



York Region Cricket Association

Limited Overs Games Playing conditions

All ICC playing conditions for limited overs games will be followed unless specified otherwise in the YRCA playing conditions.

2.1.1.1.1 TOSS

- 2.2 The Toss will be taken 15 minutes before the scheduled game start time
- 2.3 Each team must have at least seven players dressed in team uniform in the presence of the umpire prior to the toss. If neither team has seven players ready in team attire, the toss will be taken with both opposing captains dressed in their respective team uniform.
- 2.4 A team which will not have at least seven players available as per above will then have to forfeit the toss and the team with at least seven players dressed will be awarded the toss. The team winning/claiming the toss has to advise the umpires of their decision to bat or field, immediately following the toss, no waiting period will be allowed to advice of the decision.
- 2.5 The game will not start till both teams have 7 players in team dress ready to play at the ground. If 40 minutes past the scheduled start time, neither team has 7 players, the match will be recorded as a draw by both teams and the matter reported to YRCA management by the umpires and respective captains.
- 2.6 If one Team has 7 players in team attire present, and the other team does not, the umpires will assess a penalty to the defaulting team. The calculation of the penalty (to ensure Duckworth-Lewis integrity is maintained) for the team arriving late, will be in the form of 1 over deduction on late arrival of every 4 minutes, regardless of when the defaulting team bats.

3.0 Delay of Game Start:

- 3.1 The umpires will assess if the home team should get the ground ready for play (for example, in conditions where rain is falling).
- 3.2 Irrespective of the ground conditions, both teams must have 7 players ready to play at the ground at toss time (15 minutes prior to the original game start time), though the actual toss may take place 15 minutes prior to the game start when the umpires deem the game ready to play.

4.0 Number of overs: The match will consist of one innings per side, and each innings will be limited to 30 Overs.

5.0 Match: A minimum of 12 Overs per team shall constitute a match, unless either side is dismissed in less than the 12 Overs, or the side batting second wins the match in less than 12 Overs.



York Region Cricket Association

Limited Overs Games Playing conditions

6.0 Match Times:

6.1.1.1 Morning Games:

6.1.1.2 Toss: 7:45 a.m.

6.1.1.3 1st Innings - 8.00 am to 10:10am

6.1.1.4 Break – 10:10 am to 10.30 am.

6.1.1.5 2nd Innings – 10.30 am to 12:40pm

6.1.1.6 Afternoon Games

6.1.1.7 Toss : 12:45 pm

6.1.1.8 1st Innings - 1 pm to 3:10 pm

6.1.1.9 Break – 3:10pm to 3:30pm

6.1.1.10 2nd Innings – 3:30pm to 5:40pm

For all the games: in extreme weather conditions, a 2-3 minute break may be allowed at the discretion of the neutral umpires, after every hour of uninterrupted play.

7.0 Umpires

7.1.1.1 There will be one neutral officiating umpire who will act as main umpire, after every over is bowled.

7.1.1.2 The batting team will provide the leg umpire. When the batting team is providing the Leg umpire, it is required that this umpire should have reasonable knowledge of the Laws of Cricket.

7.1.1.3 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/she is seen to be doing so, then the neutral umpire will immediately ask the captain of the batting side to have this umpire replaced.

7.1.1.4 The leg umpire should assist in keeping count of the number of balls bowled per over and also consult/advise the neutral umpire in the event of any doubts in a decision made. The main (neutral) umpire is the final authority on all matters of the game being played.

7.1.1.5 The non-neutral umpire will be judging: Run out and Stumping only on the striker end



York Region Cricket Association

Limited Overs Games Playing conditions

8.0 Home Team

8.1 The Home team will be identified in the schedule sent to all teams.

8.1.1.1 Home team is responsible for

8.1.1.2 Putting up the stumps before the start of the game and ensuring the crease and wide lines are marked. Provide chalk for marking guard

8.1.1.3 Making sure the boundary is clearly marked. If the boundary is not clearly marked the home team will use pylons/flags to mark the boundary.

8.1.1.4 Making sure that the 30 yard line (25 yards in case of Mccowan grounds) is clearly marked. If the 30 (25) yard line is not clearly marked the home team must use pylons/flags to mark the circle.

8.1.1.5 Home team will be responsible for providing the match sheet.

Further responsibilities are available on the Match sheet (attached at the end of this circular).

8.1.1.6 Home Team will email the completed Match sheet to

infoyrc@gmail.com or info@yorkregioncricketassociation.com and cc the away team.

9.0 Completion of Innings

9.1.1 Each inning must complete within the specific time allotted, failure to do so will result in the umpire awarding 8 runs per over left to bowl. The umpires will monitor the game and advise teams if they are falling behind on over rate every 10 overs or as they see fit. Ideally, awarding of penalty runs should be avoided as each team is allowed 2 hours and 10 minutes (130 minutes) to complete their innings, which equates to 4.2 minutes per over. If in the opinion of the umpire, a team is not adhering to the over rate after repeated warnings, then the Umpires will award penalty runs at his/her sole discretion.

9.1.2 Umpires will be the sole decision makers for the awarding of the penalty runs to any team.

9.2 Absence of Neutral Umpires

In the absence of neutral umpires for the match, the respective captains will reach a mutual agreement on how the game will be conducted. If they don't arrive to a conclusion, the match will be considered a draw and one point will be awarded to each team and they can play a friendly game. Once the game starts, there will be no backing out by either team, whichever team walks out shall be considered to have forfeited the game and the points.



York Region Cricket Association

Limited Overs Games Playing conditions

10.0 Runners

No runner will be allowed for any batsman, unless an on field external injury has occurred **or if the opposing captain agrees.**

11.0 Players

- 11.1.1 Each team will provide YRCA with the list (Names and Pictures) of a maximum of 20 players. The same list will be uploaded onto the website. Each team can add another 5 players to their roster by third Wednesday of June each season. Only players whose names and pictures have been submitted will be allowed to play.
- 11.1.2 Every team will provide a list of players (for playing eleven) to the umpire before the start of the game.
- 11.1.3 Players who have played at least 4 games in the regular season will be permitted to play in the playoffs. However if due to inclement weather or absence of neutral umpires or a scheduling error, any games are cancelled, then the playoff eligibility for those teams only is 3 games played by their respective players. Playoff eligibility remains the same for all players regardless of when they join their respective team.
- 11.1.4 On a best efforts basis, YRCA will endeavor to provide photo ID's to all participating players, in the meanwhile every player shall bring valid photo IDs (Driver's License/Passport/Student ID/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 opposing team captain is able to vouch for the player.



York Region Cricket Association

Limited Overs Games Playing conditions

12.0 Number of overs per bowler

12.1.1.1 Each bowler can bowl a maximum of 6 overs.

13.0 Uniforms and Match Ball

13.1.1.1 All teams and players will play in colored uniforms.

13.1.1.2 All batsmen will use colored batting Pads.

13.1.1.3 Zero tolerance policy will be observed in Uniform Design from

June 1, 2018. Uniforms of all players including the replacement fielder (if needed/allowed), must match the rest of the team. Fading of color is acceptable but no different designs will be allowed. Any player not conforming will not be allowed to play and should the player procure a uniform during the course of the match, that player will face restrictions that a player arriving late faces.

13.2 The ball used for all league matches will be the Grays of Cambridge Cavalier (Pink Cricket Ball) provided by YRCA and for Stouffville grounds Grays of Cambridge Test (Pink Cricket Ball).

14.0 Delay of Matches

14.1.1.1 If there are any delays due to weather or any other reason, then the Duckworth Lewis method will come into play to decide the targets.

14.1.1.2 This will only be the case if there is a neutral umpire present who can perform the D/L calculations, otherwise the team Captains will decide on the duration of the matches.

15.0 Cancellation of Games

15.1.1 If any team is not able to play their scheduled game, it is their responsibility to inform the opposing team well in advance.

15.1.2 Since all games are scheduled on the weekends, it is each team's responsibility to ensure on the Wednesday prior to the weekend to advise their opponent that they will not be able to play.

15.1.3 This will automatically mean that the team which cannot play on their assigned date will forfeit the match and the points.

15.1.4 The other team which can play will then have the ground and can make arrangements with any other team to play a friendly game.

15.1.5 The team cancelling the game must advise the neutral umpire not to show up in order to avoid incurring the umpire fees. If they do not inform the umpire, they will be responsible for any Umpire fee incurred.



York Region Cricket Association

Limited Overs Games Playing conditions

- 15.1.6 Any team cancelling on any day after the Wednesday deadline will, in addition to above pay a penalty of \$ 100 to YRCA. The intention of this penalty is not to collect funds, but to discourage teams for cancelling games after the Wednesday deadline as we all have to be cognizant of the other team's priorities.
- 15.1.7 The above stated penalty must be paid in full before the next game otherwise that game will be considered automatically forfeited and the points will be awarded to opposite team.

16.0 Website

- 16.1.1 A website manual will be provided to each team.
- 16.1.2 It is the responsibility of each team Captain/management to update the website with the teams' scores and statistics.
- 16.1.3 In case there is discrepancy in the score sheet submitted by the two captains the issue will be forwarded to the disciplinary committee.
- 16.1.4 The disciplinary committee will rely on Match sheet signed by the two captains and the umpires.
- 16.1.5 The Disciplinary committee may penalize the team giving wrong information. The penalty could be deduction of 1 or 2 points from the team.
- 16.1.6 If the score sheet is not signed by the umpire it will not be entered as official record.
- 16.1.7 The decision of the disciplinary committee will be final and binding.

17.0 Points Table

- 17.1.1 The point coordinator will keep a tally of the points & NRR. The point coordinator will update the website according to the match sheets submitted.
- 17.1.2 Points and NRR published by the points coordinator will be final and will supersede any other publication of points and/or NRR
- 17.1.3 All questions regarding the points and NRR should be directed to the point coordinator.
- 17.1.4 The final points table will be published by YRCA at the end of the final game before the Quarter Finals/Semi Finals.



York Region Cricket Association

Limited Overs Games Playing conditions

18.0 No Ball

- 18.1.1 All "No Balls" will result in a free hit
- 18.1.2 The delivery following a no ball shall be a free hit
- 18.1.3 If the subsequent delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next legal delivery will become a free hit for whichever batsman is facing it.
- 18.1.4 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.
- 18.1.5 Field changes are not permitted for free hit deliveries unless there is a change of striker.

19.0 Bowling of Short Pitched & Waist high Beamers

- 19.1.1 Each bowler will be allowed to bowl one short pitched delivery above shoulder height per over bowled. Any additional short pitched bowling in that over will be signaled as a NO Ball by the umpire.
- 19.1.2 In addition to above, a short pitched ball bowled which is above head high will be called as a WIDE and will count as one of the short pitched ball allowed for the over.
- 19.1.3 Bowling of above waist high bowling is deemed dangerous and is not permitted at all, be it by a fast or slow arm bowler.
- 19.1.4 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 his remaining spell will result in the umpire asking the Captain to immediately remove that bowler from bowling anymore in that innings. His remaining over will be completed by another bowler who has not bowled the previous over.



York Region Cricket Association

Limited Overs Games Playing conditions

20.0 Power play rules 2016

OVERS	POWER PLAY
30	9
20	First 6 Overs
12	First 4 Overs

20.1.1 Power Play Overs

- a. There will be 9 overs of mandatory power play from overs 1- 30.
 - b. First Power play is Mandatory and will be for 6 Overs, from over 1 to over 6.
 - c. Second Power Play or Batting power play will be 3 overs, which the batting team can take any time between overs 7 and 23.
 - d. If the second power play is not taken till 24th over, then the batting power play will automatically come into play for overs 24, 25 & 26.
 - e. A maximum of 2 fielders will be allowed outside the 30 yard circle in the first power play, between overs 1-6, 3 fielders allowed outside the 30 yard circle during the batting power play, 5 fielders allowed outside the 30 yard circle during the last 4 overs 27th to the 30th over and 4 fielders allowed outside the 30 yard circle during all non-power play overs
 - f. In case of a late start due to weather or ground conditions, umpire/s will decide on the power play based on 30% of the total overs to be allocated for power play.
-