



Markham Cricket Association (MCA)

T20 and 35-Overs Matches

**Playing Conditions
&
Players Code of Conduct**

2019



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1. Purpose and Background

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

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

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

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

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

2. General Information

2.1. League Format

- 2.1.1. The 2019 MCA Season consists of 16 teams. Each team is scheduled to play 12 Regular Season league games over the course of a 16-week long Regular Season (each team has 4 "bye" weeks through the Regular Season, where they are not scheduled to play any games on certain weekends).
- 2.1.2. Weekly matchups for the Regular Season are provided in the detailed Official MCA 2019 Schedule.
- 2.1.3. Points are awarded for wins (2) and draws (1 to each), with the top 8 teams going into the Regular Season playoffs as per the Official Schedule.



- 2.1.4. For the Regular Season playoffs, the following will be used in the event of a rained out / incomplete / abandoned game:
- Quarter Finals: no reserve day allocated. The team with the higher final league position on the Regular Season standings goes through
 - Semi Finals and Finals: a reserve day has been allocated for both the Semis and the Finals. If either game is still not completed after the allotted reserve day (both days cancelled), then the team with higher final league position on the Regular Season standings will be declared the winner
- 2.1.5. Note that the final league standings at the end of the Regular Season may be used for grouping teams in a division-based format in subsequent seasons.

2.2. Matches & Timing

- 2.2.1. Table 1 below details the two scheduled categories of games (AM / PM) for the Regular Season league & playoff games.
- 2.2.2. Teams should ensure that games are completed within the allotted time.

Game Category	Game Time	Notes
Morning (AM) Games	Toss: 7:45 AM 1 st Innings – 8:00 AM to 10:45 AM (2 h 45 min) Break – 10:45 AM to 11:00 AM (15 min) 2 nd innings – 11:00 AM to 1:45 PM (2 h 45 min)	<ul style="list-style-type: none">35 overs per inningsMin. of 14 overs for resultsTotal playing time of 5 hrs 45 mins
Afternoon (PM) Games	Toss: 1:45 PM 1 st Innings – 2:00 PM to 4:45 PM (2 h 45 min) Break – 4:45 PM to 5:00 PM (15 min) 2 nd innings – 5:00 PM to 7:45 PM (2 h 45 min)	<ul style="list-style-type: none">35 overs per inningsMin of 14 overs for resultsTotal playing time of 5 hrs 45 mins

Table 1

- 2.2.3. Each team must have at least 7 players to constitute a valid game. Should this condition not be met within a cutoff time of 30 minutes after the scheduled start time (8:30 AM and 2:30 PM cutoff times for AM and PM games respectively), the opposing team shall be awarded the match.



2.3. Uniforms & Playing Equipment

- 2.3.1. All players must play in coloured uniforms (matching for all team members) and batting pads.
- 2.3.2. The official match ball used for all league matches will be the Kookaburra Senator Ball, purchased from MCA.
- 2.3.3. The official match ball for the T20 tournament will also be the Kookaburra Senator Ball. The few remaining Platypus Match Balls from previous seasons are to be used during the group stages of the T20 tournament.

2.4. Neutral Umpires

MCA plans to have two neutral umpires for each game. Umpires should be paid the amount stipulated by TCUSA before the game.

2.4.1. Both TCUSA Umpires Available

As usual, the two neutral umpires will rotate between main and leg umpiring roles at the end of each over.

2.4.2. Only One TCUSA Umpire Available

- a. If the second neutral umpire is not available for whatever reason, one neutral umpire will be the main umpire for the entire game and the batting team will provide the leg umpire.
- b. When the batting team is providing the leg umpire, it is required that this umpire will have reasonable knowledge and understanding of the Laws of the Game.
- c. Under no circumstances and at no point in the game will the leg umpire advise or coach any batsmen on the field of play. If he is seen to be doing so, then the main (neutral) umpire will immediately ask the captain of the batting side to have the leg umpire replaced.
- d. The only decisions to be given by the leg umpire, as per the Laws of the Game, are:
 - Run out at his end
 - Stumping
 - Hit wicket
 - Waist high beamer (no ball)
 - Over the head bouncer



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

2.4.3. **Absence of both Neutral Umpires**

MCA gives a contract to Toronto Cricket Umpires and Scorers Association (TCUSA) for supply of umpires for the whole season. Sometimes due to unforeseen circumstances, both umpires may not show up to the game. This is a very unlikely scenario. However, under such circumstances the following rule will apply:

- a) **Non-Playoff Games**
 - The game will be deemed as a tie game and points will be shared between the two teams. It is however mandatory to play the game.
 - The game will have to be played as a friendly game. Each team (or as per agreement between the captains) will provide the umpires.
 - If one team refuses to play the friendly game, it will be deemed a forfeit by the refusing team. Hence two points will be awarded to the other team.
 - Exception: If both captains agree to make it a legitimate game and are comfortable using umpires from their own teams, they should notify the MCA Grounds Coordinator in writing (via email) ahead of the game at MarkhamCricketInfo@gmail.com.
- b) **Playoff Games**
 - Each of the 16 teams will be asked at the beginning of the season to identify 2 players who have reasonable knowledge of rules and are willing to umpire in the playoffs if their team is not in the playoffs.
 - These two volunteers will need to be ready to officiate (umpire) a playoff game if needed. They can be notified within +/- 30 minutes from the start of the game.
 - As with any other game, the decision of these volunteer umpires will be final, and is to be treated just like that of any neutral umpire.



2.5. Roster & Playoffs Eligibility

- 2.5.1. Each team should provide MCA with the roster list (names and pictures) of 25 players (maximum) before the MCA-stipulated deadline. The same list will be uploaded onto the league website.
- 2.5.2. Only those players on the official list (submitted before the MCA-stipulated deadline) will be allowed to play this season (Regular Season & T20).
- 2.5.3. The minimum number of Regular Season league games to be played, to qualify / be eligible for the Regular Season playoffs, is highlighted in Table 2:

Total Non-Cancelled Games Played	Minimum # Games Required
12	4
11	3
10	3
...	3

Table 2

For the eligibility criteria in Table 2 above, the following definitions shall apply:

- a. Cancelled games refers to games in which a single ball has not been bowled. These games will not have a completed Match Sheet.
- b. Non-cancelled games refer to any games in which at least one ball is bowled. This includes:
 - Completed games
 - Abandoned / incomplete games

These games shall always have a signed and completed Match Sheet.



2.6. Delayed or Rain-Affected Games

- 2.6.1. If there are any delays due to weather, then the D/L method will come into play to decide the targets.
- 2.6.2. Note that, as per Table 1, the minimum number of overs that can constitute a completed game is 14 overs each (unless a team is all out or the chasing team completes its target before then).
- 2.6.3. D/L method will only be used if there is a neutral umpire(s) available, who can perform the D/L calculations. Otherwise the team captains will mutually decide on the duration of the matches.

2.7. Cancelled or Forfeited Games

- 2.7.1. If any team is not able to play their scheduled game, it is their responsibility to inform their opponent no later than Wednesday before that weekend's game.
- 2.7.2. By default, the team which cannot play on their scheduled date forfeits the 2 points available for that game to the opposing team.
- 2.7.3. The opposing team of the cancelling team will have the ground available to them and they may independently arrange to play a friendly game, either internally or with any other available team of their choice.
- 2.7.4. The team cancelling the game must also advise the grounds coordinator via email at MarkhamCricketInfo@gmail.com in order to avoid paying the umpires cancellation fees, by the Wednesday before the game weekend. If not informed by the Wednesday deadline before the game weekend, the cancelling team will be fully responsible for any resulting umpire fees (\$200 total for 2 umpires).
- 2.7.5. Any team cancelling a game after Wednesday of the game week will be penalized a further \$100, payable to MCA. The intention of this penalty is not to collect funds, but to discourage teams from cancelling games after the Wednesday deadline.
- 2.7.6. In the event of a late cancellation due to unavoidable / tragic circumstances, MCA Management will evaluate whether the penalty is applicable or not.
- 2.7.7. The above stated penalty must be paid in full or an arrangement should be made with MCA before the next game. Failure to do so will lead to the next game being considered a forfeit by default, with 2 points awarded to the opposite team.

3. Before the Game

3.1. Home Teams

3.1.1. General Information

- a. Each team in the league is scheduled to play 6 home games over the course of the Regular Season.
- b. Teams that are on the left side of the weekly match ups on the schedule (first team listed for that fixture) are the home teams. The home team is also denoted by (H), e.g. Home Team Name (H) vs Away Team Name.

3.1.2. Home Team Responsibilities

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

3.2. Game Day Roster Submission

- 3.2.1. Only players whose names and pictures that were submitted (from the 25-player roster list) to MCA before the league-stipulated deadline will be allowed to play.
- 3.2.2. Each team needs to provide the game-day roster (playing XI) to the umpires before the start of the game, on the Official MCA Match Sheet (2019).
- 3.2.3. Both teams will be responsible for bringing a copy of the Match Sheet with them to the game. Instructions to complete the Match Sheet are included therein.



3.3. The Toss

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

4. During the Game

4.1. Maximum Number of Overs Allowed per Bowler

- 4.1.1. For 35-over games, each bowler can bowl a maximum of 7 overs.
- 4.1.2. For T20 games, each bowler can bowl a maximum of 4 overs.
- 4.1.3. For any shortened games, the umpires shall determine the maximum number of allowable overs per bowler as per international regulations based on the length of the game and the modified / adjusted playing conditions.

4.2. Injuries and Runners

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

4.3. Power Play Rules

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

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

- 4.3.2. The above restrictions shall apply regardless of the number of players available to the fielding team (e.g. even if the fielding team is a couple of players short)



4.4. Beamers & Bouncers

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

4.5. Free Hits

- 4.5.1. All no balls (not just foot faults), will result in a free hit (applies to both 35-over & T20 games)
- 4.5.2. The delivery following a no ball shall be a free hit for whichever batsman is facing it.
- 4.5.3. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it, so on and so forth.
- 4.5.4. During a free hit the striker cannot be dismissed, unless he is run out, obstructs the field, or hits the ball twice.
- 4.5.5. Field changes are not permitted for free hit deliveries, unless there is a change of striker.
- 4.5.6. The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

5. After the Game

5.1. Submitting the Match Sheet

- 5.1.1. Each captain and both umpires must fill and sign the Official Match Sheet
- 5.1.2. In case there is unresolvable discrepancy in the scoresheet submitted by the two captains, the issue will be forwarded to the Ethics Committee, whose decision will be final and binding.
- 5.1.3. The Ethics Committee will rely on the umpire's signed Match Sheet to make a decision.
- 5.1.4. The Ethics Committee may also penalize the team giving wrong / false information. This penalty could be a points deduction of to 2 points from the team.
- 5.1.5. If the Match Sheet is not signed by the umpire, it will not be entered as an official record.
- 5.1.6. Instructions on completing and submitting the Match Sheet are contained within the Match Sheet itself.
- 5.1.7. Both teams will be responsible for sending the fully completed and signed Match Sheet to MarkhamCricketInfo@gmail.com, within 24 hours of completion of the game. Failure to do so will mean a forfeit of the points won for that match.

5.2. Website

- 5.2.1. The official MCA website is <http://www.markhamcricket.com/>. The points table and other relevant statistics / information will be displayed on the website, including live updates on ongoing matches.
- 5.2.2. MCA is adapting digital scoring using the [CricClubs](#) app this year, whereby scores and relevant player statistics are loaded onto the MCA website automatically in real-time.
- 5.2.3. Team scorers should register on the website / app beforehand to ensure they can score their games. Each team has at least one designated team admin / scorer with access to the website.
- 5.2.4. In the event that the scoring app is unavailable or not used (i.e. manual scoring), both teams are responsible for updating the match data at <http://www.markhamcricket.com/> within 48 hours of completion of the game.

5.3. Points Table

- 5.3.1. The official points table will be maintained on the website at <http://www.markhamcricket.com/>.
- 5.3.2. Points and NRR published on the website will be final. Any questions regarding the points and NRR should be directed to the MCA Management team.

6. Players Code of Conduct

6.1. The Policy

- 6.1.1. The MCA Code of Conduct Policy was established to help MCA conduct its league affairs in a proper sportsmanlike manner as per cricket norms. It will also help the captains and the MCA Management team to enforce strict discipline, which is paramount to keeping MCA healthy.
- 6.1.2. All captains and team members must acquaint themselves with this policy – your registration in the MCA includes your acceptance of this policy.
- 6.1.3. This Code of Conduct will strictly be enforced by the neutral umpire(s) present. In case the neutral umpire is not present, the officiating main umpire will enforce the policy. Both the umpires and the captains will be required to notify the MCA Management of any league violations.

6.2. Players Conduct

MCA will adopt Law 42 (ICC) regarding players' conduct for all teams registered in the league.

6.2.1. Talking on the field:

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



6.2.2. Umpire's Decision is Final

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

6.2.3. Reacting to Umpire Decisions:

- a. There will be no showing of dissent by any player of any team on an umpire's decision, verbally or by actions.
- b. No verbal abuse, racial slurs, obscene language or threats of violence are permitted, whether directed at teammates, opponents or umpires.
- c. There will be zero tolerance on language that is obscene (swearing), offensive, insulting, including (but not limited to) slurs based on race, religion, colour, descent or ethnic origin.
- d. There will absolutely be no sledging, baiting or ridiculing of any player / batsmen in relation to their ability or lack thereof on the playing field.

6.2.4. Violence

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

6.2.5. Captain's responsibility

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



6.3. League Discipline

- 6.3.1. In the event of players indulging in intentional physical contact:
- a. All the players involved in such an act will be automatically suspended from the league.
 - b. The team captain(s) will get a warning for the first instance.
 - c. If the physical violence is repeated (by any other member of the same team) the team will be disqualified from the league.
- 6.3.2. In the event of abusive language hurled at players of any other team, there will be automatic suspension until further notice. The suspension will be a minimum of two games, effective immediately following the offence. The Ethics Committee will review the incident based on the report from the umpire and may increase the suspension based on their assessment.
- 6.3.3. For all other matters, the Ethics Committee will review the situation and make a final and binding decision for all the teams.
- 6.3.4. In case of any dispute, the decision of the MCA Ethics Committee ratified by the MCA Management is final.