



TORONTO & DISTRICT CRICKET ASSOCIATION

WOMEN'S 25 OVER

MATCH PLAYING CONDITIONS for 2011

(Revised: June 10, 2011)

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PLAYERS' CODE OF CONDUCT



HOURS OF PLAY

a. The toss must be taken at 8:00 am. Games start at 8:15 am and Finish at 11:45 am as follows;

08:15am – 09:55am (100 minutes) - First Inning

09:55am – 10:05am (10 minutes) - Break

10:05am - 11:45 am (100 minutes) - Second Inning

b. If the start of the game is delayed due to rain, unsuitable field conditions or any other reason(s) not caused by either of the opposing teams, the time remaining shall be divided equally. The length of the game (overs) will be based on 4 minutes per over and any one bowler will be restricted to a maximum of 1/5 of the total overs. Start and end time of each interval, as per above, must be set and agreed to before the start of the game.

THE BALL

a. White 4-piece balls (of the following weight 4 15/16 ounces or 140g to 5 5/16 ounces or 151g) are to be used, with make and brand as specified in the T&DCA Senior Divisions Match Play Rules:

b. Opposing coaches have the right of refusal to the usage of “Used Balls” if in their opinion the ball is not up to standard, or if the make or brand of the ball is questionable.

c. Any team that is found guilty of using an illegal ball, or a ball not specified in the match play rules, would automatically forfeit any points gained from any games such a ball is used in, and would face disciplinary actions and/or fines by the T&DCA.

d. In games where an umpire is present, the umpire shall make the decision on the suitability of the ball.

PLAYING CONDITIONS

I. The matches shall consist of one (1) inning per side and each inning shall be limited as follows: -

II. Each inning will be twenty five (25) Overs or 100 minutes long, with ten (10) minutes between innings, and one water break per innings no longer than five (5) minutes .

III. Any one bowler is limited to a maximum 1/5 of the total overs.

IV. If the team fielding first fails to bowl the required number of overs by 10:40 am, the over in progress shall be completed. The inning of the team batting second shall then be limited to the same number of overs.

V. A minimum of 12 overs per inning is required for a game to be considered complete.

MATCH PLAY SYSTEM

a. Each team must present its completed 'Match Sheet', including players name and registration number, to the opposing team before the match begins.

b. The winning team is responsible for faxing one completed Match Sheet with match result to the Statistician no later than the Thursday evening after the game. Each team is responsible for updating their statistics to the league website no later than Thursday evening after the game.. Failure to update the stats on the website would result in minus 2 (-2) points to the defaulting team.

c. Should play be suspended because of bad weather, or other conditions, during the inning of the team batting first, the time shall be arranged so that each side bats for the same period of time. No adjustment shall be made to the number of overs per bowler.

d. Should play be suspended because of bad weather, or other conditions, during the inning of the team batting second, no adjustment shall be made to the end time or length of the inning. No adjustment shall be made to the number of overs per bowler.

e. Points

Win - six (6) points

Tie - four (4) points

No Result - three (3) points

Default - minus three (-3) points

Failure to update stats - minus 2 (-2) points

f. Suspension of play or expiration of time may prevent the side batting second from receiving its full quota of overs. The winner will be the side achieving the highest run rate per over during their innings. A team that has been all out, shall be considered to have received the full quota of overs

g. If at the end of the game, the scores are tied and both teams have batted the same number of Overs, that is to say, the run rate per Over is the same, as per T&D Match Play Rule 11.2 "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" The game will be a tie and each team shall be awarded 4 points.

h. Any team that fails to show-up for a game without a minimum of 12 hours notice, in addition to the penalty of minus (-3) points, will be required to pay the full umpire's fee plus a fine of \$50 for each infraction.

i. Any team that defaults 3 games in the season, would automatically be suspended from the competition and will not be accepted in the competition in the following year.

j. If the game is abandoned before each team bowls twelve (12) overs, the result is considered a 'No Result' – each team shall be awarded three (3) points each. In the event a game is abandoned due to weather conditions, it is considered a 'No Result' and will not be rescheduled.

k. Teams are not allowed to refuse to play a game, unless there are legitimate concerns for the safety of its players. Any team refusing to play shall be considered to have defaulted the game.

TOSS

a. At 8:45am all teams must have at least 7 players dressed in cricket apparel and ready to play. A team must have at least seven (7) players dressed in cricket attire in the presence of the umpire immediately

prior to the toss. A plea that seven dressed players were present at an earlier time but have now departed will be ineffective. (Cricket attire will comprise coloured clothing and pads (pad straps may be in the colour of the manufacturer, the colour to be the identical for all members of the same team, (coloured other than white, cream or any light colour), as approved by the Toronto & District Cricket Association Board of Governors. See clothing specifications on the Toronto & District Cricket Association website (www.cricketstar.net/tdca). No player can play unless she is dressed in the coloured clothing approved for her club.

The home team must have the wicket and field markings ready. If one team is ready to play at 8:45am and the second team is not, the team that is ready has the option of claiming the toss. If both teams are ready, then the toss must be taken by 8:45am. If both teams are NOT ready at 8:45am then the toss must be taken at the earliest time possible.

b. If a team is not ready to start the game by 9:00am, a penalty of one Over for every full five (5) minutes late shall be applied to the team causing the delay. An example is as follows;

i. If Team A is late by 18 minutes, then the penalty is 3 Overs.

ii. If Team A bats first, they are entitled to receive 22 Overs maximum and Team B would be entitled to 25 Overs.

iii. If Team A only receive 20 Overs due to the time limit, then Team B is entitled to 23 Overs.

iv. If Team A bats second, they are entitled to 3 Overs LESS than Team B.

c. If a team is not ready to start the game by 9:30am, that team will automatically forfeit the game and the opposing team will be declared the winner and awarded the full points.

d. The opposing team (the team NOT responsible for the delay in 8c above) through its Captain, may over-rule the automatic default rule in Section 8c and allow the game to be started after the starting time. Once the game has commenced, the decision cannot be reversed and all rules that normally applies shall be enforced.

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 20 minutes before the scheduled or any rescheduled time for the match to start.

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.

OTHER RESPONSIBILITIES

- a. It is mandatory that every batsman and wicket-keeper **MUST** wear a helmet at all times on the field of play.
- b. Each team will be responsible for its own refreshments.
- c. Coaching on the field must be restricted to over changes or fall of wickets and must never cause a delay in the progress of the game.
- d. Players must be dressed in the proper cricket apparel.

FINAL LEAGUE STANDINGS

- a. If two (2) teams finish with the same number of points, the tie with regards to the final league standings will be broken by the following: -
 1. The team with the most wins.
 2. The result of the game between the two (2) teams or Head to Head..
 3. The net run rate of both teams (T&D Match Play Rules 17.2). A team 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

4. If all of the above remains equal, a special playoff game would be arranged.

PLAY-OFF STRUCTURE

1. For the Women's Division, play-offs would be scheduled to be finished no later than Labor Day Week-end.

2. If for any reason play-off games must be re-scheduled, the Women's Coordinator must use discretion in so doing, with the objective of getting the play-offs completed on the Labor Day Week-end or soon thereafter.

3. New balls must be used for all Play-off games

4. If it rains, it is the responsibility of the Umpires, Coaches and Managers to determine if ground condition is suitable for play..

a. QUARTER-FINALS

Thirty-five (35) overs.

b. SEMI-FINALS

Thirty-five (35) overs.

c. FINALS

Forty (40) overs

PLAY-OFF RULES & REGULATIONS

All Rules and Regulations of the T&DCA Junior League Match Play shall apply, except for those stated below.

a. Each inning will be twenty-five (25) Overs or 100 minutes long, with ten (10) minutes between innings, and a water break no longer than five (5) minutes.

b. Each bowler is limited to a maximum of 1/5 overs.

c. The length of the pitch shall be marked at 20 yards. The Home Team is required to provide portable stumps for at least one end of the pitch.

d. The boundary shall be clearly marked at approximately 40 yards radius from the pitch or as agreed

to by the coaches before the game starts.

e. If the team fielding first fails to bowl the required number of overs by 10:40 am, the over in progress shall be completed. The inning of the team batting second shall then be limited to the same number of overs.

f. A minimum of 12 overs per inning is required for a game to be considered complete.

g. For an incomplete game, the winner shall be determined based on the average runs per over scored.

TORONTO & DISTRICT CRICKET ASSOCIATION

PLAYERS CODE OF CONDUCT

1). Probation.

The Board may, in addition to, or as an alternative to, any of the penalties set out hereunder impose a term of probation not exceeding two (2) years. Any subsequent offense committed while under probation will ordinarily be dealt with more severely.

2). Maximum Penalties.

Maximum penalties are intended to be reserved for the worst instances of a breach of a rule or when dealing with repeat offenders.

3). Length of Suspension.

For greater certainty, in computing the length of a suspension the months of October to April shall not be counted. This is to ensure equity in dealing with offenders who may receive suspensions near the beginning of the cricket season and those who receive suspensions near the end of the cricket season.

4). Dress.

White clothing only is permitted. No advertising is permitted. Only the name of the clothing manufacturer, test player endorsement or your club crest emblem may appear.

Breach: A reprimand to maximum of one (1) months' suspension.

5). Umpires' Coats.

Each **TEAM** in a club is required to have one (1) Umpire's gown (white) which is to be worn when a club member is officiating. The only occasion when a breach of this is permitted is when no League appointed Umpire is in attendance, and the batting team is required to supply two (2) Umpires. On such occasions, the opposing team is expected to cooperate by loaning the batting team their gown.

Breach: A reprimand to a maximum fine of \$25.00 imposed on the club.

6). Payment of Umpires.

Umpires are to be paid in full during the tea interval regardless of whether teams are satisfied with his performance, unless the umpire(s) exercise the option to collect his/their fees at the end of the game. Unsatisfactory umpiring is to be reported in writing to the Board.

Breach: a fine imposed on the club amounting to twice the amount due to the umpire.

7). Talking on the Field.

- (a) Talking is permitted between members of fielding team to each other, but not while the bowler is on his run up, and particularly not by close-to-the-wicket fieldsmen in such a way as to distract the batsmen. See Law 42.4.
- (b) No talking to the Umpires except to request information with respect to time, balls remaining, etc. or to request permission to speak to other batsman or to leave the field, etc. Absolutely no arguments follow an Umpire's decisions.
- (c) No 'baiting' or 'heckling' of opposing players. See Law 42.4

8). Unregistered or Unreleased Players.

Players must be registered and released in accordance with the Toronto & District Cricket Association by-laws and seeded players must not play in Divisions not authorized.

Breach: In addition to mandatory loss of points, the unregistered or unreleased player may himself be subject to a minimum one (1) month's suspension to a maximum of three (3) months' suspension and the club may be subject to a maximum fine of \$50.00.

9). Verbal Abuse.

No verbal abuse, racial slurs, obscene language or threats of violence are permitted, whether directed at teammates, opponents, or Umpires, or members of the Board. Any such abuse, slurs, obscene language or threats directed at Umpires or members of the Board will be treated most severely of all. See Law 42.18.

Breach: A reprimand to a maximum of ten (10) months suspension.

10). Cheating while Umpiring.

When only one league-appointed umpire is in attendance at a game, the game will proceed with the batting side providing a second umpire who will only stand at the Striker's end. In the case of a dispute, the league appointed neutral umpire may overrule the player umpire's decision. If no league appointed umpires are present, the batting side will provide two umpires. Players, when acting as umpires, are required to render decisions that are fair and reasonable, must pay due care and attention to the game while officiating, and refrain from commenting on the game, or coaching their teammates.

Penalty runs can only be awarded by the league appointed neutral umpires.

Breach: A prohibition from Umpiring for a minimum of one (1) month to a maximum of fifteen (15) months; suspension from playing up to a maximum of fifteen (15) months in cases where outright cheating is proven.

11). Assaults.

- (a) Only in the case of self-defense is any player or member of a club in attendance at a game permitted to strike another person. The amount of force permitted by way of self- defense is such force as is reasonable, in light of the nature of the assault, to ward off the aggression. Force used under the guise of self-defense which clearly goes beyond that required to ward off aggression, considering the nature and the circumstances of the assault, may be construed as an assault itself, albeit under provocation.
- (b) Players are not permitted to make threatening gestures with bats, stumps, balls, or other implements.
- (c) Balls bowled or thrown full pitch at a batsman's head ("beamers") with intent to maim batsmen are not permitted.
- (d) While assaults on players will be viewed with the utmost seriousness, assaults on Umpires and members of the Board will, in the execution of their duty, or as a consequence of any decision rendered by them in the execution of their duty will constitute an offense of the utmost gravity because it will be viewed as not just an assault on the person but an assault on the administration of the game and will constitute possibly the most severe infraction of the Code of Conduct.

Breach: A minimum of five (5) months suspension to life suspension, particularly where the game of cricket is further brought into disrepute by the laying of criminal charges.

12). Drinking.

- (a) Consumption of alcoholic beverages is not permitted at parks where cricket is played except in

areas licensed for that purpose.

- (b) While the enforcement of the Liquor Laws of the Province of Ontario are generally the responsibility of the law enforcement authorities, the Board may take action against any persons or member clubs whose consumption of alcoholic beverages at parks whether private or public puts the administration of the game in jeopardy.
- (c) Specifically, notwithstanding the imposition of any penalty by law enforcement authorities the Board may impose penalties for breaches of Liquor Laws on private grounds, (including Maple Leaf Cricket Club and school grounds).
- (d) Penalties range from minimum fines of \$25.00 to suspension for a maximum of six (6) months in the case of repeat offenders or conduct which is extremely injurious to the game.

13). 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.