number of runs shall be the winner.
- d) Delayed or interrupted matches– Calculation of the target score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, then a revised target score (to win should be set for the number of overs which the team batting second will have the opportunity of facing this revised target is to be calculated using the current **Duckworth/Lewis** method.

The target will always be a whole and one run less will constitute a tie.

- e) Any rained out game in the Knock-out Competition in which no result is possible shall be replayed on a date set by the Competitions Committee.

◆ **POINTS STRUCTURE**

The Point Systems shall be as follows:

Win	5 points
Tie	3 points
No Decision	2 points
Loss	0 points

1. **Net Run Rate**
 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
 In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

In the event of teams finishing on equal points at the completion of the Competition the Winner will be decided as follows:

- a) The team with the greater number of wins will be placed in the higher position.
- b) When teams have both equal wins and equal points, the team which was the winner of the match played between them will be placed in the higher position.
- c) If still equal, the team with the higher net-run rate will be placed in the higher position.
- d) **In the unlikely event that the teams are still equal there will be joint winners and the trophy will be shared.**

Note - In a match declared 'No Result' run rate is not applicable.

◆ **DISCIPLINE**

The Managers, Captains and Players shall not make any statement to the Press or in public regarding the appointment and performance of the Umpires.

◆ **BALLS**

C.I.C.A. shall provide WHITE BALLS to be utilized as follows:-
20/20 OVERS MATCHES—ONE BALL FOR EACH INNINGS
40/50 OVERS MATCHES—TWO BALLS FOR EACH INNINGS.
In the event of a ball during play being lost or in the opinion of the umpires being unfit for play through the normal use, the umpires shall allow it to be replaced by one in their opinion has had a similar amount of wear.

◆ **WICKETS**

C.I.C.A. shall provide wickets for each match

◆ **UMPIRES**

Umpires shall be provided by the Cayman Islands Cricket Umpires Association as indicated on the fixtures list. In the event of any official failing to appear, the two clubs involved shall appoint Umpires.

◆ **SCORERS**

Each side shall provide a proficient scorer. An umpire's report sheet shall be completed at the completion of each match.

◆ **PENALTIES**

- a) Teams, which forfeit a game, shall be fined **CI\$500.00** by the Association, which must be paid before their next match.
- b) Ungentlemanly conduct and behavior bringing the game into disrepute reported to the Executive will be referred to the Disciplinary Committee .

◆ **CAPTAIN'S REPORT**

Both Captains shall submit separate reports on the performance of Umpires on the prescribed form to the Secretary of the Association within three (3) days of the conclusion of each match. Failure to do so may incur a fine (to be determined by the Executive).
