

TORONTO & DISTRICT CRICKET ASSOCIATION

PLAYING RULES FOR Super 9, ELITE, PREMIER AND 50 Over Matches

(Revised: May 09, 2017)

Except as varied hereunder, ICC standard One-Day international match playing conditions and/or the MCC Laws of Cricket (2000 Code) 6h Edition - 2015 shall apply

(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.

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.

(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 **NINE (9)** players dressed in cricket attire in the presence of the umpire prior to the toss. A plea that **Nine (9)** dressed players were present at an earlier time but have now departed will be ineffective.
- For Super 6 matches, it is mandatory to have **all 11 members of a playing eleven** dressed in team cricket attire present in order for play to commence
- Cricket attire will comprise colored clothing and Pads. It is mandatory that all members of the same team wear (latest) identical colour clothing and identical color pads, (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 9** players in order for play to commence, (in such scenario, teams DO NOT need to fulfill the requirements of inner circle first).
- It is required that All teams pay match fee to Umpires before start of the game. It is also, responsibility of individual umpires to collect match fee from the teams before the start of the match.

- 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 identical 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 \$300.00. 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: Super 6, Elite, Premier & 1st MAY TO AUGUST (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 weekends 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	4:00 pm to 7:30 pm	210 Minutes

September

Team Batting First	11:30 pm to 3:00 pm	210 Minutes
Interval	3:00 pm to 3:30 pm	30 Minutes
Team Batting Second	3:30 pm 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

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