



Scarborough Cricket Association Inc: T50 & T35 Playing Rules

Revised May 4, 2018

All games under the jurisdiction of the Association shall be played under the Laws of the MCC and The Association's Playing conditions.

All matches are played on the following basis unless otherwise determined by the Executive Board.

1. REGISTRATIONS.

- (a) After the final list has been submitted to the Registrar prior to the start of the season, any additional player(s) for registration during the season must be done on line through the S.C.A. website by the club no later than 9:00pm on the Wednesday before the day of match in which the player(s) would participate. The Registrar will be notified by the website of the new registration, the date and time will be stamped on the registration, and he/she will then activate the player(s). If all of the above conditions are met only then the player(s) is eligible to play.
- (b) Any club playing a player not duly registered shall automatically be considered to have lost the game in which the said player participated. Any club found to be repeat offenders shall be suspended from participating in their following scheduled game in any SCA competition including the playoffs. In addition, a fine of \$200 will be instituted.
- (c) After July 15, a fee of \$5.00 for each newly registered player must be paid before their first game. Otherwise, the registration is canceled and the said player(s) are deemed unregistered. There shall be no re-registration of existing members after July 15th. Registration after July 15 is applicable only to new members who were not previously registered with the SCA.

2. SEEDING OF PLAYERS.

- (a) All clubs with more than one team shall submit to the Executive before the start of the season, the names of five (5) **senior players** for each upper division based on the previous year's stats for approval as SEEDED PLAYERS. The Executive shall review the names and adjust as necessary. **Seeded players must have played 50% of games for their team by July 15th of the current season.** The number of games played will be rounded up. It is the responsibility of all clubs with more than one team to ensure that they have enough members to compete at any level in the SCA cricket league.
- (b) Failure to submit the list of seeded players before start of the season will result in **6 demerit points and loss of games until the list is submitted.**

3. NON-APPEARANCE AT A SCHEDULED MATCH. A team shall be considered in default if they fail to notify the President or any Executive of the Association of their inability to field a team **no later than**

6:00pm on Wednesday before the weekend scheduled match. Any club that fails to adhere to this deadline will be penalized as follows:

- (a) Pay full umpire's fees for one or two umpires assigned to this game before continuing in the league competition.
- (b) Loses FIVE (5) demerit points from their total.
- (c) The said game will not be RESCHEDULED by the SCA.

4. SPIKES/STUDS

No player(s) shall use metal spikes or studs while bowling, batting, fielding or wicket keeping on any of the association pitches. The Umpire shall have the authority to inspect a player's shoes and if there is any infraction, he shall advise the Captain concerned to inform the player(s) to remove the spikes or studs. Should the offending player refuse to comply, then the Umpire has the authority to send him off the field and must submit a report to the Executive Board. Should the player refuse to comply, then the club shall be subjected to a fine of \$75. *Absolutely no metal spikes or studs on any pitch.*

5. TEAM LIST (Match Sheets)

- (a) Both Team captains must submit their Completed and Signed match sheet before the toss is made. The match sheet must be properly completed in ink. Players Names (In block letters) and Identification Number must be recorded on the match sheet. (Please make sure all names are spelt correctly and must be the same name as registered on the SCA website.) Any player who is not at the ground before his team's innings comes to a close, will automatically be considered ABSENT.
- (b) A team must declare their 11 players. A maximum of 2 substitutes will be allowed to participate in the event of any injuries to player(s) who are taking part in the match. See Article 38

6. OFFICIAL MATCH SHEETS.

- (a) Match Sheets are available on the SCA website. Each team is required to complete their own match sheet. **The captains of the teams shall submit an electronic copy of the match sheets to the Registrar/Statistician.**
- (b) **The umpire will provide an envelope (as supplied by the SCA) for the completed match sheets and submit them no later than 3 days to the SCA Registrar/Statistician.**
- (c) The certified match result, at the discretion of the Executive may be omitted from all Association records as though it had not been competed at all in any game for which no completed record is received or for which a report is not received by the following Wednesday after the game.
- (d) It is also the responsibility of respective clubs/teams to properly input all match information captured on match sheets onto the SCA website no later than 9:00 P.M. the following Wednesday after the game.

Failure to comply will automatically result in three (3) demerit points.

7. REPORTS BY UMPIRES.

Umpires shall report in writing to the Executive **within three (3) days of the Association game concerned** if any or both teams were not ready to commence play by the starting time, stating fully the circumstances. They shall also report in writing to the Executive Board any player(s) or members or member club, teams or organizations whether present as players or spectators, who at any time

during the game are guilty in their opinion of conduct detrimental to the best interest of the game.

8. PAYMENT OF UMPIRES.

- (a) Each team shall be responsible for paying the umpire(s). Should a game be canceled for any reason and the SCA is not notified in good time, the team canceling the game shall be responsible for paying the Umpire fee for one or two Umpires assigned to the game.
- (b) Teams must pay the umpire(s) fees prior to the commencement of the game. Teams have 15 minutes at the conclusion of the game to input the complete game information on the match sheets and give to the Umpire/s. Failure to complete their match sheet in 15 minutes after the conclusion of the game, will result in 3 demerit points. Failure by any one team or by both not to pay the umpire(s) fees would result in a demerit of **FIVE (5) points**, plus submitting the full fees to the SCA CFO before being allowed to participate in their next league game.

9. UMPIRE IN CHARGE.

The umpire shall be in charge of the game and shall settle all disputes arising from the game in question. Should no official umpire(s) be present at a scheduled game and then each captain shall use two of the nominated players to officiate the game when batting. However, if, a qualified umpire who has not been designated for this game is present, then the 2 captains should request his service. If he agrees to do so then the following should be implemented.

- (a) Declare his club's affiliation to both captains.
- (b) Should be acceptable to both captains. A non-player, approved by both captains could officiate if none of the above is met. The onus is on the captains to ensure that the game is fairly adjudicated. In such a case, as described above, if an umpire is later found to be dishonest in his declarations, i.e. he belongs to the winning team, then that team shall be penalized with a demerit of **ten (10) points** plus any bonus point(s) earned during this match.
- (c) If the umpire is found to be affiliated to the losing side, then demerit of **ten (10) points** plus any bonus point(s) earned shall be deducted from their total points.

10. PROTEST AND COMPLAINT.

All matters of protest and complaint, which members may wish to bring before the Executive Board, shall be in writing, **see Article 23**. The President, Secretary or Captain of the protesting or complaining organization must submit this. Failure to show up for any disciplinary hearing shall result in a fine of \$100.00. All protests must be submitted with a **\$100.00 deposit** to initiate a hearing, **this deposit will be refunded at the conclusion of the hearing. The disciplinary committee shall issue 1 week notice via email to all parties outlining the date time and place prior to having a hearing.** Once a hearing date has been scheduled and communicated to the respective clubs and individuals, any notice of a no show must be provided at minimum 48 hours prior to the hearing to the disciplinary committee.

11. PLAYER-UMPIRE RULING.

Where an Official Umpire is officiating with a player-umpire and the player-umpire renders a decision, which the Official Umpire is certain, is clearly wrong, the Official Umpire is empowered to reverse the decision and render the correct decision. Whenever such an overruling occurs a report in writing shall be made to the SCA.

12. TEAM WALKING OFF/INVADING FIELD

Any team WALKING OFF the ground during a cricket match because of any dispute, etc. shall forfeit the game. ALSO, should any team or members of a team participating in a game INVADE the field of play shall forfeit the game. The other team shall gain ten (10) points PLUS any Bonus points acquired. Umpires are expected to settle any dispute. Should a team walk off or invade the ground, the umpire(s) is expected to submit to the President/Secretary a full report, so that appropriate investigation and action could be taken.

13. IDENTIFICATION OF PLAYER

A declared player has to show his or her identification when asked to do so by the presiding umpire before the end of the game. The onus is on the player to prove his or her identification as a bona fide playing member. Failure to provide identification to the umpire will result in a loss. Any Government approved picture ID will be accepted as identification. Teams will be penalized if any player(s) violate the above. All members should make sure they are in possession of their ID(s) at all times during the game.

14. PLAYERS CODE OF CONDUCT.

- (a) **PROBATION:** The SCA may in addition to, or as an alternative to any of the penalties set out here under impose a term of probation not exceeding two years. Any subsequent offense committed while on probation will result in a suspension of no less than six (6) games.
- (b) **MAXIMUM PENALTIES:** Maximum penalties are intended to be reserved for the worst instances of a breach of rule or when dealing with repeat offenders.
- (c) **LENGTH OF SUSPENSION:** For uniformity, in computing the length of a suspension the months of October to April shall not be counted.

15. TRANSFER AND RELEASE OF PLAYERS

- (a) Players must be registered and released in accordance with S.C.A by Laws. The Registrar shall receive a completed player transfer form from the club registering the player being released. The transfer form can be submitted via email using a clear picture or scanned copy to the Registrar. For the player to be activated for the weekend, all correspondence **will have to be completed by 9:00pm on the Wednesday prior**. In cases of unjustifiable denial of a release, the Player can seek the help of the SCA Executive Board.
- (b) In the event a dispute regarding the release of a player is brought before the SCA Executives, the party that is found to be at fault shall pay a fine of \$100.00. Failure to remit the full value of the penalty will result in suspension from all games until payment is received.

16. VERBAL ABUSE

NO verbal abuse, racial slurs, obscene language or threats of violence are permitted, whether directed at teammates, opponents or umpires, or members of the SCA Executive Board. Any such actions(s) will be treated severely.

BREACH: Reprimand to a maximum of 10 months suspension.

17. CHEATING WHILE UMPIRING.

Players are required to render decisions which are fair and reasonable, to pay due care and attention to the game while officiating and to refrain from commenting on the game or coaching

their teammates.

18. ASSAULTS

- (a) *Players are not permitted to make threatening gestures with bats, stumps, balls or other implements.*
- (b) Balls bowled or thrown full pitch at a batsman head ("beamers") with intent to maim or injure the batsman are not permitted.
- (c) While assaults on players will be viewed with the utmost seriousness, assaults on umpires and members of the SCA Executive Board while in the execution of their duty, or as a consequence of any decision rendered by them in the capacity of their duty will constitute an offense of the utmost gravity. It will be viewed not just as an assault on the person but an assault on the administration of the game and will constitute possibly the most severe infraction of the Code of Conduct.

BREACH: Minimum five months suspensions to life suspension, particularly where the game of cricket is further brought into disrepute by the laying of criminal charges.

19. PARKS AND REC. CODE OF CONDUCT

- (a) Consumption of alcoholic beverages, smoking and urination is not permitted within the Parks property where cricket is played.
- (b) Tents are not allowed on the Parks property where cricket is played.
- (c) Plastic water bottles are prohibited on the Parks property where cricket is played.
- (d) Teams are responsible for cleaning up all garbage after their cricket match on the Park property where cricket is played.
- (e) Any garbage found at the Park prior to the match being started should be communicated to the Executives via email accompanied by a picture.

Penalties for any of the above infractions range from minimum fines of \$200.00 to suspension for a maximum of one year.

20. FINAL STANDING, PROMOTION & RELEGATION.

- (a) The team having the highest number of points in each division will be promoted to the next upper division, along with the team that wins the division play-off. If 2 teams are tied with the highest points in the division Net Run Rate (NRR) will be used to determine the team that will be promoted.
- (b) The two (2) teams with the least points in each division will be demoted to the next lower division.
- (c) ***ALL RELEGATIONS and PROMOTIONS begin at the Elite Division.***

21. SUSPENSION OF LEAGUE GAMES, WEATHER AND LIGHT.

- (a) Scheduled matches may be canceled due to weather or other conditions making play impossible by league executives.
- (b) Game shall resume if both captains or one captain and the umpire(s) agree that the game should be played. In certain weather conditions, if both captains wish to play the umpire shall adjudicate the game.
- (c) If the Umpire and the captains are satisfied that the ground conditions are not fit for play, a

Rain out game takes effect.

- (d) However, before deciding to suspend play or not to start play or not to resume play after an interval or stoppage, the Umpires shall establish whether both Captains (the Batsmen at the wicket may deputize for their Captain) wish to commence or to continue in the prevailing conditions, if so, their wishes shall be met
- (e) **Washout Game**...This is when the game is canceled by the Executive Board.
- (f) **Rainout Game**...This is when the Umpires in approval with both CAPTAINS, cancel the game at the ground.

NOTE: WHEN THE RAIN IS FALLING FROM EARLY MORNING, THE SCA REQUESTS THAT ALL PLAYERS MUST BE AT THE GROUND BEFORE THE GAME IS CALLED OFF (UNLESS ADVISED BY THE PRESIDENT OR HIS DESIGNATES). CALL OFF TIME IS DESIGNATED AS 3 PM, NOT BEFORE.

22. MEMBERS' RESPONSIBILITY.

- (a) All protests shall be communicated to the President and Secretary of the SCA by email or letter.
- (b) Adequate information must accompany all protests.
- (c) All protests must be reported within 24 hours of the incident during the regular season. All complaints must be followed up by a letter and/or e-mail and postmarked within the 72 hours of the conclusion of the cricket game during the regular season.
- (d) During the playoffs, all protests shall be reported within two (2) hours after the end of the game to be followed by an immediate hearing by the disciplinary committee.
- (e) An appeal of a decision made by the Disciplinary Committee shall be made in writing and sent to the President and Secretary of the SCA within 24 hours after the notification of the decision.
- (f) The party or parties involved and against whom a decision was taken, would have to make right or pay their fines before an appeal can proceed. If the hearing runs in their favor, all fines shall be returned. If delays are the result of the appealing party, the appeal will be dismissed and the original decision stands.

23. DISCIPLINARY COMMITTEE RESPONSIBILITIES

- (a) The Committee must deal with all complaints within 7 days of receipt of the written complaints. Remember, this could be longer if inadequate information is sent to the Chairman. Note: Depending on the seriousness of the case it may be handled over the telephone. This shall be at the discretion of the Chairman of the Disciplinary Committee.
- (b) If there is an appeal to the SCA Executives, the Disciplinary Committee's decision shall stand and will only be reversed if further evidence proves to be otherwise.
- (c) A fee of \$100.00 must be submitted with any appeal. The fee will be reimbursed if the appeal is successful.

24. JUNIORS.

- (a) **A player ceases to be a Junior if he/she attains his/her birthday before January 01 of the current playing season.**
- (b) A junior cannot play for more than one senior team on the same day.
- (c) A Junior must have played in at least **TWO (2) games** during the season for that specific club in order to participate in the playoffs.
- (d) All juniors participating in any game must be identified on the match card (JR besides their name) before the start of the game and must be certified by the residing umpire.

- (e) It is the onus of the clubs to ensure the juniors wears necessary protective equipment when playing. The Scarborough Cricket Association will not be liable for any injuries. The umpires shall enforce the equipment rules for junior players. They have been empowered to discontinue junior players participation in any game for failing to comply with the umpire's request for proper protective equipment.
- (f) ***All players who meet the criteria of a Junior, are eligible to play for any team participating in the senior competition. The Junior player must first be registered under the SCA Junior roster.***

25. DISPUTES

All disputes during a match shall be settled by the umpires appointed by the Scarborough Cricket Umpires Association or in their absence, by the team captains. Only in extreme cases should the dispute be forwarded to the disciplinary committee in which case their decision shall be final.

26. UMPIRES DRESS CODE.

- (a) All officiating umpire(s) of the SCUA must be attired in the uniforms approved by the SCUA.
- (b) Players performing duty as a square leg umpire must be in proper cricket attire and must be in the playing XI. ***BREACH: A fine of \$25.00 will be imposed on the club.***

27. PLAYERS' DRESS CODE.

All Players must be attired in the Team Uniform. The Colors and Design of any particular team must be the Same. No variations will be allowed. Only Colored Pads are allowed for batting. No White Pads.

28. DEFINITION OF A PLAYER FOR ANY GAME(S).

- 1) **LOCAL PLAYER:** A local player is one who is defined by the following conditions.
 - i) A Canadian citizen;
 - ii) A Canadian permanent resident;
 - iii) Any player who has resided in the Province or Canada for more than nine (9) months in the previous year, commencing from January to December, despite their immigration status,

IT IS THE RESPONSIBILITY OF THE CLUB(S) INVOLVED TO PRODUCE SATISFACTORY EVIDENCE TO THE SCA EXECUTIVES UPON REQUEST, TO SUPPORT THIS CLAIM(S).

- 2) **FOREIGN PLAYER**
 - i) A foreign player is one who does not qualify as a local player.
 - ii) A team is only allowed to play three (3) foreign players (maximum) on the same game day.
 - iii) Registration of these players by the club, must follow the regular registration rules and guide lines.

Breaching of these rules or guide lines is subject to a penalty of a fine of \$100.00 and any points gained in the said game played by the Foreign player (s) would be awarded to the opposing team.

29. HOURS OF PLAY.

(a) i) Normal hours of play shall be from 12:30 PM to 7:30 PM; a 20-minute tea interval is to be taken at 3:50 PM or at the end of the first innings. First innings 12:30 P.M. To 3:50 PM. Second Innings 4:10 PM To 7:30 PM.

ii) Hours of play for **Terry Fox Ground**. 1:15 PM to 4:35 PM, 10 Minutes Tea break. Second Innings. 4:45 PM to 8: 05 PM. If the Soccer group is not there and the ground is available then the game must start at 12:30 PM.

Note: All players are required to be at the ground for a 12.30 PM start, if the soccer group is not there and the ground is available, the game will start at 12.30 PM.

- (b) In the event of a delay in the start of a game due to adverse weather conditions, the remaining playing time available shall be divided equally between the two teams.
- (c) Once the time for the start of play has been decided, the 20-minutes lunch interval shall be taken between innings. In the interest of time, lunch may be shortened to a minimum of 10 minutes.
- (d) When play has commenced at the scheduled starting time, and play is then subsequently interrupted by bad weather, the D/L method using manual G220 calculations will be in effect.
- (e) **Note: Under no circumstances, can captains or umpires take the game beyond the finishing time.**

30. PLAYING CONDITIONS.

- (a) The matches shall consist of one inning per team. All matches shall be completed in the allocated time for the match of that day.
- (b) In the 50 over game, each bowler is limited to a maximum of 10 overs.
- (c) If the team fielding fails to bowl its maximum overs by the tea interval, the over in progress shall be completed. The team batting second shall receive their full quota of overs.
- (d) In the event, the team batting first is all out in less than its full quota of overs, calculation of their run-rate shall be based on the full quota of overs to which they would have been entitled, and not on the number of overs in which they were dismissed.

(e) In order to ensure a result, each team must have received a **minimum of 20 overs in 50 over game and 15 overs for a T35 over game and 6 overs for T20 overs** unless the team has been dismissed in less than the minimum number of overs.

I. There shall be no declaration of an innings.

- (f) Where total runs and total overs are equal, the winner shall be the team that lost fewer wickets. Only if scores are equal, wickets lost are equal, actual overs bowled are equal, is the result declared a tie. In the playoff, a tie game will be decided by a super over (ICC Regulations).
- (g) The winning team receives **ten (10)** points, for an abandoned game each team receives **five (5)** points, in the case of a default the non-defaulting team gets **ten (10)** points and the defaulting team will be penalized **five (5)** demerit points.
- (h) If any team does not take the field half-hour after the scheduled starting time it will automatically default the game. However, the team not in default through its captain, may overrule the automatic default rule and allow the game to start even though the half hour grace period has passed. However, once the game has started the decision cannot be reversed and all rules normally applied will be enforced.
- (i) If a team has seven (**7**) or more players present within the playing area, in cricket attire 15 minutes prior to the schedule start of a game, and the opposing team has less than seven

players in cricket attire, the team with 7 or more players ready to play automatically wins the toss. The captain who wins the toss must then **immediately** inform the umpire and the opposing captain of his decision to bat or field.

- (j) If both teams do not have 7 players in full cricket attire by 15 mins before the scheduled start of the game, the toss must be spun.

31. LATE START BY A TEAM.

- (a) In the event of a late start that has been caused by a team, the team guilty of causing the late start will be penalized as follow. If they bowl first, they will have to complete their full quota of 50 overs. The break will be taken at completion of the 50 overs. The umpire will record the number of overs played at the original cutoff time, and the guilty team will receive the number of overs bowled by the original cutoff time.
- (b) If they bat first, they will face a maximum over calculated as follow. For every four minutes, the team at fault will lose an over from the allotted 50 overs. For example, If the game starts 24 minutes late, the batting side will bat a maximum of 44 overs but will have to bowl the full 50 overs.
- (c) If an innings is to be played with less than 50 overs refer to Article 38.

32. BALLS.

Each team shall provide an approved new ball for each game. The Executive recommends the use of **"PLATYPUS"** cricket balls with the SCA logo, which is available from the SCA. In the event that the SCA cannot acquire the approved ball on time to start the season, then the Executive Board will make alternative arrangements.

Note: Any team not using an approved ball in any Association fixture will be considered to have lost the game and a fine of \$100.00. Each team must have a proper used ball (not a practice ball) for every game in the event of a lost game ball.

33. PENALTIES/ SLOW OVER RATE.

Any fielding team not completing their allotted number of overs in the allotted time will be subjected to a penalty. The penalty shall be the average run rate of the batting team multiplied by the number of overs not bowled. For example, if the bowling team bowls 45 of the allotted 50 overs and the run rate of the batting team is 4.75; the penalty is $4.75 \times 5 = 23.75$ runs. 23.75 rounded to the nearest whole number is 24. Thus, the penalty is 24 runs, which will be added to the batting team's final total. The team bowling first will be allowed to receive their full quota of overs. The team bowling last will be penalized the same as above if they fail to bowl the allotted overs.

34. PREPARATION OF PITCH/FIELD.

Captains are reminded that it is the responsibility of the home team to ensure that the pitch is properly prepared. Stumps must be properly set and the pitch and creases must be accurately measured and properly marked. Matting must be in acceptable playing condition. The opposing captain can refuse to play, with the approval of the umpire, if matting is in poor playing conditions. The matting should be properly laid out and nailed down. Adequate proof shall be provided and a report must be submitted to the SCA Executive Board by both the opposing captain and the umpire.

35. SCORERS.

Scores shall sit in close proximity of each other. **The team bowling shall have their scorer sit next to the team batting.** If at any time during the game, the Umpire(s) are not satisfied with the position of the Scorers, then they shall have the right to direct the Scorers as to where they shall sit. In addition, captains are also reminded that Law 4 states: Where there are Scorers they shall frequently check to ensure that the score sheets agree. (Preferably at the end of every over).

36. BOUNDARIES & 30-YARDS CIRCLE.

All playing fields must be clearly marked to indicate the official boundaries and the 30-inner circle. Boundary markers shall not be more than **twenty** yards apart. The markers around the inner circle should be no more than **SIX yards** apart (Approximately **twenty** discs) Failure to do this shall be interpreted as failure by the home team to have the ground ready to start play. If the home team refuses to mark the boundaries, then the game will be considered as their **DEFAULT**. The Home Teams in all divisions are responsible for the marking of the inner Circle.

37. INJURIES/SUBSTITUTES

Runner will not be allowed for an injured batsman during the game.

A Substitute Fielder is only allowed for a player injured in the game. A player who has played in another SCA sanctioned game that day cannot act as a substitute.

A player can only participate in ONE game per day (Juniors are allowed to play in the Junior Division and 50 Overs competition on the same day. T20 are exempted.) Any substitute player has to be fully attired in the team uniform.

38. DELAYED START.

In a match where the start is delayed and the innings of both sides is restricted from the start to less than fifty overs, no bowler may bowl more than one-fifth ($1/5$) of the total overs allowed except where that total is not divisible by five, an additional over per bowler shall then be allowed in order that the remainder of overs may be bowled. For example, in 33 overs match the bowling is Allocated as follows: $33/5=6+3$ remainder. The remaining 3 overs are allocated one each per bowler-3 bowlers may each bowl a maximum of $7(6+1)$ overs whilst no other bowler may bowl more than 6 overs. Once the number of overs has been determined and the match has begun, the allowance shall not be reduced even though the total overs may subsequently be restricted due to weather interference. In the event of a bowler being unable to complete an over for any reason, another bowler shall bowl the remaining balls. Such part of an over shall count as a full over in so far as each bowler's limit is concerned.

39. DELAY OCCURRING BEFORE START OF GAME OR DURING INNINGS OF TEAM BATTING FIRST.

In a match where the start is delayed or play is suspended during the innings of the team batting first, the minimum number of overs to be bowled to the team batting first shall be **20 overs**, unless that team is all out in less than **20 overs**. The maximum numbers of overs lost shall be calculated as follows 4 minutes for each over lost. For example, in a case where 40 minutes has been lost either at the start of the game or during the innings of the team batting first- the maximum number of overs to be bowled by each team shall be: 10 overs divided by 2 = 5 overs per team. The match is now reduced to 45 overs for each team. (50-5). This maximum number may be further reduced as a result of further stoppages.

40. DELAY OCCURRING DURING INNING OF TEAM BATTING SECOND.

In a match where play is suspended during the innings of the team batting second, adjustments for overs shall be made for such delay or suspension at the rate of one (1) over for every four (4) minutes of stoppage. In the event of the allotted overs being less than 20 then the team batting second can still win if it scores more runs than the team batting first regardless of the number of overs they receive, likewise the team batting first can win if it bowls out the team batting second for a lower score regardless of the number of overs it bowls.

41. TOSS.

(a) The toss will take place 15 minutes before the scheduled start of play, unless conditions (as deemed by the umpires) delay the toss. The captain winning the toss has to inform the other captain of his decision immediately.

(b) Before the toss takes place, the following conditions have to be met:

- i. If conditions allow for play to start on time:
- ii. Each team is responsible for filling their own match sheet and presenting it to the umpires. Any delay in filling the match sheet as required by the umpires is directly attributed to the offending team since the responsibility of filling their own match sheet is entirely on the individual team. Failure to provide a completed match sheet will result in the loss of the toss.
- iii. The ground must be made ready by the home team for play with boundaries, 30-yards marked, stumps properly placed, crease markings completed including wide-lines etc. appropriately set-up. Failure to have the ground ready will result in the loss of toss.
- iv. Both teams must have minimum seven (7) players dressed in the team colors who are declared on the match-sheet (handed to the umpire before the toss) present at the ground for toss to take place. Any team that does not have the required 7 players in team uniform at the ground will automatically lose the toss.

42. PLAYER ARRIVING LATE OR ABSENT.

In matches where a player does not arrive at the ground by the end of the innings of the team batting first then the official umpire or in his absence the team captain shall strike out his name from the sheet and word “**ABSENT**” shall be printed in the corresponding location. Any attempt at falsifying the match sheet can result in a fine and/or suspension as determined by the disciplinary committee. Both the captain and the umpire must initial any changes on match sheet. The match will not count as a game towards the playoff qualification for the player.

43. INJURY DURING THE GAME.

Any player injured during the course of play, ICC laws will apply (including non-allowance of a runner to an injured batsman). The main umpire will make decision to declare a batsman retired out or retired hurt according to situation.

44. INTERVENTIONS/ INTERRUPTIONS.

Duckworth-Lewis method for calculating target totals in games affected by interruptions is in effect

for all SCA games. The umpire(s) will only resort to calling off the game if and only if the required number of overs cannot be completed and/or the conditions are not reasonable enough for play to continue. If, in the opinion of the umpire(s), even after waiting, the chances of the conditions improving so as to allow the game to resume are minimal, the umpire(s) may decide to call the game off earlier without waiting any further. This is completely at the umpire's discretion (only if it continues to rain) and neither team has a say in this.

45. POWER PLAYS.

Restrictions on the placement of fieldsmen:

(a) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side 28.4.

(b) 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.

The following fielding restrictions shall apply:

- i. Powerplay 1: During the first block of Powerplay Overs (as set out below), **NO More than two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- ii. Powerplay 2: **No more than four (4)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- iii. Powerplay 3: **Maximum five (5)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

46. PRIOR TO START.

- (a) **Match Sheet** The full names of all players taking part in a match must be entered in ink and PRINTED on the match Sheet. This includes any match started but abandoned as NO RESULT due to adverse weather conditions.
- (b) **Tossing with umpires/ without umpires** The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws. The toss must be spun 15 minutes prior to the start of a game.
 - i. **WITHOUT UMPIRES** There will be no claiming of the toss. It must be spun and the match sheets exchanged between captains. The teams are to provide two umpires.
- (c) **CONTRIVING RESULT OF GAME** Any team that is a party to contriving or attempting to contrive the result of a match can be subjected to a fine and/or suspension as determined by the disciplinary committee.

47. PLAYOFFS

- (a) The Playoff Roster will be Produced and delivered by the Registrar as per the VALIDATED Games on the SCA Website.
- (b) The Executive Board will set the qualification at the Captain's Table for all divisions and competitions.

- (c) There will be no changes to the Playoff schedule once it's been published on the SCA website. No Exceptions.

48. DISPUTES

All disputes during a match shall be settled by the umpires appointed by the Scarborough Cricket Umpires Association or in their absence, by the team captains. Only in extreme cases should the dispute be forwarded to the disciplinary committee in which case their decision shall be final.

49. POINTS SYSTEM

Winning team receives ten (10) points. In the case of a default, the team in default loses five (5) points whilst the other team receive ten (10) points. If the batting side is bowled out one (1) bonus point is awarded to the bowling team. 250 or more runs one (1) bonus point is earned.

50. DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE FOR ALL DIVISIONS - USING THE DUCKWORTH/LEWIS METHOD.

If, due to a suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, (minimum 20 overs, 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 G220 calculations. The target set will always be a whole number of runs and one (1) less run will constitute a tie. **SEE (F) ONE OVER ELIMINATOR RULE.**

51. FREE HIT AFTER A NO BALL.

Any no ball ruling constitutes a free hit. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply). The umpires will signal a free hit by (after the normal no ball signal) extending one arm upward and moving it in a circular motion.

52. The BOWLING OF WIDE (LAW 25) - AND FAST SHORT-PITCHED BALLS (LAW 42.6(A))

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

- (a) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- (b) Any offside delivery, which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score, shall be called a wide. As a guide any ball pitching and going down the leg side without first making contact with the batsman's bat, person, or equipment shall be called and signaled a wide.
- (c) 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.
- (d) A bowler shall be limited to one fast short-pitched delivery per over.

- (e) A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- (f) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each short-pitched delivery has been bowled.
- (g) In addition, for the purpose of this regulation and subject to Clause 14(f) below, a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a Wide.
- (h) 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. Any full pitch delivery above waist height to a batsman standing upright shall be a no-ball. Umpires will issue an immediate warning to the bowler.

THIRTY-FIVE (35) OVERS COMPETITION.

All playing rules governing the 50 over competition also governs the 35 overs in addition to the following:

(A) PLAYING TIME.

Match 1		
Team Bat First	9:00 a.m. To 11:20 a.m.	140 minutes
Interval	11:20 a.m.- 11:40 a.m.	20 minutes
Team bat 2nd	11:40 a.m.– 2:00 p.m.	140 minutes

Match 2		
Team Bat First	2:30 p.m. To 4:50 p.m.	140 minutes
Interval	4:50 p.m.- 5:10 p.m.	20 minutes
Team bat 2nd	5:10 p.m.– 7:30 p.m.	140 minutes

(B) Conducting a Match

SCA will follow the ICC recommendations and the following minimum overs allocated to each team will constitute a game: **35 over format = 15 overs** If either team does not have the opportunity to face the specified number of overs as noted above (unless a team was bowled out before the minimum number of overs), the game will be recorded as either rain-out or abandoned. Rain affected games will follow D/L method for target score calculation and/or result.

(C) POWER PLAY

Powerplay 1: During the first block of Powerplay Overs (as set out below), **NO More than two (2)**

fieldsmen shall be permitted outside this fielding restriction area. In an innings of 35 overs, these are overs 1 to 7 inclusive.

Powerplay 2: No more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 35 overs, these are overs 8 to 32 inclusive.

Powerplay 3: Maximum five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 35 overs, these are overs 33 to 35 inclusive.

(D) MATCH STRUCTURE.

35 Overs match:

Each bowler can bowl a maximum up to 7 overs.

(E) AWARDS.

75 + runs

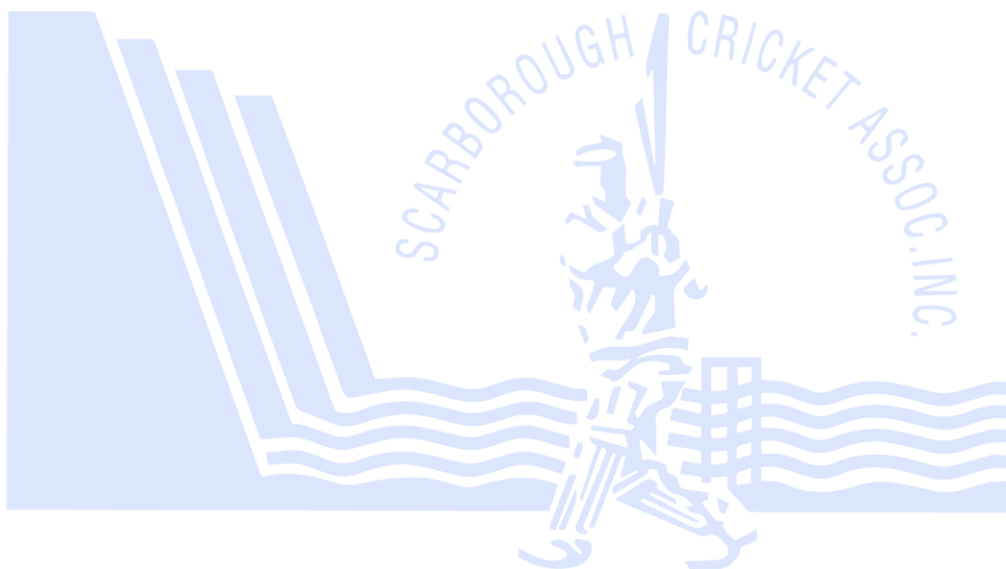
5 + wickets, hat trick

(F) One Over Eliminator

The following procedure will apply should the provision for a one over per side eliminator (OOPSE) be adopted in any match.

1. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch).
2. The umpires shall stand at the same end as that in which they finished the match.
3. In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.
4. Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
5. Each team's over is played with the same fielding restrictions as apply to the last over in all competitions.
6. The team batting second in the match will bat first in the one over eliminator.
7. The loss of two wickets in the over ends the team's one over innings.
8. To declare a winner after the one over per side eliminator has been completed:
 - A) The team with the most runs win the match. (If runs and wickets are equal then use B.)
 - B) The team that hit the most boundaries (4's + 6's combined) win the match.

9. If the score is still equal a second one over eliminator continues with the same criteria as outlined above until a winner is declared.



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