



**CANADIAN COMMONWEALTH CRICKET ASSOCIATION
OF TORONTO**

TWENTY/20

MATCH PLAYING CONDITIONS for 2011



Canadian Commonwealth Cricket Association of Toronto

PLAYING RULES FOR TWENTY20 COMPETITION

(May 1st 2011)

Except as varied hereunder, the MCC Laws of Cricket (2000 Code) 4th Edition - 2010 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 twenty (20) six-ball overs. A minimum of five (5) overs per team shall constitute a match (unless either side is dismissed in less than five (5) overs, or the side batting second wins the match in less than five (5) 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 prior to the toss taking place. All 11 players must be registered with North Toronto Cricket Association as being members of the club. If a nominated player does not have his/her registration number recorded on the match sheet, the player will not be allowed to participate in the match. Each team is only allowed to nominate two (2) foreign players in a match.

(c.) THE TOSS

Eligibility

- *A team must have submitted its team list to the umpires prior to the toss. 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 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 **Canadian Commonwealth Cricket Association of Toronto** Board of Governors.*
- *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.*

*In the event that **neither** team has a minimum of seven (7) players dressed and ready to play twenty (20) minutes prior to the start of the match, the toss shall nevertheless be taken. The umpires must file a report advising the **Canadian Commonwealth Cricket Association of Toronto** 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 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.

2) HOURS OF PLAY, INTERVALS & MINIMUM OVERS IN A DAY

There will be two (2) sessions of 1 hour 20 minutes each separated by a 10 minute break.

START AND CESSATION TIMES FOR THE COMPETITION TO BE ANNOUNCED

2.2) INTERVAL BETWEEN INNINGS

The Interval between Innings shall be ten (10) minutes.

2.3) INTERVALS FOR DRINKS

No drinks intervals shall be permitted. 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 on to the field shall be dressed in proper cricket attire.

3) APPOINTMENT OF UMPIRES

Canada Cricket Umpires Association coordinator shall arrange the appointment of Umpires for the competition.

Umpires are reminded of the danger that lightning poses and should take immediate action when flashes of lightning are present in the area. As a guide, if peals of thunder are occurring at 30 second intervals or less it is time to leave the field.

4) SUBSTITUTES

Law 2.1 shall be applied as modified:

The umpires shall have discretion, for wholly acceptable reasons, to allow a substitute for a fielder or a runner for batsman, 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 2.5 shall be applied 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 Umpire
- (c) The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

(i.) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

(ii.) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five (5) wickets.

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

5) LENGTH OF INNINGS

5. I) UNINTERRUPTED MATCHES

(a.) Each team shall bat for twenty (20) six-ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b.) All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 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.

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 overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs 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 five (5) 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).

(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 10 minute interval shall be taken at the conclusion of the first innings.

If the team batting first is dismissed in less than twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs.

(d) If the team fielding second fails to bowl twenty (20) 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 five (5) 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 fifteen (15) six-ball overs per hour, (4 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 unless the latter has been all out in less than the agreed number of overs.

(c) Fractions are to be ignored in all calculations regarding the number of overs.

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 Clause 5.2(a)

(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 fifteen (15) overs per hour of time remaining (4 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.

5.2.4) DELAYED START DUE TO LATE ARRIVAL OF A TEAM

The defaulting team shall not be entitled to the number of overs that would have been bowled during the delay. For example, When batting, 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 15 overs. The fielding restriction overs will be 6. (See Appendix #1). The team bowling is not penalized. They can have the following: 3 bowlers allowed 4 overs and 1 bowler 3 overs.

(Batting or Fielding first shall not be considered). *The non-defaulting team shall not be not penalized.*

6) RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

6.1) Through-out the match, at the instant of delivery there shall not be more than five fieldsmen on the leg side. In the event of an infringement, the Square Leg Umpire shall call and signal 'No Ball'.

6.2) Two semicircles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each semi-circle is thirty (30) yards (27.5m). The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. (Refer to **APPENDIX 2**.)

The field restriction area should be marked by continuous painted white lines or 'dots' at five (5) yard(4.5m) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven (7) inches (18cm) in diameter.

a) For the first six (6) overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

For example, if a team is fielding with only seven (7) players, then they cannot have any players outside the thirty (30) yard circle for the first six (6) overs. Beyond the first six (6) overs they will only be able to have one (1) player outside of the thirty (30) yard circle. For the remaining overs, a minimum of four (4) fielders plus the wicket-keeper and bowler must be inside the field restriction marking at the instant of delivery. This restriction has to be met before section 6.2a can apply.

For the remaining overs, a maximum of five (5) fieldsmen, are permitted outside the field restriction marking at the instant of delivery.

6.4) Where play is delayed or interrupted affecting the innings of the team batting first and the total number of overs available is reduced. Then the number of overs in regard to field restrictions shall be reduced proportionately by multiplying the total number of overs by 30% - in accordance with the table below. Fractions to be ignored in all calculations re- numbers of overs.

6.5) Where the innings of the team batting second is delayed or interrupted for the first time, the number of overs in regard to field restrictions shall be reduced as per above, restriction will not be re-calculated for any further interruptions of the team batting second.

APPENDIX 1

Total Overs in an Innings	No. of Overs for which Fielding restrictions apply
5 - 6	1
7 - 9	2
10 - 13	3
14 - 16	4
17 - 19	5
20	6

In the event of an infringement of the above fielding restrictions, the Square Leg Umpire shall call and signal 'No Ball.'

7) NUMBER OF OVERS PER BOWLER

7.1) No bowler shall bowl more than four (4) six-ball 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.

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

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) A bowler shall be allowed to bowl one short-pitched delivery per over (not being a wide or no ball).

8.2) 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.

8.3) In the event of the bowler bowling more than one (1) fast short-pitched delivery in an over, the umpire shall call and signal "No Ball". The penalty shall be one run for the no ball, plus any runs scored from the delivery.

8.4) The above regulation is not a substitute for Law 42.6, which umpires may apply at any time.

8.5) 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

NOTE - the provisions of Clause 8 - Wide bowling shall supersede the provisions of one (1) allowable fast short-pitched delivery per over. Short Pitched Bowling - if the ball passes or would have passed above the head height of the striker standing upright at the crease, the bowler's end Umpire shall call and signal 'Wide'.

8.6) Free Hit after a foot-fault no ball.

The delivery following a no ball called for a foot-fault (Law 24.5) 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.

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 a wide ball.

8.7) Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

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.

9) WIDE BOWLING - JUDGING A WIDE

Law 25.1 Judging a wide law 25 shall apply with the following additions

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

9.2) Any offside delivery, which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score, shall be called a wide.

As a guide any ball pitching and going down the legside without first making contact with the batsman's bat, person, or equipment shall be called and signaled a wide.

9.3) 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.

10) **THE BALL**

10.1) The following balls are to be used in the Twenty20 matches:

Kookabura Club Match white 4-piece

Kookabura Regulation white 4-piece

10.2) The umpires shall be given the match balls prior to the start of the match, and 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, or any other disruption in play.

10.4) In addition to the Match Ball, each team must have available two (2) good used balls of varying condition (e.g. one that was previously used for approximately 10 overs, and one used for approximately 15 overs). These balls will be presented to the umpire(s) 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 out of 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 five (5) 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 five (5) overs or unless the team batting second scored enough runs to win in less than five (5) 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 five (5) 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 current Duckworth/Lewis 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 five (5) overs, shall be declared no result.

If the innings of the side batting second is suspended (with at least 5 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) **TIE**

In matches in which 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.

The two teams will then participate in a bowl out to determine a winner. **See Appendix #3**

11.3) **DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE**

FOR ALL DIVISIONS - USING 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 5 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 current Duckworth/Lewis method and the 2002 updated resource tables. The target set will always be a whole number of runs and one (1) less run will constitute a tie.

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) WICKETKEEPER'S GLOVES

Law 40.2 –Wicket-keepers' gloves webbing restriction will not be enforced.

14) THE BOWLING OF FAST, SHORT-PITCHED BALLS (Law 42.6(a))

(a.) A bowler shall be limited to one (1) fast short-pitched delivery per over.

(b.) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

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

(d.)In addition, for the purpose of this regulation and subject to Clause 14(f) 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'.

(e.) 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.

(f.) In the event of a bowler bowling more than one (1) fast short-pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

(g.) 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.

15) THE BOWLING OF HIGH FULL-PITCHED BALLS (Law 42.6 (b))

Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not it is likely to inflict physical injury to the striker.

In the event of a bowler bowling a high full pitched ball as defined above (ie. a beamer) the umpire at the bowler's end shall, in the first instance call and signal 'No Ball', and when the ball is dead, caution the

bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding team and the batsmen at the wicket of what has occurred.

Should there be any further instance by the same bowler in that innings, the umpire shall call and signal 'no ball' and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over in progress 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.

The umpire will then report the matter to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side. The umpires will then report the matter to the **Canadian Commonwealth Cricket Association of Toronto**.

16) DELIBERATE BOWLING OF HIGH FULL PITCHED BALLS (Law 42.8)

Law 42.8 Shall be replaced by the following:

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allow the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Report the occurrence as set out above in (15).

17) POINTS SYSTEM

17.1) (a) Six (6) points for an outright win

(b) Three (3) points for a "NO-RESULT" match.

18) PROTECTIVE HELMETS AND EQUIPMENT

(a) In order to eliminate any waste of playing time caused by the removal from the field of fieldsmen'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 must 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 at the fall of a wicket or at the next interval.

(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 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 if keeping up. Captains are responsible for enforcing the regulation in Clauses (e) and (f).

19) 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 42. Umpires must report any case of obvious dissent or misconduct, even though the player's Captain may have taken effective action (Refer Law 42.18).

All reports shall be submitted in writing as soon as possible to the **Canadian Commonwealth Cricket Association of Toronto** and to the Secretary of the Club concerned.

20) PENALTY RUNS

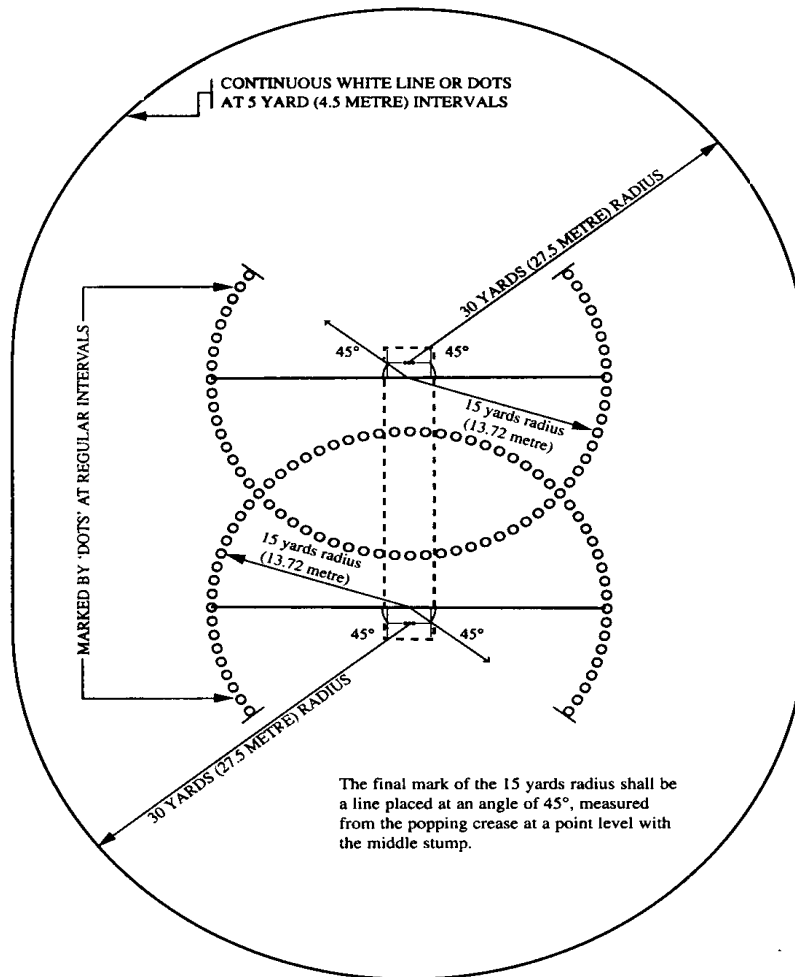
Law 42 will be modified as follows:

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 **Canadian Commonwealth Cricket Association of Toronto**.

The number of penalty runs awarded will be five (5) as set out in Law 42. (However, all of the conditions and procedures for the awarding of penalty runs, as set out in Law 42, will prevail). Penalty runs awarded for slow over rates should also be included in the report

APPENDIX 2

FIELD RESTRICTION



APPENDIX #3

The following procedure will apply should the provision for a bowl out be adopted in any match.

- 1.) Subject to weather conditions the bowl out will take place on the day of the match at a time to be determined by the umpires.
- 2.) The bowl out will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires by the umpires in consultation with the ground authority.
- 3.) A full set of stumps including bails, will be pitched at both ends of the designated pitch
- 4.) The bowlers will bowl from the same end.
- 5.) **Canadian Commonwealth Cricket Association of Toronto** will ensure there is an adequate supply of dry, used balls.
- 6.) The captains shall toss a coin for the right to decide which team bowls first or second in the bowl out. The umpires will supervise the toss.
- 7.) The captains shall nominate their five bowlers to each other and the umpires prior to the toss. In the event of an injury during the bowl out, the injured player may be replaced by another bowler.
- 8.) The wicket keeper will not be permitted to stand up to the stumps.
- 9.) No bowler will be allowed a practice delivery.
- 10.) The umpires will stand in their normal positions and will be responsible for officially recording the number of 'hits' on the wicket. Their decision shall be final as to the result. They are also responsible for making sure only the chosen bowlers actually bowl, and that no bowler bowls more than once until permitted to do so.
- 11.) The bowls are taken alternately by the team.
- 12.) The team with the most number of 'hits' after five bowls shall be declared the winner.
- 13.) If, after both teams have taken five bowls, both have scored the same number of 'hits' on the wicket, or have not scored any 'hits' bowls continue to be taken in the same order until one team has scored more 'hits' than the other team from the same number of bowls. That team shall be declared the winner.
- 14.) Each bowl is taken by a different player and all 10 eligible players (the wicketkeeper shall not bowl) must bowl a delivery before any player can take a second bowl.

- 15.) Only the eligible players and match officials are permitted to remain on the field of play when the bowls are being taken.
- 16.) All players, except the bowler at the time and the wicketkeeper, must remain just outside the 30 yard circle at mid-wicket.
- 17.) Unless otherwise stated by the on-field umpires, Law 24 shall apply. In case of an infringement the umpire shall call 'no-ball' and the delivery shall be considered a miss and will not be retaken.

Canadian Commonwealth Cricket Association of Toronto Code of Conduct & The Spirit of Cricket

POLICY STATEMENT

As stated in the Constitution, the objective of the CCCAT is to *organize and to promote the game of Cricket* which implies improving the level of playing excellence, enhancing the prestige of cricket and fostering the spirit of sportsmanship among all cricketers. In furtherance thereof, the CCCAT shall control, organize, foster, improve, aid and extend the game of cricket. Consistent with these objectives, the Executive Committee will do its utmost to ensure that all matches and league events will be played at the highest possible level of integrity and fair play so as to provide opportunities for all players and spectators to experience and enjoy the game at its best.

PLAYERS' CONDUCT

The NTCA will place high emphasis with all aspects of player behavior in our Cricket. The areas of major concern and those completely unacceptable, to the CCCAT are:

1. The use of offensive language - generally as a disparaging remark to an opposing player or toward an Umpire, or even as an expression of frustration or self admonishment. This includes racial vilification (any act that is reasonably likely to threaten, disparage, vilify, offend, insult, humiliate or intimidate another person or group based on race, religion, descent, color or national or ethnic origin).

Sledging or making offensive gestures or hand signals or deliberately distracting an opponent - See (5) under Responsibilities.

The questioning/disputing of the Umpire's decision - often in an aggressive or sarcastic manner. This applies equally to dismissals and unsuccessful appeals as to the judgment of calls on no-balls, wides, byes, etc.

The excessive number of frivolous appeals - primarily aimed at pressuring and intimidating the Umpire into a favorable decision.

The actions of the dismissed batsman - in failing to leave the crease promptly on being given out and any equipment abuse (e.g. banging the bat into the ground or against the fence or self, etc and/or throwing the bat or equipment during or after his return to the batting side's camp).

Send offs - usually to a dismissed batsman by the bowler or a member of the fielding side. This can often inflame the situation and lead to a more serious altercation.

It is the responsibility of everyone involved with the CCCAT Club Officials, Team Captains and especially the Players, to ensure a return to the levels of conduct and sportsmanship traditionally inherent in the Game.

RESPONSIBILITIES

The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

Players and Team Officials shall not at any time engage in conduct unbecoming to a player or team official that could bring the game into disrepute.

Players and Team Officials must at all times accept the Umpire's decision. Players must not show dissent at the umpire's decision.

Players and Team Officials shall not intimidate assault or attempt to intimidate or assault an umpire, another player or spectator.

Players and Team Officials shall not use crude or abusive language nor make any offensive gestures, nor appeal excessively nor sledge. **Sledging** is the practice whereby players seek to *gain an advantage* by insulting or verbally intimidating the opposing batsman. The purpose is to try to weaken the opponent's concentration, thereby causing them to make mistakes or to underperform. Alternatively put, the aim is to distract the batsman into making a fatal mistake and being dismissed. Sledging thus tries to "break the flow" of the batsman's game. It can be effective because the batsman stands within hearing range of the [bowler](#) and certain close [fielders](#); and *vice-versa*. Sledging may be direct or feature in conversations, among fielders, designed to be overheard.

Players and Team Officials shall not make any public pronouncement or comment that is detrimental to the game in question.

Clubs must take adequate steps to ensure the good behavior of their members and supporters toward players and umpires.

APPLICATION AND INTERPRETATION OF CODE

This Code shall apply to:

Players, Team Officials, League Officials and is applicable to all CCCAT sponsored games.

All players, club members, league officials while they are participants or spectators at CCCAT sponsored games.

JURISDICTION

The CCCAT retains jurisdiction over all players, team officials and club members during CCCAT sponsored events and who are physically present within the perimeter of said events.

BACKGROUND PRINCIPLES

General

All players registering for play in the CCCAT acknowledge that they have read and accepted the Code of Conduct.

Umpires

The Umpires are the sole judges of fair & unfair play and can intervene without appeal. The Umpires may intervene at any time; it is the responsibility of the Captains to take action when required. The Umpires are authorized to intervene in the cases of: Time Wasting, Damaging the pitch, intimidating bowling, tampering with the ball or any other action that they consider to be unfair.

*Umpires are encouraged to report what they deem inappropriate, to the CCCAT. **Umpires must report all incidents involving misbehavior of any kind.** The CCCAT shall extend it utmost support to all umpires, at all times.*

Captains

There are two Laws, which place the responsibility for the Team's conduct firmly on the Captains.

The Captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

*In the event of any Player failing to comply with the instructions of the Umpire, criticizing his decision by word or action, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the Umpire concerned shall in the first place report the matter to the other Umpire and to the **Player's Captain** requesting the **latter to take action**. Captains must comply with the umpires' directives...*

The Spirit of Cricket

The Spirit of Cricket involves respect for: Your opponents, your own Captain, Team and Club, The role of the Umpires, The game's traditional values.

It is against the Spirit of the Game to:

- *Dispute an Umpire's decision by word, action or gesture*
- *Direct abusive language towards an opponent or Umpire*
- *Indulge in cheating or any sharp practice, e.g.*
- *Appeal, knowing the batsman is not out*
- *Advance towards an Umpire in an aggressive manner when appealing*
- *Seek to distract an opponent either verbally or with persistent clapping or unnecessary noise, such as but not limited to belching, under the guise of enthusiasm and motivation of one's own side*

Violence

There is no place for any act of violence on the field of play.

Players

Captains and Umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Actions

In the event of a player failing to comply with the instructions of an umpire or criticizing his decisions, the umpires should in the first place give the player a verbal warning and request the assistance of the captain to remedy the situation. If this proves ineffective, the Umpire shall report the matter to the executive body. Should the nature, the gravity or the seriousness of the alleged incident be not adequately or clearly covered by this document, the charges may be laid under the following categories:

- Unfair play, Conduct that brings the game into disrepute, Refusal to comply with umpires' instructions.

CLUB OFFENSES

- Any infraction which involves 4 or more members of a team in a single occurrence shall be attributed to the Team and shall be considered a Club infraction.
- Infractions by any official of a Club shall be attributed to the club, if at the time of the infraction that person was acting in his official capacity and was acting on behalf of the club.
- Unfair play perpetrated by the team and sanctioned by the Club.
- Any conduct of the team and/or club that bring the game into disrepute.

ACCEPTANCE

This document must be signed by all Captains and Vice Captains of Each Team, signifying their intention to abide by bylaws of CCCAT.

Team_____

Captain_____

Vice-Captain_____