

Markham Cricket Association (MCA)

30 and 35 Over Match Playing conditions for the 2017 Season

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Players Code of Conduct

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Section 1: Match Playing conditions for the 2016
Season

1.0. The Game

1.1. Morning Games –Reduced Overs (MGRO)

- 1.1.1. **Number of overs:** The match will consist of one (1) innings per side, and each innings will be limited to 30 Overs.
- 1.1.2. **Game on:** 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.
- 1.1.3. **Timings:**
 - Toss: 7:45 a.m.
 - 1st Innings - 8.00 am to 10.15 am (2 hrs 15 mins)
 - Break – 10.15 am to 10.30 am. (15 minutes)
 - 2nd innings – 10.30 am to 12.45 pm (2 hrs 15 mins).

1.2. Morning Games – Full overs (MGFO)

- 1.2.1. **Number of overs:** The match will consist of one (1) innings per side, and each innings will be limited to 35 Overs.
- 1.2.2. **Game on:** A minimum of 14 Overs per team shall constitute a match, unless either side is dismissed in less than the 14 Overs, or the side batting second wins the match in less than 14 Overs.
- 1.2.3. **Timings:**
 - Toss: 7:45 a.m.
 - 1st Innings - 8.00 pm to 10:45 am (2 hrs 45 mins)
 - Break – 10:45 am to 11:00 am (15 mins)
 - 2nd innings – 11:00 am to 1:45 pm (2 hrs 45 mins).
- 1.2.4. **The morning session will have 5hrs 45 min of total playing time including 15 min break for 70 overs (35 overs each innings).**

1.3. Afternoon Games – Full Overs (AGFO)

- 1.3.1. **Number of overs:** The match will consist of one (1) innings per side, and each innings will be limited to 35 Overs.
- 1.3.2. **Game on:** A minimum of 14 Overs per team shall constitute a match, unless either side is dismissed in less than the 14 Overs, or the side batting second wins the match in less than 14 Overs.
- 1.3.3. **Timings:**
 - Toss : 1:45 p.m.
 - 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).

- 1.3.4. **The afternoon session will have 5hrs 45 min of total playing time including 15 min break for 70 overs (35 overs each innings).**

2. Neutral Umpire

2.1. **Main Umpire:** MCA plans to have two neutral officiating umpires who will rotate the umpiring as main umpire, after every over is bowled.

2.2. Leg Umpire:

2.2.1. If the second neutral umpire is not available, the batting team will provide the leg umpire.

2.2.2. When the batting team is providing the Leg umpire, it is required that this umpire will have reasonable knowledge of the Laws of Cricket.

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

2.2.4. Only decisions to be given by this Leg umpire as per the Laws of Cricket are:

- a) Run Out at his end.
- b) Stumped
- c) Hit wicket.
- d) No ball waist high

2.2.5. 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 made.

2.2.6. The main (neutral) umpire is the final authority on all matters of the game being played.

3. Home team

3.1. The home team will be identified in the final schedule sent to all teams.

3.2. Home team is responsible for

3.2.1. Putting the stumps before the start of the game.

3.2.2. Making sure the boundary is clearly marked. If the boundary is not clearly marked the home team will lay the pylons to mark the boundary.

3.2.3. 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 will lay the pylons to mark the circle.

- 3.2.4. Clear demarcation of innings must complete at the specific times for both the teams. Failure to do so will result in the umpire awarding 6 runs per over left to bowl.
- 3.2.5. Home team will be responsible to Bring 2 Copies of Match Sheet with Them.
- 3.2.6. Home Team Will be Responsible to send Fully Filled Match sheets to Raka ,Leonard and Website Co-coordinator.(Email addresses will be sent to team Captains)

4. Completion of Innings

- 4.1. The innings must complete at the specific times for both the teams. Failure to do so will result in the umpire awarding 6 runs per over left to bowl. Neutral umpire to monitor closely the game and advise teams if they are falling behind on over rate every 5 overs. Ideally, awarding of penalty runs should be avoided as each team is allowed 2hrs and 45 mins (165 mins) to complete their innings, which equates to 165mins/35 overs – over 4 1/2 mins per over. If in the opinion of the umpire, a team is not adhering to the over rate after repeated warnings, then the Neutral umpire will award penalty runs at his sole discretion.
- 4.2. Neutral umpires will be the sole decision makers for the awarding of the penalty runs to any team.
- 4.3. **Absence of Neutral Umpires**
In the absence of neutral umpires for the match, the captains of the respective teams will reach a mutual agreement in the SPIRIT of the Game to determine slow over rates.

5. The TOSS

- 5.1. The Toss will be taken 15 minutes before the scheduled game start time
- 5.2. 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.
- 5.3. A team which will not have at least seven (7) players available as per above 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 first bat or field.
- 5.4. This decision must be made immediately after the toss. No waiting period will be allowed to advice of the decision.

6. Runners

- 6.1. Runners will be allowed for any team at the discretion of the team Captains.
- 6.2. Substitute runners will be allowed only if there is external injury during the game as per ICC rule.

6. Lists of Players

- 6.1. Each team will provide MCA with the list (Names and Pictures) of a maximum of 25 players. The same list will be uploaded onto the website.
- 6.2. Only players whose names and pictures have been submitted will be allowed to play.
- 6.3. Every team will provide a list of players (for playing eleven) to the umpire before the start of the game.
- 6.4. Players who have played at least 4 games in the regular season will be permitted to play in the play-offs.
- 6.5. Every player shall bring valid photo IDs (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 opposite team captain is able to vouch for the player.

7. Number of overs per bowler

- 7.1. For 30 over games, each bowler can bowl a maximum of 6 overs.
- 7.2. For 35 over games, each bowler can bowl a maximum of 7 overs.

8. Uniforms and Match Ball

- 8.1. Uniform: All players will play in coloured uniforms.
- 8.2. All players will use coloured batting Pads.
- 8.3. The ball used for all league matches will be the Platypus Match Ball provided by MCA
- 8.4. The ball for T20 matches is to be determined.

9. Delay of Matches

- 9.1. If there are any delays due to weather or any other reason, then the D/L method will come into play to decide the targets.
- 9.2. 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.

10. Cancellation of Games

- 10.1. If any team is not able to play their scheduled game, it is their responsibility to inform the opposing team well in advance.
- 10.2. Since all games are scheduled on the weekends, it is each team's responsibility to ensure on the Wednesday before the weekend to advise their opponent that they will not be able to play.
- 10.3. This will automatically mean that the team which cannot play on their assigned date will forfeit the match and the points.
- 10.4. The other team which can play will then have the ground and can make arrangements with any other team to play a friendly game.
- 10.5. 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.
- 10.6. Any team cancelling on any day after the Wednesday deadline will, in addition to above pay a penalty of \$ 100 to MCA. 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.
- 10.7. 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.

11. Game results (This is only till the time the Web site is functional)

- 11.1. Each captain must fill and sign the match result sheet given by the umpire.
- 11.2. Each team captain must have the umpire sign the Match sheet with the result and send it to the points coordinators Leonard Mathias at lmariathas@yahoo.com and Raka Paul at onlyraka@gmail.com.
- 11.3. It is the responsibility of each team Captain to update the website with the teams scores and statistics
- 11.4. In case there is discrepancy in the score sheet submitted by the two captains the issue will be forwarded to the disciplinary committee.
- 11.5. The disciplinary committee will rely on umpire's signed result sheet to make a decision.
- 11.6. The Disciplinary committee may penalize the team giving wrong information. The penalty could be deduction of 1 or 2 points from the team.
- 11.7. If the score sheet is not signed by the umpire it will not be entered as official record.
- 11.8. The decision of the disciplinary committee will be final and binding.

12. Points Table

- 12.1. Two independent points coordinators (PC) will be appointed to manage the points table.- Raka Paul and Leonard Mathias for 2016.
- 12.2. The points co-coordinators (PCs) will keep a tally of the points and NRR independently and send it to all the members on a weekly basis.
- 12.3. Points and NRR published by the points coordinators will be final superseding any other publication of points and/or NRR
- 12.4. All questions regarding the points and NRR should be directed to the points co-coordinators.
- 12.5. MCA management team will keep a tally of the points separately.
- 12.6. MCA and PCs will reconcile points tables from time to time to ensure accuracy.
- 12.7. The final points table will be published by MCA at the end of the final game before the semifinals.

13. Power play rules 2016

13.1. Definition :

In one day international 33% overs played, are considered as power play overs.

Game Length	Power play overs
35	11
30	9
25	8
20	6
10	3

13.2. For 35 over game

- 13.2.1. There will be 11 overs of “mandatory power- play” from overs 1- 35.
- 13.2.2. First Power play will be 8 Overs, from over 1 to over 8.
A maximum of 2 fielders will be allowed outside the circle in the first power play, between overs 1-8
- 13.2.3. Second Power Play or Batting power play will be 3 overs, which the batting team can take any time before 30 overs, between overs 9 and 28.

If the second power play is not taken till 27th over, then the batting power play will be enforced from overs 28 to 30.

A max of 3 fielders will be allowed outside 30 yard circle.

During non power play overs five fielders are allowed outside 30 yards circle.

- 13.2.4. In case of rain late start, umpire will decide based on 33% of the total to be allocated for power play

13.3. For 30 over game

- 13.3.1. There will be 9 overs of “mandatory power- play” from overs 1- 30.

- 13.3.2. First Power play will be 7 Overs, from over 1 to over 7.

A maximum of 2 fielders will be allowed outside the circle in the first power play, between overs 1-6

- 13.3.3. Second Power Play or Batting power play will be 25-26 overs, which the batting team can take any time between overs 7 and 24.

If the second power play is not taken till 24th over, then the batting power play will be enforced from overs 25-26.

A max of 3 fielders will be allowed outside 30 yard circle.

During non power play overs, five fielders are allowed outside 30 yard circle.

- 13.3.4. In case of rain late start, umpire will decide based on 33% of the total to be allocated for power play

14.0 Free Hit after a Foot Fault No Ball

- 14.1 All "no balls", not just "foot faults", will result in a free hit (ODIs & T20Is)

- 14.2 The delivery following a no ball shall be a free hit for whichever batsman is facing it.

- 14.3 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.

- 14.4 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.

- 14.5 Field changes are not permitted for free hit deliveries unless there is a change of striker.

- 14.6 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

15. Bowling of Short Pitched and above waist high (Beamers) deliveries

15.1. Each bowler will be allowed to bowl one short pitched delivery per over above shoulder height. Any additional bowling of short pitched bowl in that over will be signaled as a NO Ball by the umpire.

15.2. 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.

15.3. Bowling of above waist high bowling is deemed dangerous and is not permitted at all, be it by a fast or slow arm bowler.

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.

Section 2: Players Code of Conduct

1. The Policy

1.1. The MCA Code of Conduct policy for session for Year 2014 has been established to help MCA conduct its league affairs in proper sportsperson like manner as per cricket norms. It will also help the Captains and the management committee to enforce strict discipline which is paramount to keeping MCA healthy.

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.

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 umpire and the captain(s) will be required to notify the MCA management and disciplinary committee, of any violations.

2. Players Conduct

2.1. **Talking on the field:**

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

2.2. Umpire's Decision

- 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.

2.3. Reaction to decision:

- 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.

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.

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 captains and the umpire.
- c) Captains of the teams will be responsible for the behavior of their players during the game

3. Outcome

3.1. In the event of players indulging in intention physical contact:

- a) All the players involved in such 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.
- 3.2. In the event abusive language is hurled at players of the other team, there will be automatic suspension till 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.
- 3.3. For all other matters the disciplinary committee will review the situation and make decision which will be final and binding for all the teams.

4. Final Decision

In case of any dispute the decision of the MCA disciplinary committee ratified by the MCA management is final.

MCA management is hoping that all teams will abide by the above Code of Conduct which will ensure the game is played within the Laws of the Game and also very importantly in the Spirit of the Game.

Please remember we are a friendly, yet competitive social league and the Spirit of the game must be maintained at all times.