

TORONTO & DISTRICT CRICKET ASSOCIATION

PLAYING RULES FOR Super 9, ELITE, PREMIER AND 1st DIVISIONS 50 over Matches

(Revised: March 12, 2018)

Except as varied hereunder, ICC standard One-Day international match playing conditions and/or the MCC Laws of Cricket (2017 Code) shall apply

(1) LENGTH OF INNINGS AND PRE-MATCH REGULATIONS

(a) DURATION

The match will consist of one (1) innings per side, and each innings will be limited to fifty (50) six-ball overs. A minimum of twenty (20) overs per team shall constitute a match (unless either side is dismissed in less than twenty (20) overs, or the side batting second wins the match in less than twenty (20) overs. A team shall not be permitted to declare its innings closed.

(b) NOMINATION OF PLAYERS

Each Captain shall hand to the umpires their list of 11 nominated players on the official match sheet and an acceptable (see section 7.1c) form of photo ID, 15 minutes prior to the toss taking place. (See Laws 1.2 & 12.4). All 11 players must be registered with the Toronto & District Cricket Association as being members of the club. If a nominated player does not have his/her T&D registration number recorded on the match sheet, the player will not be allowed to participate in the match.

Each team is allowed to nominate only three (3) foreign players in a match.

Photo ID requirements for T&DCA games

All players (including Junior players) must be ready to present an acceptable photo identification upon demand by the Umpires at T&DCA games. Acceptable forms Of photo ID is a valid Canadian driver's license, valid Passport, valid Ontario health card (with picture) or a valid T&DCA league issued photo ID (cost \$5.00).

Umpires will perform a photo ID check before the toss is taken. Both team Captains are required to have their player's photo ID's collected for presentation to the umpires at least 15 minutes before toss. Any delay caused by teams in presenting the ID's may result in the offending team forfeiting the toss or penalty runs being applied against the offending team. Any playing member absolutely refusing to produce an acceptable photo ID or misbehaving with the Umpires on this matter may cause their team to automatically lose the match. Players arriving late will have the responsibility of showing their photo ID to the Umpires. Any player from the fielding side arriving late on the field of play, must run up to the Umpire first and show their photo ID prior to taking their fielding position. If the late arriving player is from the batting side, he must bring their photo ID to the field and show it to the Umpire just before taking the crease to bat. Any late arriving players from the batting side who have not come into bat yet must show their photo ID to the Umpires during the first available break in play i.e. drinks break or lunch break. Umpires will have the right to refuse any player from joining the fielding or the batting side if they cannot produce an acceptable form of photo ID.

(c) THE TOSS

Eligibility

- A team must have submitted its team list to the umpires prior to the toss as well as the umpire's match fee, a new approved ball and 2 good approved used balls. A plea that the other team has the match sheet will be ineffective.
- The home team must have the circles and pitch markings completed before the toss. A plea that the ground authority has not done the work or done it improperly will be ineffective.
- A team must have at least **NINE (9)** players dressed in cricket attire in the presence of the umpire prior to the toss. A plea that **Nine (9)** dressed players were present at an earlier time but have now departed will be ineffective.
- For Super 9 matches, it is mandatory to have **all 11 members of playing eleven** dressed in team cricket attire present in order for play to commence
- Cricket attire will comprise colored clothing and Pads. It is mandatory that all members of the same team wear (latest) identical colour clothing and identical color pads, (colour other than white, cream or any light colour), as approved by the Toronto & District Cricket Association Board of Governors.
- At the start of a match the fielding team (other than super 9) shall have a **minimum of 9** players in order for play to commence, (in such scenario, teams DO NOT need to fulfill the requirements of inner circle first).
- It is required that All teams pay match fee to Umpires before start of the game. It is also, responsibility of individual umpires to collect match fee from the teams before the start of the match.

- Neither team is eligible to toss if the ground has not been released by the ground authority.

Toss awarded / not awarded:

- If one team is ineligible to take part in the toss then the umpires must award the toss to the other Team.
- If both teams are ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the Toronto & District Cricket Association of this fact, who may take further action against both clubs.

Time and place

- The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than **30 minutes** and not later than **15 minutes** before the scheduled or any rescheduled time for the match to start. (Refer Law 13.4)
- As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed.
- No player can play unless he/she is dressed in the identical colored clothing approved for his/her club.
- If the ground is not prepared prior to the scheduled/reschedule start time due to circumstance beyond control of the ground authority, the opposing Captain cannot claim the toss. The toss must take place in the presence of at least one (1) umpire.
- Law 1.3.3 applies : The deputy must be one of the nominated players.
- If any team does not take the field **half an hour (30 Minute)** after the scheduled or re-scheduled starting time, it will automatically default the match.
- If a team fails to turn up for a scheduled match the defaulting team will forfeit the match to its opponent as well as face a fine of \$300.00. The T&DCA board may also look at suspension or expulsion from the league, **If no explanation is provided within 7 days.**

(2) HOURS OF PLAY, INTERVALS & INTERVALS FOR DRINKS MINIMUM OVERTS IN A DAY

2.1 Start and Cessation Times for Divisions: Super 9, Elite, Premier & 1st MAY TO AUGUST (See below regarding last two weekends of August)

Team Batting First	12:30 pm to 4:00 pm	210 Minutes
Interval	4:00 pm to 4:30 pm	30 Minutes
Team Batting Second	4:30 pm to 8:00 pm	210 Minutes

Last two weekends of August

Team Batting First	12:00 pm to 3:30 pm	210 Minutes
Interval	3:30 pm to 4:00 pm	30 Minutes
Team Batting Second	4:00 pm to 7:30 pm	210 Minutes

September

Team Batting First	11:30 pm to 3:00 pm	210 Minutes
Interval	3:00 pm to 3:30 pm	30 Minutes
Team Batting Second	3:30 pm to 7:00 pm	210 Minutes

- The second innings will not start until the match sheet has been completed for the first innings. A team causing an unreasonable delay to the start of the second innings will incur **five (5)** run penalty per 4.2 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.
- Each team must provide their own lunch for all home and away matches.

(2.2) INTERVAL 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 **thirty (30) minutes** prior to the

scheduled interval, in which case, a **ten (10) minute break** will occur and the team batting second will commence its innings and the interval will **occur as scheduled**. If the team batting first is dismissed when there is **less than thirty (30) minutes** remaining prior to the scheduled interval, then the **interval shall be taken immediately**. The team batting second will then commence its innings **thirty (30) minutes** after the close of the first team's innings.

FOR ALL DIVISIONS – TIME LOST - INTERVAL Duration

Up to 60 minutes One-for-one minutes down to **20 minutes** (Lunch will be of 20 Minutes duration)

Between 61 and 120 minutes - **15 minutes** (Lunch will be of 15 Minutes duration)

More than 120 minutes - **10 minutes** (Lunch will be of 10 Minutes duration)

For delayed and interrupted matches refer to Appendices **3 & 4**

(2.3) INTERVALS FOR DRINKS

Two (2) drinks breaks per session shall be permitted, each 1 hour and 10 minutes apart. The provisions of Law 15.9 shall be strictly observed, except that under conditions of extreme heat, the Umpires may permit extra intervals for drinks.

Drinks must be taken within the 30-yard circle and no player shall leave the field without the Umpire's consent.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires.

Any player taking drinks onto the field shall be dressed in proper cricket attire.

(3) APPOINTMENT OF UMPIRES:

The Toronto Cricket Umpires & Scorers Association or its delegated representatives shall arrange the appointment of Umpires for regular league matches on behalf of the Toronto & District Cricket Association. For the play-offs the Toronto & District Cricket Association may appoint Match Managers.

(a) **Fitness for play:** It is solely for the **umpires together** to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

(b) The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

(c) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

(d) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

(e) If at any time the umpires together agree that the conditions of ground, weather or light or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or recommence.

(f) When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any player or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

(g) Umpires are reminded of the danger that lightning poses and **must immediately suspend play** when a flash of lightning is visible or if peals of thunder are occurring at 30-second intervals or less. Play must not resume until 15 minutes after the last peel of thunder or as decided by the Umpires.

(4) SUBSTITUTES

Law 24.1 shall be applied. A substitute shall not bowl or act as a captain but may act as a wicket-keeper only with the consent of the umpires, provisions of law 42.7.1 (level 3 & 4 offences applies).

A runner for a batsman when batting is **not** permitted

The umpires shall have discretion, for injury, illness or wholly acceptable reasons, to allow a substitute for a fielder at the start of the match or any subsequent time. The substitute must be a registered player with the club involved in the substitution.

Law 24.2 shall be applied and /or as modified:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play:

(a) The umpire shall be informed of the reason for fielder's absence,

(b) The fielder shall not thereafter come on to the field during a session of play without the consent of the Bowler's end Umpire. The Umpire shall give such consent as soon as practicable.

(c) If the player is absent from the field for longer than **eight (8) minutes**.

(i) The player shall not be permitted to bowl in that innings after his return until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which player was absent (Penalty time),

subject to a maximum cumulative penalty time of **120 minutes**. If any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match.

(ii) The player shall not be permitted to bat in the match until team's batting innings has been in progress for the length of playing time that is equal to the unexpired penalty time carried forward from the previous innings. However, once his side has lost five (5) wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

• Law 24.3: The restriction in (i) and (ii) 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).

(iii) Law 24.2.7: If there is an unscheduled break in play (through ground, weather or light conditions), the stoppage time shall count as Penalty time served provide that – (a) the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting. (b) the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved penalty time.

(iv) Law 24.2.6: (for the purpose of clarity regarding penalty time) playing time shall comprise the time play is in progress **excluding** intervals, intervals between innings and official drinks intervals. A player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

Law 25.3 Restriction on batsman commencing an innings

25.3.1 If a member of the batting side has unserved Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets.

25.3.2 A member of the batting side's Penalty time is served during Playing time, in the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.

LENGTH OF AN INNINGS:

5. I) UNINTERRUPTED MATCHES

(a.) Each team shall bat for fifty (50) six-ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) For all Divisions, sides are expected to be in position to bowl the first ball of the last of their 50 overs Within **3 hours 30 minutes of playing time**. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six (6) runs for every whole over that has not been bowled by the scheduled or re-scheduled cessation time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball becomes dead after the scheduled or re-scheduled cessation time for the innings even if this time is during an over. However, the penalty runs will be considered to be awarded at the instant of the last delivery. If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the re-scheduled cessation time for that innings. No over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

• The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced over matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time. Over rate penalties only apply to innings of twenty (20) overs or more duration.

• **This is the only penalty for slow over-rate.** In any Duckworth/Lewis calculation no penalty for slow over rate will apply.

(For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations). If umpires have to award penalty runs for slow over rates, they must file a report with the Toronto & District Cricket Association.

(c) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting 2nd will still receive 50 overs even if they have been penalized for a slow over rate. The interval shall be taken at the conclusion of the first innings.

If the team batting first is dismissed in less than fifty (50) overs, the team batting second shall be entitled to bat for fifty (50) overs except as provided in (c.) above.

(d) If the team fielding second fails to bowl fifty (50) overs or the number of overs as provided in 5.1 (b), (c), or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved. See Clause 5.1 (b.)

5.2) DELAYED OR INTERRUPTED MATCHES DUE TO GROUND, WEATHER OR LIGHT CONDITIONS

(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 twenty (20) overs must be bowled to the side batting second to constitute a match subject to the provisions of Clause 5.1 (b) The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 six-ball overs per hour, (4.2 minutes per over), 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 team batting first team unless the latter has been all out in less than the agreed number of overs.

(5.2.2) 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 of the Appendices 3&4.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 5.1 (b) shall apply.

(c) If the team batting first is all out, and the last wicket falls at or after the scheduled or rescheduled time for the interval, Clause 5.1 (c.) shall apply.

5.2.3) 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 14.28 overs per hour of time remaining (4.2 minutes per over), 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. For calculations etc., refer to the Appendices.

5.2.4) GAME CALL-OFF TIME – DUE TO DELAY OR INTERRUPTION

- No game shall be called off by the umpires **before 5:00 pm** (May – August 17), **4:30 pm** (August 23, August 31), **4:00pm** (September) due to weather.

- However, Umpires are the sole judge and are entitled to take a decision to call-off the game prior to these times. Also, the ground authority may call off the match or not allow the match to start.

5.2.5) DELAYED START DUE TO LATE ARRIVAL OF A TEAM

(a) If the defaulting team fields first, they are required to bowl 50 overs by the scheduled interval or the recalculated number of overs due to an interruption. If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 5.1 (b.) shall apply. The Powerplay overs will apply as in Appendix #2.

(b) 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 $(210 - 20)/4.2 = 45$ overs.

The Powerplay overs will be **9 +27+9**. The team bowling is not penalized. They can have five bowlers using the following scheme: 4 bowlers allowed 10 overs and 1 bowler 5 overs. **Team batting second is entitled to play full 50 overs.**

(6) RESTRICTIONS ON THE PLACEMENT OF FIELDERS REFER TO APPENDIX 1 & 2

(7) NUMBER OF OVERS PER BOWLER

(7.1) No bowler shall bowl more than ten (10) overs in an innings.

In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such number has been exceeded before the interruption). This restriction shall not apply to the team fielding second where the provisions of Clause 5.1 (b) have been applied.

(7.1b) No fast bowler under the age of 19 years shall be permitted to bowl more than five (5) overs consecutively. No fast bowler is under the age of 15 years shall be permitted to bowl more than four (4) consecutive overs. Captains are responsible for enforcing this regulation.

(7.2) where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

EXAMPLE:

After sixteen (16) overs, rain interrupts play and the innings is reduced to thirty-two (32) overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl seven (7) overs and three bowlers can bowl six (6) overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to six (6) overs.

When an interruption occurred mid-over, and on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

(7.3) In the event of a bowler breaking down, or being suspended and unable to complete an over another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

(7.4) Where possible, the scoreboard shall show the total number of overs already bowled and the number of overs to be bowled, and if possible the number of overs bowled by each bowler.

(8) NO BALL

(8.1) THE BOWLING OF FAST, SHORT-PITCHED BALLS (Law 41.6)

(8.1.1) a bowler shall be limited to **bowl two (2) fast short-pitched** deliveries per over.

(8.1.2) a fast short-pitched delivery is defined as a ball that passes or would have passed above shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

(8.1.3) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each short pitched delivery has been bowled.

(8.1.4) In addition, for the purpose of this regulation and subject to Clause 8.1.6 below, a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a 'Wide'.

(8.1.5) for avoidance of doubt, any fast short-pitched delivery that is **called a 'Wide'** under this playing condition shall also count as the allowable short-pitched delivery in that over.

(8.1.6) In the event of a bowler bowling more than two (2) fast short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

(8.1.7) a differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'No Ball' and then tap his head with the other hand.

(8.1.8) the bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled over arm.

(8.1.9) Umpires are reminded that "For a delivery to be fair, in respect of the arm, the ball must not be thrown." If in the opinion of either umpire, the ball has been thrown, he shall call and signal 'No Ball' and follow the procedures as laid out in Law 24.2

(8.1.10) THE BOWLING OF dangerous and unfair non-pitching deliveries (Law 41.7)

(a) law 41.7.1: Any delivery which passes or would have passed, without pitching, above waist height of the striker, standing upright at the popping crease is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker.

If bowler bowls such a delivery the umpire shall immediately call and signal no ball.

(b) If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall, in addition to calling and signaling no ball, caution the bowler, indicating that this is a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply to that bowler throughout the innings.

(c) Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(d) The bowler thus taken off shall not be allowed to bowl again in that innings.

(e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

(f) The umpires will then report the matter to the T&D Board.

(8.1.11) law 41.7.4 - DELIBERATE HIGH FULL PITCHED DELEVERIES

If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall

- Immediately call and signal No ball.

- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate against the bowler concerned.

(8.1.12) law 21.6: Bowler breaking wicket in delivering ball (Law 24.6)

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

(Delivery stride) is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.)

(8.1.13) Foot Fault: A front foot (popping crease & center line) and back foot (return crease) - foot fault will be called and signalled NO Ball by an umpire. (Refer Law 21)

(8.1.14) law 21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once

- or rolls along the ground before it reaches the popping crease.

- or pitches wholly or partially off the pitch as defined in ICC PC clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket.

(8.1.15) law 21.8 Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

(8.1.16) law 21.9 Fielder intercepting a delivery

If except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball, delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

(8.1.17) law 41.8 bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he shall

- Immediately call and signal No ball.

- When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings. The over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side & umpires together shall report the occurrence to the Toronto & District Cricket Association who shall take such action as is considered appropriate against the bowler concerned.

(8.2) law 21.19: Free Hit after all modes of NO Ball:

21.19.1 In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances refer clause 21.1, which shall be applied.

21.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

(8.3) 21.15 Penalty for a No ball: A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.16 Runs resulting from a No ball – how scored: The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated

in clause 41.18 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

(9) WIDE BOWLING - JUDGING A WIDE – 22.1

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2

22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(9.1) A penalty of one (1) run for a Wide shall be scored in addition to any other runs scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

NOTE: In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

(10) THE BALL

(10.1) The following balls are to be used for respective divisions:

Super 9 and Elite

A) 4 pc white 156gms: Kookaburra Regulation or Turf or club ONLY

For Premier Division

B) 4 pc white 156 gms: Stigix Super Turf ONLY

For 1st Division

C) 4 pc white 156 gms: CN Pro White ONLY

For 2nd Division

d) 4 pc white 156 gms: Grays Test Match ONLY

For 3rd^d Division

e) 4 pc white 156 gms: Jagx Test Grade ONLY

All Divisions will use the white ball when playing in colored clothing and they must have a minimum of two (2) spare white balls in good condition.

(10.2) The umpires shall be given all match balls (see Section 10.4 below) prior to the start of the match, and they shall retain possession of them throughout the duration of the match when play is not actually taking place.

(10.3) During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over, or any other disruption in play.

(10.4) *For the Second division team*, each will have one new approved match ball and two (2) good used balls of varying condition (e.g. one that was previously used for approximately 20 overs, and one used for approximately 35 overs). These latter balls will be presented to the umpire(s) only in the event that the match ball is to be replaced (e.g. lost or unfit for play).

(10.5) In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had similar wear.

(10.6) In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or being affected by dew. And in the opinion of the umpires being unfit for play, the ball shall be replaced for a ball that has had a similar amount of wear, even though it has not gone of out shape.

(10.7) If a ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

(10.8) If a good used ball is not available, a new ball may be used. The umpires must take steps to bring the new ball to a similar condition as the replaced ball.

(11) THE RESULT

(11.1) a result can be achieved only if both teams have had the opportunity of batting for at least twenty (20) overs, subject to the provisions of Clauses 5.1 (b) and 5.2.2. (b) unless one team has been all out in less than twenty (20) overs or unless the team batting second scored enough runs to win in less than twenty (20) overs.

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 that originally allotted (minimum twenty (20) overs) unless the provisions of Clauses 5.1(b) or 5.1(e) apply, 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 score is to be calculated by using the **professional edition Coda 2.1 DLS method**. The target set will always be a whole number of runs and one (1) less will constitute a tie. See Clause 11.3 .

All matches, in which both teams have not had the opportunity of batting for a minimum of twenty (20) overs, shall be declared no result. If the innings of the side batting second is suspended (with at least 20 overs bowled) and it is not possible for the match to be resumed, the match result will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the 'par score' the result is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the 'Par Score.'

(11.2) **Umpire awarding a match:** a match shall be lost by a team which either, (i) Concedes defeats; or (ii) in the opinion of the umpires the team refuses to play. In such cases, Umpires are required to submit detailed report to Toronto & District Cricket Association, for them to take a decision to award the match to a particular team as Umpires are **NOT empowered to "Award the Match" to one team or other.** Also refer clause 15

In matches where both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 5.1 (b) and 5.2.2. (b), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie, and no account shall be taken of the number of wickets that have fallen.

(a) Correctness of result.

Any query on the result of a match as define in regulations, 11.1 and 11.2 as modified by these regulations shall be resolved as soon as possible and a final decision made by the umpires.

(11.3) DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE FOR ALL DIVISIONS - USING THE DUCKWORTH/LEWIS METHOD

If, due to a 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, (minimum 20 overs unless the provisions of Clauses 5., 1 (b) or 5.1 (e) apply), 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 **professional edition Coda 2.1 DLS method**. The target set will always be a whole number of runs and one (1) less run will constitute a tie. refer to the Appendices.

(12) COVERING OF THE PITCH

In the event of rain during a match, the pitch and as much of the surrounding area as possible, including the bowler's run-ups shall be covered according to the facilities available at each ground. Where possible, the Pitch and as much of the surrounding area including the bowler's run-ups shall be covered overnight prior to the day of the match. During the match, both teams are responsible for covering the pitch if the need arises due to inclement weather. Before the match, the Ground Authority shall be responsible for covering the pitch (as well as the removal of the covers), thereafter both teams as directed by the umpires shall handle the covers. Weather permitting the covers shall be removed at least two (2) hours before the scheduled start of play.

(13) The WICKETKEEPER

27.1 Protective equipment

The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).

27.2 Gloves

27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support.

27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks.

27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended.

(14) POINTS SYSTEM

(14.1) a) Win 6 points b) Tie 4 points c) No result 3 points d) Loss 0 points

In the event of teams finishing the season on equal points, then the standing in the league table will be determined by the team with the most number of wins. If still equal, the team with the highest net run rate will be used to determine the standing (see Clause 14.2).

(14.2) 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 league, the average runs per over scored against that team throughout the league. 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. Not on the number of overs in which the team was dismissed.

(14.3) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the final target.

(15) DEFAULT PENALTIES

(15.1) If a team is in default for failing to have the wicket prepared for any reason, including the field restriction markings, and the start of the match is delayed, the following regulations will be observed (see Clause 1.) The team responsible for having the wicket prepared has a 30-minute grace period from the scheduled start of the match to have it prepared. If it cannot have it prepared by the end of this grace period, including having all of the field restriction markers, then the team will default the match.

(15.2) In above such situations, Umpires are **NOT empowered** to "**Award the match**" to one team or other. Umpires are required to submit detailed report to Toronto & District Cricket Association, for them to take a decision to award the match to a particular team.

(16) PROTECTIVE HELMETS AND EQUIPMENT

(a) In order to eliminate any waste of playing time caused by the removal from the field of fielder's protective equipment other than helmets (e. g. shin pads, etc.), such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side on the field shall be permitted, **provided that the Umpires do not consider that it constitutes a waste of playing time.**

(b) Umpires are not to hold helmets.

(c) A batsman who chooses to use a helmet may wear (or carry) it personally all the time while play is in progress. While he may call for a helmet to be brought out to him during any time in play, he may only have the helmet taken off the field **provided that the Umpires do not consider that it constitutes a waste of playing time.**

(d) A batsman may only change an item of protective equipment other than a helmet (e.g. batting gloves, etc.) at the fall of a wicket or at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the Umpires.

(e) Any player who is under the age of 19 must wear a protective helmet with a faceguard or grille whilst batting or if fielding close to the wicket.

(f) Any wicket-keeper who is under the age of 19 must wear a protective helmet with a faceguard or grille if keeping up. Captains are responsible for enforcing the regulation in Clauses (e) and (f).

(g) If a protective helmet belonging to the fielding side is on the ground within the field of play, and the ball while in play strikes it, the ball shall become dead, and except in the circumstances of Law 34 (Hit the ball twice), law 23.3 – Leg byes not to be awarded, and when runs are dis-allowed for a reason, 5 penalty runs shall then be awarded to the batting side, in addition to the penalty for a No ball or a Wide, if applicable.

(17) REPORTS

Umpires are required to report in writing within seventy-two (72) hours or, if necessary, during a match, any breach of these Playing Conditions or as required under the terms of Law 41 & Law 42. Umpires must report any case of obvious dissent or misconduct, even though umpires have taken action under Law 41 and / or the player's Captain may have taken effective action (Refer Law 41.18).

All reports shall be submitted in writing as soon as possible to the Toronto & District Cricket Association, Toronto Cricket Umpires & Scorers Association and if possible, to the Secretary of the Club concerned.

(18) PENALTY RUNS

Law 41.18 will be modified as follows:

In assessing penalty runs, both Umpires must record all of the details concerning the awarding of penalty runs and as soon as possible, file a report with the Toronto & District Cricket Association.

The number of penalty runs awarded will be five (5) as set out in Law 41. (However, all of the conditions and procedures for the awarding of penalty runs, as set out in Law 41, will prevail). Penalty runs awarded for slow over rates should also be included in the report.

(19) ADDITIONAL CREASE MARKING

The following shall apply in addition to Law 7: As a guideline to the umpires for the calling of wide ball on the offside, the crease markings detailed below shall be marked in white at each end of the pitch.

These creases shall be marked 17 inches from the return crease. (PI refer Appendix 5)

(20) Law 19.4 Ball grounded beyond the boundary

19.4.1 The ball in play is grounded beyond the boundary if it touches

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is grounded beyond the boundary.

19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if

- a fielder, grounded beyond the boundary as in clause 19.5, touches the ball;
- a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

Law 19.5 Fielder grounded beyond the boundary

19.5.1 A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following:

- the boundary or any part of an object used to mark the boundary;
- the ground beyond the boundary;
- any object that is in contact with the ground beyond the boundary;
- another fielder who is grounded beyond the boundary.

19.5.2 A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

Law 33 Catch

33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing.

33.3 The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement.

For the purpose of the clarity fielder's person NOW include helmet he is wearing.

(21) BATSMAN OUT OF HIS GROUND (Law 30)

30.1.1 A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end.

30.1.2 However, a batsman shall not be considered to be out of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, there is subsequent loss of contact: between the ground and any part of his person or bat, or between the bat and person, provided that the batsman has continued movement in the same direction.

(22) BATSMAN DAMAGING THE PITCH (Law 41.14)

(a) If either batsman causes avoidable damage to the pitch, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

(i) warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsmen.

(ii) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

(b) If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

(i) disallow all runs to the batting side from that delivery other than the penalty for a No ball or wide, if applicable. (ii) Additionally, award 5 penalty runs to the fielding side.

(iii) Return the batsmen to their original ends.

(iv) Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

(c) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body for the match who shall take such action as is considered appropriate against the captain and player or players concerned.

(d) For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not. If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply.

(23) Incoming batsman wasting time:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 41.10 shall apply.

(24) 41.16 Non-striker leaving his ground early

If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in the over.

If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

(25) Law 27 - The Wicket keeper - Law 27.4 shall be replaced by the following:

After ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

1. Movement for few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket
2. Lateral movement in response to the direction in which the ball has been delivered
3. Movement in response to the stroke that the striker is playing or that his actions suggest he intends to play,

However for the provisions of Law 27.3 (position of the wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

(26) Law 28.6 - Movement by fielders and significant movement by a fielder:

Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before it reaches the striker, is unfair except for the following:

1. Minor adjustments to stance or position in relation to the striker's wicket.
2. Movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position
3. Movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding (3) above, in all circumstances Law 28.4 (Limitation of ON side fielders) shall apply. Note also the provisions of law 27.4 (movement by the wicket-keeper).

In the event of unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. Also, note the provisions of Law 41.4 (deliberate attempt to distract the striker).

(27) Switch hit before delivery:

The batsman is entitled to play switch-hit stroke. Batsman is allowed to alter from one stance or grip to another once the bowler has entered his delivery stride. If the bowler sees the batsman alter his grip or stance before he entered his delivery stride, he is NOT compelled to deliver the ball. Once bowler entered his delivery stride, having seen the batsman changes his grip and/or stance, may decide to bowl that delivery or not to bowl at the batsman, and he is entitled to do so.

Either case, Umpire will call and signal dead ball. However, Law 42.10 (batsman wasting Time) will apply.

(28) Law 41.15 Striker in protected area

41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he shall immediately call Dead ball, otherwise, wait until the ball is dead; he shall then inform the other umpire of the occurrence. The bowler's end umpire shall then

- warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

(29) Stumped: Law 39.2 Ball rebounding from wicket-keeper's person

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

For the clarity Wicket keeper person or equipment includes helmet he is wearing.

(28) Player's conduct – Law 42

42.1- Serious Misconduct

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 & Level 4 in clauses 42,2 to 42.5.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.

42.2 Level 1 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 1 offence:

- wilfully mistreating any part of the cricket ground, equipment or implements used in the match
- showing dissent at an umpire's decision by word or action
- using language that, in the circumstances, is obscene, offensive or insulting
- making an obscene gesture
- appealing excessively
- advancing towards an umpire in an aggressive manner when appealing
- any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level.

42.2.2.1 The umpire shall call Time, if necessary.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall

42.2.2.3.1 issue a first and final warning which shall apply to all members of the team for the remainder of the match.

42.2.2.3.2 warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

42.2.2.4 If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team.

42.2.2.5 As soon as practicable the umpire shall call Play.

42.2.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.3 Level 2 offences and action by umpires

42.3.1 Any of the following actions by a player shall constitute a Level 2 offence:

- showing serious dissent at an umpire's decision by word or action
- making inappropriate and deliberate physical contact with another player
- throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner
- using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature
- or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

42.3.2 If such an offence is committed, 42.3.2.1 to 42.3.2.6 shall be implemented.

42.3.2.1 The umpire shall call Time, if necessary.

42.3.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team.

42.3.2.4 The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

42.3.2.5 As soon as practicable the Umpire shall call Play.

42.3.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.4 Level 3 offences and action by umpires

42.4.1 Either of the following actions by a player shall constitute a Level 3 offence:

- intimidating an umpire by language or gesture
- threatening to assault a player or any other person except an umpire. See 42.5.1.

42.4.2 If such an offence is committed, 42.4.2.1 to 42.4.2.8 shall be implemented.

42.4.2.1 The umpire shall call Time, if necessary.

42.4.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.4.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following:

42.4.2.3.1 In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs.

42.4.2.3.2 In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended.

42.4.2.3.3 If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately.

42.4.2.3.4 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.

42.4.2.3.5 If the offending player is a not out batsman, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman's suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out.

42.4.2.3.6 If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended.

42.4.2.3.7 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

42.4.2.3.8 Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.

42.4.2.4 As soon as practicable, the umpire shall

- award 5 Penalty runs to the opposing team
- signal the Level 3 penalty to the scorers
- call Play.

42.4.2.5 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.5 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall:

- award 5 Penalty runs to the opposing team
- signal the Level 4 penalty to the scorers
- call Play.

42.2.2.5 The umpires shall then report the matter to the T&D for further action, if any, under its Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 11 & 15 (Toronto & District Cricket Association awarding a match).

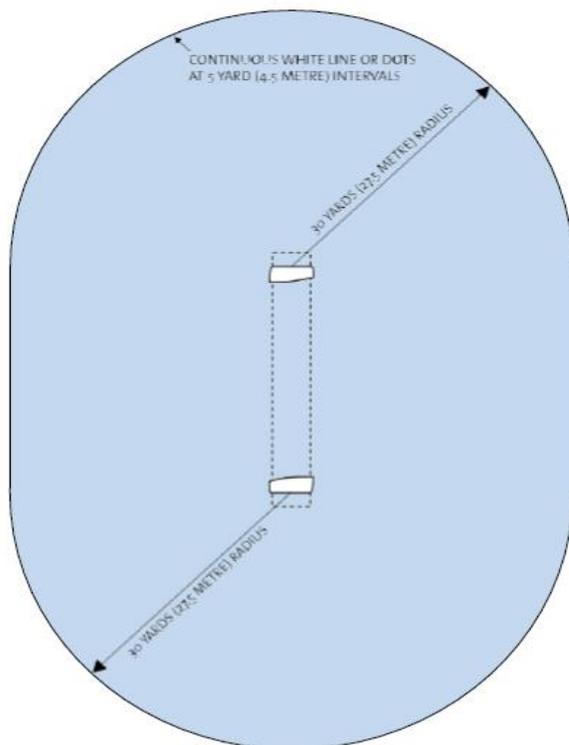
42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded and there shall be no result. Toronto & District Cricket Association to take further decision as per its code of conduct.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

APPENDIX 1 : Field Markings



APPENDIX #2 FIELDING RESTRICTIONS

Restrictions on the placement of fielders:

1. 28.4.1 at the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

28.4.2 at the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

2. In addition to the restriction contained in clause 1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

3. The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

Powerplay 1: During the first block of Powerplay Overs (as set out below), **NO More than two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive. **If team is playing with less than 11 players, there is NO need to fill inner circle first.**

Powerplay 2: **No more than four (4)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3: **No more than five (5)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

4. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings DURATION	Power Play 1	Power Play 2	Power Play 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9

45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	5	10

5. If play is interrupted during an innings and the table in 4 (above) applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if interruption has occurred mid-over.

Illustrations 1:

A match starts as 50 overs, is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6 (Refer table in 4 above). Therefore the middle phase (Powerplay 2) fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

Illustrations 2:

A match starts as 40 overs per innings, is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4 (Refer table in 4 above). When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.

6. At the commencement of the middle (Powerplay 2) and final (Powerplay 3) phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. (Powerplay signal)

7. In the event of an infringement of any of the above fielding restrictions, the striker end umpire shall call and signal ' No Ball '.

APPENDIX 3

APPENDIX 3A

Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match	420 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)
G divided by 4.2 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____
Duration of Powerplay Overs (initial, batting side)	_____ + _____

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
---	-----------

Length of innings [$I \times 4.2$] (round up fractions) _____ (K)
 Rescheduled first innings cessation time [$J + (K - B)$] _____ (L)
 Length of interval _____ (M)
 Second innings commencement time [$L + M$] _____ (N)
 Rescheduled second innings cessation time [$N + K$] _____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

APPENDIX 3B

Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time _____ (P)
 Rescheduled cut-off time allowing for full use
 of any extra time provision _____ (Q)
 Minutes between P and Q _____ (R)
 Potential overs to be bowled [$R / 4.2$] (round up fractions) _____ (S)
 Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then revert to Appendix 3A

If S is less than or equal to T then the first innings is terminated and go to Appendix 4A

APPENDIX 4

APPENDIX 4A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 3B) _____ (A)

Scheduled length of innings: [$A \times 4.2$] (round up fractions) _____ (B)

Start time _____ (C)

Scheduled cessation time [$C + B$] _____ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$A / 5$] _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____

APPENDIX 4B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings _____ (A)

Time at start of interruption _____ (B)
Time innings in progress _____ (C)
Restart time _____ (D)
Length of interruption [$D - B$] _____ (E)
Additional time available: (Any unused provision for 'Extra
Time' or for earlier than scheduled start of second innings) _____ (F)
Total playing time lost [$E - F$] _____ (G)

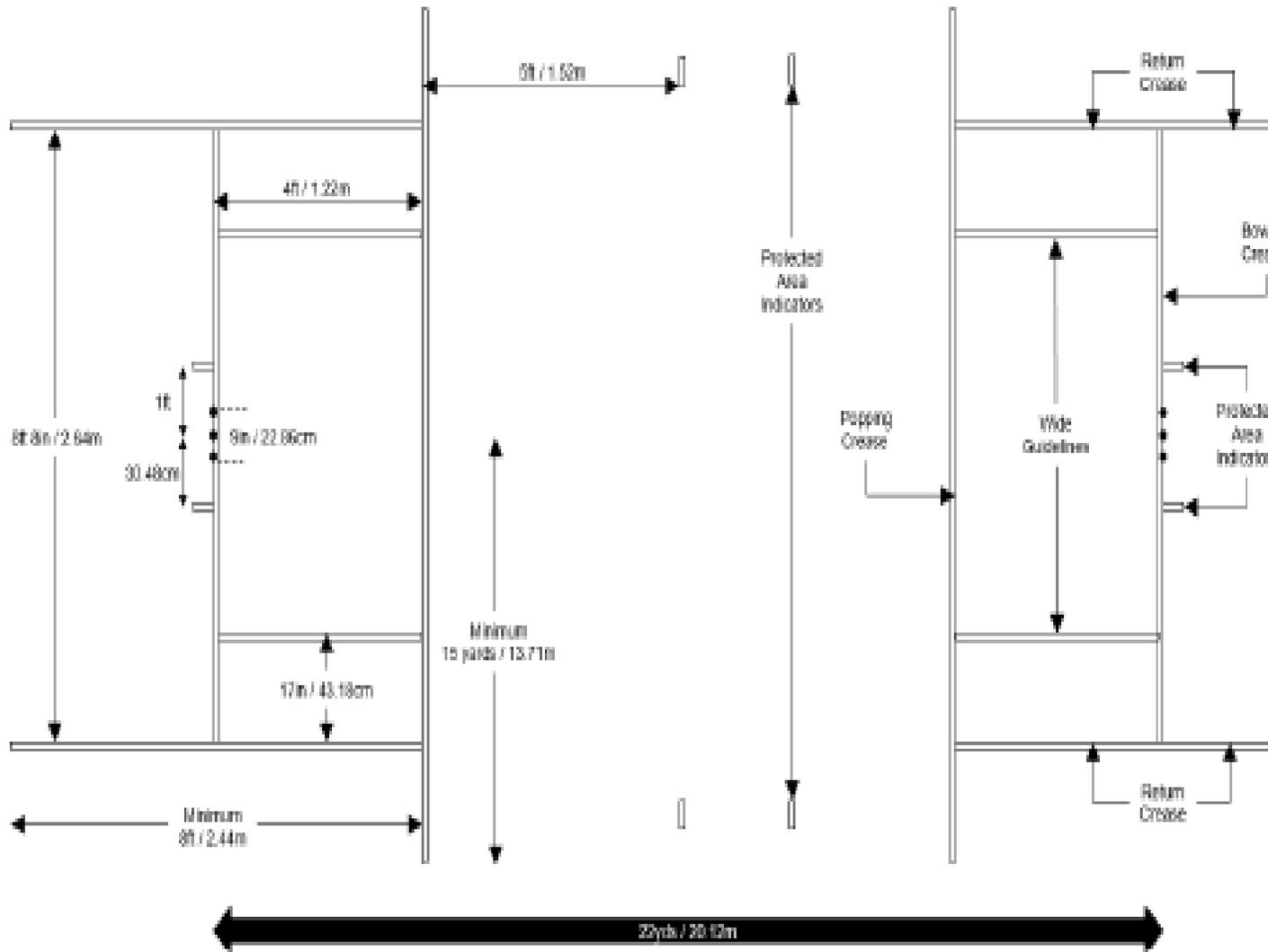
Overs

Maximum overs at start of innings _____ (H)
Overs lost [$G / 4.2$] (rounded down) _____ (I)
Adjusted maximum length of innings [$H - I$] _____ (J)
Rescheduled length of innings [$J \times 4.2$ rounded up] _____ (K)
Amended cessation time of innings [$D + (K - C)$] _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [$J / 5$] _____ **overs**

1 The pitch and the creases



APPENDIX 5 CREASE MARKINGS

Toronto & District Cricket Association

T&DCA Players' Code of Conduct

The T&DCA Code of Conduct has been formulated below. Please read through it thoroughly and acquaint yourself and your team-mates with it. The penalties for these offences have been posted. These penalties will supplement, and not replace the Constitution/By-laws. Where Constitution/By-laws have been specifically laid down, they will take precedence for applicable penalties/fines.

The Code of Conduct will be strictly adhered to and the umpire(s) will notify in writing the Grievance Committee/Board of the charges. The Captain of the side is responsible for the behaviour and conduct of the players in his team. Apart from the charged player, the Captain will also be penalized for the poor conduct of his players.

Umpires MUST file a report for any infraction of the Code of Conduct. Two copies must be filed. One to the Secretary of the T&DCA and one to the Secretary of the TCU&SC. The T&DCA and the TCU&SA may request clarification. This request must be in writing and the umpire(s) must respond promptly and only in writing.

The written charges, and any written clarification, are the only things to be considered from the umpire(s) concerned.

Important Note

Where there are separate incidents in the course of a match, the umpire should lay separate charges. If the person charged is found guilty of more than one offence, separate penalties with respect to each offence will be imposed. Penalties in such case are cumulative and not concurrent.

All charges will be laid by the officiating umpire(s) for infractions during the course of the game, including the durations of all breaks, and pre/post match periods where the umpire is ensuring compliance with issues related to the league policies including, but not limited to, filling out match sheets, proper laying/storage of mats (where applicable), ground cleanliness, payment of umpires, etc.

Board's jurisdiction: In case of any disputes and contradictions, the Board will adjudicate as to the correct interpretation and application of the Code of Conduct.

Serving of the suspension and payment of fines:

There are no suspended suspensions and no suspended fines.

Suspensions: All suspensions will be immediately applicable, as of the next scheduled league game. If the infraction was during the last played game of the season for the team/club, or if the suspensions cannot be served completely during the current season, they will apply to the player/offender from the first scheduled game of the next season for the team/club that the player is registered with.

Fines: All fines are payable before the next scheduled game or the following weekend, whichever is earlier.

Appeal process

There is NO APPEAL for a Level-1 infraction charge.

For an infraction of the magnitude of Level-2, Level-3, Level-4 and/or General Offences, a player/team/club has a right to appeal within the set time-frame, as specified with each infraction level.

This appeal, along with the appeals processing fee (dollar amount to be published shortly), has to reach the Secretary of the League, along with any documentation, pictures or evidence that relate to the case and will support the appeal. Failure to do so within the set time-frame will void the right of the player/team/club to dispute the charge, and the penalties/fines will be served as indicated.

In case of an appeal, the player can play till the appeal process is completed. The applicable fines and the fee for the appeal processing will have to be deposited with the league as per the set time-frames for the appeal process to start, failing which, the appeal will be rejected.

T&DCA Code of Conduct

Level 1 (*No appeal allowed*)

- 1.1 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings
- 1.2 Showing dissent at an umpire's decision by action or verbal abuse
- 1.3 Using language that is obscene, offensive or insulting and/or the making of an obscene gesture
- 1.4 Repeated excessive appealing
- 1.5 Pointing or gesturing towards the pavilion in an aggressive manner by a bowler or other member of the fielding side upon the dismissal of a batsman
- 1.6 Public criticism of, or inappropriate comment on a match related incident or match official. 1.7 Consumption of alcoholic beverages is not permitted at parks, private grounds, (including Maple Leaf Cricket Club and school grounds.
- 1.8 Second warning letter to a captain also requires a 1 (one) game suspension.

Applicable Penalty/Fines:

Player/Offender: 1 (one) game suspension Team/Club: None

Captain: Warning letter

Level 2

- 2.1 Repeat of level 1 offence within the same season/year
- 2.2 Showing serious dissent at an umpire's decision by action or verbal abuse (may include arguing with the umpire)
- 2.3 Inappropriate and deliberate physical contact between players in the course of play
- 2.4 Charging or advancing towards the umpire in an aggressive manner when appealing
- 2.5 Deliberate and malicious distraction or obstruction on the field of play
- 2.6 Throwing the ball, bat or any equipment at or near a player, umpire or official in an inappropriate and dangerous manner
- 2.7 Using language that is obscene, offensive or of a seriously insulting nature to another player, umpire, referee, Team Official or spectator. (It is acknowledged that there will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will look

to lay charges when this falls below an acceptable standard. In this instance, language will be interpreted to include gestures)

2.8 Changing the condition of the ball in breach of Law 42.3

2.9 Any attempt to manipulate a match in regard to the result, net run rate, bonus points, or otherwise. The captain of any team guilty of such conduct will be held responsible.

3.0 Any player who takes part in a league match whilst suspended is deemed to have committed a Level 2 offence.

3.1 Consumption of alcoholic beverages by repeat offenders will be considered to be a Level 2 offence.

Applicable Penalty/Fines:

Player/Offender: 2 (two) games suspension Team/Club: \$100

Captain: Warning letter

Level 3

3.1 Repeat of level 2 offence within the same season/year

3.2 Intimidation of an umpire or official, whether by language or conduct 3.3 Threat of assault on another player, Team Official or spectator

3.4 Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, color, descent or national or ethnic origin

Applicable Penalty/Fines:

Player/Offender: 3 to 5 (three to five) games suspension (board to decide) Team/Club: \$200

Captain: 2 games suspension (Board to decide)

Level 4

4.1 Repeat of level 3 offence within the same season/year

4.2 Physical assault of another player, umpire, referee, official or spectator

4.3 Any act of violence on the field of play

Applicable Penalty/Fines:

Player/Offender: Expulsion from the league (with possible review only after 3 years) Team/Club: \$500

Captain: 5 to 7 (five to seven) games suspension (board to decide)

General offences

The following are the general categories of serious offences, carrying the highest penalties:

- a - Gambling on matches (betting)
- b - Failing to perform in a match in return for benefit, such as money or goods (match-fixing)
- c - Inducing a player to perform one of the above actions
- d - Failure to report certain incidents relating to match-fixing or gambling
- e - Any activity, or supporting any activity, which is in direct contradiction to the establishment of T&DCA, or is detrimental to the operations of the league, in words or action

Applicable Penalty/Fines:

Player/Offender: Expulsion from the league Team/Club: Expulsion from the league

Captain (and all the registered club players): Expulsion from the league

Provision for Friendly Games

After the Association schedule has been published, no club or team shall play a friendly match, which interferes or conflicts with Association matches. Representative matches played under the jurisdiction of the Association shall take precedence over any and all club or other Association fixtures.