

BCMCL MATCH REGULATIONS – (2023+ Season)

Please note that these Rules follow the Laws as set out in MCC Code **2022**. The playing rules will follow the MCC **2022** code and **current (2022) ICC Playing Conditions (PCs)** except where there are BCMCL Local Rules, which shall then prevail. **THESE REGULATIONS SHALL APPLY TO ALL BCMCL CRICKET EXCEPT AS VARIED FOR EACH TYPE OF MATCH PLAY.**

BCMCL: PRE MATCH LOCAL REGULATIONS:

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. (See special note about games involving Kelowna CC Governing rule 49. Delegates 2017-04-26)

IF THE CAPTAINS TOGETHER ABANDON THE MATCH, BOTH CAPTAINS MUST INFORM THE LEAGUE SECRETARY & UMPIRES/SCORERS ASSIGNER (See vcu&sa.org), BY THE ABOVE TIME (2.5 hrs) TO AVOID BEING BILLED FOR THE ATTENDANCE OF MATCH OFFICIALS (Includes 'club' umpires).

LOCAL RULE – THE TEAM LIST: (MCC Law 1.1)

Per BCMCL - no name changes to team list are permitted after the start of the game (= toss) under any circumstances by any person, including the opposing captain.

PER BCMCL - ALL TEAMS IN ALL DIVISIONS – WILL USE THE OFFICIAL BCMCL TEAM LIST FROM BCMCL

WEBSITE. It can be filled on-line, making 4 lists when 1 is typed in. Once copies are made they can easily be given to Opposing Captain & Officials. (See Awards of toss – below)

The team list must clearly indicate all players' names and ID Nos. Without prior agreement, Only 11 players & one 12th man may be on the list. **The team list must be signed by the Captain or Deputy.** A team list may be presented by any of the players, coach, manager or Club rep.

Per BCMCL - Junior players - (Under 19 as of March 1st each year - rev Jan 31, 2015 Delegates) must be identified on the team list as (Jnr). All general League rules for junior players shall be strictly followed.

Per BCMCL - 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 after the match.

Reminder to all Captains: **Fielding substitutes are not provided for players who turn up late.** Even a 12th man cannot substitute for a player who 'turns up' late. **Fielding substitutes are for players injured or ill during the match.** A fielding substitute for any situation must have the umpires' consent. See Law 24.

LOCAL BCMCL RULE - THE TOSS:

At least one umpire must be at the field of play, ready for a toss between 30 and 15 minutes before the scheduled start of play. **IF there is no umpire, the toss cannot take place & this may delay the start of play. However, BCMCL captains together, may choose to toss & begin the match with stand-in umpires of their choice & report the late umpires to BCMCL Secretary & Statistician.**

The toss must be made between 30 and 15 minutes before scheduled or rescheduled start of play. 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 other 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 BCMCL DELAY REGULATIONS:

AWARDS OF TOSS (ALL DIVISIONS – League or Playoff - 50/45 overs)

To begin a match both teams must have a minimum of 8 players at the field, in view of umpire(s), between 30 – 15 mins before scheduled start.

At 15 minutes before, if one team has **less than 8 players** the toss is awarded to the team that has 8 or more players. If both teams do not have 8 or more players, the toss is delayed till one team has 8 players. Then the toss is awarded to them.

At 15 minutes before, if either team does not produce an **Official BCMCL (signed) TEAM LIST** (Law 1.2) and/or **Official BALL** (Law 4 & the local rule), the toss is awarded to the team that is ready - as above. (2016-03-13 delegates)

LOCAL BCMCL LATE STARTS (50-45 overs) – LACK OF PLAYERS (ALL DIVISIONS) – includes DRESS CODE

violations. When caused by one team not being present at field or not having a sufficient number of players present at the scheduled start time of any League or Playoff match. (See 1.1 for during match).

- i. - One over per **four (4)** minutes or part thereof will be lost to the offending team from their batting innings.
- ii. - During their shortened batting innings, there will be no change to the other team's normal bowling maximums.
- iii. - **THIRTY (30) MINUTES AFTER THE SCHEDULED STARTING TIME, THE MATCH SHALL BE FORFEITED BY THE OFFENDING TEAM FOR LACK OF PLAYERS.**
- iv. **The forfeit must be reported to the League Secretary, and Statistician via Stat. Sheet, by the winning Captain and the Umpire(s).**

LATE UMPIRES or SCORERS

Appointed VCU&SA/Club Umpire/s are expected (per MCC 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 with the Captains for the toss. Captains will indicate on the BCMCL approved form/sheet, the time club umpires or League Umpires/Scorers arrived at the ground. (2016-03-13 delegates). See Governing rules for penalties.

If the appointed VCU&SA Official or CLUB umpire/s 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. (Written Report by Captain to BCMCL Secretary & Statistician/VCU&SA).

LOCAL BCMCL DRESS CODE & PENALTIES: (Also see 2014 BCMCL Directive re Pads, Helmets & Gloves) ANY VIOLATIONS & 5 RUN PENALTIES MUST BE REPORTED TO BCMCL SECRETARY.

ALL PLAYERS ON A CLUB TEAM MUST WEAR THE SPECIFIED COLOURED UNIFORM & COLOURED PADS OF THEIR CLUB, if using a White ball. - Players (All Fielders & Batsmen) who do not comply will not be allowed to play in the match. (BCMCL 2008) 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.

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

***Specific Club Uniform defined:** While all the team players must wear the same specific uniform, the exceptions below must be noted. Regarding colour of Hats, helmets or gloves, players are free to wear anything that fits/suits their personal preference. **Coloured pads** are required, but don't have to be identical

for both the batsmen. Two different colors should not be visible, (a player's pads cannot be black in color if the rest of the team wears blue pads). Some wear & tear is acceptable, but the team color must be the dominant colour, (A faded set of red pads must be mostly red, not mostly white). (Re-written from **2014-06-12 BCMCL directive**).

IMMEDIATELY THE BATSMAN IS TOLD TO GO OFF & CHANGE PADS OR UNIFORM, 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.

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

If team walks into field with 4 or more players out of uniform, (they do not have 8 players ready to play in view of the umpire). **The umpires 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 4 minutes or part thereof.**

EX: IF THEY HAVE TO WAIT TILL THEIR UNIFORMS ARE BROUGHT 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).

LOCAL BCMCL LATE STARTS – LACK OF PROPER EQUIPMENT (ALL DIVISIONS)

Both teams must have the **official match balls** provided for their division. Also they must have **bats, pads and any equipment needed for play.** If they are not ready to play at the scheduled start of play, the umpire will remove 'batting' overs of the **offending team.** **(Rate: 1 over for every full 4 minutes) till a minimum of TWENTY overs cannot be batted by the offending team.** In that event, they would **forfeit** the match to the other team. (2017-04-26 delegates)

HOME TEAM: While it is traditional that both teams have a separate scorebook & scorers.

THE HOME TEAM IS RESPONSIBLE FOR HOLDING THE MATCH, SO THEY MUST HAVE AT LEAST ALL THEIR EQUIPMENT TO MAKE THE GAME POSSIBLE.

If properly installed Stumps, bails, boundary markers & standard score book are not provided BY THE HOME TEAM (FIRST TEAM NAME ON SCHEDULE) the umpires will keep reducing the batting innings of the offending 'home team' **(Rate: 1 over for every full 4 minutes) till a minimum of TWENTY overs cannot be batted by the home team.** In that event, they would **forfeit** the match to the other team.

Both teams must use a BCMCL approved form or Score sheet for RESULT & scores to be sent to BCMCL, but the start of the game should not be delayed for this. However **immediately after the match & at the field, both total Team scores & the Result must be entered before captains & umpires sign the BCMCL approved form or sheet and/or the Score Sheet/Book.** (2016-03-13 delegates). It is strongly recommended that a **photograph of the Scoresheet be kept by the assigned umpire/s till the following Wednesday per Governing Rules #73 – 79.**

LOCAL BCMCL LATE STARTS – LACK OF FIELD/PITCH PREPARATION - HOME TEAM (ALL DIVISIONS)

If ALL Field marking with Boundaries, pitch crease markings, (& marked 30 yard 'circle' **where powerplays are used**) Per BCMCL T20, ODI in-field marking & BCMCL pitch-crease markings are not properly marked, the umpires will delay the start of the match. The umpires will keep reducing the batting innings of the offending

'home team' (Rate: 1 over for every full 4 minutes), till a minimum of TWENTY overs cannot be batted by the home team. In that event, they would forfeit the match to the other team.

THE FIRST NAMED TEAM IN THE BCMCL SCHEDULE OR EVENT INFORMATION IS THE 'HOME TEAM' (Special Events preparation is done by the BCMCL). Prior to the match, the Home Team is responsible for bringing paint, & using any proper pitch frame equipment to mark the pitch creases. All are to be marked 1 inch wide. **These creases include all the creases at each batting end used for natural grass pitches.** They must also mark the Protected Area marks, 5 feet in front of both batting creases at edges of mat & 1 foot on either side of the centre stump. **The Home Team will, (mark the 30 yard circle for 50 over matches) have stumps, bails, Boundary Markers, Scoreboard, & scorebook at the field** – see BCMCL, T20 & ODI markings & BCMCL Pitch-crease markings. (2016-03-13 delegates)

UMPIRES WILL TREAT DELAYS TO THE START OF PLAY PER PRE MATCH LOCAL REGULATIONS – above.

No practice of any kind is permitted on the Pitch/Square at Upper/Lower Brockton, & Neutral Venue (Grass Pitches) on match day. See Law 26 Practice on the pitch/square.

LOCAL BCMCL RULE: FOR RECORDED SCORES.

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.

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.

LOCAL PARKS MANAGEMENT:

(If reported by a Clubhouse/City Park manager or any official or member of the public, the BCMCL management committee will assess penalties to Clubs whose teams do not put equipment away per Club/City rules, or do not pick up garbage at any field after a match).

SPIKED FOOTWEAR:

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. An offending bowler will be IMMEDIATELY suspended from bowling till he has appropriate footwear. A replacement bowler will complete the over. Any part over bowled by him or replacement will be treated as a complete over for both players, but will not change the total overs bowled.

INJURIES:

Local BCMCL 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.

HELMETS

BCMCL Management is making a very clear & strong recommendation to all players, that they wear a properly fastened & fitting Cricket Helmet when batting against a fast bowler. (Locally a fast bowler is one to whom the wicket-keeper normally stands back).

PLAYING CONDITIONS - PCs (LAWS OF CRICKET & LOCAL PCs)

BCMCL PLAYING CONDITIONS ARE FOR ALL BCMCL LOCAL CRICKET – EXCEPT AS VARIED FOR EACH TYPE OF MATCH PLAY (T20, T10, Six-a-side etc) – All numbering below is per MCC Law, where referred to specifically, ICC Playing Conditions may be used.

Law 1.1 - Number of Players (BCMCL – minimum 8 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. **If during the match & for whatever reason, (even Law 42 suspensions) a side is reduced to fewer than 8 players, they shall forfeit the match due to Lack of Players.**

Law 1.2 - Nomination of Players

Before the toss, each captain, deputy or Team Rep. shall provide a written list of the names of the 11 players to the umpire/s. (See Pre match rules above).

(One of the 11 nominated players shall conduct the toss and make a decision to bat or field.)

After nomination per list, 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 full part as a nominated player.

(BCMCL Rule Pre-match regulations - NO PLAYER CHANGES AFTER START OF GAME - TOSS).

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, LAW 41. - FAIR & UNFAIR PLAY. & LAW 42

Law 2 - The Umpires

Law 2.1 – The umpires shall be at the field of play 45 minutes before the scheduled start of play.

Law 2.6 – The umpires shall be the sole judges of fair and unfair play.

Law 2.12: An Umpire may alter a decision promptly, but if ball becomes dead on the original call, it does not become 'live' again.

Law 2.7 - Fitness for play. (BCMCL Local Rule – per ICC)

(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.

Law 2.8 – BCMCL Local Rule – per ICC. 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 **cannot agree**, then whatever was happening will continue; for example, if not started – don't start. If the match is on – it continues.

Law 2.8 – BCMCL Local Rule - In BCMCL 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 or batting team 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.

2.12 – An umpire may alter any decision promptly. (Before start of next delivery). Also see Law 31.

2.13 – From 2018+ New signals are used for Law 42.

Law 3 – The Scorers - BCMCL Local Rule.

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

Law 4 – BCMCL Local Rule – The Ball (50 & 45 overs)

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 (See local Late Starts - above). Replacements are per MCC & ICC rules. **(Only the umpires, with their best judgement, may change a ball that is lost, too wet or damaged accidentally in play, with one of similar wear, dry and with good shape). The use of saliva on the ball was banned in 2020 and continues for 2023+ (See Law 41.3)**

Law 5 – The Bat – In addition – will be the standard flat face, solid wood blade bat per MCC & ICC rules. Adult Bat Size: Width: 4.25"/10.8cm. Depth: 2.64"/6.7cm. Edges 1.56"/4.0cm. (Coloured & LAMINATED BATS ARE ONLY ALLOWED IN JUNIOR CRICKET, NOT IN ADULT GAMES.) No bat should discolour the ball. **BATS THAT DO NOT PASS THROUGH THE MCC BAT GAUGE WILL NOT BE ALLOWED. For 2023+.**

Law 6 – The Pitch

Natural, Mat over natural or Artificial pitches may be used. (For these Non-turf pitches: Length: minimum 58ft. Width: minimum 6ft are allowed by Laws). 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. **Law 6.6 Local Governing Body will determine length of a JUNIOR pitch.**

Laws 7 – 10 Wickets, Creases: Playing area (the whole pitch) and run-up: Covering may be used for bad weather prior to the 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. For marking Pitch Creases & ODI field marking see PRE-MATCH LOCAL RULES. Tethered bails will be allowed, if available, to protect close fielders.

Law 11 Intervals – BCMCL Local Rule:

The Tea Interval shall be between innings – 20 mins; (30 mins for natural grass pitches where rolling of the pitch between innings is required). In 50 over matches per ICC, a maximum of 2 Drink Intervals are allowed – max. 5 mins each - to be taken on the field of play or its edge after 70 & 140 minutes of continuous play. On cool days or days with weather breaks, if agreed to beforehand, the captains may request only one break. **Per**

MCC Law – the time for the Tea interval may be changed if Captains and Umpires agree. If so, local umpires must provide a minimum 10 minute break between innings. If a later full 20/30 min break is allowed & agreed to, the captains must be informed of the increase to the normal END time of the match.

45 over matches will have one drinks break after 23 overs or if agreed beforehand, after 15 & 30 overs.

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.

Fielding Captains must complete the allotted overs at 4.2 minutes per over (See Law 13 – Slow Play).

Law 12 – BCMCL Local Rule: Start of Play, Cessation of Play: (50/45 overs)

Scheduled start of play is 12:00 noon for Elite, Premier and 1st Division – i.e. 50 over matches. For all other divisions (45 overs) the start time is now also 12:00 noon (2017+). Other times may be otherwise published by the LEAGUE due to special conditions for grounds & playoffs etc. (20 over and 10 over matches have separate rules – see BCMCL T20, T10 Playing Conditions).

Law 12.6 to 12.8 (Last hour) shall not apply, & **12.9 to 12.11 (Conclusion & Last Over)** apply according to ICC ODI & local rules.

All matches in September (Regular season/Playoffs or Shield) begin at 11:00 am.

Law 13 Innings (50/45 overs. ICC Regulations for Limited Over Cricket)

In general, a mix of MCC Laws & ICC ODI Playing Conditions shall be used. (For Elite, Premier and 1st Div. - 50 overs max.)

(2023+) ONLY FOR DIVISION 2: NEW!

Division 2 (ONLY) - 45 over games with ICC 30 yard area, Powerplays with fielding restrictions per ICC Table, (including max 5 on leg side & max 2 behind Square Leg), Run averaging **(see below) for interrupted/abandoned games & Neutral Club Umpires.**

All other playing conditions will remain the same as before 2023.

(For Div. 3 & Lower - 45 overs max. and shall not use 30 yard circle on the field. Fielders are only limited to, 5 on the leg side with a max of 2 behind Square Leg). Bowler's overs shall be limited to 1/5 of above in uninterrupted matches.

Law 13 – BCMCL Local Rule – Innings Times & Slow Play (Also see Law 41.9 & 10):

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

Elite, Premier and Div 1: (Slow Play contd).

During the 1st innings, 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 minutes over 3.5 hours from the fielding team's innings at bat. (Example:** At 3:30 pm, 3 overs & 4 balls are left. At 3:44 the innings is over. 3:44 pm = 14 min/4 = 3.5 overs. Ignore fraction). The fielding team will bat 47 overs, **if there were no other unforeseen delays.** EX: If no other delays & 1st innings is still on at 3:34 = -1 over, 3:38 = -2 overs, 3:42 = -3 overs, 3:46 = -4 overs etc. from 2nd Batting Innings. **(New ICC PC 2022-10-01, is not as strong as BCMCL penalty after 3.5 hours of an innings – but Cricket BC games follow ICC and could have fifth fielder outside 30 yd circle brought inside).**

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 immediately, by the umpires together, to the score of the team batting second, for every full 4 minutes of extra time taken. Fielding Captain & batsmen are informed. 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. **(Example:** Play was scheduled to end at 7:20 pm. = No other unforeseen delays. There are 3 overs to bowl. **At 7:24 pm the umpire signals to scorer to add 6 penalty runs to the batting total. At 7:28 pm the umpire awards another 6 penalty runs to the batting total.** This causes the batting total to pass the other team's score. This match is won by Penalty Runs & batting wickets in hand). EX: If no other delays & 2nd innings is still on at 7:24 = +6 penalty runs, 7:28 = +6 more penalty runs, 7:32 = +6 more penalty runs etc. added to Batting innings score. **(New ICC PC 2022-10-01, is not as strong as BCMCL penalty after 3.5 hours of an innings – but Cricket BC games follow ICC and could have fifth player outside 30 yd circle brought inside).**

Div. 2 & Lower: (Slow Play contd).

Warnings & penalties for slow play shall be as above, but 45 overs must be competed in 3 hours and 10 minutes (3:10 pm for a scheduled 12:00 noon start). **Overs will be deducted from first fielding team when they bat – as above.** Penalty runs are awarded to the 2nd batting score, for slow play by the 2nd fielding team **as above (6 runs for every full 4 mins).** Note: the 2nd fielding team must complete their 45 overs in 3 hours 10 minutes. (6:40 pm for a 3:30 pm start). **Penalties are as described above.** (2017-04-26 delegates)

In all Divisions: If a fielding side succeeds in bowling out the batting side before the scheduled end of play, no penalties for slow play are assessed. **However if there are interruptions due to weather or exceptional circumstances, play shall be expected to proceed at 14.28 overs per hour** (approx. 4.2 minutes per over) to allow play to finish at normal end times. Umpires will warn captains of slow play as above & penalties will apply as above.

ALL DIVISIONS, Time-wasting by either batsmen or fielders will be handled per infraction according to **ICC PC 41.** Fielding 41.9 – First & Final warning, then 5 penalty runs for repeats, inform all & report. Batting 41.10 – First & final warning, **Incoming batsman must be ready to play in 2 minutes.** Inform batsmen & all incoming ones. Repeats will have 5 penalty runs. Inform all & report.

BCMCL LOCAL RULE Per ICC PC 16 - Delayed or Interrupted Matches (50/45 overs)

(ICC Rules for Elite, Premier & Div 1. BCMCL LOCAL RULES for Div 2 and lower):

a) Delay or interruption to the Inning of the Team Batting First (**Elite, Premier and Div. 1**) (Use BCMCL Calculation Sheet).

(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,** (approx 4.2 minutes/over) which is inclusive of the provision of drinks intervals, in the total time available for play (420 mins – see BCMCL Calculation sheet per ICC model).

(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 innings of the Team Batting 2nd (**Elite, Premier and Div. 1**) (Use BCMCL Calculation Sheet per ICC model).

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, (approx. 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) **LOCAL BCMCL: 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) **LOCAL BCMCL: Delay or interruptions to the Inning of Team Batting Second (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, both teams must have the opportunity to face a minimum of 20 overs, subject to an innings not being completed (i.e. all out) before a minimum of 20 overs are bowled. If either team has not had the opportunity to face 20 overs, then the match is deemed to have been abandoned.

ICC 16.1 (Directive) In Elite, Premier & Div 1 (Special Case), if a team batting second has a better par score better than that allocated to them **at 20 overs**, even though they have actually faced less than 20 overs, they will be deemed to have won the match **provided that the umpires are of the opinion that 20 overs could have been played had they returned to the field to complete the match. If 20 overs are not considered playable, the game is abandoned.** (2016-03-13 delegates)

BCMCL (Directive) In Div. 2 & Lower (Special Case), As an example of a deemed win: If a team batting first (T1) has an RPO of 4.2 & team batting 2nd (T2) has scored **more** than 84 runs in less than 20 overs, T2 will be deemed to have won the match **provided that the umpires are of the opinion that 20 overs could have been played had they returned to the field to complete the match. If 20 overs are not considered playable, the game is abandoned.** (2016-03-13 delegates)

THE ELITE, PREMIER AND 1ST DIVISIONS WILL USE ICC - DUCKWORTH-LEWIS TO DETERMINE TARGETS AND THE WINNER.

IN DIVISIONS 2 & LOWER BCMCL LOCAL RULE: THE WINNER SHALL BE THE TEAM THAT HAS SCORED THE HIGHER RUNS-PER-OVER (RPO) average rate.** The total number of overs batted by each team shall be used in the calculation. In the event of either team being all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. (Example: Team 1 is all out for 162 in 43.2 overs. Use $162/45 = 3.6$ runs per over average). Team 2 scores 111 runs in 30 overs & no further play takes place in the match. Team 2's run rate is $111/30 = 3.7$ runs per over. Team 2 wins this match.

Law 13: Number of Overs per Bowler (All Divisions).

Normally 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 allowed 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 17, no bowler shall bowl consecutive overs in full or in part).

(Laws: 14 Follow-On & 15 Declaration & Forfeiture) - shall not apply. (Note: Declarations are not allowed in Limited Over matches)

Law 16 - The Result – BCMCL Local Rule: (For all divisions – 50/45 overs)

ICC ODI rules apply – minimum 20 overs per side required (but see special case in Law 16.4. added 2016).

Umpires may award defaulted matches and refusal to play - where there is no Match Referee. In Divisions that use Duckworth-Lewis, Ties are allowed when scores are equal at end of match. Draws are not allowed in any Division. Ties are also allowed in non-DL matches – see Governing Rules. (2016-03-13 delegates)

Law 16.4 - Interrupted Matches - (Elite, Premier and Div. 1 only) – Duckworth-Lewis Method – per VCU&SA - DL.

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 VCU&SA 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).

Note: Duckworth-Lewis calculations are not required if both teams are allocated the same number of overs in a delayed start of a match.

Law 16.4 - Prematurely Terminated Matches. (Elite, Premier and Div. 1 only) - Duckworth-Lewis Method – Per VCU&SA - DL

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 VCU&SA 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 falls short of, the Par Score. (If Team 2 passes the par score allocated to Team 1, the result may be expressed as a win by Team 2 by wickets in hand. (Team 1 can win by runs & Team 2 by wickets, but in both cases if balls remain, these may be added to the result).

Law 16.8 - Correctness of result – All Divisions.

Any query on the result of the match as defined in Laws 16.2, 16.3, 16.4, 16.5.1, 16.7 – 16.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

Law 16 Points: All Divisions (See Governing Rules – 2016-03-13 delegates)

Law 17 – The Over - Per MCC Law but add 17.8 if bowler is incapacitated or suspended, over maximums still remain per Law 13.

Law 18 - Scoring Runs. Deliberate short runs 18.5 – Disallow runs, batsmen sent back. If a no ball/Wide, signal them. No warning, immediate 5 penalty runs awarded to fielding side & report.

18.11-12 If a batter is out 'Caught' or by 'Obstruction of a catch' no runs shall score and the new batter will face the next delivery, regardless of whether batters crossed. (The incoming batter always goes to end of the dismissed batter).

Law 19 - Boundaries. 19.2.4 Where no boundary line is marked & flags or posts are used, the boundary shall be a straight line between them. **19.2.7** If a person or animal comes onto the field & touches the ball in play,

the umpires shall call/signal Dead ball immediately & the Umpires alone will decide in each case – how many runs shall be scored or a whether a boundary is allowed.

For discussion of Catching & Fielding relative to the boundary see MCC Law 19.3, 19.4 & 19.5.

Also Law 33. Read Laws.

Summary Explanation Only: 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. The same fielder or another cannot jump up from outside the boundary to complete or assist in a catch.

Law 20 – Dead Ball. – Law 20.4.2.9 added: From 2022-10-01, Umpire will call & signal Dead Ball if bowler throws the ball towards the striker's end before entering delivery stride.

Law - 20 Dead Ball contd. 2022 MCC Laws shall apply. **20.4.2.10** Umpire will call & signal Dead Ball immediately, if the ball in play cannot be recovered. (Formerly – Lost Ball). All completed & crossed runs will score. A ball is no longer 'Dead' if trapped in the worn helmet of any fielder. (If directly hit by the striker, it is caught). **20.6** Once made, a call & signal of 'Dead Ball' cannot be changed (Also see Law 2). See also Law 25.8 – **Striker leaves pitch to play ball.**

Law 21 No Ball. – 21.2, 21.3 Penalty for either 'Throwing' the Ball or Underarm bowling (ball delivered from below shoulder level), either umpire shall call & signal no ball & the bowler will receive **a first & final warning**. If repeated, the bowler will be suspended from bowling for the innings. Fair delivery: **the arm** – will follow MCC Law 21.2.

All other No ball regulations are per MCC Law & ICC PCs.

21.5. 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.

(Per ICC) If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball. (For 2016+ ICC wording change)

21.6 Either umpire shall call & signal 'No Ball' if the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. **(See Law 38.3 – Running out the Non-striker)**

ICC Free Hit (BCMCL: All Divisions per ICC PC 21.19) In addition to Law 21, **the delivery following a no ball (all modes of no ball) shall be a free hit for whichever batsman is facing it.** If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes or exchange of fielders are not permitted for free hit deliveries unless: a) There is a change of striker (the provisions of clause 21. shall apply), or b) The No Ball was the result of a fielding restriction breach (Clause 28.7), in which case the field may be changed to the extent of correcting the breach.

The umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion (2016-03-16 delegates)

After a call/signal of No Ball & Free hit, a bowler may change his mode of delivery, providing he informs the bowler's end umpire who will then inform the striker of the change. Violation will cause the umpire to call another No Ball & Free hit (2017-04-26 delegates).

21.7 The umpire shall call & signal No Ball if the delivered ball **bounces more than once**, or **rolls** along the ground before it reaches the striker's crease.

The umpire shall call & signal No Ball if the delivered ball **first pitches on the edge or off** any pitch (natural or artificial), **before it reaches the striker's wicket (stumps)**.

21.8 The Umpire shall call & signal No ball & Dead ball if it stops moving before the striker's wicket - stumps. In both 21.7 & 21.8 the delivered ball must not touch the bat or person of the striker.

21.9 No ball & Dead Ball is called & signaled if a fielder intercepts a delivery before it reaches the striker.

21.11 & 41.8 A deliberate front foot no ball will mean that the bowler will not be allowed to continue bowling in the match.

21.16 If after a no ball, Byes or Leg Byes accrue, they will be scored as Byes or Leg Byes. Only the 1 run penalty for no ball shall be scored against the bowler. See 18.10 & 23.1 & 2.

Law 22 Wide Ball. – ICC ODI 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 – **For Clarity – All leg side deliveries behind striker in normal location at crease are 'Wide'**. Explanation: A striker cannot create a wide by movement to the 'off', away from the ball directed close to the stumps on the leg. If a switch hit or reverse sweep is attempted or played, he has now created ICC wide guidelines (on the Off & the Leg). See ICC Appendix C for wide guideline.

22.2 A Wide will be deemed a wide from the instant the bowler enters his delivery stride. (Important if scores are level or close). All other Wide Ball laws will remain per MCC Laws & ICC PCs.

Law 22.4.1 (2022-10-01) The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

Law 23 Bye & Leg Bye – Per Other Laws, If Byes or Leg byes accrue from a No ball, only the one run penalty for No ball shall be scored against the bowler, and the remainder are Byes or Leg byes as appropriate. 18.10 & 21.16

Law 24 – Per ICC PCs: Fielder's Absence: Substitutes (For all divisions)

For any part of the 2012 playing season & in the future, while batting, a player will not be permitted to use a runner per ICC & this Local Rule.

Substitute Laws shall apply, for example: Players ill/hurt after nomination – a fielding substitute for player illness or injury during the match is allowed (not for late fielders – see pre-match local rules).

Other exceptional / acceptable reasons for substitutes while fielding are at umpires' discretion per MCC Laws. **(No fielding substitute is allowed for 'washroom' & any other voluntary breaks).**

Effective in all matches after 1st October 2010

- Cramps should be considered as an injury or illness as provided for in **Law 24.1** Substitutes.
- The onus remains with the on-field umpires to satisfy themselves that the cramp is genuine.
- Provided they are so satisfied, a player suffering from cramp shall be allowed a substitute to act for him in the field.

Law 24.1.2 A substitute fielder may act as the wicket-keeper with the consent of the umpires. (Note exclusions in Law 42.7).

Law 24.2 - shall be per ICC rules - All Divisions.

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, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

From Jan 1st, 2015 – Max penalty time added – see below. (45/50 over matches)

If the fielder is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), **subject to a maximum cumulative penance time of 120 minutes.**

If any unexpired penance time remains at the end of the first innings, it is carried forward to the second innings of the match.

The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 120 minutes. **However, once his side has lost five wickets in its batting innings, he may bat immediately.**

For the purposes of this playing condition, playing time shall comprise the time play is in progress excluding lunch and tea intervals, intervals between innings and official drinks intervals.

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

Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time, provided he returns to the field of play immediately after the interruption.

The restrictions in clauses 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. (The ICC has deemed that 'blisters' are **not** an external injury). Nor shall the restrictions apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

Note: Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area just outside the boundary).

BCMCL Local Note: A player on the team list of the batting team, who comes late, is allowed to bat when he is ready. If he has not batted at all, and goes onto the field at the start of his fielding innings, he may bowl immediately. However, if he delays to join other fielders at the start of his fielding innings, ICC penalties apply as above. **(Explanation: The above ICC rules are for players who have missed part or all of their FIELDING innings).** 2017-04-26 delegates.

Law 24.4 - 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 25 Batter's Innings; Runners – Per MCC Law, except Runners for injured batsmen are not allowed.

Added 2022-10-01 Law 25.8 – If no part of the striker's bat or person (whether grounded or raised within area of pitch), while striker plays at ball, either umpire shall & signal Dead Ball.

Law 26 – Practice on the field: 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). While fielding practice is allowed on the outfield before a match, use of the Match Ball for bowling practice, is allowed, providing the condition of the match ball is not changed & there is no damage to the field. During the match, only the match ball is allowed, only the 11 fielders are allowed to participate, BUT, bowling parallel to the match pitch, away from the square – natural grass pitch is NOT allowed. See MCC Laws for full details. (Law 41.3 for penalties re change in condition of ball).

Law 27 – Wicket-keeper: - See MCC Law – especially movement.

Law 28 – Fielder – Law 28 No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

ICC PC 28.7 - Restrictions on the placement of fielders.

In the event of an infringement of any fielding restriction below, the striker's end umpire shall call and signal "No Ball" as soon as the ball is delivered. The bowler's end umpire will repeat the 'No Ball' signal, followed by a "free hit" signal to the scorers. If a no ball is called for a fielding limit violation, the field may be changed, only to correct the violation. (i.e. Keep change to minimum when viewed from striker) (2016-03-13 delegates)

ICC PC 28.4 - (All Divisions) At the instant of delivery, there may not be more than 5 fielders on the leg side & not more than 2 fielders, other than the wicket-keeper, behind the line of the striker's crease on the 'on side' of the field.

ELITE, PREMIER AND 1ST DIV. ONLY – RE: POWERPLAY OVERS

ICC PC 28.7 - In addition to the restriction contained in clause 28.4 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.

ICC PC 28.7- The following fielding restrictions shall apply

a) **Only the 30 yard markings described here shall be used for fielding restrictions. 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 to Diagram on next page). 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. (2016-03-13 delegates)

CRICKET FIELD RESTRICTION AREA for 50 - 20 -10 ICC TYPE LIMITED OVER MATCHES

- NOTE:
1. The 30 yard (27.5 metres) field restriction area must be marked with either WHITE paint or WHITE chalk powder.
 2. The 30 yard area may be marked by a continuous line or dots of 7 inches diameter per ICC, at 3 - 5 yards apart (max 4.5 metres). White plastic or rubber discs - not metal - may be used to cover the dots.
 3. The 30 yard area is measured from the middle stump at each end of the pitch.

ICC PC 28.7 - At the instant of delivery: (2016-03-13 delegates)

- a) Powerplay 1 - no more than **two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- b) Powerplay 2 - no more than **four (4)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- c) Powerplay 3 - no more than **five (5)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

ICC PC 28.7 - In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match. For clarity the ICC has also stated that the maximum fielders above shall be allowed, even if there are less than 11 fielders on the field at any time (2017-04-26 delegates).

ICC PC 28.7 - If play is interrupted during an innings and the table in 41.2.4 applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 28.7

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

ICC PC 28.7 - At the commencement of the **middle** and **final** phases of an innings, **the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.**

ICC PC 28.7 – Local Rule: The umpires will keep record of the Powerplay in progress.

ICC PC 28.7 - In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

Law 28.5, 28.6 & ICC PC - Movement by fielders and Definition of significant movement shall be replaced by the following: (2016-03-13 delegates)

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

- (i) Minor adjustments to stance or position in relation to the striker's wicket.
- (ii) Movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.
- (iii) Movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play. Notwithstanding (iii) above, in all circumstances Law 28.4 & ICC 28.7 (Limitation of on side fielders) shall apply.
- (iv) In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. **2022-10-01 Law 28.6.3 Any unfair or deliberate movement by fielders can now result in an umpire awarding 5 run penalty to the batting side after the dead ball.**
- (v) Note also the provisions of Law (Deliberate attempt to distract the striker). Refer also to Law (Movement by the wicket-keeper).

(Laws 29 to 40). MCC Laws shall apply.

Law 29 Wicket is down – no change.

Law 30 – Batsman out of Ground – If a batsman, while running or diving to gain his ground, loses the bat contact with the ground is protected from being run out or stumped, provided he does not change his direction. Also if airborne while running in and has already made his ground.

Law 31 – Appeals – 31.7 now allows a batsman to leave the field & still be recalled by umpires if new information is accepted or an appeal is withdrawn. The last moment for this is just before the next ball is delivered. If last man – then the last moment is before the umpires leave the field.

Law 32 – Bowled – no change.

Law 33 – Caught – A fielder's worn helmet is (2017 Oct+) defined as part of his equipment. It is a fair catch if directly hit ball lodged in it, also if it bounces off it to another fielder who holds it correctly. Boundary catches are per Law 19 & 33

Law 34 - Hit the ball twice – NO RUNS may be scored after a deliberate, but lawful 2nd hit of the ball. (A No ball & all other penalty runs may be awarded, except 28.3 – ball in play hits helmet on ground). However, if the striker made no attempt to play the delivered ball or avoid being hit by the ball, then the only penalty may be a No ball – if applicable. See Law 28 for details.

Law 35 Hit Wicket – No change.

Law 36 LBW – (Bat & Pad together is now listed as Not Out). 36.3 - The off side of the striker's wicket shall be determined by the striker's batting position at the moment the ball comes into play for that delivery. (Local explanation: If a Batter moves for Switch hit or Reverse Sweep, 'Off' & 'Leg' remain the same.)

Law 37 Obstructing the Field – Handled the ball is now listed as Obstructed the field. The term Handled the Ball is no longer used. ICC Note: If an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not. **If the change of direction involves the batsman crossing the pitch, law 41.14 shall also apply.**

Explanation of Law 37.2 – **The umpires shall also be the sole judges of whether a running batsman deliberately blocked a return throw to prevent a possible 'run out', or was he instinctively protecting himself from the throw. (It is recommended that local umpires consult, before making a decision under this rule). (Obstructing the field may be elevated to Law 41 per the umpires).**

Law 38 Run Out & Law 39 Stumped – If a ball rebounds directly or indirectly from any fielder's worn helmet to the stumps & batsman is out of ground, he can be Run Out or Stumped.

All divisions: MCC Law 38.3.1 - 3 (was Law 41.16) Non-striker leaving early: The bowler is allowed to try running out the non-striker by throwing/hitting the ball to his stumps during run up or delivery up to the point where he would normally deliver/release the ball.

Even if by accident, the bowler's hand/arm holding the ball breaks the bowler's wicket during the specified time above, & the non-striker is out of his ground, on appeal, he will be dismissed as Run out.

38.3.2 If the ball is not delivered and there is an appeal, the umpire shall make his/her decision on the Run out. If it is not out, he/she shall call and signal Dead ball as soon as possible. The ball shall not count as one in the over.

38.3.3 If the ball is delivered and there is an appeal, the umpire shall make his/her decision on the Run out. If the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking wicket in delivering ball) shall apply. If the non-striker is dismissed, the ball shall not count as one in the over.

Law 40 Timed Out – No change

Law 41 Unfair Play – ALL of Law 41 shall apply except as follows:

BCMCL Local Rule Law 41.3 – Unfairly altering the condition of the ball (See Law 6 – Use of Saliva was banned in 2020 and carries a 5 run penalty if seen by either umpire – see below b). (Natural sweat to shine ball is still allowed).

Umpires shall carry out frequent & irregular inspections of ball. Also check drying towel. Players remove material from ball under umpire supervision. **On the first occasion, if umpires consider that the condition of the ball has been unfairly changed;**

a) Ask opposing captain (Batsmen at crease) if they would like the ball to be replaced. (Locally – per ICC the opposing captain/batsmen will pick the replacement). If so the Penalized side will be directed to replace the ball.

b) Whether or not the ball is changed – award 5 penalty runs & inform batsmen & fielding captain & asap batting captain.

c) If only one suitable ball is presented to the Opposing side, it will be offered to the batsmen at the crease or Fielding Captain.

d) If not satisfied with it, the Opposing side may select the Replacement ball from their own available spares.

d) The following conditions apply. Any replacement ball must satisfy inspection by the umpires. It must be a BCMCL approved ball for the particular Division. It must not be out of shape or damaged. An umpire may use a standard gauge for this. A bowler must be able to grip the ball. **The umpires' judgement in all these conditions will be final.**

e) If a further offence is committed by the fielding side, additionally the bowler who delivered the preceding ball (even of a completed over) will be suspended from bowling in the match. Steps a) to d) will follow.

Finally, if either of the umpires is able to clearly IDENTIFY any player from EITHER side with unfairly altering the condition of the ball, the Umpires together shall direct the Captain of that player to remove him from the field of play, on an equal status as LEVEL 4 of Law 42, he shall not take any further part in the match.

Time Concerns:

If the above unfair play is committed during the FIRST innings of a match by the FIELDING (or BATTING) side, for **any time used (to investigate & if needed to change the match ball), overs shall be reduced from their BATTING innings** as follows: 0 – 4 minutes = 1 over reduction, 4 – 8 minutes = 2 overs reduction & so on.

If the above unfair play is committed during the SECOND innings of a match by the FIELDING side, any time used (to investigate & if needed change the match ball) shall not cause the match time to be extended. If

the penalized FIELDING side go overtime, the following shall apply. 0 – 4 minutes overtime = 6 runs awarded to BATTING side, 4 – 8 minutes = 12 runs awarded to Batting side & so on. **These awards shall be made instantly per time (0-4) (4-8) & so on, by the bowler's end umpire who will make the Batting Side Penalty Award signal & follow it by the signal of SIX runs.** (Scorers shall be made aware of the signal, using electronic communication if needed). If at any time the Batting Side Score passes the Fielding Side score, the match is over.

Report:

The Captains of both sides in a match will be held responsible for the condition of ball being used. If the umpires are unable to identify which player or players have unfairly altered the condition of the ball, in addition to the on-field penalties above, the umpires together shall report the offending team's CAPTAIN for immediate suspension & fines by the BCMCL.

MCC Law 41.4 Deliberate attempt to distract Striker preparing to play ball – no dismissal, ball does not count, 5 penalty runs, report etc.

MCC Law 41.5 Deliberate distraction, **deception (mock fielding)**, or obstruction of batsman after playing at ball. If either umpire considers it was willful – no dismissal, ball does not count, any runs & run in progress

even if not crossed will count, batsmen decide who faces next ball, 5 penalty runs, report etc. Any physical obstruction by a fielder may be elevated to a Law 42 violation by the umpires.

BCMCL LOCAL RULE - Law 41.6 - The Bowling of Fast Short or any Full pitched Balls: These laws are more strict than the ICC or MCC because we are required by Local agreement with Coroner to protect local amateur players.

(The umpire will always make decisions as if the 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, followed by a Free Hit.

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

c) Any Full pitched delivery **(fast or slow)** which passes or would have passed above the waist of the striker will be called a No ball, followed by a free hit.

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, **i.e. possible injury** (Then the umpire will issue a **First & Final warning** before removal of bowler). The umpire will protect weaker batsmen. See process below.

Law 41.7 – Any full pitched delivery: Umpire will consider – height (above waist) & direction **i.e. possible injury**. **At first dangerous occurrence** - The umpire will call & signal 'No Ball', give **First & Final warning** to bowler & inform Colleague, fielding captain, batsmen, & batting captain ASAP. **Second dangerous occurrence in innings** – 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.

MCC Law & ICC 41.8 – Bowling of a deliberate front-foot No Ball – immediate removal of bowler from bowling in innings. Report.

MCC Law & ICC 41.9 – Time Wasting by Fielding Side: 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 41.18).
- 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 Governing Body, 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.

ICC PC 41.10 - Time wasting by a batsman: ICC Rules shall apply here, 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 41.10 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.

MCC Law 41.11,12,13,14,15 - Local Rule – Artificial Pitches - Avoidable or Deliberate Damaging of pitch (For high Divisions with League Umpires only) – (MCC laws are used for natural grass pitches).

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.

MCC Law 41.15 - Prevent Striker from taking guard in the protected area or so close to it, thereby causing avoidable damage to it. (Chalk mark on an artificial pitch is allowed). 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.

Law 41.17: Batsman stealing a run & **Laws 41.18:** Penalty Runs & **41.19:** Unfair Actions – Shall apply.

MCC LAW 42: SHALL APPLY to BCMCL - DIVS: ELITE, PREMIER & DIV 1 – where there are League Umpires. (THIS IS ONLY A SUMMARY – READ MCC LAW FOR FULL TEXT).

42.1 – THERE ARE 4 LEVELS OF ON-FIELD ACTION BY UMPIRES TOGETHER REGARDING UNACCEPTABLE CONDUCT OF PLAYERS.

42.2 – Level 1 – Willful mistreatment of Ground, Equipment, implements. Dissent of Umpire decision by word or action. Use of Language that is obscene, offensive or insulting. Obscene gestures. Appealing excessively. Advancing aggressively toward umpire when appealing. Any other misconduct which Umpires consider to be Level 1

Action: 1st & final warning to WHOLE TEAM for MATCH.

Action on repeat of any Level 1: or Level 1 after any other level = Automatic 5 run penalty awarded to opposing team.

42.3 – Level 2 – Showing serious dissent at an umpire's decision by word or action. Making inappropriate & deliberate physical contact with another player. Throwing the ball at a player, umpire or any person in an inappropriate or dangerous manner. Seriously obscene or insulting language or gesture directed at a player, umpire, team official or spectator. Any similar serious misconduct which Umpires consider to be Level 2.

Action: Immediate 5 penalty runs awarded to the opposing team. Warning that any future Level 1 will mean an automatic 5 penalty runs awarded to the opposing team.

42.4 – Level 3 – Intimidating an umpire by language or gesture. Threatening to assault a player, spectator or team official. Any other serious offence considered by the Umpires.

Action: Offending player/s (Fielder or Batsman) is/are removed from field by his Captain for 1/5 of overs allocated at scheduled start of match. If fielding – no substitute. Part overs at beginning or end shall not count. Suspension from field starts & ends on the next whole over. If fielder = no substitute. After suspension a player may bowl immediately if he had no other time off field. A batsman can only come back after serving

his suspension, at the fall of a wicket or retirement. If team is all out before his suspension ends, he is retired not out, but if there are overs left in his suspension, he can't bat till it is completed.

Five penalty runs are also awarded to the opposing team.

Action: Any future Level 1 offences will mean an automatic 5 run penalty. Umpire signals Level 3 Penalty to Scorers, before Play is called.

42.5 – Level 4 – Threatening to assault an Umpire. Making inappropriate & deliberate physical contact with the Umpire. Physically assaulting a player or any person. Committing any other act of violence as considered by the umpires.

Action: Offending player/s (Fielder or Batsman) is/are removed from field by his Captain for the remainder of the MATCH. If fielding, no substitute. If batting or in later batting he is recorded as RETIRED OUT. If bowling, normal replacement rules are followed.

Action: Warning to Captain that any future level 1 offence will mean an immediate 5 run penalty.

Award opposing team 5 penalty runs. Umpire signals Level 4 Penalty to Scorers before Play is called.

Any awards of 5 run penalties at any Level, Player suspensions, temporary or permanent are to be reported to the Governing Body ASAP after the match.

42.6 – One Captain refusing to remove a player/s from the field – The umpires shall invoke Law 16.3 & award the match to the opposing side. **If both Captains** refuse to carry out instructions per Level 3 or 4 suspensions, the umpires will instruct the captains to leave the field with their players & the match cannot be concluded per Law 12.9 & there will be **NO RESULT** per Law 16.

42.7 – If a substitute acting as a wicket-keeper commits a Level 3 or 4 offence, only a nominated member may act as wicket-keeper, even if another fielder becomes ill or injured & a substitute is allowed.

ICC – Field Restriction Overs for Powerplays ICC 28.7 & 41.2.4

Overs in Innings	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9

49	10	29	10
50	10	30	10

ICC – LIMITED OVERS – 30 YARD AREA – measured from centre stump & centre of Pitch. ICC PC 28.7

REVISION RECORD:

March 25th, 2014 – MCC Laws changed Oct 1st, 2013

Law 17 – Practice by bowling hard to ground – illegal.

Law 24 – Bowler accidentally breaks his stumps while bowling – No Ball, no free hit.

Law 33 & 34 – changed - explanation given.

Law 37 - Batsmen running & obstruction explained.

Law 29 – Running batsman, makes ground with feet but jumps into air to avoid injury.

March 25th, 2014 – Local Rules

Brockton – both artificial pitches: Warning re practice on any other pitch strips removed – obsolete.

BCMCL Directive re definition of Specific Club uniform. (2014-06-12)

ICC – 120 minutes max penance for any fielder offfield (Jan 1st, 2015)

March 15th, 2015 – Local Rules

Neutral Park - Natural/Artificial pitch & field preparation rules for Home & Away teams added.

ICC - Max Penance time for fielder re bowling or batting added.

BCMCL – Warning about wearing helmets added.

2016 March 13th - Delegates meeting.

BCMCL – Note that General Rules apply to all BCMCL Cricket

BCMCL – ALL responsibility for setting up field/pitch/creases will now be with the HOME team.

BCMCL – resetting an artificial pitch – remove it. Also we suggest removal of Governing Rule 44

ICC – Special case where less than 20 overs may have an on-field result

BCMCL – Removed no re ties in lower divisions – They are found in Governing rules

BCMCL – Add 11:00 am start for all September matches.

ICC – Balls remaining to be added to D/L Results

BCMCL – 21.8 - all 'points' structure to Governing Rules

ICC – Free hit for ALL no balls.

ICC - Only 30 yard marking to be used on 50 over matches (All 15 yard rules – removed)

ICC – New Powerplay structure & new Fielding restrictions.

ICC & MCC define movement of fielders – in response to striker's movement.

BCMCL – Re match result & Stats - Stat Sheet replaced by 'BCMCL approved form or sheet

2017 April 26th – Delegates Meeting.

BCMCL & ICC – Late players during batting innings – for 2017+

BCMCL – Lack of equipment clarification – for 2017+

BCMCL & ICC – Bowler allowed to change mode during free hit – for 2017+

BCMCL & ICC – Maximum fielders allowed 30 yd area even if less than 11 fielders – for 2017+

2018-February 10th – Delegates Meeting.

New MCC 2017 Oct 1st Code – many laws affected. BCMCL Local rule 41.3. New Law 42 – On-field suspensions.

2019-03-09 –Delegates Meeting. Pre match rules – Late start-4 min per over. Player/s not in uniform. Photo of scoresheet. Bowler spikes damage pitch – moved from Governing Rules.

2023 Season -2nd Delegates Meeting. Blue Highlights. (Proposals - per Law Changes & ICC 2022-10-01).