

Hamilton District Cricket League
Bylaws

Player Registration

Transfer of Players

2.01.A

No players may be registered by more than one club, except that a player may transfer from one club to another provided that he is in good standing with his previous club (which can only claim a maximum of two years dues). The league secretary may be informed by phone but shall be confirmed by email or in writing within 48 hours prior to any schedule game in which the subject player wishes to participate for his new club. The responsibility of informing the league secretary about such transfers rests with the new club for whom the player is going to play. The said player is only eligible to play for his new club subject to the clearance in all respects, financial or any signed agreement between said club & player, is received by league secretary from his previous club. Deadline for the transfer of player(s) within the league clubs is August 15th.

2.01.B

All players to be eligible to play in a league game must be registered with the League Secretary at least 48 hours prior to the scheduled game.

(C,D& E Deleted)

FEE

3.01 Club fees:

Each club shall pay to the League an Annual Membership fee. In addition to this fee, each club shall also pay to the League a Players' Registration fee. These fees for any one season shall be agreed upon at the Spring Meeting. Probationary teams shall pay the Annual Membership fee.

3.02 Payments:

1. Each club shall pay to the league its Membership Fee latest by June 1st and Players' Registration Fee not later than July 15th. Failure to comply with these deadlines will result in a \$50 late fee fine and team's suspension until the fees and late fee fines are paid in full.

3.02 B New Club:

2. New clubs shall make a **Non-refundable** deposit of \$1500 which shall be applied against the league fees in the club's second year of operation.

New 3.02.C (deleted)

3.03. A Failure to Pay Fees or Fines:

1. All fees and fines, which are due to the League, must be paid no later than July 15th. If any club does not pay its dues aforesaid, and if a suitable arrangement is not made with the League Executive with respect to such payment prior to July 15th deadline, that club shall not play in any League games until the payment is made, and all scheduled game for such club which were not played due to non payment of Fees and fines, shall be considered abandoned.

3.03.B

Prior to the HDCL annual general meeting, it is mandatory for each club to provide a list of the players who have not cleared outstanding dues of the club. If no such list is received by the league secretary, it will be presumed that there is no outstanding payment against any player. In such cases the transfer of a player will be allowed without any financial bearing.

3.04 League Funding of Representative Games

The League shall pay for Umpires' fees and new balls for League Select team that will participate in Ontario Senior Championship or in any other league approved game.

The League shall NOT PAY for Umpires fees, new balls, refreshments, travel or any other expenses for a club team involved in regular League matches or playoffs, or in competitions within or outside of the League. This includes all Ontario Cricket Association, Cricket Canada sanctioned games and also ED Burn Tournament.

Fixtures:

4.01

(A) Games not played as scheduled due to following reasons:

1. Ground problems
2. Inclement weather
3. Wholly acceptable; important, reasonable, unavoidable Social and Life events.
 - The league secretary must be informed immediately on knowledge of such reasons and if possible, the league secretary (in consultation with both teams) shall try to reschedule that game within 2 weeks of the original date.
 - If rescheduled date and venue is not acceptable to both teams, the game shall be declared as abandoned and points of that game will be split equally.
 - The Umpires' Association contact must be informed immediately.
 - If the said re-scheduled game is never played, the game will be considered abandoned and no points for that game will be awarded.
 - If rescheduled date and venue is not acceptable to a team, the game shall be awarded to the team available to play and full points shall be awarded to such team.

Executive's decision in any dispute or otherwise will be final and binding to both clubs.

4.02 Doubtful Weather:

In case of unfavorable and poor weather forecast, the match can be postponed, if it has been reported at least a day or 9 PM night before the schedule game and agreed by both clubs and league secretary.

There will be no postponement of the match on the day of the schedule game due to inclement weather after 10am. However the rescheduling of such game is purely on the discretion of the league secretary based on the reports of the league appointed official umpire/s of the match. In case such match can't be rescheduled NO points shall be awarded.

4.03 Rained-off Games:

Games rained out completely and the games, in which at least **40% overs** have not been bowled in the innings of team batting second because of weather conditions, should be regarded as an abandoned game and points for such game will be **split** equally among both teams.

(See note RE: failure or inability to rearrange, By-law 5.08H)

4.04 Venues

Fixture venues may be rearranged to the mutual satisfaction of both clubs concerned, and the League Secretary and Umpiring Association Contact shall be informed immediately.

4.05 Balls

The League shall approve the balls used in all League games. The four-piece ball is required. Each team must provide its own ball while fielding but the team fielding second may use the ball previously used in that game by team fielding first and a replacement of such must be provided to the team that provides used ball.

4.06 Footwear

Metal protrusions on footwear are not permitted for batsmen or bowlers.

4.07 Team Lists

Team captains must exchange team lists and submit the exchanged lists to the league appointed umpire before taking the toss. Only registered players listed on such list may participate in such game. A player listed in the team must be present at the ground and ready to play; **will** be considered to have played in that game. If a player was declared and didn't take part in the game, that player should be marked absent in the score sheet and such player will be considered as having not played that game for qualification purposes for play-off games.

4.08 Start Time and Tea Interval:

All Fixtures shall commence at 1:00 pm throughout the season. Game may commence earlier to the mutual agreement of both clubs concerned provided the official appointed umpire and league secretary are informed well in advance. The tea interval shall not exceed 30 minutes between innings.

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least 30 minutes prior to the

scheduled interval, in which case a ten minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

Where play is delayed or interrupted the umpires will reduce the length of the interval as follows:

TIME LOST	INTERVAL
Up to 60 minutes	20Minutes
More than 60 Minutes	10 Minutes

Note: Refer also to the provisions of clauses A.2.

(A) LENGTH OF INNINGS

A.1 Uninterrupted Matches:

- a) Each team shall bat for 40 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- b) 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 numbers of overs have been bowled. Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the same number of overs, bowled by it, at the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over. The interval shall not be extended and the second session shall commence at the schedule time.

The umpires may increase the number of overs to be bowled by the team bowling second if, after consultation with the official match referee /scorer (Where they are appointed by HDCL, other wise the umpires should themselves decide)), they are of the opinion that events beyond the control of the bowling team prevented the team from bowling the required number of overs by the scheduled time for the cessation of the innings of the team batting first.

- c) 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 team batting second shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a completed over).
- d) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs except as provided in (c) above.
- e) If the team fielding second fails to bowl 40 overs or the number of overs as provided in A.1 (b),(c) or (d) by the schedule cessation time, their hours of play shall be extended until the require

d numbers have been bowled or result achieved. After the scheduled cessation time if and when, in the opinion of the umpires the light has become very poor, it will be left to the batting side to decide whether they would like to continue batting or they will be willing to accept 10 runs for each over still to be bowled.

f) Penalty for the number of overs bowled short shall be 10 runs per over for each over bowled short.

g) Penalty runs awarded to either team shall be accounted in extras on the score sheet.

(A. 2) DELAYED OR INTERRUPTED MATCHES:

a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 40% overs have to be bowled to the side batting second to constitute a match.

The calculation of the number of overs to be bowled shall be based on an average of 14 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

b. The team batting second shall not bat for a greater number of overs than the first team unless the later has been all out in less than the agreed number of overs.

c. Fractions are to be ignored in all calculations regarding the number of overs, except when calculating run rate where the actual number of overs will be counted.

(A.3) DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST:

a. If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions mentioned as above a,b and c.

b. 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 and A.1 (b) shall apply.

c. If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval A.1(c) shall apply.

(A.4) DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND:

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14 overs per hour for time lost, except that, when the innings of the team batting first has been completed prior to the

scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

4.09 Delay of Start Time and delay during the game:

- Teams must have at least seven (7) players in uniform before representatives of both teams shall be available to toss at 12.45, failure to appear or not having seven (7) players ready will result in the loss of the toss.
- Team winning the toss shall have maximum 5 minutes for a decision to be made, failure to decide in time will result in the loss of the toss
- 10 minutes maximum shall be allowed for padding up and being on the field ready to start play.
- A team representative not available to toss or refusing to take toss shall forfeit the toss at 12.45.
- A team can only claim the toss at 12.45 if the team has minimum 7 players in uniform ready to play
 - If the ground is not ready for play
 - A team does not have seven (7) players in uniform ready to play.
 - Team winning the toss is failure to inform the umpire of their decision to bat or field in 5 minutes after the toss.
- The opposing captain cannot claim the toss if the ground is not prepared prior to the scheduled start due to circumstances not under control of the ground authority,
- A team is considered late if it does not have seven (7) players ready to play at 1:00 pm.
- If a team does not have seven (7) players to start the game by 1.30 p.m. Game shall be defaulted to the opposing team.
- A reduction of overs due to the late start of the fixture is charged to a team that is late.
- The second innings shall not start until the match sheet has been completed for the first innings and the umpires have been paid. A team causing an unreasonable delay to the start of the second innings will incur one (1) penalty run per four (4) minutes of delay.
- The duration and the time of the lunch interval can be varied in the case of an interrupted match or a match where the start is delayed as per by-law 4.08

If the defaulting team bats first, they are not entitled to the number of overs that would have been bowled during the delay. For example, if the delay is twenty (20) minutes in a regular match then the maximum number of overs the defaulting team will face will be reduced to $(160 - 20)/4 = 35$ overs. The fielding restriction overs will be $1/5^{\text{th}}$ of total overs. The team bowling is not penalized. They can have five bowlers using the following scheme: 4 bowlers allowed 8 overs and 1 bowler 3 overs.

If the defaulting team fields first, they are required to bowl 40 overs by the scheduled interval or the recalculated number of overs due to an interruption.

4.10 Signing of Score sheets:

On completion of each innings, both captains or their appointed delegate and the appointed umpire shall see that the League score sheets are correct and shall sign the same. Registration numbers and full names of all REGISTERED PLAYERS PRESENT must be shown on the league Score Sheet.

4.11 Mailing of Score sheets:

The home team is responsible for submission of league score sheet. The score sheets shall be handed to the official umpire, mailed or emailed to the League Secretary and postmarked no later than the Tuesday following the game. A club forwarding score sheets after this time shall be fined \$5.00 for each violation of this Bylaw. When a score sheet is never submitted, the team shall be fined \$10.00 for each violation of this Bylaw.

5.01 Laws

All matches will be played under laws of cricket (2000 code), standard playing conditions, experimental law and rules for one day internationals issued by ICC and Cricket Canada.

5.03 Overs per Bowler

Number of over per bowler:

- A) No bowler shall bowl more than $1/5^{\text{th}}$ of overs in an innings.
- B) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of clause have been applied.
- C) 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.
- D) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as reach bowler's limit is concerned.

5.04 Time of Innings (New)

Team batting first: 1:00 pm – 3:40pm (160 minutes)

Lunch: 3:40pm – 4:10 pm (30 minutes)

Team batting second: 4:10 pm – 6:50 160 minutes

5.05 Weather Delay

In the event of the start of a fixture being delayed beyond the scheduled start time (see 4.08) for bad weather or in the event of a weather delay during the first innings, the time lost shall be equally divided between the teams according to the following table:

Time Lost (Mins)	Overs Reduced (Both Teams)	Time Lost (Mins)	Overs Reduced (Both Teams)
0-2	0	97-104	13
3-8	1	105-112	14
9-16	2	113-120	15
17-24	3	121-128	16
25-32	4	129-136	17
33-40	5	137-144	18

41-48	6	145-152	19
49-56	7	153-160	20
57-64	8	161-168	21
65-72	9	169-176	22
73-80	10	177-184	23
81-88	11	185-192	24
89-96	12	193-200*	25

*If more than 200 minutes are lost, the game shall be abandoned

5.06 Points per Game:

Points shall be awarded as follows:

- Win, forfeit or default 10
- Abandoned game or tie 5
- Never played- no points and game counts in standing

Bonus Points

- 2 points for 200 runs in an inning
- 2 Points for all out opposite team.

Clarifications (Please note carefully):

(a) If total runs and total number of overs are equal at the end of the match, the winner shall be the team which lost fewer wickets.

(b) If total runs, overs, and wickets lost are equal, the result is a tie.

(c) Defaulter - **is a team that fails to play the game.**

(d) a forfeited match is when one of the teams has at least seven players present **at the ground in club playing uniform** and ready to play at 1:30 pm (or earlier by mutual agreement), and the other team does not **have seven (7) players at the ground in club playing uniform or do not** want to play. When this happens, both sides will submit a score sheet to the league statistician with names of all players present for league purposes of games played.

These score sheets must be signed by the captains (or acting captains), and the umpire and should state which team claims the 10 points.

(e) If the team batting first is not dismissed and is not able to bat for **40% overs** due to suspension of play by the umpire, the game is abandoned.

(f) If the team batting second is not dismissed and is not able to bat for **40% overs**, due to suspension of play by the umpire and hasn't reached the first innings total, the game is abandoned.

(g) if the team batting second is not dismissed, hasn't reached its opponents score, has batted at least 16 overs and has not received its allotment of overs due to suspension of play by the umpire and at least one captain, then the result is based on the higher run rate per over of both teams. If these averages are identical the result is a tie

5.07 Time wasting

Umpires will be the sole judge for time wasting, reasonable and unreasonable delays. Each team must try to bowl its' allotted number of overs in the stipulated time. Please refer to by-law 4.09.

5.08 Fielding circle

Restrictions on the placement of the fieldsmen:

Two semi circles shall be drawn on the field of play. The semi circles have as their center the middle stump at either end of the pitch. The radius of each of the semi circle is 30 yards (27.5m). 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. The field restriction area should be marked by continuous painted white lines or 'dots' at five yards interval, each dot to be covered by white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.

- At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- For the first 12 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'no ball.'

No ball

- A bowler shall be allowed to bowl one short pitched delivery per over (not being a wide or a no ball).
- A fast short pitched ball is defined as a ball that passes or would have passed above the shoulder height of the striker standing at the crease, but not clearly above the batsman's head.
- In the event of the bowler bowling more than one fast short pitched delivery in an over, the umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any run scored from the delivery.
- A front foot No Ball will be followed with a Free Hit.

The above regulation is not a substitute for law 42-6 which umpire may apply at any time

5.09 Contravention of Bylaws

Any team breaking any of the Bylaws as set out by the League may forfeit the game and/or incur other penalties, on application by the opposing team or the game Umpire

6.01 Champions:

The league divisional championships shall be awarded to the teams which have gained the most points in their divisions from competition during the season. Depending on the alignment of the divisions, these championships may be awarded after a playoff, the decision to be made at the Spring Meeting.

6.03 Tie in Standings:

Ties in standing at the conclusion of regular season on **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 preliminary round, the average runs per over scored against that team throughout the preliminary round.

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.

Only those matches where results are achieved will count for the purpose of net run rate calculations.

6.04 Two-team Clubs

Clubs may enter more than one team in League competition, they being regarded as separate entities for the purpose of these Bylaws, except for payment of the annual membership fee as provided for under Bylaw 3.01.

.05 The "Designated Six" (deleted Apr/2000)

6.06 Ineligible Player

Unless a prior agreement is obtained from its opponent, any club using a player who is not in good standing with a previous club (see Bylaw 2.01A), or any club using a player who has not been registered with the

League (see Bylaw 2.01B), shall forfeit all points gained involving that player, and its opponent shall be awarded the points for a default. Individual and team scores shall stand (except for the ineligible player). Further disciplinary action may be taken (suspensions, fines, etc).

This By-Law covers all teams playing under the rules of the League, including those not playing for points.

6.07 Playoffs

(B) Only members of a team who have appeared in over **40%** of the team's league games played in that season for the team shall be eligible to play. Default games do not count as a game played for the team defaulting purposes of this law.

6.09 Promotion:

A divisional champion shall be promoted to the 'a' higher division in the following season if the league has more than one division and the team winning the division does not have a team in the higher division. The bottom team of the division shall be demoted, provided that it doesn't already have a team in the lower division.

7.02 Payment of Umpire:

Each team shall be responsible for paying the umpire: (before the Toss):

For highest Division games: \$40.00

For lower division games: \$35.00.

For an umpire to receive the umpiring fee, he/she must have minimum Level 2 of Cricket Canada Certification for highest divisions and must have minimum Level 1 of Cricket Canada Certification for lower division.

In the event of a game that doesn't start due to any reason, both teams must pay \$20 each to the league appointed umpire.

8.01 League Awarded Trophies:

Trophies remain the property of the League, may not be won outright and shall be the responsibility of the club and/or person to whom it was presented. They shall be returned to the League Secretary, or his agent, in the same condition as received, not later than Spring Annual General Meeting (Spring Assembly). Failing to return the league trophies by the due date, team will be billed for the replacement cost of the trophies/Trophy.

8.07 Board of Control (New)

League executive board shall establish a standing committee known as "Board of Control" for the purpose of gathering information for future growth of the league. The committee shall operate within the mandate of committee's term of reference approved by the league executive

PROTESTS

9.01 Submission

Any protest or complaint shall be submitted in writing to the league secretary, **via email or by post** within **48 hours** of the incident concerned, and signed by the captain or secretary of the protesting club or an umpire. The league secretary shall bring any such protest or complaint before the league executive whose decision in the matter shall be binding on all parties concerned.

9.02 Decision

The League Executive shall transmit in writing its decision on any protest or complaint prior to the date of the next Annual General Meeting of the League following receipt of said protest or complaint provided that any such protest or complaint is received by the League Secretary not later than four weeks prior to the Meeting.

9.03 Code of Conduct

Each player, official and executive of HDCL and its members shall operate and conduct under the current HDCL Code of Conduct.

REVISIONS

10.01 Bylaw Revisions

These Bylaws may be revised and/or amended, in whole or in part, at any duly convened meeting of the League Assembly, without prior notice of any such intention to member clubs required, except as provided for in Article 12(c) of the constitution.

CONSTITUTION OF THE HAMILTON AND DISTRICT CRICKET LEAGUE

ARTICLE 1 - Title

The body, herein termed the league, shall properly be called the Hamilton and district cricket league also referred to as HDCL

ARTICLE 2

The League is formed to:

- (A) Promote the interests of cricket in general **in Hamilton district and nearby regions as outlined by Ontario Cricket Association.**
- (b) **Provide, manage, regulate fair** competition in the game of cricket between member clubs, and between the representatives of it and other like bodies **with in Hamilton district and nearby regions as outlined by Ontario Cricket Association.**
- (c) Co-operate with the Ontario Cricket Association **and Cricket Canada** on all matters concerning cricket in the province.

ARTICLE 3 - Member Clubs

The League shall consist of such clubs deemed acceptable by the League Assembly who agree to abide by the Constitution and Bylaws of the League and all properly made decisions of the league, its committees and Officers.

ARTICLE 4 - Management

The affairs of the League shall be entrusted to the League Assembly, or to the League Executive in its stead.

ARTICLE 5 - League Assembly

- (A) the league assembly shall consist of two delegates, or alternates, being appointed by each member club, together with the league secretary, league treasurer, both of whom may serve as delegates for their clubs, and the league **president** and vice-**president**
- (B) Delegates, Vice-**president**, league secretary, and league treasurer shall have the right to table motions and vote thereon. The league **president** shall vote only when it is necessary to break a tie.
- (c) Alternates may serve for absent delegates and for delegates ruled ineligible to vote on a particular matter by the league **President.**
- (d) One half of the member clubs being represented by one delegate or alternate shall constitute a quorum.
- (e) The assembly shall meet not less than twice yearly, for the annual general meeting and the spring meeting, and may be further convened at the discretion of the league **president** in which event not less than four weeks notice of all business is to be given in writing to each member club.
- a) The annual general Meeting shall:
 - (c) Elect for the forthcoming year a League **President, Vice-President**, Secretary, Treasurer and two Auditors:
- (f) Shall be convened not later than the thirty-first day of December.

(v) Spring General meeting Shall be convened not later than the thirty day of April

ARTICLE 6 - League Executive

The league executive shall consist of the league president, vice-president, secretary and treasurer. In the event of a tie, the president shall have a casting vote in addition to his original vote.

ARTICLE 7 - Selection Committee

(A) The selection committee shall be composed of three (3) members and not more than one delegate from the same clubs. The committee shall operate with in the mandate of committee's term of reference approved by the league executive. The league executive shall appoint the committee members.

(b) At its discretion, this committee may appoint the team captain and/or a manager/coach

ARTICLE 8 - Fixtures

The Fixture Secretary shall prepare a schedule of fixtures between member clubs and other fixtures pertinent to the League, and shall circulate such schedule to member clubs not later than the thirty-first day of January.

ARTICLE 9- Financing

(a) The League shall be financed by fees levied equally among all member clubs, and/or their personnel, as set by the Assembly and written into the Bylaws.

(b) Fees shall be payable not later than dates established at the Annual General Meeting.

(c) The League Treasurer is required to keep an account of all financial transactions entered into concerning the League.

(d) The fiscal year shall be from the first day of January unto the thirty-first day of December.

(e) The League shall maintain a General Fund for all incoming monies and expenditures which shall be authorized by the League Executive.

(f) The League shall also maintain a Special Fund for all extraordinary expenditures authorized by the League Assembly who shall also apportion monies to the account from the General Fund.

ARTICLE 9 - Financing (contd)

(g) Payment of accounts by the League shall be made by cheque, all such being signed by two officers of the League.

ARTICLE 10 - Discipline

Settlement of disputes, and administration of disciplinary action, shall rest with the League Executive, and may take the form of fines, suspensions, points deductions, expulsions, and disqualifications at the discretion of the Executive for actions detrimental to the League, the game of cricket, and/or unfair, improper or unsportsmanlike conduct on the field.

Disciplinary action agreed upon by the Executive of the League shall be taken only after all aggrieved parties have had the benefit of a full hearing, which may be by submission of written evidence and/or attendance by the parties involved or their representatives. It is incumbent upon the Executive to settle all disputes or incidents in a fair and speedy manner. A decision of the Executive shall be made within 14 days of the dispute or incident.

ARTICLE 11 -Rules of Play

(A) competition for the league championship shall be conducted under the laws of cricket as prescribed by the ICC subject to amendments of the cricket Canada and Ontario cricket association and the bylaws of the league

ARTICLE 12 - Revisions

(a) Revisions, amendments, deletions and/or additions to this Constitution shall not be made except by the League Assembly, and only providing that no less than four weeks notice of such intention is given to each member club.

(b) All revisions, amendments, deletions and/or additions to this Constitution must be ratified by a two thirds majority of those present and eligible to vote.

(c) A Bylaw voted upon at the Annual General Meeting may not be reconsidered at the following Spring Meeting unless agreed upon by all those present who are eligible to vote.