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Markham Cricket Association (MCA)

T20, 30 and 35 Overs Match

Playing Conditions

&

Players Code of Conduct

2018

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1. Purpose and Background

The purpose of this document is to provide team captains and managers sufficient information on the general rules of the game and player code of conduct.

For the most part, the Markham Cricket Association (MCA) follows match rules as stipulated by the International Cricket Council (ICC). Umpires in our league are professionally certified and are representatives of the Toronto Cricket Umpires and Scorers Association (TCUSA).

This document is organized to function as a handy reference. For example, the rules of engagement have been grouped into 'before', 'during' and 'after' the game rules and responsibilities, so the team captains/managers know what to look for and where.

The MCA Management expects all teams to abide by the player code of conduct, which ensures that all games are played within the laws of the game, and most importantly, in the Spirit of the Game. Please remember that we are a friendly yet competitive social league. Therefore the Spirit of the Game must always be maintained.

Furthermore, any game related matters, including submission of match sheets, should be done through our newly created email account MarkhamCricketInfo@gmail.com. Kindly note, this email address is slightly different from our regular MCA Management Team email address.

2. General Information

2.1. The Game

2.1.1. There are 3 different types of games scheduled during the season. All 3 types, along with respective scheduled start times are highlighted below in Table 1.

2.1.2. Teams should ensure that games are completed within the allotted time.

Game Category	Game Time	Notes
a. Morning Games – Reduced Overs (MGRO)	Toss: 7:45 AM 1st Innings: 8.00 AM to 10.15 AM (2 hrs 15 mins) Break: 10.15 am to 10.30 am. (15 mins) 2 nd innings: 10.30 am to 12.45 pm (2 hrs 15 mins)	<ul style="list-style-type: none">• 30 overs per innings• Min of 12 overs for results• Total playing time of 4 hrs 45 mins
b. Morning Games – Full Overs (MGFO)	Toss: 7:45 AM 1st Innings - 8.00 AM to 10:45 AM (2 hrs 45 mins) Break – 10:45 AM to 11:00 AM (15 mins) 2 nd innings – 11:00 AM to 1:45 PM (2 hrs 45 mins)	<ul style="list-style-type: none">• 35 overs per innings• Min of 14 overs for results• Total playing time of 5 hrs 45 mins
c. Afternoon Games – Full Overs (AGFO)	Toss: 1:45 PM 1st Innings - 2:00 PM to 4:45 PM (2 hrs 45 mins) Break – 4:45 PM to 5:00 PM (15 mins) 2nd innings – 5:00 PM to 7:45 PM (2 hrs 45 mins)	<ul style="list-style-type: none">• 35 overs per innings• Min of 14 overs for results• Total playing time of 5 hrs 45 mins

Table 1

2.2. Uniforms & Playing Equipment

2.2.1. Uniform: All players must play in coloured uniforms and batting pads.

2.2.2. The ball used for all league matches will be the Platypus Match Ball, provided by MCA.

2.2.3. The balls for T20 matches are to be determined ahead of the tournament.

2.3. Neutral Umpires

2.3.1. Both TCUSA Umpires Available

MCA plans to have two neutral umpires for each game. As usual, they will rotate between main and leg umpiring roles at the end of each over. Umpires should be paid before the game the amount stipulated by TCUSA.

In the event of one or both umpires not being available, the following rules will apply:

2.3.2. Only One TCUSA Umpire Available

- a. If the second neutral umpire is not available for whatever reason, one Neutral umpire will be the Main umpire for the entire game and the batting team will provide the leg umpire.
- b. When the batting team is providing the leg umpire, it is required that this umpire will have reasonable knowledge and understanding of the laws of cricket.
- c. Under no circumstances and at no point in the game will the leg umpire advise or coach any batsmen on the field of play. If he is seen to be doing so, then the neutral umpire will immediately ask the captain of the batting side to have this umpire replaced.
- d. The only decisions to be given by the leg umpire, as per the Laws of the game, are:
 - Run out at his end
 - Stumping
 - Hit wicket
 - Waist high beamer (no ball)
 - Over the head bouncer
- e. The leg umpire should assist in keeping count of the number of balls bowled in the over and also consult/advise the neutral umpire in the event of any doubts in a decision being made.
- f. The main (neutral) umpire is the final authority on all matters of the game being played

2.3.3. Absence of both Neutral Umpires

MCA gives a contract to Toronto Cricket Umpires and Scorers Association (TCUSA) for supply of umpires for the whole season. Sometimes due to

unforeseen circumstances, both umpires may not show up to the game. This is a very unlikely scenario and has not happened since we partnered with TCUSA. However, under such circumstances the following rule will apply:

a) **For Non-Playoff Games**

- The game will be deemed as drawn and points will be shared between the two teams. It is however mandatory to play the game.
- The game will have to be played as a friendly game. Each team (or as per agreement between the captains) will provide the umpires.
- If one team refuses to play the friendly game, it will be deemed a forfeit by the refusing team. Hence two points will be awarded to the other team.
- Exception: If both captains agreed to make it a legitimate game and are comfortable using umpires from their own teams, they should notify the MCA Grounds Coordinator in writing (via email) ahead of the game at MarkhamCricketInfo@gmail.com.

b) **For Playoff Games**

- Each of the 14 teams will be asked at the beginning of the season to identify 2 players who have reasonable knowledge of rules and are willing to umpire in the playoffs if their team is not in the playoffs.
- These two volunteers will need to be ready to officiate (umpire) a playoff game if needed. They can be notified within +/- half hour from the start of the game.
- As with any other game, the decision of these volunteer umpires will be final, and is to be treated just like that of any neutral umpire.

2.4. Roster & Playoffs Eligibility

- 2.4.1. Each team should provide MCA with the roster list (names and pictures) of 25 players (maximum) before the MCA-stipulated deadline. The same list will be uploaded onto the league website.
- 2.4.2. Only players whose names and pictures were submitted before the MCA-stipulated deadline will be allowed to play this season.
- 2.4.3. Each player should bring valid photo ID (e.g. health card, driving license, student ID or government-issued ID). Failure to produce ID before the game

will result in the player not being able to participate in that particular game, unless the dispute is amicably resolved by both captains.

- 2.4.4. The minimum number of games to be played for T20 and Regular Season Playoffs eligibility is highlighted in Table 2 below:

Total Non-Cancelled Games Played	Minimum # of Games Required for Playoff Eligibility
13	4
12	4
11	3
10	3
9	3
8	2

Table 2

2.5. Delayed Games

- 2.5.1. If there are any delays due to weather, then the D/L method will come into play to decide the targets.
- 2.5.2. D/L method will only be used if there is a neutral umpire(s) available, who can perform the D/L calculations. Otherwise the team Captains will decide on the duration of the matches.

2.6. Cancelled Games

- 2.6.1. If any team is not able to play their scheduled game, it is their responsibility to inform the opposing team well in advance (see 2.6.3).
- 2.6.2. By default, the team which cannot play on their scheduled date forfeits the match points to the opposing team.
- 2.6.3. Since all games are scheduled on weekends, it is each team's responsibility to inform their opponent the Wednesday before the weekend if they are unable to play.
- 2.6.4. The opposing team of the cancelling team will have the ground available to them and they may arrange to play a friendly game with any other team.
- 2.6.5. The team cancelling the game must also advise the grounds coordinator via email at MarkhamCricketInfo@gmail.com in order to avoid paying the umpires cancellation fees, by the Wednesday before the weekend. If not informed, the cancelling team will be responsible for any resulting umpire fees.

- 2.6.6. Any team cancelling a game after Wednesday of the game week will be penalized \$100, payable to MCA. The intention of this penalty is not to collect funds, but to discourage teams from cancelling games after the Wednesday deadline.
- 2.6.7. The above stated penalty must be paid in full or an arrangement should be made with MCA before the next game. Failure to do so will lead to the next game being considered a forfeit by default, with points awarded to the opposite team.

3. Before the Game

3.1. Home Teams

3.1.1. General Info on Home Teams

- a. MCA has done their best to balance the number of home games for each team in the league (6-7 home games per season).
- b. Teams that are on the left side of the weekly match ups on the schedule (first team listed for that fixture) are the home teams. For example if the schedule indicates “KCC Lexus”, then KCC will be the home team for that particular game.

3.1.2. Home Team Responsibilities

- a. Setting up the stumps before the start of the game.
- b. Marking the batting and bowling crease.
- c. Making sure the boundary is clearly marked. If the boundary is not clearly marked the home team will lay pylons to mark the boundary.
- d. Making sure that the 30-yard circle (25 yards in case of the McCowan grounds) is clearly marked. If the 30 (25) yard line is not clearly marked, the home team will lay pylons to mark the circle.

3.2. Game Day Roster Submission

- 3.2.1. Only players whose names and pictures that were submitted to MCA before the league stipulated deadline will be allowed to play.
- 3.2.2. Each team needs to provide the game day roster (playing eleven and nominated twelfth man) to the umpires before the start of the game, on the Match Sheet.
- 3.2.3. Each player should bring a valid photo ID (e.g. health card, driving license, student ID or other government-issued ID). Failure to produce an ID before the game will result in the player not being able to participate in that particular game, unless the opposite team captain is able to vouch for the player.
- 3.2.4. Both teams will be responsible for bringing 2 Copies of the Match Sheet with them to the game.

3.3. The Toss

- 3.3.1. The coin toss will happen 15 minutes before the scheduled start time:
 - a) Morning game toss is at 7:45 AM
 - b) Afternoon game toss is at 1:45 PM
- 3.3.2. Each team must have at least seven (7) players dressed in cricket attire in the presence of the umpire prior to the toss. If neither team is eligible to take part in the toss, then the toss shall nevertheless be taken.
- 3.3.3. If a team does not have at least seven (7) players available at the toss, they will then have to forfeit the toss and the team with at least seven (7) players dressed will be subsequently asked by the umpire to give their decision as to bat or field first.
- 3.3.4. This batting or fielding decision must be made immediately after the toss, in the presence of the umpire. No waiting or consulting period will be allowed to advise of the decision before leaving the toss.

4. During the Game

4.1. Maximum Number of Overs Allowed per Bowler

- 4.1.1. For 30 over games, each bowler can bowl a maximum of 6 overs.
- 4.1.2. For 35 over games, each bowler can bowl a maximum of 7 overs.
- 4.1.3. For T20 each bowler can bowl a maximum of 4 overs.

4.2. Injuries and Runners

- 4.2.1. In the event of an injury or an illness to a batsman, no runner shall be allowed for the injured batsman regardless of the extent of his injury or illness.
- 4.2.2. If a batsman is injured or falls ill while batting, he may retire and resume his innings at the dismissal or retirement of another batsman. If he cannot return by the end of the innings, the batting side must close its innings after all other batsmen are dismissed.

4.3. Power Play Rules

- 4.3.1. The following fielding restrictions apply, depending on the type of game:

Game Type	Power Play Overs	Fielding Restrictions
35 Overs	1 to 7	Maximum of 2 players are allowed outside the 30 yard circle
	8 to 28	Maximum of 4 players are allowed outside the 30 yard circle
	29 to 35	Maximum of 5 players are allowed outside the 30 yard circle
30 Overs	1 to 6	Maximum of 2 players are allowed outside the 30 yard circle
	7 to 24	Maximum of 4 players are allowed outside the 30 yard circle
	25 to 30	Maximum of 5 players are allowed outside the 30 yard circle
T20	1 to 6	Maximum of 2 players are allowed outside the 30 yard circle
	7 to 20	Maximum of 5 players are allowed outside the 30 yard circle

4.4. Beamers & Bouncers

- 4.4.1. Each bowler will be allowed to bowl one short-pitched delivery per over, above shoulder height (to be communicated to the bowler by the umpire). Any additional bowling of short-pitched balls in that over will be signaled as a **no ball** by the umpire.
- 4.4.2. In addition to the above rule, any short-pitched ball bowled above head high (a bouncer) will be called a **wide ball** and will count as one of the short-pitched ball allowed for the over.
- 4.4.3. A waist-high full toss is deemed dangerous and is not permitted at all, be it a fast or slow arm ball (even if accidental). If a bowler bowls this type of delivery, a **no ball** will be called immediately by the umpire and a **first and final warning** will be issued by the umpire to that bowler. This final warning will be valid for the entire innings for that bowler and any subsequent bowling of this type by the same bowler in that over or any future overs of the innings will result in the umpire asking the Captain to immediately remove that bowler from bowling anymore in that match. His remaining over will be completed by another bowler who has not bowled the previous over.

4.5. Free Hits

- 4.5.1. All "no balls", not just "foot faults", will result in a free hit (ODIs & T20Is)
- 4.5.2. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- 4.5.3. 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, so on and so forth.
- 4.5.4. During a free hit the striker cannot be dismissed, unless it is a stumping or a run out.
- 4.5.5. Field changes are not permitted for free hit deliveries, unless there is a change of striker.
- 4.5.6. The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

5. After the Game

5.1. Submitting the Match Sheet

- 5.1.1. Each captain must fill and sign the Match Sheet given by the umpire.
- 5.1.2. In case there is discrepancy in the score sheet submitted by the two captains, the issue will be forwarded to the disciplinary committee, unless it is otherwise resolved by the two captains.
- 5.1.3. If the scoring dispute is submitted to the disciplinary committee, the decision of the disciplinary committee will be final and binding.
- 5.1.4. The disciplinary committee will rely on the umpire's signed result sheet to make a decision.
- 5.1.5. The disciplinary committee may also penalize the team giving wrong information. The penalty could be deduction of up to 1 or 2 points from the team.
- 5.1.6. If the score sheet is not signed by the umpire, it will not be entered as an official record.
- 5.1.7. Both teams will be responsible for sending the fully filled Match Sheets to MarkhamCricketInfo@gmail.com, within 24 hours of completion of the game. Failure to do so will mean a forfeit of the points won for that match.

5.2. Updating the Website

- 5.2.1. Each team's captain must have the umpire sign the Match Sheet with the results and send it to the points coordinator via email to MarkhamCricketInfo@gmail.com.
- 5.2.2. It is the responsibility of each team captain/manager to update the website with the team's scores and statistics by the Tuesday of the Game week.
- 5.2.3. Once website is updated, the information will be verified by the points coordinator, designated by MCA.

5.3. Points Table

- 5.3.1. Two independent points coordinators (PC) will be appointed to manage the points table.
- 5.3.2. The points coordinators (PCs) will keep a tally of the points and Net Run Rate (NRR) independently and send it to all the members on a weekly basis.

- 5.3.3. Points and NRR published by the points coordinators will be final superseding any other publication of points and/or NRR.
- 5.3.4. All questions regarding the points and NRR should be directed to the PCs.
- 5.3.5. MCA management team will keep a tally of the points separately.
- 5.3.6. MCA and PCs will reconcile the points table from time to time to ensure accuracy.
- 5.3.7. The final points table will be published by MCA at the end of the final game before the semi finals.

6. Players Code of Conduct

6.1. The Policy

- 6.1.1. The MCA Code of Conduct policy for season 2018 was established to help MCA conduct its league affairs in proper sportsmanlike manner as per cricket norms. It will also help the captains and the MCA Management team to enforce strict discipline, which is paramount to keeping MCA healthy.
- 6.1.2. All Captains and Team members must acquaint themselves with this policy and sign it as a form of acceptance. Signed copies should be provided by each team to the MCA Management.
- 6.1.3. This Code of Conduct will strictly be enforced by the neutral umpire present. In case the neutral umpire is not present, the officiating main umpire will enforce the policy. Both the umpires and the captains will be required to notify the MCA Management of any league violations.

6.2. Players Conduct

6.2.1. Talking on the field:

- a. Talking is permitted between members of the fielding team, but not while the bowler is in his run up, and particularly not by close-to-the-wicket fieldsmen in such a way as to distract the batsman. Law 42 (ICC) will apply.
- b. No talking to umpires, except to request information with regards to time, balls remaining, etc. or to request permission to leave the field etc.

6.2.2. Umpire's Decision is Final

- a. Whether neutral umpires are present or not, the umpire's decision will be final. There will absolutely be no arguments following an umpire's decision.
- b. A player can now be sent off the field by the umpire for the rest of the match for serious misconduct. This will apply to most Level 4 offences, with Level 1-3 offences continuing to be dealt as per the ICC Code of Conduct.

6.2.3. **Reacting to Umpire Decisions:**

- a. There will be no showing of dissent by any player of any team on an umpire's decision, verbally or by actions.
- b. No verbal abuse, racial slurs, obscene language or threats of violence are permitted, whether directed at teammates, opponents or umpires.
- c. There will be zero tolerance on language that is obscene (swearing), offensive, insulting, including slurs based on race, religion, colour, descent or ethnic origin.
- d. There will absolutely be no sledging, baiting or ridiculing of any player/batsmen in relation to their ability or lack thereof on the playing field.

6.2.4. **Violence**

- a. There will be absolutely NO violence on the field of play, including physical assault of another player, umpire or spectators.
- b. If such acts occur, the MCA Management together with the disciplinary committee will impose strict suspensions of the player and/or the team(s) which could include suspension for the whole season and also complete suspension to ever play in MCA league.

6.2.5. **Captain's responsibility**

- a. No player beside the captain should talk to the umpire in relation to any issue/dispute on the field.
- b. It is the captain's responsibility to resolve any issues with the opposing captain and the umpire.
- c. The captains of each of the teams will be responsible for the behavior of their players during the game

6.3. **League Discipline**

6.3.1. In the event of players indulging in intentional physical contact:

- a. All the players involved in such an act will be automatically suspended from the league.
- b. The team captain(s) will get a warning for the first instance.
- c. If the physical violence is repeated (by any other member of the same team) the team will be disqualified from the league.

- 6.3.2. In the event of abusive language hurled at players of any other team, there will be automatic suspension until further notice. The suspension will be minimum two immediate games. Disciplinary committee will review the incident based on the report from the umpire and may increase the suspension based on their assessment.
- 6.3.3. For all other matters, the disciplinary committee will review the situation and make a final and binding decision for all the teams.
- 6.3.4. In case of any dispute, the decision of the MCA disciplinary committee ratified by the MCA management is final.