

**MLCC -T20 PLAYING RULES FOR T20 (20 Over) Matches (Revised: July 30th, 2020) Except as varied hereunder, ICC standard One-Day international match playing conditions and/or the MCC Laws of Cricket (2019 Code) 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 (20) six-ball overs. A minimum of five (5) overs per team shall constitute a match (unless either side is dismissed in less than five (5) overs, or the side batting second wins the match in less than five (5) overs.

**(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 MLCC -T20 as members of the club/team. If a nominated player does not have his/her name recorded on the match sheet, the player will not be allowed to participate in the match. Each team is only allowed to declare players for a game from the list of players registered for MLCC T-20.

**Photo ID requirements for MLCC T-20 games:**

All players (including junior players) must be ready to present an acceptable photo identification upon demand by the Umpires at MLCC -T20 games. Acceptable forms Of photo ID is a valid Canadian driver's license, valid Passport, valid Ontario health card (with picture) 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 of declared XI dressed in team cricket attire in the presence of an umpire prior to the toss. A plea that NINE (9) players were present at an earlier time but have now departed will be ineffective.
- No Substitute allowed for a late coming player for any reason.
- Cricket attire will comprise colored clothing. 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 MLCC -T20 Board of Governors.
- If team/s starting the match with less players (as above), they DO NOT need to fulfill the requirements of 30-yard Circle
- It is required that All teams pay a set match fee to Umpires before the start of the game. It is also, responsibility of individual umpires to collect match fees 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 not eligible to take part in the toss then the umpires must award the toss to the other team.
- If both teams are not eligible to take part in the toss then the toss shall always be taken. The umpires must file a report advising the MLCC -T20 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. (Refer law13.4)
- 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.
- If the ground is not prepared prior to the scheduled/reschedule start time due to circumstances 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.
- If any team does not take the field half an hour (30 Minute) after the scheduled or rescheduled 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. The MLCC -T20 board may also look at suspension or expulsion from the event, **if no explanation is provided within 24 hours.**

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

### **2.1 Start and Cessation Times**

#### **1st Games of the day:**

Team Batting first 9:00 AM to 10:25 AM (85 Minutes)

Team Batting second 10:35 AM to 12:00 PM (85 Minutes)

#### **2nd Games of the day:**

Team Batting first 12:30 to 13:55 PM (85 Minutes)

Team Batting second 14:05 to 15:35 PM (85 Minutes)

#### **3rd Games of the day:**

Team Batting First 16:00 PM to 17:25 PM (85 Minutes)

Team Batting Second 17:35 PM to 19:00 PM (85 Minutes)

#### ***Special notes:***

- 1. Set of 5 overs will be bowled from one end at a time with choice of picking starting end lies with the bowling team***
- 2. There will be 10 minutes break between innings***
- 3. Second innings will only commence once the match sheet is completed or if online scoring is used - proof of completion of the first inning.***
- 4. A 30 minutes break between matches is must to allow ground staff to clean the playing surface and re-marking if required.***
- 5. A team causing unreasonable and acceptable delay will incur 5 runs penalty***

### **(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 early. In that case, 2nd innings will start after usual 20 minutes interval. TIME LOST - INTERVAL Duration Minimum 10 minutes interval is a MUST in case of time lost. For delayed and interrupted matches refer to Appendices 3 & 4

## **(2.3) INTERVALS FOR DRINKS -- NO drinks interval allowed**

### **(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 MLCC -T20. For the play-offs the MLCC -T20 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) The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous. (c) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

(d) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

(e) 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. (f) 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. (g) 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 24.1 shall be applied. A substitute shall not bowl or act as a captain but may act as a wicket-keeper only with the consent of the umpires, provisions of law 42.7.1 (level 3 & 4 offences applies). A runner for a batsman when batting is not permitted. The umpires shall have discretion, for injury, illness or 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 24.2 shall be applied and /or 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 (8) minutes. (i) The player shall not be permitted to bowl in that innings after his return until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which player was absent (Penalty time), subject to a maximum cumulative penalty time of 40 minutes. If any unexpired penalty time remains at the end of the first innings, it is carried forward to the second innings of the match. (ii) The player shall not be permitted to bat in the match until the team's batting innings has been in progress for the length of playing time that is equal to the unexpired penalty time carried forward from the previous innings. However, once his side has lost five (5) wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

• Law 24.3: 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) Law 24.2.7: If there is an unscheduled break in play (through ground, weather or light conditions), the stoppage time shall count as Penalty time served provide that – (a) the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting. (b) the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved penalty time. (iv) Law 24.2.6: (for the purpose of clarity regarding penalty time) playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. A player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings. Law 25.3 Restriction on batsman commencing an innings 25.3.1 If a member of the batting side has unserved Penalty time, see clause 24.2.7, that player shall not be permitted to bat until that Penalty time has been served. However, even if the unserved Penalty time has not expired, that player may bat after his side has lost 5 wickets. 25.3.2 A member of the batting side's Penalty time is served during Playing time, in the event of an unscheduled stoppage, the stoppage time after the batsman notifies an umpire in person that he is able to participate shall count as Penalty time served.

### **LENGTH OF AN INNINGS:**

#### **5. I) UNINTERRUPTED MATCHES**

(a.) Each team shall bat for Twenty (20) six-ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) For T20 matches,, sides are expected to be in position to bowl the first ball of the last of their 20 overs Within 1 hours 25 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 rescheduled 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 rescheduled 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 over matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over 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 five (5) overs or more duration. Additional allowance: Law 12.8.5: In addition to the allowances as provided for above, 12.8.5.1 in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted. 12.8.5.2 an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings. 12.8.6 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

- Six (6) runs / over 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 MLCC -T20. (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 2nd will still receive 20 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 twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided in (c.) above. (d) If the team fielding second fails to bowl twenty (20) 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 five (5) 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 14.11 six-ball overs per hour, (4.25 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. (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 3&4. (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 14.11 overs per hour of time remaining (4.25 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 10:15 am due to weather or ground condition. (so as to allow 5 overs / team match with 10 min interval)

- However, Umpires are the sole judge and are entitled to take a decision to call-off the game prior to this time. Also, the ground authority may call off the match or do 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 20 overs by the scheduled interval or the recalculated number of overs due to an interruption. 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.

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  $(85 - 20)/4.25 = 16$  overs. The powerplay will be of 5 overs. The team bowling is not penalized. They can have five bowlers using the following scheme: 4 bowlers allowed 4 overs each. Team batting second is entitled to play full 20 overs.

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

**REFER TO APPENDIX 1 & 2**

## **(7) Law 13.9 Number of Overs per Bowler**

13.9.1 No bowler shall bowl more than 4 overs in an innings. 13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second; 13.9.2.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. 13.9.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. 13.9.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only for each bowler's limit is concerned. (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 for each bowler's limit is concerned.

## **(8) NO BALL (8.1) THE BOWLING OF FAST, SHORT-PITCHED BALLS (Law 41.6)**

(8.1.1) a bowler shall be limited to bowl one (1) fast short-pitched delivery per over. (8.1.2) 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. (8.1.3) The umpire at the bowler's end shall advise the bowler and the batsman on strike when short pitched delivery has been bowled. (8.1.4) In addition, for the purpose of this regulation and subject to Clause 8.1.6 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'. (8.1.5) 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. (8.1.6) In the event of a bowler bowling more than one (1) 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. (8.1.7) 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. (8.1.8) 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. (8.1.9) 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 (8.1.10) THE BOWLING OF dangerous and unfair non-pitching deliveries (Law 41.7) (a) law 41.7.1: Any delivery which passes or would have passed, without pitching, above waist height of the striker, standing upright at the popping crease is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If a bowler bowls such a delivery the umpire shall immediately call and signal no ball.

(b) If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall, in addition to calling and signalling no ball, caution the bowler, indicating that this is 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. This caution shall apply to that bowler throughout the innings. (c) Should there be any further instance (where a dangerous non-pitching delivery 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 event manager

### **(8.1.11) law 41.7.4 - DELIBERATE HIGH FULL PITCHED DELIVERIES**

If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall - Immediately call and signal No ball. - When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. - report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side. The umpires together shall report the occurrence to the ICC Match Referee who shall take such action as is considered appropriate

against the bowler concerned. (8.1.12) law 21.6: Bowler breaking wicket in delivering ball (Law 24.6) Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket. (Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.) (8.1.13) Foot Fault: A front foot (popping crease & center line) and back foot (return crease) - foot fault will be called and signalled NO Ball by an umpire. (Refer Law 21) (8.1.14) law 21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, - bounces more than once - or rolls along the ground before it reaches the popping crease. - or pitches wholly or partially off the pitch as defined in ICC PC clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket. (8.1.15) law 21.8 Ball coming to rest in front of striker's wicket If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball. (8.1.16) law 21.9 Fielder intercepting a delivery If except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball, delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball. (8.1.17) law 41.8 bowling of deliberate front-foot No ball If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he shall - Immediately call and signal No ball. - When the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. - report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side & umpires together shall report the occurrence to the MLCC -T20 who shall take such action as is considered appropriate against the bowler concerned. (8.2) law 21.19: Free Hit after all modes of NO Ball: 21.19.1 In addition to the above, the delivery following a no ball called (all modes of no ball) 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 a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. 21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. 21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless: 21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or 21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach. 21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances refer clause 21.1, which shall be applied. 21.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion (8.3) 21.15 Penalty for a No ball: A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties. 21.16 Runs resulting from a No ball – how scored: The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.18 (Penalty runs). Any runs completed by the batsmen or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

## **9) WIDE BOWLING - JUDGING A WIDE – 22.1**

**22.1.1** If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2 22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position and any bowl going outside leg - called wide 22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease. 22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke. 22.1.3 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. (9.1) 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)**

**MLCC -T20 event committee will decide the brand and quality of balls to be used in this event.**

## **(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 DLS 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 five (5) overs, shall be declared no result. If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match result will be decided by comparison with the DLS '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.'

**(11.2) Umpire awarding a match:** a match shall be lost by a team which either, (i) Concedes defeats; or (ii) in the opinion of the umpires the team refuses to play. In such cases, Umpires are required to submit a detailed report to MLCC -T20, for them to take a decision to award the match to a particular team as Umpires are NOT empowered to "Award the Match" to one team or another. Also refer clause 15 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 defined in regulations, 11.1 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 5 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 DLS 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) The WICKETKEEPER**

27.1 Protective equipment The wicket-keeper is the only fielder permitted to wear gloves and external leg guards. If these are worn, they are to be regarded as part of his person for the purposes of clause 28.2 (Fielding the ball). If by the wicket-keeper's actions and positioning when the ball comes into play it is apparent to the umpires that he will not be able to carry out the normal duties of a wicket-keeper, he shall forfeit this right and also the right to be recognised as a wicket-keeper for the purposes of clauses 33.2 (A fair catch), 39 (Stumped), 28.1 (Protective equipment), 28.4 (Limitation of on-side fielders) and 28.5 (Fielders not to encroach on pitch).  
27.2 Gloves 27.2.1 If, as permitted under clause 27.1, the wicket-keeper wears gloves, they shall have no webbing between the fingers except joining index finger and thumb, where webbing may be inserted as a means of support. 27.2.2 If used, the webbing shall be a single piece of non-stretch material which, although it may have facing material attached, shall have no reinforcements or tucks. 27.2.3 The top edge of the webbing shall not protrude beyond the straight line joining the top of the index finger to the top of the thumb and shall be taut when a hand wearing the glove has the thumb fully extended.

### **(14) POINTS SYSTEM (14.1)**

**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, the team with the highest net run rate will be used to determine the standing (see Clause 14.2). (14.2) 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. (14.3) 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.

#### **(15) DEFAULT PENALTIES (15.1)**

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 to the match. (15.2) In above situations, Umpires are NOT empowered to "Award the match" to one team or another. Umpires are required to submit a detailed report to MLCC -T20, for them to take a decision to award the match to a particular team.

#### **(16) 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 onto 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 may 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 provided that the Umpires do not consider that it constitutes a waste of playing time. (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). (g) If a protective helmet belonging to the fielding side is on the ground within the field of play, and the ball while in play strikes it, the ball shall become dead, and except in the circumstances of Law 34 (Hit the ball twice), law 23.3 – Leg byes not to be awarded, and when runs are dis-allowed for a reason, 5 penalty runs shall then be awarded to the batting side, in addition to the penalty for a No ball or a Wide, if applicable.

#### **(17) REPORTS**

Umpires are required to report in writing within 24 hours or, if necessary, during a match, any breach of these Playing Conditions or as required under the terms of Law 41 & Law 42. Umpires must report any case of obvious dissent or misconduct, even though umpires have taken action under Law 41 and / or the player's Captain may have taken effective action (Refer Law 41.18). All reports shall be submitted in writing as soon as possible to the MLCC -T20, Toronto Cricket Umpires & Scorers Association and if possible, to the Secretary of the Club concerned.

#### **(18) PENALTY RUNS**

Law 41.18 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 MLCC -T20. The number of penalty runs awarded will be five (5) as set out in Law 41. (However, all of the conditions and procedures for the awarding of penalty runs, as set out in Law 41, will prevail). Penalty runs awarded for slow over rates should also be included in the report.

#### **(19) ADDITIONAL CREASE MARKING**

The following shall apply in addition to Law 7: As a guideline to the umpires for the calling of wide ball 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. (PI refer Appendix 5)

## **(20) Law 19.4 Ball grounded beyond the boundary 19.4.1**

The ball in play is grounded beyond the boundary if it touches the boundary or any part of an object used to mark the boundary; - the ground beyond the boundary; - any object that is grounded beyond the boundary. 19.4.2 The ball in play is to be regarded as being grounded beyond the boundary if - a fielder, grounded beyond the boundary as in clause 19.5, touches the ball; - a fielder, after catching the ball within the boundary, becomes grounded beyond the boundary while in contact with the ball, before completing the catch.

## **Law 19.5 Fielder grounded beyond the boundary 19.5.1**

A fielder is grounded beyond the boundary if some part of his person is in contact with any of the following: - the boundary or any part of an object used to mark the boundary; - the ground beyond the boundary; - any object that is in contact with the ground beyond the boundary; - another fielder who is grounded beyond the boundary.

### **19.5.2**

A fielder who is not in contact with the ground is considered to be grounded beyond the boundary if his final contact with the ground, before his first contact with the ball after it has been delivered by the bowler, was not entirely within the boundary.

## **Law 33 Catch**

33.2.2.1 the ball is held in the hand or hands of a fielder, even if the hand holding the ball is touching the ground, or is hugged to the body, or lodges in the external protective equipment worn by a fielder, or lodges accidentally in a fielder's clothing. 33.3 The act of making a catch shall start from the time when the ball first comes into contact with a fielder's person and shall end when a fielder obtains complete control over both the ball and his own movement. For the purpose of the clarity fielder's person NOW include the helmet he is wearing.

## **(21) BATSMAN OUT OF HIS GROUND (Law 30)**

**30.1.1** A batsman shall be considered to be out of his ground unless some part of his person or bat is grounded behind the popping crease at that end. **30.1.2** However, a batsman shall not be considered to be out of his ground if, in running or diving towards his ground and beyond, and having grounded some part of his person or bat beyond the popping crease, there is subsequent loss of contact: between the ground and any part of his person or bat, or between the bat and person, provided that the batsman has continued movement in the same direction.

## **(22) BATSMAN DAMAGING THE PITCH (Law 41.14)**

(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 then inform each incoming batsman. (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.

### **(23) Timed out & batsman and fielder wasting time: 40.1 Out Timed out 40.1.1**

**After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement.** If this requirement is not met, the incoming batsman will be out, Timed out. 41.10 Batsman wasting time 41.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up. If either batsman wastes time by failing to meet this requirement or in any other way, procedure and penalties listed out in law 41.10 will apply. Also, If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report with the MLCC Event committee for further action if any, including charging the batsman concerned. 41.9 Time wasting by the fielding side 41.9.1 It is unfair for any fielder to waste time. 41.9.2 If either umpire considers that the progress of an over is unnecessarily slow, or time is being wasted in any other way, by the captain of the fielding side or by any other fielder, procedure and penalties listed out in law 41.9 will apply. Also, If the umpires believe that the act of time wasting was deemed to be deliberate or repetitive, they may lodge a report with the MLCC Event committee. In such circumstances the Captain and/or any individual members of the fielding team responsible for the time wasting will be charged. (24) 41.16 Non-striker leaving his ground early If the non-striker is out of his ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him out. Whether the attempt is successful or not, the ball shall not count as one in 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.

### **(25) Law 27 - The Wicket keeper - Law 27.4 shall be replaced by the following:**

After ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following: 1. Movement for few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket 2. Lateral movement in response to the direction in which the ball has been delivered 3. Movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, However for the provisions of Law 27.3 (position of the wicket-keeper) shall apply. In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

### **26) Law 28.6 - Movement by fielders and significant movement by a fielder:**

Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before it reaches the striker, is unfair except for the following: 1. Minor adjustments to stance or position in relation to the striker's wicket. 2. Movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position 3. Movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play. Notwithstanding (3) above, in all circumstances Law 28.4 (Limitation of ON side fielders) shall apply. Note also the provisions of law 27.4 (movement by the wicket-keeper). In the event of unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. Also, note the provisions of Law 41.4 (deliberate attempt to distract the striker). (27) Switch hit before delivery: The batsman is entitled to play switch-hit stroke. Batsman is allowed to alter from one stance or grip to another once the bowler has entered his delivery stride. If the bowler sees the batsman alter his grip or stance before he enters his delivery stride, he is NOT compelled to deliver the ball. Once a bowler enters his delivery stride, having seen the batsman change his grip and/or stance, may decide to bowl that delivery or not to bowl at the batsman, and he is entitled to do so. Either case, Umpire will call and signal the dead ball. However, Law 42.10 (batsman wasting Time) will apply.

### **(28) Law 41.15 Striker in protected area 41.15.1**

The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area. 41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1, if the bowler has not entered the delivery stride, he shall immediately call Dead ball, otherwise, wait until the ball is dead; he shall then inform the other umpire of the occurrence. The bowler's end umpire shall then - warn the striker 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 then inform the non-striker and each incoming batsman. - inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

### **(29) Stumped: Law 39.2**

Ball rebounding from wicket-keeper's person If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper. For the clarity Wicket keeper person or equipment includes helmet he is wearing.

## **(28) Player's conduct – Law 42 42.1- Serious Misconduct 42.1.1**

The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 & Level 4 in clauses 42.2 to 42.5. 42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side. 42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. If so, the umpires shall then apply the related sanctions. 42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.

### **42.2 Level 1 offences and action by umpires 42.2.1**

Any of the following actions by a player shall constitute a Level 1 offence: - wilfully mistreating any part of the cricket ground, equipment or implements used in the match - showing dissent at an umpire's decision by word or action - using language that, in the circumstances, is obscene, offensive or insulting - making an obscene gesture - appealing excessively - advancing towards an umpire in an aggressive manner when appealing - any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence. 42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level. 42.2.2.1 The umpire shall call Time, if necessary. 42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred. 42.2.2.3 If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall 42.2.2.3.1 issue a first and final warning which shall apply to all members of the team for the remainder of the match. 42.2.2.3.2 warns the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team. 42.2.2.4 If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team. 42.2.2.5 As soon as practicable the umpire shall call Play. 42.2.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### **42.3 Level 2 offences and action by umpires 42.3.1**

Any of the following actions by a player shall constitute a Level 2 offence: - showing serious dissent at an umpire's decision by word or action - making inappropriate and deliberate physical contact with another player - throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner - using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature - or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence. 42.3.2 If such an offence is committed, 42.3.2.1 to 42.3.2.6 shall be implemented. 42.3.2.1 The umpire shall call Time, if necessary. 42.3.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred. 42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team. 42.3.2.4 The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team. 42.3.2.5 As soon as practicable the Umpire shall call Play. 42.3.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### **42.4 Level 3 offences and action by umpires 42.4.1**

Either of the following actions by a player shall constitute a Level 3 offence: - intimidating an umpire by language or gesture - threatening to assault a player or any other person except an umpire. See 42.5.1. 42.4.2 If such an offence is committed, 42.4.2.1 to 42.4.2.8 shall be implemented. 42.4.2.1 The umpire shall call Time, if necessary. 42.4.2.2 Together the umpires shall summon and

inform the offending player's captain that an offence at this Level has occurred. 42.4.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following: 42.4.2.3.1 In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs. 42.4.2.3.2 In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Furthermore, any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended. 42.4.2.3.3 If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately. 42.4.2.3.4 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over.

42.4.2.3.5 If the offending player is a not out batsman, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman's suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired – not out. 42.4.2.3.6 If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended. 42.4.2.3.7 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

42.4.2.3.8 Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended. 42.4.2.4 As soon as practicable, the umpire shall - award 5 Penalty runs to the opposing team - signal the Level 3 penalty to the scorers - call Play.

42.4.2.5 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team. 42.5 Level 4 offences and action by umpires 42.2.1

Any of the following actions by a player shall constitute a Level 4 offence: - threatening to assault an umpire - making inappropriate and deliberate physical contact with an umpire - physically assaulting a player or any other person - committing any other act of violence. 42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented. 42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following: 42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side. 42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over. 42.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed. 42.2.2.4 As soon as practicable, the umpire shall: - award 5 Penalty runs to the opposing team - signal the Level 4 penalty to the scorers - call Play. 42.2.2.5 The umpires shall then report the matter to the T&D for further action, if any, under its Code of Conduct.

### **42.3 Captain refusing to remove a player from the field 42.3.1**

If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 11 & 15 (MLCC -T20 awarding a match). 42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded and there shall be no result. MLCC -T20 to take further decision as per its code of conduct.

### **42.4 Additional points relating to Level 4 offences 42.4.1**

If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute. 42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

**APPENDIX 1 : Field Markings**

**APPENDIX #2  
FIELDING  
RESTRICTIONS**

**Restrictions on the placement of fielders:**

1. 28.4.1 at the instant of delivery, there may not be more than 5 fielders on the leg side. 28.4.2 at the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line. 28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

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: 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 1). 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 Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery. At the instant of delivery:

4 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.

**Total Overs / Innings Powerplay Overs (Field Restrictions) 5-8 2 9-11 3 12-14 4 15-18 5 19-20 6**

5. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

6. 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**

**APPENDIX  
3A**

Calculation sheet for use when a delay or interruptions occur in the First

Innings Time

Net playing time available at start of the match 170 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)

G divided by 4.2 (to 2 decimal places) \_\_\_\_\_ (H)

Max overs per team  $[H/2]$  (round up fractions) \_\_\_\_\_ (I)

Maximum overs per bowler  $[I / 5]$  \_\_\_\_\_

Duration of Powerplay Overs (initial, batting side) \_\_\_\_\_

Rescheduled Playing Hours

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

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

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

Length of interval \_\_\_\_\_ (M)

Second innings commencement time  $[L + M]$  \_\_\_\_\_ (N)

Rescheduled second innings cessation time  $[N + K]$  \_\_\_\_\_ \*(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying Clause 12.4.2 a) iv). If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

## **APPENDIX 3B**

Calculation sheet to check whether an interruption during the First Innings

should terminate the innings

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use  
of any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled  $[R / 4.2]$  (round up fractions) \_\_\_\_\_ (S)

Number of complete overs faced to date in first innings \_\_\_\_\_ (T)

If S is greater than T then revert to Appendix 3A

If S is less than or equal to T then the first innings is terminated and go to Appendix

#### APPENDIX 4

##### APPENDIX 4A

Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 3B)

Scheduled length of innings:  $[ A \times 4.2 ]$  (round up fractions)

Start time

Scheduled cessation time  $[ C + B ]$

\_\_\_\_\_ (A)

\_\_\_\_\_ (B)

\_\_\_\_\_ (C)

\_\_\_\_\_ (D)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler  $[ A / 5 ]$

Duration of Powerplay overs (initial, batting side)

\_\_\_\_\_ overs

\_\_\_\_\_

#### APPENDIX 4B

Calculation sheet for use when interruption occurs after the start of the Second Innings

Time

Time at start of innings

Time at start of interruption

Time innings in progress

Restart time

Length of interruption  $[ D - B ]$

\_\_\_\_\_ (A)

\_\_\_\_\_ (B)

\_\_\_\_\_ (C)

\_\_\_\_\_ (D)

\_\_\_\_\_ (E)

Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)

Total playing time lost [ E – F ]

\_\_\_\_\_ (F)

\_\_\_\_\_ (G)

Overs

Maximum overs at start of innings

Overs lost [ G / 4.2 ] (rounded down)

Adjusted maximum length of innings [ H – I ]

Rescheduled length of innings [ J x 4.2 rounded up ]

Amended cessation time of innings [ D + (K – C) ]

\_\_\_\_\_ (H)

\_\_\_\_\_ (I)

\_\_\_\_\_ (J)

\_\_\_\_\_ (K)

\_\_\_\_\_ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [ J / 5 ] \_\_\_\_\_ overs

## APPENDIX CREASE MARKINGS

### Appendix 6 : Super Over - Not applicable

#### MLCC -T20

#### MLCC -T20 Players' Code of Conduct

The MLCC -T20 Code of Conduct has been formulated below. Please read through it thoroughly and acquaint yourself and your team-mates with it. The penalties have been posted. These penalties will supplement, and not replace the Constitution/By-laws. Where Constitution/By-laws have been specifically mentioned, 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 team 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.

Umpires MUST file a report for any infraction of the Code of Conduct. Two copies must be filed. One to the Secretary of the MLCC -T20 and one to the Secretary of the TCU&S. The MLCC -T20 and the TCU&S 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.

#### 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 preparation. 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.

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.

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 Offence, the 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 (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. If an appeal is successful, 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 Secretary of the League at the set time-frames for the appeal process to start, failing which, the appeal will be rejected.

MLCC -T20 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 Public criticism of, or inappropriate comment on a match related incident or match official. 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 Maplewood 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

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 physical contact with 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 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, referee or spectator 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, the umpire 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 course of play by a 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 this offence 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: 1 (one) game suspension Warning letter

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 a 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)

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 towards another player, umpire, referee, official or spectator

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  
seven) games suspension (board to decide) General offences The following are the general categories of serious offences, carrying the highest penalties:  
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 support  
which is in direct contradiction to the establishment of MLCC -T20, or is detrimental to the operations of the league, in words or action Applicable Penalty/F  
Player/Offender: Expulsion from the league Team/Club: Expulsion from the league Captain (and all the registered club players): Expulsion from the league  
Friendly Games After the Association schedule has been published, no club or team shall play a friendly match, which interferes or conflicts with Association  
Representative matches played under the jurisdiction of the Association shall take precedence over any and all club or other Association fixtures