



2011 BCMCL Playing Rules
(50/45 overs)

Updated March 9th, 2011

Please note that these Rules are formatted to follow the Laws as set out in MCC Code 2010 and are set out in that order. The playing rules will follow the MCC 2010 code and current ICC Playing Conditions except where there are local rules, which shall then prevail.

Pre Match Local Rules:

It is the duty of the captains to decide on the fitness of the ground for play **at least 2.5 hours prior to the scheduled starting time** on the match day. If they cannot agree, the teams must report to the ground for a further ground inspection. In the event of further disagreement and if appointed umpire or umpires are absent, the match shall begin. IF THE CAPTAINS TOGETHER ABANDON THE MATCH, THEY (BOTH) MUST INFORM THE LEAGUE SECRETARY & UMPIRES/SCORERS COORDINATOR BY THE ABOVE TIME TO AVOID BEING BILLED FOR THE ATTENDANCE OF MATCH OFFICIALS (Includes 'club' umpires).

Between 30 to 15 minutes before the scheduled start of play, if either team does not have a minimum of 8 players at the ground in view of the umpire(s), and ready to play, the toss shall be delayed by the umpire(s). At 15 minutes before scheduled start of play, if one team has less than 8 players as described above, the toss shall be awarded to the team which has at least 8 players present. (Also see local late start rules below).

It is traditional that both teams have a separate scorebook. The home team is responsible for holding the match, so they must have at least their equipment to make the game possible.

If the Stumps, bails & standard score book are not provided BY THE HOME TEAM (FIRST NAME ON SCHEDULE – Even at Brockton Point Fields), the umpires will keep reducing the batting innings of the offending 'home team' till a minimum of TWENTY overs cannot be batted by the home team. (120 minutes is the maximum delay allowed). In that event, they would forfeit the match to the other team.

Both teams should have a stat sheet, but the game should not be delayed for the stat sheet.

If Crease markings, (15 yard circles & 30 yard circle & Danger Area marks, 5 feet in front of both batting creases at edges of mat where powerplays are used), and boundaries are not marked, the umpires will delay the start of the match. The umpires will keep reducing the batting innings of the offending 'home team' till a minimum of TWENTY overs cannot be batted by the home team. (120 minutes is the maximum delay allowed). In that event, they would forfeit the match to the other team.

Local rule: The toss (MCC - 12.4 & 5)

MCC (2010) - At least one umpire must be at the field of play between 30 and 15 minutes before the scheduled start of play. **If there is no umpire, the toss cannot take place & this will delay the start of play. However, BCMCL captains together, may choose to toss & begin the match with stand-in umpires of their choice & report late umpires on Stat sheet.**

LATE UMPIRES or SCORER

Appointed **VCU&SA/Club umpire/s** are expected by law (3.1) to be present at the field of play 45 minutes before the scheduled start of play. (The umpire/s should be there anyway to accept the nomination of players in writing). **They must be present for the toss & if reported by the two captains on the stat sheet that either umpire was not there for the toss, (which may take place between 30 & 15 mins. before scheduled start), the following will apply;**

1) A VCU&SA umpire will lose 15% of match fee. A Club Umpire will cause a fine of 15% of ('No show'- Governing rule #34). A VCU&SA Scorer* not there with umpires at 15 minutes before scheduled start will lose 15% of match fee.



2) If the appointed **VCU&SA Official/Club umpire/s arrive just after the start of play (up to 15 mins.)** the two captains together, shall allow them to stand/record the match. As the Official/s is/are allowed to stand, the VCU&SA will deduct **30%** of scheduled umpire’s fee or scorer’s fee. The BCMCL will charge club **30%** of the Club Umpire “No Show”

3) If the appointed **VCU&SA Official or CLUB umpire/s is/are not present for up to 1 hour of play**, both **captains must keep the team officials who started the match & not allow the appointed VCU&SA or CLUB officials to stand in/record the match. (following Law 3.2).**

Both Captains must fill & sign above, The VCU&SA will deduct 100% of the scheduled VCU&SA fee. BCMCL will charge club 100% of “No Show”.

(Note: Stat sheet must be changed to have following boxes) – write time & both captains sign. Umpire 1)

	absent till _____	–	_____	Both Sign
Umpire 2)	absent till _____	–	_____	Both Sign
Scorer:	absent till _____	–	_____	Both Sign

An umpire may be late due to his own fault (i.e. not leaving any margin for traffic problems, but these may be unusual – road closure due to a bad accident & other emergencies). However the law states that umpires should be there 45 minutes before the scheduled start. This would allow an umpire a 15 minute margin for traffic problems.

Any appeal (email or fax only) within 24 hours of match date by VCU&SA or Club Umpire shall be directed to the **League Secretary & Chairperson of BCMCL P&D Committee**. The Chairperson, after consultation with committee, will make a **final** resolution considering matters brought up in the appeal & inform the person/s within 4 days of the appeal, in writing. (The P&D chairperson’s email & fax number shall be displayed in the handbook along with those of Management Committee). If the appeal was made by a VCU&SA official, the VCU&SA Secretary shall be informed of the final resolution

The toss must be made between 30 and 15 minutes before scheduled start of play (subject to the above rule). Once made, the winning captain shall notify his counterpart of his decision to bat or bowl **immediately**, once notified, the decision cannot be changed. If he does not adhere to this rule, the losing Captain shall be deemed to have won the toss by default & must immediately decide whether to bat or bowl & inform all. (See 1.3 below).

Local Dress Code:

All players on a club team must wear white or cream coloured clothing - including a shirt with a collar & long pants & white or cream coloured pads when using a **Red ball**. All players on a club team must wear the specified coloured uniform & coloured pads of their club, if using a **White ball**. - Players who do not comply will not be allowed to play in the match. Players shall endeavour to keep their shirts tucked in. Protective pads other than batting or wicket keeping leg and /or arm guards and helmets (for example: boxes, thigh pads, rib pads, abdominal guards, etc.) must be worn underneath shirts and trousers.

BATSMAN WALKS IN TO BAT, BUT IS NOT IN SPECIFIC CLUB UNIFORM - TREATED AS DELAY OF GAME;

Immediately a batsman is told to go off & change 5 penalty runs are awarded to the fielding side for every full or part of 3 minutes delay.

i.e. if told to go off = 5 penalty runs. Up to 3 minutes after that - still 5 penalty runs

3+ to 6 mins. = 10 penalty runs & so on.

IF TEAM IS FIELDING: If 1 to 3 players don’t have specific club uniform, they can’t play till they are in uniform. (See above).

If they walk into field with 4 or more players out of uniform, (they do not have 8 players ready to play in front of the umpire). The umpire will direct captain to have all players leave field till 8 players have their uniforms. He will immediately start reducing overs of their batting innings per late start rule - One over per 3 minutes or part thereof.

If they have to wait till their uniforms get to the field, & they go over a 30 minute delay - under late start rule - they will forfeit the match.

By local rule (above), when a white ball is used, all players on a team are required to wear the specific uniform of the



team/club. **They can't wear any other coloured shirts/pants/pads.** Again they will be requested to leave the field. If they refuse & the delay is 30 minutes or more in either innings, their team will forfeit the match. **(Late start rules are followed since these players are treated as if they are not at the match).**

Special Brockton Point Rules:

First named team in schedule is 'Home Team'. They are responsible for marking creases, **Danger Area marks, 5 feet in front of both batting creases at edges of mat**, (15 & 30 yard circles where powerplays are used) & having stumps, bails & scorebook at the field. Second named team is 'Away team'. They are responsible for setting up & putting away Scoreboard, Sight Screens & Boundary marking. Umpires will treat delays to the start of play per Pre Match Local Rules – above.

(If reported by officials or public, the management committee will assess penalties to Clubs whose teams do not put equipment away or do not pick up garbage after a match).

Any teams at Upper & Lower Brockton using playing strips other than the artificial wickets shall be fined \$50.00 for each offence.

No practice of any kind is permitted at Upper Brockton, except on match day. See Law 17 Practice on the pitch.

Local Ground rules for trees overhanging the boundaries – **ANY GROUND:**

A ball (full off the bat) that strikes any part of an overhanging tree/object, that is rooted/grounded outside the boundary, shall be scored as six runs. Such a tree/object is considered to be beyond the boundary, so a player cannot be caught, if in the umpires' opinion the ball (as above) has hit any part of such a tree/object.

Local Late Starts (ALL DIVISIONS) – also see Dress code above.

When caused by one team not being present at field or not having sufficient number of players present at the scheduled start time of any League or Playoff match (see pre-match local rules above):

- i. One over per three (3) minutes or part thereof will be lost to the offending team in their batting innings.
- ii. During this shortened innings, there will be no change to the normal bowling maximums.
- iii. Thirty (30) minutes after the scheduled starting time, the match shall be forfeited by the offending team.
- iv. The forfeit must be reported to the League Secretary, and Statistician via Stat. Sheet, by the winning Captain **and** the Umpire(s).

Law 1.1 - Number of Players

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain. By agreement, before the toss, a match may be played between sides of more or less than 11 players, but not more than 11 players may field at any time.

Law 1.2 - Nomination of Players

Before the toss, each captain or deputy shall provide a written list of the names of the 11 players to the umpire/s.

(MCC Law 2010 – A deputy who is not himself 'nominated' cannot conduct the toss or make a decision to bat or field.)

After the toss, no player's name may be changed without the consent of the opposing captain. If consent is given, this replacement player is not a substitute, and may take part as a nominated player.

Local Rule: However, no name changes to the team list are permitted after the start of the game under any circumstances by any person, including the opposing captain.

The team list must clearly indicate all players' names and ID Nos. Without prior agreement in Law 1.1, Only 11 players & one 12th man may be on the list. Junior players, (under 19 at the start of the season – Last weekend of April) must be identified on the team list as (Jnr). All General League rules for junior players shall be strictly followed.

If there is a dispute about any player's identity, that player must produce **properly recognized & acceptable picture ID** to the opposing Captain and/or Umpire(s). Failing this, he will not be allowed to start or continue the match until his ID is satisfied. Such activity must be reported to the League Secretary within 4 days of the match.



Law 1.3 – Captain

If at any time, after nomination of players & during the match, the captain is not available, a deputy shall act for him. The deputy must be one of the 11 nominated players.

Law 1.4 – Responsibility of Captains.

The captains are responsible and answerable for all behaviour and fair play per the League Code of Conduct; MCC Preamble – The Spirit of Cricket and Law 42. - Fair & Unfair Play.

Law 2 - Substitutes and Runners etc; (For all divisions)

Substitute Laws shall apply, for example: Players ill/hurt after nomination – fielding substitute and a runner while batting - allowed. Other acceptable reasons are at umpires' discretion per MCC Laws. **(No substitute for 'washroom' & other voluntary breaks).**

Following is based on new ICC Cramp directive – Effective in all matches after 1 October 2010

- a. Cramps should be considered as an injury or illness as provided for in **Law 2.1** (a) – Substitutes and Runners
- b. The onus remains with the on-field umpires to satisfy themselves that the cramp is genuine.
- c. Provided they are so satisfied, a player suffering from cramp shall be allowed a substitute to act for him in the field or as a runner when batting.

Law 2.5 shall be per ICC rules. In summary – Penalties for player absence from field shall begin from 8 minutes or more and they cannot bowl for the total length of time absent. The above player is also not allowed to bat in a later innings, until the time that he has been back on the field and/or the time that his side's batting innings has been in progress equals or exceeds his time absent, or if earlier, when his side has lost 5 wickets. This rule applies to internal injuries (pulled muscles, exhaustion, cramps etc). External injuries allow player to return when possible. Exceptional and acceptable cases are at the discretion of the umpires.

Local rule: Any player with a bleeding injury must go off the field to be treated. The injured player shall not return to play until bleeding has been stopped by secure bandage or other appropriate means.

2.6 Player returning without permission

If a player comes on to the field of play without the consent of the umpire and comes into contact with the ball while it is in play,

(a) the ball shall immediately become dead and the umpire shall award 5 penalty runs to the batting side. Additionally, runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence. The ball shall not count as one of the over

Law 3 - The Umpires

3.7 – The umpires shall be the sole judges of fair and unfair play.

3.8 Fitness for play.

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

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

9. Suspension of play in dangerous or unreasonable conditions

(a) All references to ground include the pitch. See Law 7.1 (Area of pitch).

(b) 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 to recommence.



(c) 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 players 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.

In summary:

If both umpires, at any time, have agreed that any conditions are **dangerous or unreasonable**, they must suspend or not start play. **(i.e. Umpires, together, are solely responsible for stopping play)**. If both umpires, at any time, have agreed that conditions are **unsuitable** they will offer a start, restart or continuation of play. **If both captains agree to start, restart or continue match**. Either captain may appeal later & umpires will accept the appeal if they feel that weather or ground conditions are the same or worse to when they offered it to the captains.

If both umpires cannot agree, then whatever was happening will continue; for example, if not started – don't start. If match is on – it continues.

MCC (2010) - LIGHT will not be offered to the batting side, because one side alone is able to decide whether play continues or not & this was inherently unfair, & also leads to delays. For Limited Over matches, these delays can be very important.

Local Rule: In BCMCL Upper Divisions, where VCU&SA umpires are present, **LIGHT will not be offered to batting side**. Whether to play or not will be decided solely by the umpires. In Lower divisions with club umpires, decisions about LIGHT shall remain as it was in the past. When both umpires agree that the light is **unsuitable**, they will offer it to the batsmen at the crease. The batsmen may continue if they wish, and can appeal later. Umpires will allow an appeal if they feel that the light is the same or worse to when they offered it to the batsmen. If an innings has not started due to unsuitable light, the umpires will offer the batting captain the above choice.

Law 4 – The Scorers

Where only one official scorer is appointed, he/she will be responsible for all scoring activity.

Local Rule - Law 5 – The Ball

A new ball shall be used for each innings. Only the official 'League approved' balls shall be used. The League shall notify the Clubs of the 'approved' balls before the season begins. Both teams shall give their match ball to the umpires before the toss. If one team does not have their match ball it shall be treated as a delay of start as above. Replacements are per MCC & ICC rules.

Law 6 – The Bat – In addition – will be standard flat face bat per MCC & ICC rules.

Law 7 – The Pitch

Natural, covered natural or artificial pitches may be used. While captains can agree to play on any pitch, natural, artificial or covered natural, the umpires are the sole judges whether play takes place or continues – based on Law 3 they will consult captains for agreement, if none their decision will stand.

No spiked footwear is permitted on any artificial pitch or a natural one that has a covering. An offending player's club will be billed for damages by the League upon immediate report.

Laws 8 – 11 Wickets, Creases - , Playing area and run-up covering may be used before toss: These shall be removed at earliest opportunity if play is expected.

Whenever possible the bowlers run up should be covered to keep it dry. Unless agreed to before toss, pitch covering shall only extend to 5ft in front of batsman's crease.

Local rule: The pitch shall not be watered during the match. However, when re-setting a displaced non-turf covering during a match caused by player movement or effects of rain is necessary; it preferably should take place between innings and minimal watering of pitch is allowed, if needed. In addition - ICC – ODI field markings shall be added.



Law 12 Innings

In general, ICC ODI Playing Conditions shall be used. (for Elite, Premier and 1st Div. 50 overs max.) (for Div. 2 & Lower, 45 overs max.) 12.4 The toss is in Local Rule above.

Local Rule – Slow Play:

Slow play will not be tolerated. In all cases allowances will be made by Umpires for unforeseen delays caused by weather, wet ball, injury etc.

Elite, Premier and Div 1:

50 overs must be completed by 1st fielding team in 3.5 hrs (3:30pm for a scheduled 12:00 pm start). The umpires together, will give two or more warnings (many – if needed) to the fielding Captain for a slow over rate (Less than 15 overs per hour). If after above warnings 50 overs have not been completed in 3.5 hrs, the umpires will deduct one over for every full four mins. over 3.5 hours from the fielding team's innings at bat.

During the 2nd innings, if the 2nd fielding team fails to complete their 50 overs within 3.5 hrs. with warnings as above, 6(six) runs will be credited to the score of the team batting second for every full 4 minutes of extra time taken. If any credited runs cause the total score of the team batting 2nd to pass that of the fielding team, the team batting 2nd will be deemed to have won the match, if not, the remaining overs will be bowled.

Div. 2 & Lower

Warnings & penalties for slow play shall be as above, but 45 overs must be competed in 3 hours and 10 minutes. Overs will be deducted from first fielding team when they bat, & penalty runs awarded against slow play by the 2nd fielding team as above.

ALL DIVISIONS, Time-wasting by either batsmen or fielders will be handled per infraction according to Law 42.

12.4.2 Delayed or Interrupted Matches

(ICC Rules for Elite, Premier & Div 1. Local rules for Div 2 and lower):

- a) Delay or interruption to the Inning of the Team Batting First (**Premier and Div. 1**) (Use ICC Appendix 2)
- (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, (4.2 minutes/over) which is inclusive of the provision of drinks intervals, in the total time available for play (420 mins. – see ICC Appendix 2).
- (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- b) Delay or Interruption to the inning of the Team Batting 2nd (**Premier and Div. 1**) (Use ICC Appendix 3)
- When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, (4.2 minutes/over) which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- c) Delay or interruption to the Inning of Team Batting First (**Div. 2 and Lower**)
- EACH teams' innings shall be reduced by one over for every full eight minutes of playing time lost and fractions thereof are ignored. Example: 46 mins. lost = $46/8 = 5$ overs lost to each team. (Ignore the $6/8$ fraction left over).
- d) Delay or interruptions to the Inning of Team Batting 2nd (**Div. 2 and Lower**)
- The 2nd team's innings at bat will be reduced by one over for every full four minutes of playing time lost and fractions are ignored. Example: 22 mins. lost = $22/4 = 5$ overs lost. (Ignore the $2/4$ fraction left over).



For all divisions: To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier. (If less than 20 overs are possible for either team then the match is deemed to have been abandoned.)

The Elite, Premier and 1st Divisions will use Duckworth-Lewis to determine targets and the winner.

In Divisions 2 & Lower the winner shall be the team that has scored the higher runs-per-over average rate. The total number of overs batted by each team shall be used in the calculation.

12.6 Number of Overs per Bowler (All Divisions).

No bowler shall bowl more than 1/5th of the maximum allowed overs in an innings in any match.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than 1/5th of the total overs allowed after interruptions.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down/suspended and thus unable to complete an over, another bowler will be allowed to 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. (Per Law 22, no bowler shall bowl consecutive overs in full or in part).

(Laws: 13 Follow-On & 14 Declaration & Forfeiture) - shall not apply. (Note: Declarations are not allowed in One Day matches)

Local Rule: Law 15 Intervals.

The Tea Interval shall be between innings – 20 mins. A maximum of 2 Drink Intervals – max. 5 mins. each - to be taken on the field of play or its edge after 70 & 140 minutes of continuous play in 50 over matches. On cool days or days with weather breaks, if agreed to beforehand, the captains may request only one break. 45 over matches will have one drinks break after 23 overs or if agreed beforehand, after 15 & 30 overs. Fielding Captains must complete the allotted overs at 4.2 minutes per over (See Law 12 – Slow Play)

Individual drinks per ICC rules. (At boundary or at fall of wicket, without delay to match). At any time, by agreement of captains, any interval may be foregone and the umpires and scorers so informed.

Law 16 Start of Play, Cessation of Play:

Local Rule: Scheduled start of play is 12:00 noon for Premier and 1st Division. For other divisions the start time is 12:30 pm. Other times may be otherwise published by the LEAGUE due to special conditions for grounds & playoffs etc.

Law 16.6 to 16.8 (Last hour) shall not apply & **16.9 to 16.11** (Conclusion & Last Over) apply according to ICC ODI & local rules.

Law 17 Practice on the Field. Law 18 Scoring Runs. Law 19 Boundaries. Law 20 Lost Ball. MCC Laws shall apply.

NOTE! On match day no practice is permitted on ANY pitch, before or during the match. (Practice is allowed away from the pitch – See MCC Laws for full details re grass pitches). MCC (2010) – While fielding practice is allowed on the field before a match, use of the Match Ball for bowling practice, by bouncing the ball on any part of the ground is strictly prohibited before or during the match. Also practice of boundary fielders & anyone outside the field during a break in play is now prohibited. See MCC Laws for full details. (Law 42.3 for penalty).

Local Rule: Law 19 Boundaries - In fields where a boundary line is not marked and flags or other markers are used; all umpires shall consider a straight line between flags or markers to be the boundary.

MCC (2010) - For discussion of Catching & Fielding relative to the boundary see MCC Law 19.3 & 19.4 & also Law 32 for full details).

New (2010) Explanation: For a fair catch, a fielder's first contact with a ball flying overhead, at the boundary must be from inside boundary, & his final contact with the ground, before touching the ball again must also be within the boundary.



Local Rule: Law 21 The Result - (For all divisions), ICC ODI rules apply – minimum 20 overs per side required. Umpires may award defaulted matches and refusal to play - where there is no Match Referee. Ties are allowed when scores are equal at end of match. Draws are not allowed.

For Divisions 2 and Lower a tie may only be broken if one team loses fewer wickets. They are the match winners.

Local Rule:

The score books/ sheets for the purposes of computing averages shall be closed on the scoring of the winning run. Note! The captains shall agree to the scores recorded for the innings of the first team to bat, prior to beginning the 2nd team's batting innings.

Note: This agreement will be taken for granted by both teams & officials, if neither captain has an issue with the recorded score, immediately after the 1st innings, & immediately after the match for the 2nd innings. (See also 21.7)

21.6.1 - Interrupted Matches - (Elite, Premier and Div. 1 only) – Duckworth-Lewis Method.

Calculation of the Target Score:

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 originally allotted (minimum of 20 overs), then 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. The target set will always be a whole number and one run less will constitute a Tie. (Refer to Duckworth/Lewis Regulations)

21.6.2 - Prematurely Terminated Matches. (Elite, Premier and Div. 1 only) - Duckworth-Lewis Method.

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 will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer to Duckworth/Lewis Regulations). If the score is equal to the par score, the match 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.

21.7 - Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.8 Points: All Divisions

Win = 4, Tie = 2, & Loss = 0 points, Abandoned = 0 points for both teams.

Law 22 The Over. 23. Law 23 Dead Ball. MCC Laws shall apply.

Law 24 No Ball. - Underarm bowling shall be called – no ball. Fair delivery: the arm – will follow MCC Law 24.3.

MCC (2010) - 24.5. Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride;

(a) The bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery. (i.e. "Over or Round the wicket").

(b) The bowler's front foot must land with some part of the foot, whether grounded or raised

(i) On the same side of the imaginary line joining the two middle stumps as the return crease described in (a) above and

(ii) behind the popping crease.

If the bowler's end umpire is not satisfied that all of these three conditions have been met, he shall call and signal No ball.

ICC Foot fault No Ball rules (All Divisions): Next ball is a "free hit" for whichever striker is facing - without any field changes, unless there has been a change in striker. If a "free hit" ball is also called "wide or no ball", a batsman can only be dismissed under "No ball" laws. "A Free hit" signal always follows "No ball" signal & is – one arm extended upward & rotated in a circular movement.

All other no ball laws will remain per MCC Laws.



Law 25 Wide Ball. – ICC OD Rules shall apply: 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. (See ICC Appendix 4). All other Wide Ball laws will remain per MCC Laws.

Local rule: When using a spiked mat or wood-framed artificial pitch, a ball pitching on the spike or frame shall first be called & signaled 'Wide'. Regardless of how or if the delivery deflects, it shall then be immediately followed by a call and signal of 'Dead Ball' to prevent further action. The 'Wide' will count against bowler as usual.

(Laws 26 to 40). MCC Laws shall apply.

MCC (2010) 28.1: The wicket is also down if the striker's bat in falling, hits a stump & removes a bail, if he has let go of it, or by any part of his bat becoming detached (a broken piece flies off & removes a bail while a stroke was being played).

MCC (2010) 29.1 – Batsman out of his ground:

1. When out of his ground

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

(b) Notwithstanding (a) above, if a running batsman, having grounded some part of his **foot** behind the popping crease, continues running further towards the wicket at that end and beyond, then any subsequent total loss of contact with the ground of both his person and his bat during his continuing forward momentum shall not be interpreted as being out of his ground.

Law 41 – Fielder – Law 41 shall apply subject to the following:

Law 41.1 - Protective equipment: The following shall apply in addition to Law 41.1:

The exchanging of protective 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.

41.2 Restrictions on the placement of fielders (All Divisions).

Infringement of any fielding restriction will cause the striker's end umpire to call and signal "No Ball".

41.2.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

Elite, Premier and 1st Div. Only – re: Powerplay overs)

41.2.2 In addition to the restriction contained in clause 41.2.1 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.

41.2.3 The following fielding restrictions shall apply:

a) 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 semicircles 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 5). 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. (ICC Appendix 1).

During the first block of Powerplay Overs (as set out below), a maximum of two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second and third block of Powerplay overs, a maximum of **three** fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'.

The segment of the circles reserved for the slip positions shall not be demarcated (refer attached ICC appendix 5).



During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10) there must be a minimum of two stationary fieldsmen within the 15 yard circle measured from the striker's crease at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

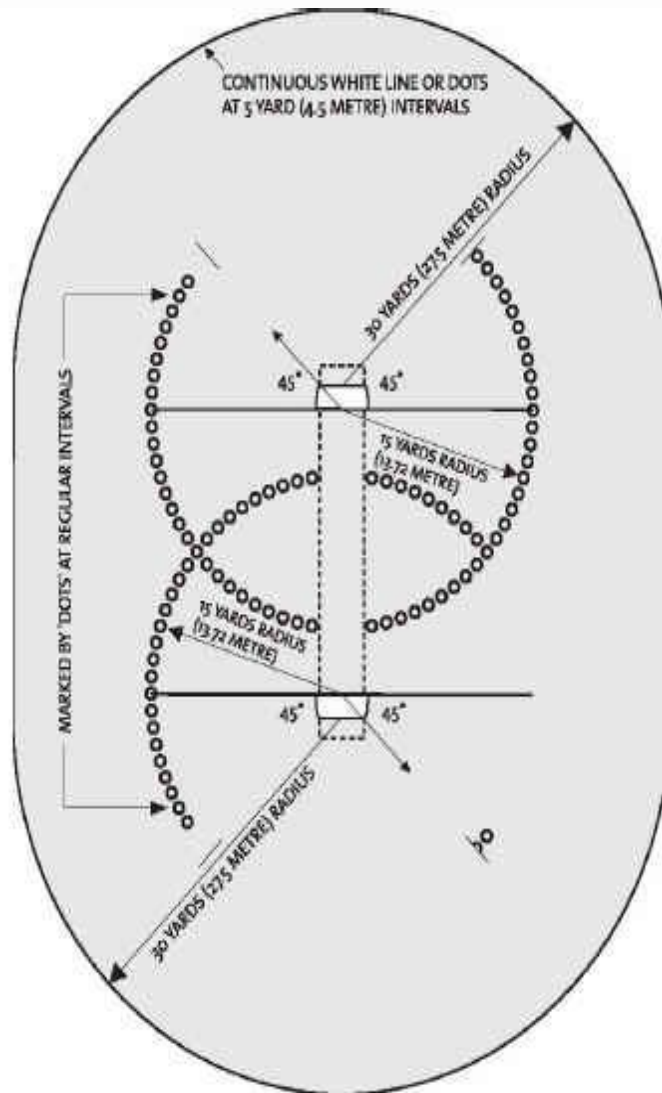
41.2.4 - During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 a) above.

41.2.5 - Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows

- a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- d) Once a side has nominated a Powerplay, the decision cannot be reversed.
- e) Should either team choose not to exercise this discretion, the remaining blocks of Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, at the start of the 41st and the 46th overs).

41.2.6 - In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs 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	First Powerplay	Fielding Powerplay	Batting Powerplay	Total Powerplay
20 – 21	4	2	2	8
22 - 23	5	2	2	9
24 – 26	5	3	2	10
27 - 28	6	3	2	11
29 – 31	6	3	3	12
32 – 33	7	3	3	13
34 – 36	7	4	3	14
37 – 38	8	4	3	15
39 – 41	8	4	4	16
42 – 43	9	4	4	17
44 – 46	9	5	4	18
47 – 48	10	5	4	19
49	10	5	5	20



41.2.7 - Each block of Powerplay Overs must commence at the start of an over.

41.2.8 - If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

41.2.9 - If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

41.2.10 - If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

41.2.11 - If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.



NOTE: Refer to ICC Appendix 9 for illustrations of each of the above situations.

41.2.12 - At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

41.2.13 - The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

Law 42 - Fair and Unfair Play – ALL of ICC Rule 42 shall apply except as follows:

Local Rule Law 42.6 (a) - The Bowling of Fast Short or Full pitched Balls: (The umpire will always make decisions as if striker was standing upright at the crease, even though he may be well forward when ball hits or passes him).

a) Any fast Short-pitched delivery will be called a No Ball.

b) A fast short-pitched delivery is defined as a ball which passes or would have passed above shoulder height.

c) Any fast Full pitched delivery passes or would have passed above the waist of the striker. (If slow & full pitched, it must be above shoulder).

Summary only for local use: Re warning / removal of bowler. (All are 'no balls')

Fast & short pitched: Umpires will consider – speed, length, height, direction, repetition & ability of batsman. The umpire will protect weaker batsmen.

Fast & full pitched: (If slow – above shoulder). First occurrence - The umpire will call & signal 'No Ball' caution bowler & inform Colleague, fielding captain, batsmen, & batting captain ASAP. Second occurrence in innings (per ICC rule) – Umpire will require fielding captain to remove bowler & replace with another according to law & inform League as well.

Deliberate full pitched: fast or slow – Umpire will require immediate bowler removal as above.

Time Wasting by the Fielding Side: (Per ICC Rule 42.8) After 1st & Final warning to fielder or bowler.

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall;

a) Call and signal dead ball if necessary, and;

b) Award 5 penalty runs to the batting side (see Law 42.17).

c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

d) Report the occurrence to the Match Referee or League Secretary, as appropriate who shall take such action as is considered proper against the captain and the team concerned under the ICC Code of Conduct.

Time wasting by a batsman: (Per ICC Rules)

Law 42.10 shall apply, subject to the following:

It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run up. Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure (below) shall be adopted.

Also, Per ICC, If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within 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 42.10 shall apply.

a) First and Final warning.

b) Inform batsmen, & incoming ones, fielding captain, and batting captain as soon as possible.

c) If any further time wasting during innings,

(i) Award 5 penalty runs to fielding side. (ii) Inform as in b). (iii) Report as required.

Local Rule – Artificial Pitches - Law 42.11,12,13,14 - Avoidable or Deliberate Damaging of pitch (For high Divisions with League Umpires only) – (MCC laws are used for natural grass pitches).



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Batsmen, bowlers & fielders shall not damage the protected area of artificial pitches. (The protected area is one (1) foot on either side of centre line from opposite centre stumps & 5 ft in front of striker's crease toward the centre of the pitch). (The 5 ft distance must be permanently marked at the sides of the mat).

Any bowler who runs onto the protected area after delivery will be cautioned, then given final warning, followed by removal with umpire's direction to fielding captain.

Any fielder who causes avoidable damage to the protected area will be given a first & final warning (this applies to whole team). The next occurrence will cause the umpire to award 5 penalty runs to the batting side. This will be reported to the League. Fielders running on protected area to take a catch or effect a run-out may do so without penalty.

Any batsman who causes avoidable damage to protected area including any who run down/across the protected area will be given a first & final warning which will apply to any incoming batsman for the whole innings. - (This warning is given to every incoming batsman by the umpire). Any further occurrence by any batsman, will cause 5 penalty runs be awarded to the fielding side, Any scored runs (not wides/no balls) will be disallowed & batsmen return to original ends. This must be reported to the League.

The top divisions with League Umpires follow this rule.

ⁱ Addendum was submitted at the Club Delegates' Meeting (March 9, 2011) but not approved on Club Umpires late fees (para #2).