

Manitoba Cricket Association

Local Rules and Playing Conditions May 2018

Start of Play

- a) Play will begin at 11:00 a.m.
- b) Team declaration list submission deadline 10:30 am (except all day rain cancellation)
- c) The hours of play will be –

Premiere Division

Team batting first 11:00 AM to 2:30 PM

[LUNCH INTERVAL OF 30 MINUTES]

Team batting second 3:00 PM to 6:30 PM

Divisions 1 and 2

Team batting first 11:00 AM to 2:10 PM

[LUNCH INTERVAL OF 30 MINUTES]

Team batting second 2:40 PM to 5:50 PM

The duration of each innings of the Premiere Division will be **210 minutes of play time**. The duration of each innings of the Divisions 1 and 2 will be **190 minutes**. The duration includes the drinks intervals.

- 1) Teams are expected to be in position to bowl the first ball of the last of their allotted overs (i.e. 50/45 overs) within their allotted playing time (i.e. 3 hours and 30/10 minutes). In the event of a team failing to do so, the full quota of overs will be completed. For every over that has not been bowled by the scheduled or re-scheduled cessation time, a fine of 4 runs per over This will apply to both innings of the match.
- 2) **The team that is responsible for the delayed start will be subject to a penalty of \$50.00. This is the only financial penalty. All other penalties will be in terms of runs calculated at 4 runs an over.** Additionally, if they are batting first they will lose the number of overs equivalent to the time lost in the first innings cessation divided by 4.2 minutes per over. If the calculation result in a fraction of an over the fraction shall be ignored. E.g. if 20 minutes was lost then the penalty runs is $20/4.2 \text{ mins} = 4.76$ overs. The fraction is ignored and the penalty runs is $4 \times 4 = 16$ runs added to the batting teams total.
- 3) If the team responsible for the delayed start bowls first and do not finish bowling the total number of overs by the scheduled stoppage of the first innings, they will lose the number of overs completed after

the scheduled finishing time of the innings when they are batting. A penalty of 4 runs per over will be added to the batting team's total. E.g. If 15 minutes were needed to complete the 50 overs then 15/4.2 minutes an over = 3.57. Added runs is $4 \times 3 = 12$ (The fraction is ignored)

- 4) These penalties should be paid in full to MCA before the affected teams play their next scheduled league game. Failing to do so they will not be eligible to play thus lose by default. Umpires will inform the captains when the infractions occur and describe the fine on the score sheet before obtaining the captains signatures. They will also notify the league chairman.
- 5) All penalties in this regard shall be imposed immediately the ball becomes dead after the scheduled or re-scheduled time for the cessation time for the innings even if this time is during an over. However, the penalty runs shall be awarded at the instant of the last delivery.
- 6) 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.

Intervals for drinks.

Two (2) breaks per session shall be permitted, after 1 hour and 10 minutes apart from the start of the innings. Law 15.9 shall be strictly observed, except that under conditions of extreme heat, the umpires may permit extra intervals for drinks. Drinks must be taken within the 30-yard circle and no player shall leave the field without the umpire's consent.

Player Declaration List

Each captain shall list **11 players** plus a maximum of **4 substitute** fielders on the team declaration form and given to the umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the umpires, in exceptional circumstances, allow subsequent additions. All players listed on the team declaration form must be eligible to play for that team.

A team must have at least seven (7) players dressed in cricket attire in the presence of the umpire immediately prior to the toss.

The team declaration list must be handed to the umpires even in rain delay matches at the designated time.

The Toss

If one team is ineligible to take part in the toss, then the umpire must award the toss to the other team.

If both teams are ineligible to take part in the toss, then the toss shall nevertheless be taken.

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 umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.

- As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed.
- No player can play unless he/she is dressed in the colored clothing approved for his/her club.
- If by 45 minutes after the scheduled start of the day's play in the case of delays, a team does not have 7 players or fails to take the field or start the game, it will automatically default the match.
- If 30 minutes after the game is due to start, a team does not have 7 players or fails to take the field or start the game, it will automatically default the match.

Rain Delays.

- **Fitness for play.** It is solely for the umpires, Team captains and an official from the MCA 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.
- The team declaration list must be handed to the umpires even in rain delay matches at the designated time.
- Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- 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.
- 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.
- 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 it is completely safe for players to go out in the field.
- If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.

Length of Innings

Uninterrupted Matches.

- a) Each premier division team bat for 50 overs, 1 and 2 divisions 45 overs unless all out earlier.
 - b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 20 minutes. The team batting second shall receive its full quota of 50/45 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
 - c) If the team batting first is dismissed in less than 50/45 overs, the team batting second shall be entitled to bat for 50/45 overs.
 - d) If the team fielding second fails to bowl 50/45 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- e) Penalties shall apply for slow over rates.

Delayed or Interrupted Matches

a) Delay or Interruption to the Innings of the Team Batting First

- i) When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.
- ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of **20 overs** must be bowled to the side batting second, subject to a result not being achieved earlier.
- iii) As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated.
- iv) When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play. If required, the original time shall be extended to allow for one extra over for each team.
- v) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.
- vi) A penalty of **4 runs** per overs not bowled shall apply for slow over rate. The bowling team will continue to bowl to 50 overs or if the batting team is bowled out.

b) Delay or Interruption to the innings of the Team Batting Second

- vii) When match time has been lost and thus, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- viii) Play can extend to **30 mins** to allow the team batting second to get its allotted **20 overs** to constitute a match weather permitting.
- ix) To constitute a match, a minimum of **20 overs** must be bowled to the team batting second subject to a result not being achieved earlier.
- x) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- xi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- xii) Penalties shall apply for slow over rates.

Boundaries

The 2 trees within the field of play of the **South** ground and the branches of the tree hanging over the field of play of the **North** ground shall be regarded as boundary.

Substitutes

- 1) A runner for a batsman when batting is not permitted.
- 2) If at the start of play, the fielding team does not have all its listed players, then that team can use substitutes **ONLY LISTED ON THE TEAM DECLARATION LIST**. Teams should not rely on substitutes to get their games started. Substitutes will not be part of the minimum 7 players required to start a game

For all divisions

- 1. Each team shall be entitled to choose the colors and design of its playing shirts and trousers, subject to the following restrictions.
- 2. The playing shirt and trousers shall be coloured other than white, cream or any light colour.
- 3. Skins and T-shirts may be worn under the playing shirt, if white in colour they must not protrude from the sleeves.
- 4. Pads (batting or wicket keeping) shall be coloured. White pads are not permitted.

5. Single spiked, cloverleaf or any other metal spiked boots are prohibited on the pitch for batting or bowling.
6. Players cannot switch to another club after he has played in **one match**. Under exceptional circumstances a player can apply to the League to change teams but must have the approval of the team he is leaving and the team he is going to. An MCA Transfer form must be filled out and approved by the League Chairman.
7. Only players with permission from the MCA [i.e. UNRESTRICTED PLAYERS] will be allowed to play for a second team. Once that player plays for a second team he cannot change teams and play for a third team.
8. The League Management Committee agrees that for the 2017 Summer League, players registered in the Premier Division will play only for the team they are registered with and will not be allowed to play in any other division.
9. Players registered in Division 1 will have permission to play with one other team in the **Premier Division**.
10. Players registered in Division 2 will have permission to play with one other team in the Premier division and one other in Division 1. Once you have played for a team in a division you cannot change teams in that division. Teams in the higher division should only use players from the lower division when their roster players are unavailable
11. Players who have not reached their **18 birthday as of May 1st, 2018** or over **55 years** of age will be allowed to play for two different teams from the one they are registered with. The different teams cannot be in the same division that they are registered in nor can it be two teams in the same division. This is also true for all female players. i.e. for 2018 summer league player who born before May 1, 2000 will not be consider under 18 player.
12. Anyone who was not selected to play for Manitoba in the past **Five years** and is registered in a lower division will be allowed to move up to play.
13. If a player's team is playing on the same day as his second team only one player can move up to play. If there is no clash, then as many players can move up.
14. The fees paid by each club, \$225 will be used for registration fee to cover a maximum of 15 players per club. A club that exceeds the 15-player registration limit must pay an additional \$20.00 for every player above the 15-player limit.
15. Player registration to play for the team. This is done electronically via email stats@cricket.mb.ca ONLY by **Wednesday** before the game. Player insurance this needs to be done by Wednesday before the game. If a player is registered but does not file insurance form they are still allowed to play **but they will not be covered by insurance.**
16. A team shall not play any member of a touring team in the MCA League Competition.
17. A team shall not play more than one out-of-province player in any League game.

18. A team shall not play an elite out-of-province player in any League game. [An elite player is anyone who represented his province or country (i.e. played in competition nationally or internationally) in the last 8 years.]
19. Non-registered persons will not be allowed on the field of play, if team played with non-registered player opponent has right to claim the win after play.
20. Umpires are responsible for depositing the score sheets in the “Black Box” at the end of a game. The score sheets must be filled out with the players’ complete names listed on it. Both captains and both umpires must sign the sheets. The score sheet should be photographed or scanned and emailed to stats@cricket.mb.ca or to the league chairman.
21. If any club finds it necessary to default [i.e. not play] a match, that team will be fined \$100.00. This fine must be paid by the Wednesday following the defaulted game. [“before Wednesday of the next scheduled game.”] Failure to pay will result in immediate suspension. Games missed due to suspension will be deemed to be forfeited.
22. As a safety measure and for insurance purposes, players are asked not to practice in the vicinity of spectators and players. Practice in front of the pavilion at any time is not allowed.
23. One new ball as supplied by the League will be used per innings.
24. Any MCA member(s) using inappropriate [e.g. foul, abusive, threatening] language on or off the field of play to an opponent, teammate, umpire or MCA official, or whose behavior is, or borders on unsportsmanlike conduct, may be suspended from the day’s game following consultation between the umpires and captains in the game. Such conduct or behavior may be brought to the attention of the Disciplinary Committee/Adjudicator in writing for further disciplinary action. This rule extends to other MCA members in the cricket area. [NOTE: - If the League fails to formulate a Disciplinary Committee (or appoint an Adjudicator) within 14 days of any complaint, the MCA Executive would have to act to expedite matters.]
25. Teams listed FIRST in each week’s schedule are considered HOME teams; those listed SECOND are AWAY teams. The HOME team is responsible for the laying of the matting, placing of the flags (boundary markers), and any other duties necessary to get the game started. The AWAY team is responsible for all post-game activities – putting away matting, covering pitch, flags, discs, scoreboard, etc. BOTH TEAMS are responsible for leaving the playing area (i.e. in and around pavilion, field, nets, and bushes) clean and tidy. If a team is found to have not carried out these duties, they will be assessed a fine of \$50.
26. Generally, there will be a promotion of one team from the first division to the Premiere division, and from the 2nd division to the first. Also, a relegation of one team from the premiere division to the first division and from the first division to the 2nd. The understanding is clear that the WINNER of the first division shall be promoted to the premiere and the winner of the 2nd division shall be promoted to the first in the following year. The last placed team in the premiere division will be relegated to the first, and the last placed team in the first division will be relegated to the 2nd division. These decisions will be based on the final league standing and future league plan

27. If a team has two (2) or more of its members selected to represent Manitoba or Canada [playing, officiating or coaching] and this results in their absence from a regular scheduled League game, such game shall be rescheduled.
28. Clubs are reminded that use of the pitches/grounds at the Assiniboine Cricket Park is by agreement between the Assiniboine park conservancy and MCA. Any club(s) playing unscheduled or 'friendly' matches on these grounds MUST obtain prior approval from the MCA.
29. Practice – Teams must pick up practice mats from the practice pitches after each use, and clean up any other practice equipment. Any team that fails to do so will be assessed a fee of \$50.00 and will be suspended from League play until the fine is paid to the MCA.
30. Any point not dealt with in these rules will be dealt with by the League, or by the Executive committee.
- 31. Points awarded are as follows: 4 points for a win, 0 points for a loss. Tie/Abandoned matches – 2 points**
32. If two or more teams have the same number of points [tied on points] at the end of the season, the team with the highest Net Run Rate (NRR) shall be declared the winner.

Playoff

Applies to all divisions which have play offs

- a) The playoff will follow the Page System. The **top 4 teams** will make the playoff.
- b) **Number 1** team will play **Number 2** team and **Number 3 will play Number 4**. The winner of the **1 v 2** game goes to the finals. The winner of the **3 v 4** game will play the loser of the **1 v 2** game.
- c) The playoff games are played on different days. If one game is played and the other is rained out, then the game that is rained out will be rescheduled.
- d) If the final is rained out, then the two finalists will be declared **Joint Winners**.
- e) In the event that the final is rained out, the team that tops the league in the regular season will represent the province in the John Ross Robertson Tournament.
- f) All playoff games must start as 50 over matches. A reduced format to any lower overs will not constitute a playoff game. If, however, the match is started and rain interrupted play, then the **Duckworth Lewis System** will be used.
- g) **A player must play a minimum of 6 matches in any division in the MCA league, be a resident of Manitoba and a member of the MCA to be eligible to play in the playoffs.**
- h) Clubs with multiple teams can use their best players for playoff games provided they meet the criteria above

ICC Rule Changes 2018

1. A player can be sent off for level four offences. Those offenses include assaulting or threatening to assault another player, an umpire, the match referee or a spectator, or any act of violence on the field of play.
2. An appeal can be withdrawn, or the umpires can recall a dismissed batsman, at any time before the ball comes into play for the next delivery. Previously, a batsman could not be recalled once he/she had left the field.
3. A batsman can be caught, run-out, or stumped even if the ball makes contact with a helmet worn by the fielder or wicketkeeper. This is a welcome change given that most wicketkeepers now wear helmets for safety reasons.
4. If an umpire's decision is referred to the TV umpire by a team, and the on-field decision remains unchanged because the Decision Review System (DRS) shows "umpire's call", the team will not lose the review. This is also a good innovation that makes the DRS fairer. Because teams will not lose a review for "umpire's call", they will not have their two unsuccessful reviews replenished after the first 80 overs of the innings in a Test. They will have only two unsuccessful reviews for the entire innings.
5. If a batsman grounds his/her bat or part of his/her body behind the crease while regaining his/her ground before the stumps are broken, and then if he/she inadvertently loses contact with the bat, or if the grounded part of his/her body becomes airborne – while running or diving – when the stumps are broken, he/she shall not be run out or stumped.
6. The permitted size of the bat is now defined, with the width and length unchanged, but with added restrictions on the thickness of the edges (40mm) and the overall depth (67mm). Umpires will be issued with a new bat gauge, which they can use to check a bat's legality.
7. Some of the other rule changes address fielding teams' attempts to distract batsmen with mock fielding, rules regarding counting of byes off no balls, and boundary catching / saving rules. Also, teams now have the luxury of 6 substitutes instead of four during test matches.

Pitch Markings

