

**TORONTO & DISTRICT CRICKET ASSOCIATION**  
**PLAYING RULES FOR ELITE, PREMIER, 1,& 2, DIVISIONS**  
**(Revised: May 7, 2013)**

**Except as varied hereunder, the MCC Laws of Cricket (2000 Code) 4th Edition - 2010 shall apply**

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**(1) LENGTH OF INNINGS AND PRE-MATCH REGULATIONS**

**(a) DURATION**

The match will consist of one (1) innings per side, and each innings will be limited to fifty (50) six-ball overs. A minimum of twenty (20) overs per team shall constitute a match (unless either side is dismissed in less than twenty (20) overs, or the side batting second wins the match in less than twenty (20) overs. A team shall not be permitted to declare its innings closed.

**(b) NOMINATION OF PLAYERS**

Each Captain shall hand to the umpires their list of 11 nominated players on the official match sheet and an acceptable (see section 7.1c) form of photo ID, 15 minutes prior to the toss taking place. (See Laws 1.2 & 12.4). All 11 players must be registered with the Toronto & District Cricket Association as being members of the club. If a nominated player does not have his/her T&D registration number recorded on the match sheet, the player will not be allowed to participate in the match.

Each team is allowed to nominate only three (3) foreign players in a match.

**(c) THE TOSS**

**Eligibility**

- A team must have submitted its team list to the umpires prior to the toss as well as the umpire's match fee, a new approved ball and 2 good approved used balls. A plea that the other team has the match sheet will be ineffective.
- The home team must have the circles and pitch markings completed before the toss. A plea that the ground authority has not done the work or done it improperly will be ineffective.
  - A team must have at least seven (7) players dressed in cricket attire in the presence of the umpire immediately prior to the toss. A plea that seven dressed players were present at an earlier time but have now departed will be ineffective. (Cricket attire will comprise colored clothing and Pads) the colour to be identical for all members of the same team, (colour other than white, cream or any light colour), as approved by the Toronto & District Cricket Association Board of Governors.
  - **At the start of a match the fielding team shall have a minimum of 7 players in order for play to commence, (in such scenario, teams need to fulfill the requirements of inner circle first).**
  - Neither team is eligible to toss if the ground has not been released by the ground authority.

**Toss awarded/not awarded:**

- If one team is ineligible to take part in the toss then the umpires must award the toss to the other Team.
  - If both teams are ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the Toronto & District Cricket Association of this fact, who may take further action against both clubs.

**Time and place**

- The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes and not later than **15** minutes before the scheduled or any rescheduled time for the match to start.
- As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed.
- No player can play unless he/she is dressed in the colored clothing approved for his/her club.
- If the ground is not prepared prior to the scheduled/**reschedule** start **time** due to circumstance **beyond** control of the ground authority, the opposing Captain cannot claim the toss. The toss must take place in the presence of at least one (1) umpire.

- The following shall apply in addition to Law 1.3(a): The deputy must be one of the nominated players.
- If any team does not take the field half an hour (30 Minute) after the scheduled or re-scheduled starting time, it will automatically default the match.
- If a team fails to turn up for a scheduled match the defaulting team will forfeit the match to its opponent as well as face a fine of \$300.0. The T&DCA board may also look at suspension or expulsion from the league. **If no explanation is provided within 7 days.**

## (2) HOURS OF PLAY, INTERVALS & INTERVALS FOR DRINKS MINIMUM OVERTS IN A DAY

### 2.1 Start and Cessation Times for Divisions: Elite, Premier, 1, & 2 MAY TO AUGUST 2013 (See below regarding last two weekends of August)

Team batting first	12.30 pm To 4.00 pm	210 Minutes
Interval	4.00 pm To 4.30 pm	30 Minutes
Team batting second	4.30 pm To 8.00 pm	210 Minutes

#### LAST TWO WEEK- ENDS OF AUGUST

Team batting first	12.00 pm To 3.30 pm	210 Minutes
Interval	3.30 pm To 4.00 pm	30 Minutes
Team batting second	4.00pm To 7.30 pm	210 Minutes

#### SEPTEMBER

Team batting first	11.30am To 3.00 pm	210 Minutes
Interval	3.00 pm To 3.30 pm	30 Minutes
Team batting second	3.30.00pm To 7.00 pm	210 Minutes

The second innings will not start until the match sheet has been completed for the first innings. A team causing an unreasonable delay to the start of the second innings will incur **five (5)** penalty run per 4.2 minutes of delay.

The duration and the time of the lunch interval can be varied in the case of an interrupted match or a match where the start is delayed.

Each team must provide their own lunch for all home and away matches.

#### (2.2) INTERVAL BETWEEN INNINGS:

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session, unless the team batting first has completed its innings at least thirty (30) minutes prior to the scheduled interval, in which case, a ten (10) minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled. If the team batting first is dismissed when there is less than thirty (30) minutes remaining prior to the scheduled interval, then the interval shall be taken immediately. The team batting second will then commence its innings thirty (30) minutes after the close of the first team's innings.

#### FOR ALL DIVISIONS

##### TIME LOST

Up to 60 minutes

Between 61 and 120 minutes

More than 120 minutes

10 minutes

##### INTERVAL

One-for-one minutes down to 20 minutes

For delayed and interrupted matches refer to Appendices **3 & 4**

#### 2.3) INTERVALS FOR DRINKS

Two (2) drinks breaks per session shall be permitted, each 1 hour and 10 minutes apart. The provisions of Law 15.9 shall be strictly observed, except that under conditions of extreme heat, the Umpires may

permit extra intervals for drinks.

**Drinks must be taken within the 30-yard circle and no player shall leave the field without the Umpire's consent.**

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

### **(3) APPOINTMENT OF UMPIRES:**

The Toronto Cricket Umpires & Scorers Association or its delegated representatives shall arrange the appointment of Umpires for regular league matches on behalf of the Toronto & District Cricket Association. For the play-offs the Toronto & District Cricket Association may appoint Match Managers.

(a) Fitness for play

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.

(d) 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 recommence.

(e) 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 player 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.

**(f) Umpires are reminded of the danger that lightning poses and must immediately suspend play when a flash of lightning is visible or if peals of thunder are occurring at 30-second intervals or less. Play must not resume until 15 minutes after the last peel of thunder or as decided by the Umpires.**

### **(4) SUBSTITUTES**

Law 2.1 shall be applied as modified:

Law 2.1 (a) (ii) 2.7-and-2.8 shall not apply. A runner for a batsman when batting is not permitted

The umpires shall have discretion, for wholly acceptable reasons, to allow a substitute for a fielder at the start of the match or any subsequent time. The substitute must be a registered player with the club involved in the substitution.

Law 2.5 shall be applied as modified:

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:

(a) The umpire shall be informed of the reason for fielder's absence,

(b) The fielder shall not thereafter come on to the field during a session of play without the consent of the Bowler's end Umpire. The Umpire shall give such consent as soon as practicable.

(c) If the player is absent from the field for longer than eight minutes.

(i) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

(ii) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five (5) wickets.

The restriction in (i.) and (ii.) 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. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

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

## **LENGTH OF AN INNINGS:**

### **5.1) UNINTERRUPTED MATCHES**

(a.) Each team shall bat for fifty (50) six-ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) For all Divisions, sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 30 minutes of playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six (6) runs for every whole over that has not been bowled by the scheduled or re-scheduled cessation time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball becomes dead after the scheduled or re-scheduled cessation time for the innings even if this time is during an over. However, the penalty runs will be considered to be awarded at the instant of the last delivery.

If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the re-scheduled cessation time for that innings, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.

Over rate penalties only apply to innings of twenty (20) overs or more duration.

**This is the only penalty for slow over-rate.** In any Duckworth/Lewis calculation no penalty for slow over rate will apply.

(For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations). If umpires have to award penalty runs for slow over rates, they must file a report with the Toronto & District Cricket Association.

(c) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting 2<sup>nd</sup> will still receive 50 overs even if they have been penalized for a slow over rate. The interval shall be taken at the conclusion of the first innings.

If the team batting first is dismissed in less than fifty (50) overs, the team batting second shall be entitled to bat for fifty (50) overs except as provided in (c.) above.

(d) If the team fielding second fails to bowl fifty (50) overs or the number of overs as provided in 5.1 (b), (c), or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved. See Clause 5.1 (b.)

### **5.2) DELAYED OR INTERRUPTED MATCHES DUE TO GROUND, WEATHER OR LIGHT CONDITIONS**

(a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of twenty (20) overs must be bowled to the side batting second to constitute a match subject to the provisions of Clause 5.1 (b)

The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 six-ball overs per hour, (4.2 minutes per over), in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish

earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

(b) The team batting second shall not bat for a greater number of overs than the team batting first team unless the latter has been all out in less than the agreed number of overs.

c) Fractions are to be ignored in all calculations regarding the number of overs

#### **(5.2.2) DELAY or INTERRUPTION to the INNINGS of the TEAM BATTING FIRST**

(a.) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of the Appendices.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 5.1 (b.) shall apply.

(c) If the team batting first is all out, and the last wicket falls at or after the scheduled or rescheduled time for the interval, Clause 5.1 (c.) shall apply.

#### **5.2.3) DELAY or INTERRUPTION to the INNINGS of the TEAM BATTING SECOND**

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.28 overs per hour of time remaining (4.2 minutes per over), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed. For calculations etc., refer to the Appendices.

#### **5.2.4) GAME CALL-OFF TIME – DUE TO DELAY OR INTERRUPTION**

No game shall be called off by the umpires **before 5:00 pm** (May – August 17, **4:30 pm** (August 23, August 31), **4:00pm** (September) due to weather. However, both Captains and both Umpires may agree upon any decision to call-off the game prior to these times. Also, the ground authority may call off the match or not allow the match to start.

#### **5.2.5) DELAYED START DUE TO LATE ARRIVAL OF A TEAM**

(a) *If the defaulting team fields first*, they are required to bowl 50 overs by the scheduled interval or the recalculated number of overs due to an interruption.

The Powerplay overs will apply as in Appendix #2.

(b) *If the defaulting team bats first*, they are not entitled to the number of overs that would have been bowled during the delay. For example, if the delay is twenty (20) minutes in a regular match then the maximum number of overs the defaulting team will face will be reduced to  $(210 - 20)/4.2 = 45$  overs.

The Powerplay overs will be **9 + 5**. The team bowling is not penalized. They can have five bowlers using the following scheme: 4 bowlers allowed 10 overs and 1 bowler 5 overs.

### **(6) RESTRICTIONS ON THE PLACEMENT OF FIELDERS**

**REFER TO APPENDIX 1 & 2**

### **(7) NUMBER OF OVERS PER BOWLER**

(7.1) No bowler shall bowl more than ten (10) overs in an innings.

In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such number has been exceeded before the interruption). This restriction shall not apply to the team fielding second where the provisions of Clause 5.1 (b) have been applied.

(7.1b) No fast bowler under the age of 19 years shall be permitted to bowl more than five (5) overs consecutively. No fast bowler is under the age of 15 years shall be permitted to bowl more than

four (4) consecutive overs.  
Captains are responsible for enforcing this regulation.

### **(7.1c) New Photo ID requirements for T&DCA games**

All players (including Junior players) must be ready to present an acceptable photo identification upon demand by the Umpires at T&DCA games. Acceptable forms Of photo ID is a valid Canadian driver's license, valid Passport, valid Ontario health card (with picture) or a valid T&DCA league issued photo ID (cost \$5.00).

Umpires will perform a photo ID check before the toss is taken. Both team Captains are required to have their player's photo ID's collected for presentation to the umpires at least 15 minutes before toss. Any delay caused by teams in presenting the ID's may result in the offending team forfeiting the toss or penalty runs being applied against the offending team. Any playing member absolutely refusing to produce an acceptable photo ID or misbehaving with the Umpires on this matter may cause their team to automatically lose the match. Players arriving late will have the responsibility of showing their photo ID to the Umpires. Any player from the fielding side arriving late on the field of play, must run up to the Umpire first and show their photo ID prior to taking their fielding position. If the late arriving player is from the batting side, he must bring their

photo ID to the field and show it to the Umpire just before taking the crease to bat. Any late arriving players from the batting side who have not come into bat yet must show their photo ID to the Umpires during the first available break in play i.e. drinks break or lunch break. Umpires will have the right to refuse any player from joining the fielding or the batting side if they cannot produce an acceptable form of photo ID.

(7.2) Where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

#### **EXAMPLE:**

After sixteen (16) overs, rain interrupts play and the innings is reduced to thirty-two (32) overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl seven (7) overs and three bowlers can bowl six (6) overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to six (6) overs. When an interruption occurs mid-over, and on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

(7.3) In the event of a bowler breaking down, or being suspended and unable to complete an over another bowler will 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.

(7.4) Where possible, the scoreboard shall show the total number of overs already bowled and the number of overs to be bowled, and if possible the number of overs bowled by each bowler.

### **(8) NO BALL**

(8.1) A bowler shall be allowed to bowl **two (2)** short-pitched deliveries per over.

(8.2) A fast short-pitched delivery is defined as a ball that passes or would have passed above shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

(8.3) In the event of the bowler bowling more than **two (2)** fast short-pitched deliveries in an over, the umpire shall call and signal "No Ball". The penalty shall be one run for the no ball, plus any runs scored from the delivery.

(8.4) The above regulation is not a substitute for Law 42.6, which umpires may apply at any time.

(8.4.1) The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled over arm.

(8.5) Umpires are reminded that "For a delivery to be fair, in respect of the arm, the ball must not be thrown." If in the opinion of either umpire, the ball has been thrown, he shall call and signal 'No Ball' and follow the procedures as laid out in Law 24.2

(8.6) Free Hit after foot-fault no ball.

In addition to the above the delivery following a no ball called for a foot fault (Law 24.5) 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 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 a wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

(8.7) A no-ball shall be called & signaled whenever a bowler breaks the non-striker's end stumps in the delivery stride.

## (9) WIDE BOWLING - JUDGING A WIDE

Law 25.1 Judging a wide law 25 shall apply with the following additions

(9.1) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(9.2) Any offside delivery, which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score, shall be called a wide.

As a guide any ball pitching and going down the leg side without first making contact with the batsman's bat, person, or equipment shall be called and signaled a wide.

(9.3) A penalty of one (1) run for a Wide shall be scored in addition to any other runs scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

**NOTE:** In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

## (10) THE BALL

(10.1) The following balls are to be used for:

**Elite & Premier Division**

A) 4 pc white 156gms: Kookaburra Regulation

**For First Division**

B) 4 pc white 156 gms: Kookaburra Club match or Platypus 5 Star or A) as above

**For Second & Third Division**

C) 4 pc white 156 gms: Platypus Special Turf or A) or B) as above

**For Fourth Division**

D) 4 pc white 156 gms: Kookaburra Senator or Platypus Match or A) or B) or C) as above

**For Fifth Division**

E) STIGX 4-pc white ball 156 gms or D) as above

**For juniors and Ladies Division**

F) STIGX 4 pc Pink Ball

All Divisions will use the white ball when playing in colored clothing and they must have a minimum of two (2) spare white balls in good condition.

(10.2) The umpires shall be given all match balls (see Section 10.4 below) prior to the start of the match, and they shall retain possession of them throughout the duration of the match when play is not actually taking place.

(10.3) During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over, or any other disruption in play.

(10.4) For the Second division team, each will have one new approved match ball and two (2) good used balls of varying condition (e.g. one that was previously used for approximately 20 overs, and one used for approximately 35 overs). These latter balls will be presented to the umpire(s) only in the event that the match ball is to be replaced (e.g. lost or unfit for play).

(10.5) In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had similar wear.

(10.6) In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or being affected by dew. And in the opinion of the umpires being unfit for play, the ball shall be replaced for a ball that has had a similar amount of wear, even though it has not gone of out shape.

(10.7) If a ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

(10.8) If a good used ball is not available, a new ball may be used. The umpires must take steps to bring the new ball to a similar condition as the replaced ball.

## **(11) THE RESULT**

(11.1) A result can be achieved only if both teams have had the opportunity of batting for at least twenty (20) overs, subject to the provisions of Clauses 5.1 (b) and 5.2.2. (b) unless one team has been all out in less than twenty (20) overs or unless the team batting second scored enough runs to win in less than twenty (20) overs.

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 that originally allotted (minimum twenty (20) overs) unless the provisions of Clauses 5.1(b) or 5.1(e) apply), 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 score is to be calculated by using the **professional edition Coda 2.1** Duckworth/Lewis method. The target set will always be a whole number of runs and one (1) less will constitute a tie. See Clause 11.3

All matches, in which both teams have not had the opportunity of batting for a minimum of twenty (20) overs, shall be declared no result.

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 result will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the 'par score' the result is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the 'Par Score.'

(a) Umpire awarding a match.

A match shall be lost by a team which either,

(i) Concedes defeat; or

(ii) In the opinion of the umpires the team refuses to play, the umpires shall award the match to the other team.

### **(11.2) TIE**

In matches where both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 5.1 (b) and 5.2.2. (b), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie, and no account shall be taken of the number of wickets that have fallen.

(a) Correctness of result.

Any query on the result of a match as define in regulations 11,11.1a,and 11.2 as modified by these regulations shall be resolved as soon as possible and a final decision made by the umpires.

### **(11.3) DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE FOR ALL DIVISIONS - USING THE DUCKWORTH/LEWIS METHOD**

If, due to a 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 20 overs unless the provisions of Clauses 5., 1 (b) or 5.1 (e) apply), 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 **professional edition Coda 2.1** Duckworth/Lewis method. The target set will always be a whole number of runs and one (1) less run will constitute a tie. refer to the Appendices.



## **(12) COVERING OF THE PITCH**

In the event of rain during a match, the pitch and as much of the surrounding area as possible, including the bowler's run-ups shall be covered according to the facilities available at each ground. Where possible, the Pitch and as much of the surrounding area including the bowler's run-ups shall be covered overnight prior to the day of the match. During the match, both teams are responsible for covering the pitch if the need arises due to inclement weather.

Before the match, the Ground Authority shall be responsible for covering the pitch (as well as the removal of the covers), thereafter both teams as directed by the umpires shall handle the covers.

Weather permitting the covers shall be removed at least two (2) hours before the scheduled start of play.

## **(13) WICKETKEEPER'S GLOVES**

Law 40.2 –Wicket-keepers' gloves webbing restriction will not be enforced.

### **(14) THE BOWLING OF FAST, SHORT-PITCHED BALLS (Law 42.6(a))**

(a) A bowler shall be limited to **two (2)** fast short-pitched deliveries per over.

(b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

(c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each short pitched delivery has been bowled.

(d) In addition, for the purpose of this regulation and subject to Clause 14(f) below, a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a 'Wide'.

(e) For avoidance of doubt, any fast short-pitched delivery that is called a 'Wide' under this playing condition shall also count as the allowable short-pitched delivery in that over.

(f) In the event of a bowler bowling more than **two (2)** fast short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

(g) A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'No Ball' and then tap his head with the other hand.

### **(15) THE BOWLING OF HIGH FULL-PITCHED BALLS (Law 42.6 (b))**

(a) Any delivery which passes or would have passed on the full above waist height of the striker, standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury to the striker.

(b) In the event of a bowler bowling a full high pitched ball as defined in Clause 15 (a) above, the umpire at the bowler's end shall call and signal no ball.

If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred.

(c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(d) The bowler thus taken off shall not be allowed to bowl again in that innings.

(e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

(f) The umpires will then report the matter to the T&D Board.

### **(16) DELIBERATE HIGH FULL PITCHED BALLS & INCOMING BATSMAN WASTING TIME**

(16.1) Law 42.8 Shall be replaced by the following:

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allow the bowler to bowl again in that innings.

Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Report the occurrence as set out above in (15).

(16.2) Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

(16.3) Bowler attempting to run out non-striker before delivery.

The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.

It should be noted that umpires shall deem the bowler to have completed his delivery swing once his bowling arm passes the normal point of ball release.

## (17) POINTS SYSTEM

(17.1)

- a) Win 6 points.
- b) Tie 4 points
- c) No result 3 points
- d) Loss 0 points

In the event of teams finishing the season on equal points, then the standing in the league table will be determined by the team with the most number of wins. If still equal, then the team with the most number of wins over the other team/teams who are equal on points and have the same number of wins, if still equal, the team with the highest net run rate will be used to determine the standing (see Clause 17.2).

### (17.2) NET RUN RATE

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the league, the average runs per over scored against that team throughout the league. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled. Not on the number of overs in which the team was dismissed.

(17.3) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the final target.

## (18) DEFAULT PENALTIES

(18.1) If a team is in default for failing to have the wicket prepared for any reason, including the field restriction markings, and the start of the match is delayed, the following regulations will be observed (see Clause 1.) The team responsible for having the wicket prepared has a 30-minute grace period from the scheduled start of the match to have it prepared. If it cannot have it prepared by the end of this grace period, including having all of the field restriction markers, then the team will default the match.

## (19) PROTECTIVE HELMETS AND EQUIPMENT

(a) In order to eliminate any waste of playing time caused by the removal from the field of fielder's protective equipment other than helmets (e. g. shin pads, etc.), such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side on the field shall be permitted, provided that the Umpires

- do not consider that it constitutes a waste of playing time.
- (b) Umpires are not to hold helmets.
  - (c) A batsman who chooses to use a helmet must wear (or carry) it personally all the time while play is in progress. While he may call for a helmet to be brought out to him during any time in play, he may only have the helmet taken off the field at the fall of a wicket or at the next interval.
  - (d) A batsman may only change an item of protective equipment other than a helmet (e.g. batting gloves, etc.) at the fall of a wicket or at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the Umpires.
  - (e) Any player who is under the age of 19 must wear a protective helmet with a faceguard or grille whilst batting or if fielding close to the wicket.
  - (f) Any wicket-keeper who is under the age of 19 must wear a protective helmet with a faceguard or grille if keeping up. Captains are responsible for enforcing the regulation in Clauses (e) and (f).

## **(20) REPORTS**

Umpires are required to report in writing within seventy-two (72) hours or, if necessary, during a match, any breach of these Playing Conditions or as required under the terms of Law 42. Umpires must report any case of obvious dissent or misconduct, even though the player's Captain may have taken effective action (Refer Law 42.18).

All reports shall be submitted in writing as soon as possible to the Toronto & District Cricket Association, Toronto Cricket Umpires & Scorers Association and if possible, to the Secretary of the Club concerned.

## **(21) PENALTY RUNS**

Law 42 will be modified as follows:

In assessing penalty runs, both Umpires must record all of the details concerning the awarding of penalty runs and as soon as possible, file a report with the Toronto & District Cricket Association.

The number of penalty runs awarded will be five (5) as set out in Law 42. (However, all of the conditions and procedures for the awarding of penalty runs, as set out in Law 42, will prevail). Penalty runs awarded for slow over rates should also be included in the report.

## **(22) ADDITIONAL CREASE MARKING**

The following shall apply in addition to Law 9: As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed below shall be marked in white at each end of the pitch.

**These creases shall be marked 17 inches from the return crease. (As per Appendix 5)**

**(23.) BALL BEYOND THE BOUNDARY** ball may be caught, subject to the provisions of Law 32, or fielded after it has crossed the boundary, provided that

- (i) The first contact with the ball is by a fielder either with some part of his person grounded within the boundary, or whose final contact with the ground before touching the ball was within the boundary.
- (ii) Neither the ball, nor any fielder in contact with the ball, touches or is grounded beyond the boundary at any time during the act of making the catch or of fielding the ball. The act of making the catch or of fielding the ball, shall start from the time when the ball first comes into contact with some part of the fielder's person and shall end when a fielder obtains complete control both over the ball and over his own movement and has no part of his person touching or grounded beyond the boundary.

## **(24.) BATSMAN OUT OF HIS GROUND Law 29**

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

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

**(25.) BATSMAN DAMAGING THE PITCH Law 42.14**

**(a)** If either batsman causes avoidable damage to the pitch, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

(i) warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsmen.

(ii) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

**(b)** If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then

(i) disallow all runs to the batting side from that delivery other than the penalty for a No ball or wide, if applicable. (ii) Additionally, award 5 penalty runs to the fielding side.

(iii ) Return the batsmen to their original ends.

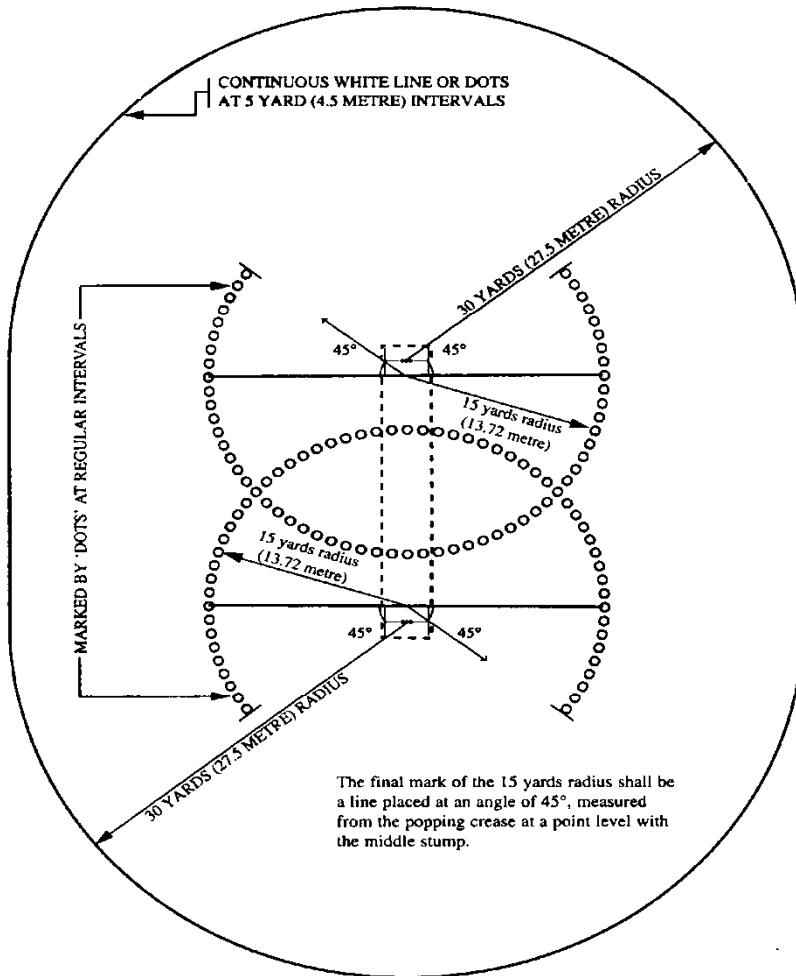
(iv) Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

**(c)** The umpires together shall report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body for the match who shall take such action as is considered appropriate against the captain and player or players concerned.

**(d)** For the avoidance of doubt, 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 42.14 shall also apply.

# APPENDIX #1

## FIELD MARKINGS



## APPENDIX #2 FIELDING RESTRICTIONS

### Restrictions on the placement of fieldsmen:

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
2. In addition to the restriction contained in clause 1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
3. The following fielding restrictions shall apply:
  - a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.  
  
During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.  
  
During the second block of Powerplay Overs only three fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
  - b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached Appendix 1).  
  
During the first block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within the applicable fielding restriction area measured from the striker's end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.
4. **During the non Powerplay Overs, no more than four fieldsmen shall be permitted outside the fielding restriction area referred to in clause 3 (a) above.**
5. Subject to the provisions of 6 below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:
  - a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
  - b) The second block of Powerplay Overs (block of 5 overs for an uninterrupted match) shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration.)
  - c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
  - d) Once a batsman has nominated a Powerplay, the decision can not be reversed.
  - e) Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings, this will begin at the start of the 36th over).
6. In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

DURATION	Bowling POWERPLAY	Batting POWERPLAY	TOTAL
20 – 21	4	2	6
22 – 24	5	2	7
25 – 28	5	3	8
29 – 31	6	3	9
32 – 34	7	3	10
35 – 38	7	4	11
39 – 41	8	4	12
42 – 44	9	4	13
45 – 48	9	5	14
49 - 50	10	5	15



7. Each block of Powerplay Overs must commence at the start of an over.
8. If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 6. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.

**Illustrations 8:**

*A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 9+4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.*

9. If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

**Illustrations 9 :**

*A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second powerplay take immediate effect on resumption.*

10. If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

**Illustrations of 10**

*A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.*

11. If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

**Illustration of 11:**

*A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.*

12. At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
13. The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
14. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

## APPENDIX 3

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### Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of One Day Elite Division Matches

#### Time

Net playing time available at start of the match 420 minutes (A)

Time innings in progress \_\_\_\_\_ (B)

Playing time lost \_\_\_\_\_ (C)

Extra time available \_\_\_\_\_ (D)

Time made up from reduced interval \_\_\_\_\_ (E)

Effective playing time lost  $[C - (D + E)]$  \_\_\_\_\_ (F)

Remaining playing time available  $(A - F)$  \_\_\_\_\_ (G)

#### Overs and Fielding Restrictions

Overs in match  $[G / 4.2]$  round up fraction and +1 if necessary \_\_\_\_\_ (H)

Max. overs per team  $[H / 2]$  \_\_\_\_\_ (I)

Max. overs per bowler  $[I / 5]$  \_\_\_\_\_ overs

Fielding restrictions [Refer to Appendix #2] \_\_\_\_\_ overs

Fielding restrictions innings 1 \_\_\_\_\_ overs

Fielding restrictions innings 2 \_\_\_\_\_ overs [Refer to

Appendix #2]

#### Rescheduled Playing Hours

First session to commence or recommence \_\_\_\_\_ (J)

Length of innings  $[I \times 4.2]$  \_\_\_\_\_ (K)

Rescheduled cessation time  $[(J + K) - B]$  \_\_\_\_\_

Length of interval \_\_\_\_\_

Second session commencement time \_\_\_\_\_ (L)

Rescheduled cessation time =  $(L + K)$  \_\_\_\_\_

## APPENDIX 4

### Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of One Day Elite Division Matches

Original cessation time of innings \_\_\_\_\_ (A)

Time at start of interruption \_\_\_\_\_ (B)

Restart time \_\_\_\_\_ (C)

Length of interruption [C – B] \_\_\_\_\_ (D)

Extra time available \_\_\_\_\_ (E)

Total playing time lost [D – E] \_\_\_\_\_ (F)

Amended cessation time of innings [A + E] \_\_\_\_\_ (G)

#### Overs

Maximum overs at start of innings \_\_\_\_\_ (H)

Overs lost [F / 4.2] ignore fractions \_\_\_\_\_ (I)

Adjusted maximum length of innings [H – I] \_\_\_\_\_ (J)

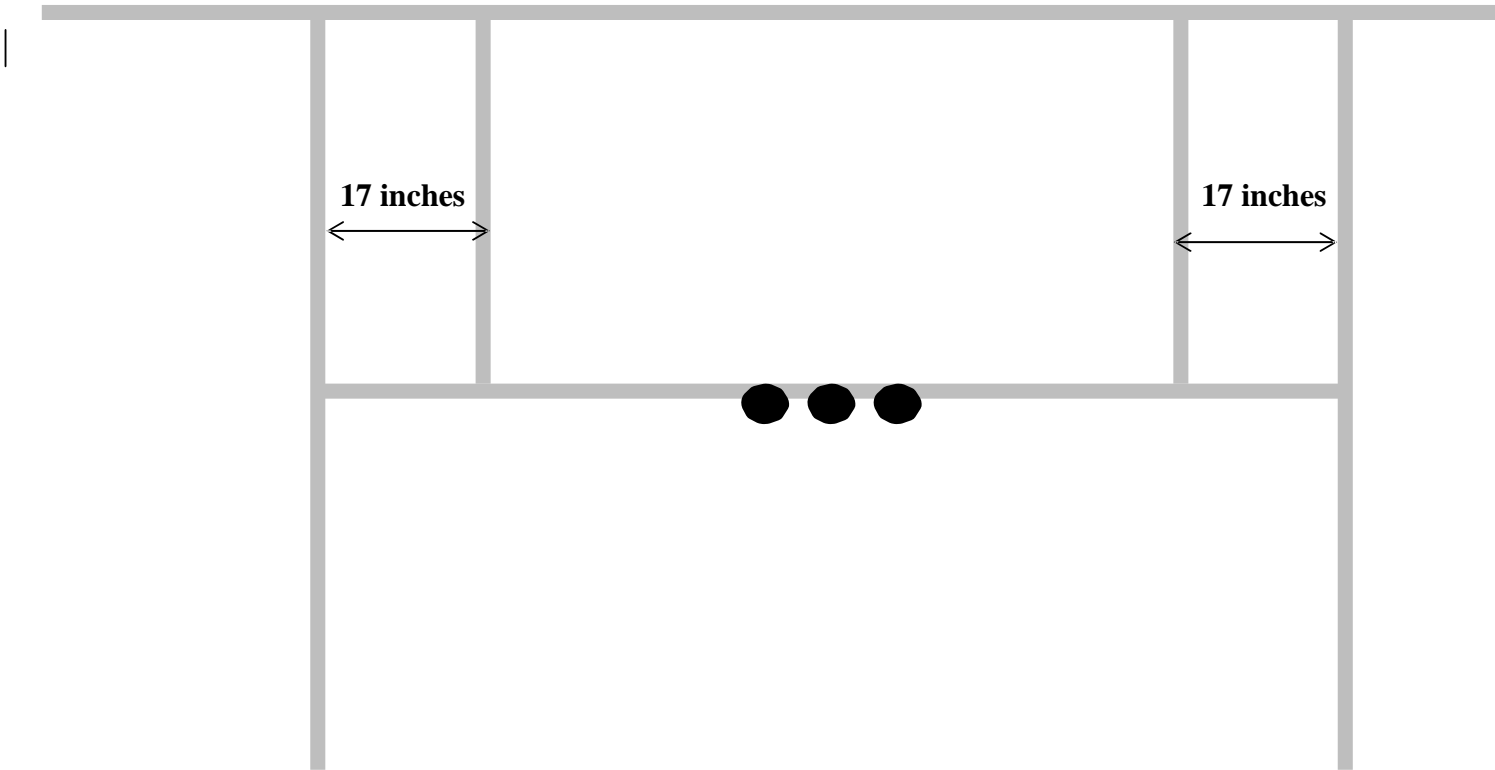
#### Overs per bowler and Fielding Restrictions

Max. overs per bowler [J / 5] \_\_\_\_\_ overs

Fielding restrictions [Refer to Appendix #2] \_\_\_\_\_ overs

**APPENDIX 5**

**CREASE MARKINGS**



## Toronto & District Cricket Association

### Players' Code of Conduct

The T&DCA Code of Conduct has been formulated below. Please read through it thoroughly and acquaint yourself and your team-mates with it. The penalties for these offences have been posted. These penalties will supplement, and not replace the Constitution/By-laws. Where Constitution/By-laws have been specifically laid down, they will take precedence for applicable penalties/fines.

The Code of Conduct will be strictly adhered to and the umpire(s) will notify in writing the Grievance Committee/Board of the charges. The Captain of the side is responsible for the behaviour and conduct of the players in his team. Apart from the charged player, the Captain will also be penalized for the poor conduct of his players.

Umpires MUST file a report for any infraction of the Code of Conduct. Two copies must be filed. One to the Secretary of the T&DCA and one to the Secretary of the TCU&SC. The T&DCA and the TCU&SA may request clarification. This request must be in writing and the umpire(s) must respond promptly and only in writing.

The written charges, and any written clarification, are the only things to be considered from the umpire(s) concerned.

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### Important Note

Where there are separate incidents in the course of a match, the umpire should lay separate charges. If the person charged is found guilty of more than one offence, separate penalties with respect to each offence will be imposed. Penalties in such case are cumulative and not concurrent.

All charges will be laid by the officiating umpire(s) for infractions during the course of the game, including the durations of all breaks, and pre/post match periods where the umpire is ensuring compliance with issues related to the league policies including, but not limited to, filling out match sheets, proper laying/storage of mats (where applicable), ground cleanliness, payment of umpires, etc.

Board's jurisdiction: In case of any disputes and contradictions, the Board will adjudicate as to the correct interpretation and application of the Code of Conduct.

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### Serving of the suspension and payment of fines:

There are no suspended suspensions and no suspended fines.

Suspensions: All suspensions will be immediately applicable, as of the next scheduled league game. If the infraction was during the last played game of the season for the team/club, or if the suspensions cannot be served completely during the current season, they will apply to the player/offender from the first scheduled game of the next season for the team/club that the player is registered with.

Fines: All fines are payable before the next scheduled game or the following weekend, whichever is earlier.

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## Appeal process

There is NO APPEAL for a Level-1 infraction charge.

For an infraction of the magnitude of Level-2, Level-3, Level-4 and/or General Offences, a player/team/club has a right to appeal within the set time-frame, as specified with each infraction level. This appeal, along with the appeals processing fee (dollar amount to be published shortly), has to reach the Secretary of the League, along with any documentation, pictures or evidence that relate to the case and will support the appeal. Failure to do so within the set time-frame will void the right of the player/team/club to dispute the charge, and the penalties/fines will be served as indicated.

In case of an appeal, the player can play till the appeal process is completed. The applicable fines and the fee for the appeal processing will have to be deposited with the league as per the set time-frames for the appeal process to start, failing which, the appeal will be rejected.

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## T&DCA Code of Conduct

### *Level 1 (No appeal allowed)*

- 1.1 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings
- 1.2 Showing dissent at an umpire's decision by action or verbal abuse
- 1.3 Using language that is obscene, offensive or insulting and/or the making of an obscene gesture
- 1.4 Repeated excessive appealing
- 1.5 Pointing or gesturing towards the pavilion in an aggressive manner by a bowler or other member of the fielding side upon the dismissal of a batsman
- 1.6 Public criticism of, or inappropriate comment on a match related incident or match official.
- 1.7 Consumption of alcoholic beverages is not permitted at parks, private grounds, (including Maple Leaf Cricket Club and school grounds.
- 1.8 Second warning letter to a captain also requires a 1 (one) game suspension.

### Applicable Penalty/Fines:

Player/Offender: 1 (one) game suspension

Team/Club: None

Captain: Warning letter

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## Level 2

- 2.1 Repeat of level 1 offence within the same season/year
- 2.2 Showing serious dissent at an umpire's decision by action or verbal abuse (may include arguing with the umpire)
- 2.3 Inappropriate and deliberate physical contact between players in the course of play
- 2.4 Charging or advancing towards the umpire in an aggressive manner when appealing
- 2.5 Deliberate and malicious distraction or obstruction on the field of play
- 2.6 Throwing the ball, bat or any equipment at or near a player, umpire or official in an inappropriate and dangerous manner
- 2.7 Using language that is obscene, offensive or of a seriously insulting nature to another player, umpire, referee, Team Official or spectator. (It is acknowledged that there will be verbal



exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will look to lay charges when this falls below an acceptable standard. In this instance, language will be interpreted to include gestures) 2.8 Changing the condition of the ball in breach of Law 42.3

2.9 Any attempt to manipulate a match in regard to the result, net run rate, bonus points, or otherwise. The captain of any team guilty of such conduct will be held responsible.

3.0 Any player who takes part in a league match whilst suspended is deemed to have committed a Level 2 offence.

3.1 Consumption of alcoholic beverages by repeat offenders will be considered to be a Level 2 offence.

#### Applicable Penalty/Fines:

Player/Offender: 2 (two) games suspension

Team/Club: \$100

Captain: Warning letter

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#### Level 3

3.1 Repeat of level 2 offence within the same season/year

3.2 Intimidation of an umpire or official, whether by language or conduct

3.3 Threat of assault on another player, Team Official or spectator

3.4 Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, color, descent or national or ethnic origin

#### *Applicable Penalty/Fines:*

Player/Offender: 3 to 5 (three to five) games suspension (board to decide)

Team/Club: \$200

Captain: 2 games suspension (Board to decide)

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#### Level 4

4.1 Repeat of level 3 offence within the same season/year

4.2 Physical assault of another player, umpire, referee, official or spectator

4.3 Any act of violence on the field of play

#### *Applicable Penalty/Fines:*

Player/Offender: Expulsion from the league (with possible review only after 3 years)

Team/Club: \$500

Captain: 5 to 7 (five to seven) games suspension (board to decide)

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#### General offences

The following are the general categories of serious offences, carrying the highest penalties:

a - Gambling on matches (betting)

b - Failing to perform in a match in return for benefit, such as money or goods (match-fixing)

c - Inducing a player to perform one of the above actions

- d - Failure to report certain incidents relating to match-fixing or gambling
- e - Any activity, or supporting any activity, which is in direct contradiction to the establishment of T&DCA, or is detrimental to the operations of the league, in words or action

Applicable Penalty/Fines:

Player/Offender: Expulsion from the league

Team/Club: Expulsion from the league

Captain (and all the registered club players): Expulsion from the league

Provision for Friendly Games

After the Association schedule has been published, no club or team shall play a friendly match, which interferes or conflicts with Association matches. Representative matches played under the jurisdiction of the Association shall take precedence over any and all club or other Association fixtures.