

# TORONTO & DISTRICT CRICKET ASSOCIATION PLAYING RULES FOR Super 6 - 20 Over Matches

(Revised: July 20, 2016)

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

## (1) LENGTH OF INNINGS AND PRE-MATCH REGULATIONS

### (a) DURATION

The match will consist of one (1) innings per side, and each innings will be limited to **Twenty (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. A team shall not be permitted to declare its innings closed.

### (b) NOMINATION OF PLAYERS

Each Captain shall hand to the umpires their list of 11 nominated players on the official match sheet and an acceptable (see section 7.1c) form of photo ID, 15 minutes prior to the toss taking place. (See Laws 1.2 & 12.4). All 11 players must be registered with the Toronto & District Cricket Association as being members of the club. If a nominated player does not have his/her T&D registration number recorded on the match sheet, the player will not be allowed to participate in the match.

Each team is allowed to nominate only three (3) foreign players in a match.

### Photo ID requirements for T&DCA games

All players (including Junior players) must be ready to present an acceptable photo identification upon demand by the Umpires at T&DCA games. Acceptable forms of photo ID is a valid Canadian driver's license, valid Passport, valid Ontario health card (with picture) or a valid T&DCA league issued photo ID (cost \$5.00).

Umpires will perform a photo ID check before the toss is taken. Both team Captains are required to have their player's photo ID's collected for presentation to the umpires at least 15 minutes before toss. Any delay caused by teams in presenting the ID's may result in the offending team forfeiting the toss or penalty runs being applied against the offending team. Any playing member absolutely refusing to produce an acceptable photo ID or misbehaving with the Umpires on this matter may cause their team to automatically lose the match. Players arriving late will have the responsibility of showing their photo ID to the Umpires. Any player from the fielding side arriving late on the field of play, must run up to the Umpire first and show their photo ID prior to taking their fielding position. If the late arriving player is from the batting side, he must bring their photo ID to the field and show it to the Umpire just before taking the crease to bat. Any late arriving players from the batting side who have not come into bat yet must show their photo ID to the Umpires during the first available break in play i.e. drinks break or lunch break. Umpires will have the right to refuse any player from joining the fielding or the batting side if they cannot produce an acceptable form of photo ID.

### (c) THE TOSS

#### Eligibility

- A team must have submitted its team list to the umpires prior to the toss as well as the umpire's match fee, a new approved ball and 2 good approved used balls. A plea that the other team has the match sheet will be ineffective.
- The home team must have the circles and pitch markings completed before the toss. A plea that the ground authority has not done the work or done it improperly will be ineffective.
- A team must have all **eleven players** dressed in cricket attire in the presence of the umpire prior to the toss.
- Cricket attire will comprise colored clothing and Pads. It is mandatory that all members of the same team wear (latest) identical colour clothing and identical color pads, (colour other than white, cream or any light colour), as approved by the Toronto & District Cricket Association Board of Governors.
- It is required that All teams pay match fee to Umpires before start of the game. It is also, responsibility of individual umpires to collect match fee from the teams before the start of the match.
- Neither team is eligible to toss if the ground has not been released by the ground authority.

#### Toss awarded/not awarded:

- If one team is ineligible to take part in the toss then the umpires must award the toss to the other Team.
- If both teams are ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the Toronto & District Cricket Association of this fact, who may take further action against both clubs.

### Time and place

- The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than **30 minutes** and not later than **15 minutes** before the scheduled or any rescheduled time for the match to start.
- As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed.
- No player can play unless he/she is dressed in the identical colored clothing approved for his/her club.
- If the ground is not prepared prior to the scheduled/reschedule start time due to circumstance beyond control of the ground authority, the opposing Captain cannot claim the toss. The toss must take place in the presence of at least one (1) umpire.
- The following shall apply in addition to Law 1.3(a): The deputy must be one of the nominated players.
- If any team does not take the field **half an hour (30 Minute)** after the scheduled or re-scheduled starting time, it will automatically default the match.
- If a team fails to turn up for a scheduled match the defaulting team will forfeit the match to its opponent as well as face a fine of \$300.00. The T&DCA board may also look at suspension or expulsion from the league, **if no explanation is provided within 7 days.**

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

### 2.1 Start and Cessation Times: T20 - 1st Match

Team Batting First	12:30 pm to 1:55 pm	85 Minutes
Interval	1:55 pm to 2:05 pm	10 Minutes
Team Batting Second	2:05 pm to 3:30 pm	85 Minutes

### Start and Cessation Times: T20 - 2nd Match

Team Batting First	4:30 pm to 5:55 pm	85 Minutes
Interval	5:55 pm to 6:05 pm	10 Minutes
Team Batting Second	6:05 pm to 7:30 pm	85 Minutes

- The second innings will not start until the match sheet has been completed for the first innings. A team causing an unreasonable delay to the start of the second innings will incur **five (5)** penalty run per 4.25 minutes of delay.
- The duration and the time of the interval can be varied in the case of an interrupted match or a match where the start is delayed.

### (2.2) INTERVAL BETWEEN INNINGS:

- Interval between innings will be of 10 minutes duration.
  - For delayed and interrupted matches refer to Appendices **3 & 4**

### (2.3) INTERVALS FOR DRINKS

- No drinks intervals shall be permitted.
- An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire of that particular team.

## (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 Toronto & District Cricket Association. For the play-offs the Toronto & District Cricket Association 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) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.
- (c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.
- (d) 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.
- (e) 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.
- (f) **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 2.1 shall be applied as modified:

Law 2.1 (a) (ii) 2.7 and 2.8 shall not apply.

A runner for a batsman when batting is **not** permitted

The umpires shall have discretion, for 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 2.5 shall be applied 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 been on the field for at least that length of playing time for which he was absent.
  - (ii) The player shall NOT be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.
- 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) In the event of a fieldsman already being off the field at the commencement of an interruption in play, through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, providing that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

#### 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) Sides are expected to be in position to bowl the first ball of the last of their 20 overs **Within 85 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 re-scheduled 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 re-scheduled 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.

- **This 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 Toronto & District Cricket Association.

(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 2<sup>nd</sup> 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 55 minutes of playing time remaining** (To allow to play game of 5 overs each to constitute a match, with 10 minutes interval between an innings.).

- However, Umpires are the sole judge and are entitled to take a decision to call-off the game prior to these times. Also, the ground authority may call off the match or 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 Ten (10) minutes in a regular match then the maximum number of overs, the defaulting team will face will be reduced to  $(85 - 10)/4.25 = 18$  overs.

The Powerplay will be of **5 overs**. The team bowling is not penalized. They can have five bowlers using the following scheme: 3 bowlers allowed 4 overs and 2 bowler 3 overs. **Team batting second is entitled to play full 20 overs with 6 overs of powerplay.**

## **(6) RESTRICTIONS ON THE PLACEMENT OF FIELDERS REFER TO APPENDIX 1 & 2**

### **(7) NUMBER OF OVERS PER BOWLER**

(7.1) No bowler shall bowl more than Four (4) overs in an innings.

In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such number has been exceeded before the interruption). This restriction shall not apply to the team fielding second where the provisions of Clause 5.1 (b) have been applied.

(7.2) Where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

#### **EXAMPLE:**

After Twelve (12) overs, rain interrupts play and the innings is reduced to Fifteen (15) overs. If both opening bowlers have bowled 4 overs each, remaining bowlers can bowl maximum 3 overs each.

When an interruption occurs mid-over, and on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

(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 in so far as each bowler's limit is concerned.

(7.4) Where possible, the scoreboard shall show the total number of overs already bowled and the number of overs to be bowled, and if possible the number of overs bowled by each bowler.

### **(8) NO BALL**

#### **(8.1) THE BOWLING OF FAST, SHORT-PITCHED BALLS {Law 42.6(a)}**

(8.1.1) A bowler shall be limited to **bowling One (1) fast short-pitched** deliveries 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 1st 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 HIGH FULL-PITCHED BALLS {Law 42.6 (b)}**

(a) Any delivery which passes or would have passed on the full above waist height of the striker, standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury to the striker.

(b) In the event of a bowler bowling a full high pitched ball as defined in Clause 15 (a) above, the umpire at the bowler's end shall call and signal no ball.

If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and

issue 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.

- (c) Should there be any further instance (where a high full pitched ball 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 T&D Board.

#### (8.1.11) **DELIBERATE HIGH FULL PITCHED BALLS**

Law 42.8 Shall be replaced by the following:

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allow the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively. Report the occurrence as set out above in (15).

#### (8.1.12) **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 Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. Laws 23.4(b)(viii), 23.4(b)(ix) and 24.10 will apply.

(**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 24.5)

#### (8.2) **Free Hit after all modes of NO Ball:**

In addition to the above, the delivery following **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 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 or the NO ball was result of a fielding restriction breach, in such case the field may be changed to the extent of correcting the breach.

The umpire will signal a free hit by (after the normal NO Ball signal) extending one arm straight upwards and moving it in a circular motion.

#### (9) **WIDE BOWLING - JUDGING A WIDE**

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

(9.1) 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.

(9.2) 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.

(9.3) 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) The following balls are to be used for:

## Super 6 - T 20

### A) Yashi Sports

All Teams will use the white ball when playing in colored clothing and they must have a minimum of two (2) spare white balls in good condition.

(10.2) The umpires shall be given all match balls (see Section 10.4 below) prior to the start of the match, and they shall retain possession of them throughout the duration of the match when play is not actually taking place.

(10.3) During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over, or any other disruption in play.

(10.4) In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had similar wear.

(10.5) In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or being affected by dew. And in the opinion of the umpires being unfit for play, the ball shall be replaced for a ball that has had a similar amount of wear, even though it has not gone of out shape.

(10.6) If a ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

(10.7) If a good used ball is not available, a new ball may be used. The umpires must take steps to bring the new ball to a similar condition as the replaced ball.

## (11) THE RESULT

(11.1) A result can be achieved only if both teams have had the opportunity of batting for at least Five (5) 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 Five (5) overs or unless the team batting second scored enough runs to win in less than Five (5) 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 Five (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 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 as 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 D/L '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.'

(a) Umpire awarding a match. - ,

(i) Concedes defeat; or

(ii) In the opinion of the umpires the team refuses to play. - **Refer to Clause 15.**

## (11.2) TIE

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.

**In the event of a tied match the teams shall compete in a super over to determine the winner. Refer appendix 6.**

(a) Correctness of result.

Any query on the result of a match as define in regulations 11,11.1a,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) WICKETKEEPER'S GLOVES

Law 40.2 –Wicket-keepers' gloves webbing restriction will not be enforced.

### (14) POINTS SYSTEM

(14.1) a) Win 6 points      b) Tie 4 points (in case no super over possible)      c) No result 3 points      d) Loss 0 points

#### (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

**Under No circumstances**, Umpires are **empowered** to " **Award the Match** " to one team or other on the field of play. Umpires are required to submit a detailed report about any such incident to Toronto & District Cricket Association, 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 on to 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), 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 seventy-two (72) hours or, if necessary, during a match, any breach of these Playing Conditions or as required under the terms of Law 42. Umpires must report any case of obvious dissent or misconduct, even though the player's Captain may have taken effective action (Refer Law 42.18).

All reports shall be submitted in writing as soon as possible to the Toronto & District Cricket Association, Toronto Cricket Umpires & Scorers Association and if possible, to the Secretary of the Club concerned.

### (18) PENALTY RUNS

Law 42 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 Toronto & District Cricket Association.

The number of penalty runs awarded will be five (5) as set out in Law 42. (However, all of the conditions and procedures for the awarding of penalty runs, as set out in Law 42, 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 9: As a guideline to the umpires for the calling of wide 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. (Please refer Appendix 5)**

**(20) BALL BEYOND THE BOUNDARY** ball may be caught, subject to the provisions of Law 32, or fielded after it has crossed the boundary, provided that

- (i) The first contact with the ball is by a fielder either with some part of his person grounded within the boundary, or whose final contact with the ground before touching the ball was within the boundary.
- (ii) Neither the ball, nor any fielder in contact with the ball, touches or is grounded beyond the boundary at any time during the act of making the catch or of fielding the ball. The act of making the catch or of fielding the ball, shall start from the time when the ball first comes into contact with some part of the fielder's person and shall end when a fielder obtains complete control both over the ball and over his own movement and has no part of his person touching or grounded beyond the boundary.

#### **(21) BATSMAN OUT OF HIS GROUND (Law 29)**

- (a) A batsman shall be considered to be out of his ground unless his bat or some part of his person is grounded behind the popping crease.
- (b) Notwithstanding (a) above, if a running batsman, having grounded some part of his foot behind the popping crease, continues running further towards the wicket at that end and beyond, then in any subsequent total loss of contact with the ground or both his person and his bat during his continuing forward momentum shall not be interpreted as being out of his ground.

#### **(22) BATSMAN DAMAGING THE PITCH (Law 42.14)**

- (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 so inform each incoming batsmen.
  - (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) INCOMING BATSMAN WASTING TIME** Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

#### **(24) Bowler attempting to run out non-striker before delivery: Law 42.15**

Law 42.15 shall be replaced by the following: The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to deliberately attempt to run out the non-striker. Whether the attempt is

successful or not, the ball shall not count as one of 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 possible.

It should be noted that umpires shall deem the bowler to have completed his delivery swing once his bowling arm passes the normal point of ball release.

**(25) Law 40 - The Wicket keeper - Law 40.4 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 40.3 (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 41.7 - 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 41.5 (Limitation of ON side fielders) shall apply. however for the provisions of Law 40.3 (position of the wicket-keeper) shall apply.

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 42.4 (deliberate attempt to distract the striker).

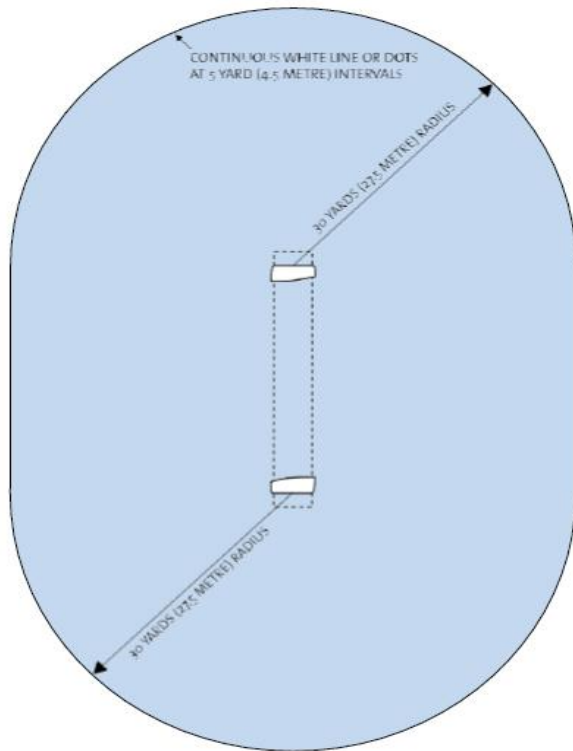
**(27) Switch hit before delivery: Law 42.15**

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 entered his delivery stride, he is NOT compelled to deliver the ball.

Once bowler entered 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 dead ball. However, Law 42.10 ( batsman wasting Time) will apply.

**APPENDIX 1 : Field Markings**



## APPENDIX #2 FIELDING RESTRICTIONS

### Restrictions on the placement of fieldsmen:

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
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:
  - (a) Subject 4 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
  - (b) 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.
  - (c) During the Powerplay overs only **TWO (2)** fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
  - (d) During the non-Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred in (b) above.

4. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings 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.

Innings DURATION	Power Play - Field Restriction Overs
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 striker end 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 4.25 (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 x 4.25] (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 [  $R / 4.25$  ] (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 4A

### 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) \_\_\_\_\_ (A)  
Scheduled length of innings: [  $A \times 4.25$  ] (round up fractions) \_\_\_\_\_ (B)  
Start time \_\_\_\_\_ (C)  
Scheduled cessation time [  $C + B$  ] \_\_\_\_\_ (D)  
  
Overs per bowler and Fielding Restrictions  
Maximum overs per bowler [  $A / 5$  ] \_\_\_\_\_ overs  
Duration of Powerplay overs (initial, batting side) \_\_\_\_\_ + \_\_\_\_\_

#### APPENDIX 4B

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

##### Time

Time at start of innings \_\_\_\_\_ (A)  
Time at start of interruption \_\_\_\_\_ (B)  
Time innings in progress \_\_\_\_\_ (C)  
Restart time \_\_\_\_\_ (D)  
Length of interruption [  $D - B$  ] \_\_\_\_\_ (E)  
Additional time available: (Any unused provision for 'Extra

Time' or for earlier than scheduled start of second innings) \_\_\_\_\_ (F)

Total playing time lost [ E – F ] \_\_\_\_\_ (G)

**Overs**

Maximum overs at start of innings \_\_\_\_\_ (H)

Overs lost [ G / 4.25 ] (rounded down) \_\_\_\_\_ (I)

Adjusted maximum length of innings [ H – I ] \_\_\_\_\_ (J)

Rescheduled length of innings [ J x 4.25 rounded up ] \_\_\_\_\_ (K)

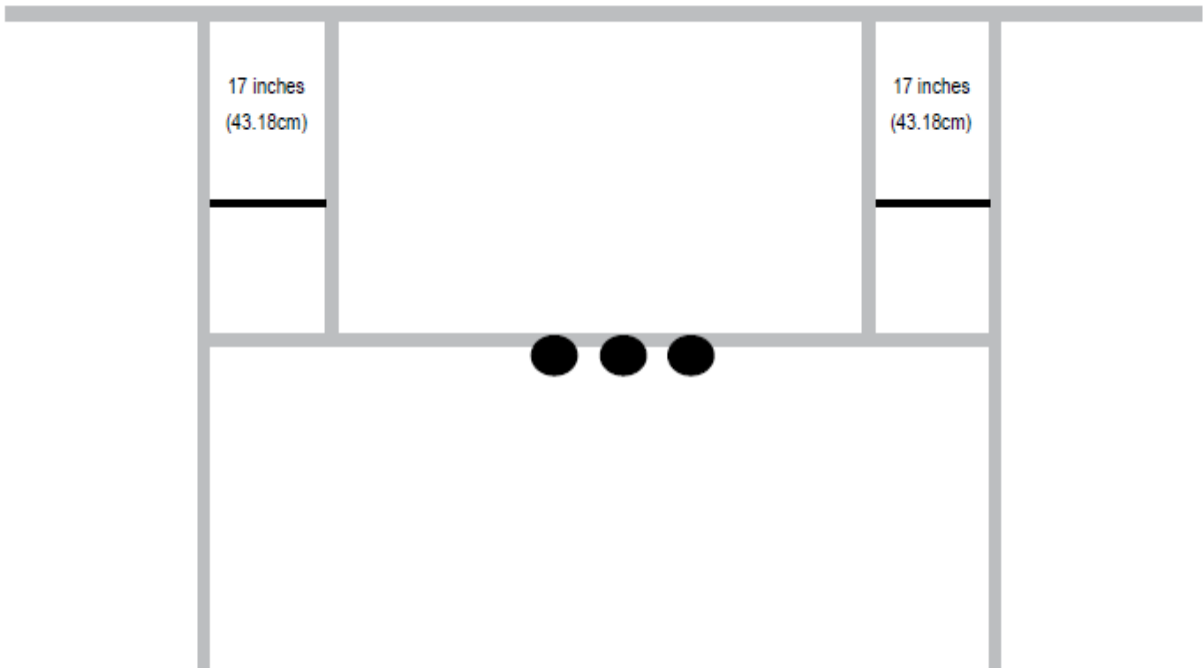
Amended cessation time of innings [ D + (K – C) ] \_\_\_\_\_ (L)

**Overs per bowler and Fielding Restrictions**

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

**Appendix 5 - Crease Markings**

**APPENDIX 6**



**Procedure for the Super Over:**

**The following procedure will apply should the provision for a Super Over be adopted in any match.**

1. Subject to weather conditions the Super Over will take place on the scheduled day immediately after the concerned match. In normal circumstances, it shall commence 10 minutes after the conclusion of the match.
2. In the circumstances of Super Over is getting abandoned, Toronto & District Cricket Association will decide points earned per team for that match.
2. The Umpires shall stand at the same end as that in which they finished the match.
3. In both innings of Super Over, the fielding side will choose from which end to bowl.
4. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over 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 Super Over.
5. Any penalty (Penance) time served in the main match shall be carried forward to the Super Over.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 international match.
7. The team batting second in the match will bat first in the Super Over.
8. Each team will nominate and inform Umpires, at least 3 batsmen & at least one bowler to take part in Super Over.
9. The fielding captain shall select good old spare ball including the one used in the main match as approved by the umpires. No new ball shall be allowed. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
10. The loss of two wickets in the over ends the team's one over innings.
11. In the event of the teams having the same score after the Super Over has been completed, if the original match was a TIE under the DLS method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from the two innings in both the main match and the Super Over shall be the Winner.
12. If the number of boundaries hit by both teams are equal, the team whose batsmen scored more boundaries during the main match (ignoring the Super Over) shall be the winner.
13. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Run Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored equal numbers of runs from 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored 1 run, so team 1 is the Winner.

**Toronto & District Cricket Association**

**T&DCA Players' Code of Conduct**

The T&DCA Code of Conduct has been formulated below. Please read through it thoroughly and acquaint yourself and your team-mates with it. The penalties for these offences have been posted. These penalties will supplement, and not replace the Constitution/By-laws. Where Constitution/By-laws have been specifically laid down, 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 side 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 of his players.

Umpires MUST file a report for any infraction of the Code of Conduct. Two copies must be filed. One to the Secretary of the T&DCA and one to the Secretary of the TCU&SC. The T&DCA and the TCU&SA 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.

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### **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 periods where 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.

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### **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.

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### **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 Offences, a 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 (dollar amount 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.



In case of an appeal, 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 league as per the set time-frames for the appeal process to start, failing which, the appeal will be rejected.

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## **T&DCA 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 Pointing or gesturing towards the pavilion in an aggressive manner by a bowler or other member of the fielding side upon the dismissal of a batsman
- 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 Maple Leaf Cricket Club 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

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### **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 arguing with the 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 when appealing
- 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 or official 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 entirely, umpires 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 condition of the ball in 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 such conduct 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: \$100

Captain: Warning letter

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**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 another 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)

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**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 on 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 to 7 (five to seven) games suspension (board to decide)

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**General offences**

The following are the general categories of serious offences, carrying the highest penalties:

a - Gambling 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 supporting any activity, which is in direct contradiction to the establishment of T&DCA, or is detrimental to the operations of the league, in words or action

**Applicable Penalty/Fines:**

Player/Offender: Expulsion from the league Team/Club: Expulsion from the league

Captain (and all the registered club players): Expulsion from the league

**Provision for Friendly Games**

After the Association schedule has been published, no club or team shall play a friendly match, which interferes or conflicts with Association matches. Representative matches played under the jurisdiction of the Association shall take precedence over any and all club or other Association fixtures.