



**SWEDISH CRICKET FEDERATION**  
Rules and Regulations for 50 overs league  
**2017**

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## **ARTICLE 1: OVERS**

**1.1** In order to make a decision at least 50% of the overs must be played by both teams

## **ARTICLE 2: POINTS ALLOCATION & RULES FOR WINNING**

### **2.1** League Matches

- **Win:** 3 points for winning team and 0 points for losing team
- **Tie:** 1.5 points for each team
- **Draw** (rained-off/abandoned matches with no result): 1.5 points for each team.
- **Walkover:** 3 points for the team that receives walkover. The team that gives the walkover will receive a financial penalty of 500kr and deduction of 3 points from its league's accumulated points for the current season. Teams giving 2 walkovers in any format will be disqualified from the league in that format.

### **2.2** Semi Final & Final

There are two days allocated for completing the semi-final and final games. The following rules will apply:

- In case the game is not completed on the first day of play, the same game will continue the next day; bearing the same situation where the match was stopped on the first day. (For example if a reduction in target and overs is done on the first day the same situation will continue the next day).
- No re-match will be played.
- In case of non-completion of match even on the reserve day; the winner will be decided as follows:
  - Team with more points in the league
  - Team with higher NRR in the league (counted to 2 decimal places)
  - In case both the teams have the same points and NRR, then the decision will be made on Bowl Out.

### **2.3** Tied Match

A match is considered tied if both teams have equal scores at the end of their allocated overs. No run rate or wickets count shall be considered to declare one team as a winner.

### **2.4** Home team's responsibility

The Home team is responsible for arranging the ground and making sure that the pitch and ground are in good shape to conduct the match. Failing to fulfil this responsibility will result in a walkover granted to the visiting team. The Neutral Umpire is the sole judge of making the decision for the pitch and ground fitness.

### **2.5** Ground fitness

Home teams MUST arrange stumps & bails, scoreboard, boundary markers (if boundary is not marked), inner-circle discs (if not marked). The pitch mat MUST be properly secured. Umpires MUST follow these guidelines to make a decision about the fitness of the ground. If any of these conditions are not met, the ground cannot be judged as "fit to play" even if the umpire thinks otherwise. Photo evidence should be provided in case a team decides to call off the game.

**2.6 Footwear**

No player is allowed to set foot on the artificial/konstgräs/coconut matting pitches if they are using metal spikes. Failure to do so will incur 25 runs awarded to the opposing team. This is to protect pitches in the country that get easily damaged if the right footwear is not used.

**ARTICLE 3: FIXTURES**

**3.1** Matches shall be played on the date specified by the League Schedule published by the Executive Council on SCF web site.

**3.2** A league match should be played according to the league schedule published on SCF website. There will be no rescheduling on any basis, if required then only SCF can reschedule any match due to some solid reason like clash in schedule, grounds availability etc..

**3.3** If any pool match will be rained-off, then both teams will get 1.5 point and there will be no rescheduling.

**ARTICLE 4: LENGTH OF MATCHES & TIME-KEEPING**

**4.1** All matches in 50 overs league shall consist of no more than 50 overs.

**4.2** Each bowler shall bowl no more than 10 overs or one fifth of total overs agreed prior to start of the game. If the maximum numbers of overs per inning is reduced due to stoppage of play during the innings, maximum number of overs per bowler shall be calculated by the Neutral Umpire (the rule of one-fifth of total overs per bowler holds in any case).

**4.3** All matches shall ordinarily start according to the time mentioned in the league schedule, except for delay caused due to inclement weather (rain), in which case the start time shall be decided with the mutual agreement of both captains and neutral umpire. Neutral umpire is the final decision making authority in case of a conflict.

**4.4** The toss shall be conducted at least 15 minutes prior to the start of the game. In the event that captains are not present, then teams must nominate a deputy for this purpose. Once the toss is made, a decision should be made promptly by the winning captain, not later than 10 minutes before the start of play.

**4.5** Any team that is not ready to take the field at the designated start time, due to late arrival or any other reason shall lose 1 over from their team's batting innings for each 4 minutes of the delay. Any team causing delay of 45 minutes, shall forfeit the game. In such a case, the match shall be counted as a walkover. There will be no overs reduction for first 15 minutes delay due to any reason but after 15 minutes, 1 over deduction for every 4 minutes delay.

**4.6 Recommended Timelines for the game**

- 1st Innings: 3 hours and 20 minutes
- Interval: 40 Minutes
- 2nd Innings: 3 hours and 20 minutes

**Note:** Any delay caused by the team fielding first will result in reduction of overs during the chase. Delays by the fielding team in the 2<sup>nd</sup> innings will result in 5 penalty runs awarded to the batting team for each delay. Umpires will have to warn teams after the first delay. Penalties can only be handed after the first warning. Due to the limited availability of the grounds, no 50 over match can be prolonged for more than the stated amount of time.

**4.7** Major violations of the recommended timelines are to be considered a disciplinary violation. An exception is made when a team is travelling more than 150 km to reach the ground. In such a case captains can agree on a late start if necessary. However, if nothing has been agreed between the captains, a delay of more than 1 hour 30 minutes will automatically cause the match considered forfeited. Rules in § 4.5 shall apply.

**4.8** It is the responsibility of the fielding team captain to ensure that a reasonable over rate (15overs/hour) is maintained. Umpires will advise captains when over rates deteriorate.

**4.9** In an inning 2 drinks breaks shall be permitted, each 1 hour 10 minutes apart. The duration of the drinks breaks shall not exceed 5 minutes.

**4.10** If both captains are in agreement, the water break may be foregone and the game shall be allowed to continue without a drinks interval.

## **ARTICLE 5: MATCH FORMALITIES**

**5.1** Captains (or deputies) of each team must meet at the toss to review match conditions and to hand over the team lists to the Neutral Umpire. Team lists should include the 11 playing members. Only these 11 nominated players may bat, bowl or keep wickets during the match. Substitute fielders (as required) do not need to be nominated. In the case of a walkover, a team list for the team receiving the walkover should still be submitted to the umpire, or if that is not possible, submitted to a member of the SCF board no later than 24 hours after the scheduled start of the match.

**5.2** Captains are responsible for the provision of a standard cricket scorebook and competent individual(s) to fully complete the scoring. In the absence of either of these, the other teams scoring will prevail. Where two scorers are present, it is their responsibility to mutually agree, with the assistance of captains and Neutral Umpires if required. Any inconsistencies should be resolved as soon as possible and no later than the end of an innings. Please note that the Neutral Umpire is not responsible for scoring the match. In the absence of a second scorer, SCF recommends that the batting should provide one of their players to score for the bowling team. Having two scorers (even from the same team) will help rid of errors and also help getting both innings in the same scorebook (s).

**5.3** All league games must be played with balls approved and provided by SCF for the purpose of league matches.

**5.4** No player should be allowed to play in a semifinal or final unless the player has played minimum of TWO matches in the same format and in the same season for his/her team. (Exp. Elite division team, Division.1, 2 & 3 teams). Selection for participation in a match that resulted in a received walkover shall count as participation in a match. Participating as a substitute fielder does not count as participation in a match however if one team gave walkover or one match has been rained off then players included in playing 11 in those matches will be counted as participants in said match but umpire should have provided list of the players for these matches otherwise any list provided will be invalid.

**5.5** Any player who has played one match for a club is not allowed to change clubs for the rest of the season (Format). Special permission may be granted by SCF Executive Council in case the player in question has moved to another city 100km away from the club's registered address during the season.

**5.6** The standard dress is colored kit chosen by the clubs. A player not properly dressed is not permitted to play except with the consent of the opposing captain and neutral umpire. The matches will be played with white balls provided by the SCF. Colored pads must be used by both batsmen at the crease.

**5.7** It is the responsibility of the Home Team to provide the Score Board for the match.

**\*\*\*Note. Please see article 14 on page 11 regarding player's eligibility.**

## **ARTICLE 6: UMPIRES**

**6.1** There will be one (1) neutral umpire for Elite division in all matches and for other formats one neutral umpire shall be appointed by SCF. The Neutral Umpire will stand at the non-strikers end at all times. The striker's end umpire/leg umpire shall be provided by the batting team.

**6.2** In the absence of a neutral umpire/s, it is the responsibility of the captains to agree on umpires. It is recommended that an umpire/s from a non-playing team is appointed.

**6.3** The Neutral Umpire/s shall be the sole judge of the fitness of the grounds, weather and light for play. In the absence of an appointed umpire/s, the two captains will have to agree on the fitness of the playing conditions otherwise there would be no play, and the match will be considered tied.

**6.4** The club that fails to provide an umpire for their designated match will incur a fine of 1000 SEK. Failure to pay that fine within 14 working days/two weeks will result in deduction of 3 points of the club in question.

**6.5** The Neutral Umpire MUST get the SCF Match Report signed from both captains at the end of the match. The umpire can keep this report with him till the end of League for any future reference. The Match Report is to be submitted to the SCF within 72 hours after the match. Failing to do this will cost 100 SEK to the neutral umpire from his match fee. In the absence of the Neutral Umpire, it shall be the responsibility of the winning team captain to submit the Match Report to the SCF within the stipulated 3 days.

**6.6** The SCF Match Report submitted by the Neutral Umpire (in his absence the Winning Captain) shall be considered the official match record and shall be used for compiling statistics.

**6.7** If match results and SCF Match Report are not reported to the above mentioned authorities, by the Neutral Umpire within 3 days, SCF shall not be liable to pay any fees to the Umpire and the club meant to provide the umpire will incur a penalty of 500 SEK (payable within 14 working days), failure to pay the fine will result in deduction of 3 points from the league table. Where there are two umpires on duty, both umpires can agree with each other who should submit the scorecard. In an event of a disagreement, the umpires can do a toss in front of the winning captain to decide who should send the scorecard.

**6.8** Duties of Umpires: The neutral umpire/s is the sole decision maker in all the situations arising within a match. The obligation and responsibility of the umpire is:

1. To make a decision about the conduction of match during the day, reduction in target and overs (including the reduction of number of overs a bowler can bowl) etc. in case of bad weather.
2. To obtain lists of 11 playing members of both sides before the match start and a group photo of the playing XI.
3. To make toss 15 minutes before the scheduled start and get the decision from winning captain immediately after the toss.
4. To make sure that the match starts and finishes according to the "Recommended Timelines for the game".
5. To make decisions on no balls for bouncers and beamers
6. To ascertain the run out decisions on striker end called by the square-leg umpire. The neutral umpire decision persists in case there is a dispute in square-leg umpire's decision.
7. To declare the winner at the end of the match.
8. To fill in the SCF Match Report after the match and to send it to SCF.

## **6.9** Umpiring Fees

### **6.9.1** Umpiring Fees for completed matches

- 500 SEK for a 50 over match. Umpires will get 150 SEK per trip, extra from SCF for any travels more than 100km from their home city.
- 500 SEK for semi-final and final matches will be paid by SCF in the 50 over league.

### **6.9.2** Umpiring Fees for Rained-off or Abandoned Matches

- Umpire on the field but not a single ball bowled – 150 SEK will be paid by SCF.
- Match called off due to bad weather or other reasons and Neutral Umpire informed by the Home Captain not less than a maximum of 90 minutes prior to match start - No fee will be paid by SCF.
- Match rained-off or not completed due to other factors with 15 or more overs bowled -Full fee paid by SCF

**6.9.3** No travel charges to and from the playing ground will be paid by SCF to the Neutral Umpires. An exception can be made by the SCF Executive Council for Semi-Finals and Finals and for umpires travelling to cities 100km away from where they are normally resident.

**6.10** SCF has provided each club with an Umpiring jacket. It is compulsory that ALL standing umpires, including square leg umpires should be wearing these jackets. It is the captain's responsibility to have those jackets available at every match. Failure to provide these jackets to the umpires will incur a **250 SEK** fine (if not paid within 14 working days, **1 league point** deduction). These jackets will remain SCF property and in case of loss will incur a fine of **500 SEK** to the club.

## **ARTICLE 7: NO BALL RULES (BOUNCERS AND BEAMERS)**

**7.1** Decisions on bouncers and beamers are to be made by the neutral umpire standing at the non-striker's end. The neutral umpire may confer with the leg umpire before making his decision.

**7.2** A bouncer is a delivery that, after bouncing, passes between the head and shoulder height of the batsman when standing in normal upright stance. Any ball passing over the head of batsman standing tall is a wide ball.

**7.2.1** A bowler is allowed two bouncers in an over.

**7.2.2** The bowler, and both batsmen, shall be notified after the first bouncer bowled in the over.

**7.2.3** If a bowler bowls three bouncers in an over, he will not be allowed to continue in that match.

**7.3** A beamer is either:

- A slow paced delivery which passes over the shoulder height of the batsman standing tall at the popping crease, or
- A delivery which is not slow and passes over waist height of the batsman standing tall at the popping crease. The Neutral Umpire standing at the non-striker end is the sole judge of the height and pace of the delivery independent of the normal bowling pace of the bowler.

**7.3.1** A beamer is declared "No Ball" by the Neutral Umpire alone in consultation with the square-leg umpire.

**7.3.2** The Neutral Umpire notifies the decision to the bowler and scorer and warns the bowler.

**7.3.3** If a bowler bowls another beamer in the over he will not be allowed to continue bowling in that match.

**7.3.4** All kind of no balls will be free hits.

## **ARTICLE 8: RAIN RULE**

**8.1** Calling off the game before game time:

**8.1.1** Games should not be called off in advance even if there are chances that it may rain. It is recommended by SCF that the Teams and Neutral Umpire should be present at the start time to make a decision about the match.



**8.1.2** In case of heavy rain on the morning of the game, the game can be called off with mutual agreement by the two team captains 90 minutes prior to the official game start time without requiring the presence of any other player/official at the ground. Team captains should notify all parties involved and SCF via email.

**8.1.3** The Neutral Umpire appointed for the game or the designated club for the umpiring duty is to be notified immediately by the home team captain (at least 90 minutes before the start of the game).

**8.1.4** If no match is conducted during the day, then match will be declared tied and both teams get 1.5 points and there will be no rescheduling.

**8.2** Match hindered by bad weather during play:

**8.2.1** A League match can produce a result if minimum 20 overs per side in a 50 over match.

**8.2.2** The umpire will notify the stoppage time to both captains when players come out of the ground.

**8.2.3** For the first time delay (e.g. owing to bad weather) no matter the stoppage occurs during the first or in second innings no reduction in overs is made for the first 30 minutes of stoppage time. There will 30 minutes extra which will be added in the scheduled time.

**8.2.4** During the first innings play, if the first time delay continues after the first 30 minutes, a reduction of 1over/4 minutes is carried out. The same rule applies for second and any subsequent delay.

**8.2.5** During second innings play, a reduction of 1over/4 minutes is carried out (provided if there was a stoppage of play in the first innings. If there was no stoppage in the first innings then no deduction in overs is carried out for the first 30 minutes).

**8.2.6** The revised targets in case of rain affected matches are calculated using the Duckworth-Lewis (D/L) method. There are many websites that can be accessed to calculate D/L scores and Targets. The neutral umpire has the deciding power in case of any conflict.

**8.3** Neutral Umpire is the Sole Judge: The neutral umpire is the sole judge of the fitness of the ground, weather and light for play. In the absence of a Neutral Umpire, the play can only continue if both captains agree on the fitness of the playing conditions. However, the neutral umpire cannot force the teams to stay on the field if the rain gets heavier. Players' safety should be considered at all times.

## **ARTICLE 9: OVERS REDUCTION DUE TO DELAYS**

**9.1** If match is not started on the scheduled time, number of overs is reduced according to [1 over/4 minutes]. If start of match is delayed for 40 minutes due to bad weather then the time that causes overs reduction is  $40 - 30 = 10$  minutes (No reduction in overs for the first 30 minutes according to article 8.2.3). The total number of overs lost are  $10 / 4 \approx 2$  overs (rounded to the nearest whole number) and total overs played by each team shall be reduced to 49.

**9.2** If the delay was caused by the home team (i.e. ground not prepared etc), a reduction of overs from home teams batting overs occurs. Reduction is made according to the time lost after 10:15 (for a 10:00 start). Suppose, match starts 10:35 because of a delay caused by the home team, then 5 overs [1 over/4 minutes] are deducted from home team's batting overs.

- If the home team is batting first they will play reduced number of overs (45 overs as in given example), however the second team will play 50 overs to reach the target.
- If the home team is batting second the guest team shall play all their 50 overs to give a target. The home team will play reduced number of overs (45 overs as in given example), and a new target is set by taking off the minimum runs scored overs.

**9.3** If the delay was caused by the Away team (i.e. late arrival etc), a reduction of overs from the Away team's batting overs occurs. Reduction is made according to the time lost after 10:15 (for a 10:00 start). The same rules as stated in §9.2 applies.

**9.4** If the team bowling first does not complete their 50 overs within 3 hours and 20 minutes, reduction of their batting overs occurs at 1 over/4 minute. Their target is modified by excluding overs with the minimum runs scored from the team that batted first.

**9.5** If the team bowling second does not complete their 50 overs within 3 hours and 20 minutes and if the delay exceeds 20 minutes, 1 point is deducted from that team's points unless the neutral umpire deems the fielding side had any extenuating circumstances.

## **ARTICLE 10: LEVEL OF OFFENCES & DEDUCTION IN POINTS**

Please refer to **SCF Code of Conduct and Spirit of Cricket** for further information.

## **ARTICLE 11: DISCIPLINE & CODE OF CONDUCT**

**11.1** The SCF Code of Conduct shall be as follows:

**11.1.1** The captains specifically and players generally are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws, By-Laws and Special Rules.

**11.1.2** Players and Team Officials must at all times accept the Umpire's decision. Players must not show dissent at the Umpire's decision. It can lead to being reported as an offence by the neutral umpire.

**11.1.3** Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an Umpire, another Player or a Spectator.

**11.2** It shall be a disciplinary offence for any player or team, in the course of or in connection with a match or any other circumstances, to act in a manner likely to prejudice the good name of the SCF, and the individual and/or club committing the offence shall be liable to a penalty.

**For further information regarding disciplinary issues please refer to SCF code of conduct and spirit of Cricket document on SCF website.**

## **ARTICLE 12: SPECIAL DEAD BALL RULE**

**12.1** Any delivery pitching outside the surface of the pitch (i.e. on the grass) shall be declared a wide ball by the umpire. However, if the ball pitches outside the pitch (i.e. on the grass) and then deviates and comes back in towards the batsman or wickets, the umpire should declare the ball dead.

## **ARTICLE 13: FURTHER ADDITIONS**

**13.1** Standard and current rules are applied regarding INNER-CIRCLES, POWERPLAYS & FREE HITS. First 10 overs are mandatory power play. **Maximum of 2 fielders** are allowed to field outside the inner-circle.

**13.2** In the 50 overs match there will be 2 Poweplays. The first 10 overs are mandatory Powerplay and maximum of 2 fielders are allowed outside the inner-circle. The second Poweplay (even called Batting powerplay) consists of 5 overs and can be taken anytime between the 11<sup>th</sup> and 40<sup>th</sup> over in which a maximum of 4 fielders are allowed to field outside the inner-circle. Please refer to standard international rule 41.2.3 on reduced overs due to bad weather.

**13.3** FREE HITS: All kind of no balls will be free hits. Please refer to ICC standard rules.

**13.5** SPORTSMANSHIP AWARD: All teams will be judged by umpires after every match and will be marked out of 5 points for their good behavior and sportsman like conduct on the pitch. 5 are the highest marks one team can get. Umpires should report the sportsmanship marks after each match along with the scorecard to the webmaster.

**13.6** BEST UMPIRE AWARD: The captains for all the teams will be asked to rate umpires after each match. At the end of the season the best umpire with highest ratings will be given a special award. Marks out of 5 where 5 is the highest one can get. Captains have to report the umpire ratings after each match.

## **ARTICLE 14: PLAYERS ELIGIBILITY**

**14.1** Clubs with teams playing in multiple divisions are allowed to field players from their higher division team into the lower division team with the following criteria.

**14.1.1** Any player playing from higher division to lower division can only ball after half of the total overs (from over number 11 in T20) and can only bat at number 6 and after while batting.

**14.1.2** Only **ONE** player from last **HIGHER** division's playing XI can play in lower divisions.

**14.1.3** These rules (one player, bowling and batting restriction) do not apply to any player under 18 (17 years and 364 Days) years of age.

**14.2** Players transfer – Players are allowed to change clubs once a season with **500 SEK** as transfer fee to SCF. Once the transfer fee is paid to the SCF, it is considered as an official transfer and the player should not be allowed to transfer to another club or back to the mother club in the same season regardless of if the player has played any game or not for the new club.

The transfer is **NOT** considered “APPROVED” until SCF has received the transfer fee in SCF account. No Screenshots or receipts of payments will be accepted.

**14.2.1** If the transfer is in the higher division then the parent club should be paid **1500 SEK** in compensation.

**14.2.2** If transfer is in the same division or in a lower division then there will be only **500 SEK** transfer fee to SCF.

**14.2.3** If one player joins a new team in a lower division than his/her mother club but his/her new club has other team in higher division as well then the said player can only play in higher division when he/she will pay **1500 SEK** to mother club. The level of any player is defined by majority of matches he or she played for his or her club in any one division. For example if a player played 10 Division 1 matches, 8 Elite matches and 4 Div 3 matches then he or she will be considered a Division 1 player.

This will stop players moving clubs if their club gets relegated to lower divisions. This rule does not affect anyone who moved from one city to another more than 100km from their parent club.

**14.3** Clubs playing with ineligible players will be fined **1500 SEK**, deducted 3 points and any match won with ineligible players will be deemed lost with points going to the opposition.

**14.4** Clubs should have some registration procedures or documentary evidence for new players joining them. This will stop players representing multiple clubs without the knowledge of the clubs and SCF. An email from new players before the participation in any matches should suffice in this regard. If a club fails to present any documentary evidence in a scenario where a player have found to be represented multiple clubs, the SCF will incur penalties.

All member clubs will make mandatory registration of players on idrottonline with full personal numbers. All asylum seekers will be allowed to play with LMA number and any other registered document. Coordination numbers will also be considered as personal numbers.

Players with Coordination numbers (samordningsnummer) should be registered with their CORRECT home address “folkbokföringsadress” and a valid personbevis should be shown immediately when requested by SCF.

**14.5** Overseas Players: Clubs are only allowed to field **ONE** overseas player in their playing XI in any match. Overseas player is defined as a player who does not have a Swedish personal number or any other registration number issued by the Swedish authorities. It will be the umpire’s duty to make sure that this rule is strictly followed. Umpires must take a group photo of both the playing XIs on the day of the match and send it to SCF along with the scorecard.

**14.6** There will be no restrictions for female players to play in any division.

## **ARTICLE 15: PROMOTION AND RELEGATION**

**15.1** At the end of season 2017, Top 4 teams from each division will be promoted in higher divisions while last 4 teams on points table in each division will be relegated in lower divisions. As division 1, 2 & 3 will be played separately in south and north so table top 2 (D1 and D2 ) and table1 top 1 and table2 top 1 (D3) will be promoted. While table bottom 2 (D1 and D2) and table1 bottom 1 and table2 bottom 1 (D3) will be relegated.

**15.2** No clubs can have two teams in Elite division however it will be allowed in lower divisions if teams will finish in same division due to promotion or relegation.

**15.3** Where a club end up with more than one team in the same division, then the fixtures between those teams are to be the first played at the beginning of the season. Clubs will also have to nominate their players for the teams at the start of the season; no player will be allowed to play for more than one team.

## **PENALTY MATRIX**

<b>Offence</b>	<b>Penalty</b>
Team guilty of fielding an ineligible player (umpires should submit team photos, see umpiring duties)	Forfeit match, points to opposing team, 3 league points deduction and 1500 SEK fine (if not paid within 7 working days after the invoice received, 3 league points deduction)
Team fails to provide/arrange umpires	1000 SEK fine (if not paid within 7 working days after the invoice received, 3 league points deduction)
Scorecard lost/missing/incomplete by the umpire	500 SEK fine (if not paid within 7 working days after the invoice received, 3 league points deduction)
Player name on scorecard not corresponding to squad list	Warning and on 2 <sup>nd</sup> offence 500 SEK fine. (if not paid within 7 working days after the invoice received, 3 league points deduction)
Home or Away team not producing umpires equipment i.e. Jumpers, counters.	250 SEK fine (if not paid within 7 working days after the invoice received, 1 league point deduction)
Walkovers	The team that gives the walkover will receive a financial penalty of 500kr and deduction of 3 points from its league's accumulated points for the current season. Teams giving 2 walkovers in any format will be disqualified from the league in that format.

## **GOLDEN RULE**

Treat others the way you want to be treated...