

Outdoor Senior League Competition 2020

Special Rules and Conditions of Play – 2020 (Some rules have been changed due to Covid 19)

PREAMBLE: All matches in all divisions shall be conducted in accordance with the current MCC Laws of Cricket (2017 Code 2nd Edition – 2020), the current ICC Rules for one day cricket where applicable, and the MCA Local Rules and Conditions of play. Any conditions of play not covered herein shall be decided upon within seven (7) days written notice at a duly constituted League Committee Meeting.

1. Start of Play:

Premier Division : All games are in **Morning** , Timings are **10:00 AM to 02:25 PM**

Division 1 : All games are in **Morning** , Timings are **10:00 AM to 02:25 PM**

Division 2 : All games are in **Evening** , Timings are **03:00 PM to 06:45 PM**

The duration of each innings of the premiere division and Division 1 will be 126 minutes of play time. The duration of each innings of the Divisions 2 will be 105 minutes of play time. The duration includes the drinks intervals.

2. The declaration:

a. Each captain shall nominate 11 players plus a maximum of 4 substitute fielders in writing 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 those nominated including those nominated as substitute fielders, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so eligible.

b. 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.

c. The League Management Committee agrees that for the 2020 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.

d. Players registered in Division 1 will have permission to play with one other team in the Premier Division.

e. 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.

f. Players who have not reached their **19 birthday or is over 55 years of age as of May 1st, 2020** 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.

g. Anyone who was selected to play for Manitoba in the past Five years and is registered in a lower division will not be allowed to move up to play with the exception for the regional players. The regional players who have been selected to play for Manitoba in last five years can register themselves in lower division (own regional team) and can play in upper division as well. The regional players should have been residing in the region outside of Winnipeg for three years. (This rule is applicable to Year 2020 only).The regions consists of Westman Brandon, southwest (Winkler, Morden) and interlake.

h. If a player's team is playing on the same day as his second team, only three players can move up to play. If there is no clash, then as many players can move up.

i. Player registration to play for the team: This is done electronically via email ONLY by Wednesday before the game.

j. Player insurance: This needs to be done by Wednesday before the game. If a player is registered but does not file the insurance form, they are still allowed to play but they will not be covered by insurance.

k. A team shall not play any member of a touring team in the MCA League Competition.

l. A team shall not play more than one out-of-province player in any League game.

M. 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.]

N. Non-registered persons will not be allowed on the field of play.

o. Any team found at any time to have declared as a substitute or fielded a player, in contravention of any of the stated regulations herein, that/those team(s) will lose all points they have accumulated to that stage of the schedule/offence being discovered.

p. If the offence was discovered subsequent to the end of the season, all points accumulated by the team will be disallowed and awarded to the other team. This may result in different winner being declared. Additionally, the offending team(s) will be fined \$100.00 which must be paid in full before their next scheduled game.

Q. Substitutes: A runner for a batsman when batting is not permitted.

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

3. The toss:

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

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

c. The captains shall toss for the choice of innings, on the field of play and in the presence of one or both umpires, **15 minutes** before the scheduled or any rescheduled time for the match to start.

d. If both teams are ineligible to take part in the toss the umpire will award the toss to the team that has at least seven (7) players (not substitutes) dressed in playing uniform and in the presence of the umpire.

e. 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. Once notified, the decision cannot be changed.

f. No player can play unless he/she is dressed in the colored clothing approved for his/her club.

g. If by 45 minutes after the scheduled or rescheduled start of the day's play or in the case of delays, 30 minutes after the game is due to start, a team does not have 7 players (see clause a. above) or fails to take the field or start the game, it will automatically default the match.

4. Appointment of umpires:

The Manitoba Cricket Association will be responsible for the scheduling of all umpires for League play.

5. Intervals for drinks:

One break of Five minutes per innings shall be permitted. Each interval for drinks shall be as follows:

Premier Division and Division 1: For a 30 overs game, interval for drinks shall be taken after 1 hour or after 15 Overs from the start of the innings. If the number of overs in the game/innings is reduced, the interval for drinks shall be taken when half of the overs in an innings are bowled.

Division 2: For a 25 overs game, the interval for drinks shall be taken after 12 overs from the start of the innings. If the number of overs in the game/innings is reduced, the interval for drinks shall be taken when half of the overs are bowled in an innings.

Law 11.8 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.

If the total number of overs is further reduced due to weather, the umpires together with the captains will decide on the interval for drinks. It is preferable to limit the number of intervals for drinks so as to maximize the number of overs to be bowled.

6. Rain Delay:

a. Fitness for play; It is solely for the umpires together to decide whether either condition 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. 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.

e. 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.

f. 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.

g. Any player who is under the age of 19 must wear a protective helmet with a faceguard whilst batting or keeping wicket.

7. Length of Innings:

Uninterrupted Matches:

a. Premier, Division 1 team shall bat for 30 overs and Division 2 shall bat for 25 overs unless all out earlier.

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 innings, play shall continue until the required number of overs has been bowled. The team bowling first shall get the reduced number of overs when they bat in the second innings. One over takes 4 minutes and 20 seconds to complete.

c. If the team batting first is dismissed in less than 30/25 overs, the team batting second shall be entitled to bat for 30/25 overs.

d. If the team fielding second fails to bowl the scheduled/rescheduled overs by the scheduled/rescheduled cessation time of the innings, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

e. Teams are expected to be in position to bowl the first ball of the last of their allotted overs (i.e. 30/25 overs) within their allotted playing time (i.e. 2 hours and 05 minutes for Premier and Division 1 and 1 hour and 45 minutes for Division 2). Penalties for late start and slow over rate shall apply as described in paragraph 8.

8. Penalty for late start or finish of innings:

a. The team that is responsible for the delayed start of the game will be subject to a penalty of \$50.00. This is the only financial penalty. These penalties must be paid in full to MCA before the

affected team(s) play their next scheduled league game. Failing to do so, they will not be eligible to play the next scheduled game 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.

b. Notwithstanding clause (a), if the team batting first is responsible for the late start, they will lose the number of overs equal to the time lost at the beginning of the game divided by 4.20. i.e 20 minutes lost ($20/4.2=4.76$ overs) or 4 overs. The fraction is not to be considered.

c. If the team fielding first is responsible for the late start of the first innings, they are expected to complete the rescheduled number of overs by the originally scheduled/rescheduled cessation of the first innings. If the overs are not completed by the originally scheduled/rescheduled cessation time of the first innings, the innings will continue until the number of scheduled or re-scheduled overs are completed or the last wicket falls. The fielding team when batting will thus lose those overs that were not completed in the allotted time in the first innings.

d. Notwithstanding clause (a), if the team responsible for the delayed start bowls first and do not finish bowling the total number of overs by the scheduled/rescheduled cessation time of the first innings, the innings will continue until the number of scheduled or re-scheduled overs are completed or the last wicket falls. When batting, they will lose the number of overs completed after the scheduled/rescheduled finishing time of the first inning. i.e. if 20 minutes is lost ($20/4.20=4.76$ overs), they will lose 4 overs. The fraction is not to be considered.

e. If the team batting first is responsible for the game extending beyond the originally cessation of play for the day, for each over or part there of bowled beyond the cessation time of play for the day, 4 runs per over will be reduced from the first batting team's total.

f. All penalties (except for clause a) in this regard shall be imposed immediately upon the ball becoming dead after the scheduled or rescheduled cessation time for the innings, even if this time is during an over. However, the penalty runs shall be awarded at the start of the next over.

g. If the innings is interrupted, the over rate penalty will apply based on the rescheduled 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 rescheduled cessation time for that innings.

9. 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 12 overs for Premier, 12 overs for Division 1 and 10 overs for the Division 2 has to 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.

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

i) When playing time has been lost and, as a result, 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.

ii) To constitute a match, a minimum of a minimum of 12 overs for Premier, 12 overs for Division 1 and 10 overs for the Division 2 has to be bowled to the side batting second overs have to be bowled to the team batting second subject to a result not being achieved earlier.

iii) 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.

10. Umpires awarding a match

Law 16.3 shall apply.

11. Prematurely Terminated Matches - Calculation of the Target Score

Law 16.4 shall apply

Interrupted Matches - Calculation of the Target Score

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 originally allotted (minimum of 12 overs bowled in Premier, 12 overs in Division 1 and 10 overs bowled in Division 2) overs), then 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 current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations)

Prematurely Terminated Matches:

If the innings of the side batting second is suspended (with at least 12 overs bowled in Premier, 12 overs in Division 1 and 10 overs bowled in Division 2) and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis/Stern method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match 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.

12.Law 16.6 - Correctness of result:

Any query on the result of the match as defined in Laws 16.6 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

a. If due to bad weather, the team batting second does not receive their allotted minimum number of overs, [12 overs in Premier ,12 overs in Division 1 and 10 overs bowled in Division 2] – and a result has not been reached, the game will be abandoned.

b. If the team batting second has received their minimum 12 overs in Premier ,12 overs in Division 1 and 10 overs bowled in Division 1, and bad weather (rain) stops [or interrupts] play, the game will be decided using the Duckworth-Lewis method of determining the result in a rain affected game.

c. If available time for the team batting second is insufficient to complete 20 overs by the scheduled/rescheduled finishing time, play shall extend for an additional 15 minutes in order to have 20 overs completed subject to a result not being achieved earlier.

13. LAW 17 - THE OVER

Law 17 shall apply subject to the following: Umpire miscounting

14. Number of Overs per Bowler

No bowler shall bowl more than 6 overs in an innings in Premier division, 6 overs in Division 1 and 5 overs in Division 1.

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

15. Law 19 - Scoring a boundary

The following shall apply in addition to Law 19.2.7:

If an unauthorized person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored, or the ball be treated as still in play or called dead ball if a batsman is liable to be out as a result of the unauthorized person handling the ball.

Law 19.2 will be applied as below.

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. Any other obstruction within the field of play shall be identified to the captains by the umpire(s) prior to the toss being taken.

16. LAW 20 - DEAD BALL

Law 20 shall apply

17. LAW 21 - NO BALL

Law 21 shall apply subject to the following:

Mode of delivery - Law 21.1.2 shall be replaced by the following:

a. 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 overarm.

b. 21.19.1 Free Hit: In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

c. 21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless:

i) There is a change of striker (the provisions of clause 41.2 shall apply), or

ii) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach. The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

d.21.5 Fair Delivery - the feet: Law 21.5 shall apply, subject to the final paragraph being replaced by the following: If the bowler's end umpire is satisfied that any of these three conditions have not been met, he shall call and signal No ball.

18.LAW 22 - WIDE BALL

22.1 - Judging a Wide

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

19.LAW 23 - BYE AND LEG BYE

Law 23 shall apply.

20. Law 24 - Fielder absent from field of play

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, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 24.2 as modified). The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

- 24.2.3The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which he was absent (hereafter referred to as penance time), subject to a maximum cumulative penance time of 90 minutes. If any unexpired penance time remains at the end of the first innings, it is carried forward to the second innings of the match.

- 2.4.2.3 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired penance time carried forward from the previous innings, subject to a maximum cumulative penance time of 90 minutes. However, once his side has lost five wickets in its batting innings, he may bat immediately.

For the purposes of 2.2.1 and 2.2.2, playing time shall comprise the time play is in progress excluding intervals between innings and official drinks intervals.

However, in the event of a batsman or a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

21 Law 25.5 - Substitutes and Runners

Law 25.5 shall not apply. A runner for a batsman when batting is not permitted.

22.LAW 27.4 - THE WICKET-KEEPER

Law 27.4 shall be replaced by the following:

After the 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:

(i) Movement of a few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket.

(ii) Lateral movement in response to the direction in which the ball has been delivered.

(ii) Movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however for the provisions of Law 27.4 (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.

23.LAW 28 – THE FIELDER

Law 28 shall apply as follows:

28.6.1 Movement by fielders and wicket-keeper

Any movement by any fielder, excluding the wicket keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

(i) Minor adjustments to stance or position in relation to the striker's wicket.

(ii) Movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position.

(iii) Movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding (iii) above, in all circumstances Law 28.4 (Limitation of on side fielders) shall apply. In the event of such unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. Note also the provisions of Law 41.4 (Deliberate attempt to distract the striker).

24. Law 28 - Protective equipment

The following shall apply:

The exchanging of protective 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.

25.28.4 Restrictions on the placement of fieldsmen

28.4.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

28.7 In addition to the restriction contained in clause 28.4 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 are set out in the following paragraphs.

28.7.2.1 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.

At the instant of delivery:

Innings of 30 overs:

a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 1 to 6 inclusive.

b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 7 to 24 inclusive

c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 25 to 30 inclusive

Innings of 25 overs:

a) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 25 overs, these are overs 1 to 5 inclusive.

b) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 25 overs, these are overs 6 to 20 inclusive

c) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 25 overs, these are overs 21 to 25 inclusive

28.7.2.3 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.

28.7.2.3 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.

For Premier and Division 1

Innings duration	Power play 1	Power play 2	Power play 3
12	3	7	3
13	3	8	3
14	3	9	3
15	3	9	3
16	3	10	3
17	4	10	4
18	4	11	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6

For Division 2

Innings duration	Power Play 1	Power Play 2	Power play 3
10	2	6	2
11	2	7	2
12	3	7	3
13	3	7	3
14	3	8	3
15	3	9	3
16	3	10	3
17	4	9	4
18	4	10	4
19	4	11	4
20	4	12	4
21	4	13	4
22	5	12	5
23	5	13	5
24	5	14	5
25	5	15	5

28.7.2.4 If play is interrupted during an innings and the table in above applies, the Power play take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

28.7.2.5 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.7.2.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

26. LAW 29 - THE WICKET IS DOWN

Law 29 shall apply.

27. LAW 30 - BATSMAN OUT OF HIS GROUND

Law 30 shall apply. **Batsman out of his ground –Law 30**

- a. A batsman shall 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.

28. LAW 31 - APPEALS

Law 31 shall apply.

29. LAW 32 - BOWLED

Law 32 shall apply.

30. LAW 33 - CAUGHT

Law 33 shall apply.

31. LAW 34 - HIT THE BALL TWICE

Law 34 shall apply.

32. LAW 35 - HIT WICKET

Law 35 shall apply.

33. LAW 36 - LEG BEFORE WICKET

Law 36 shall apply.

34. LAW 37 - OBSTRUCTING THE FIELD

Law 37 shall apply. 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 affect 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.

35. LAW 38 - RUN OUT

Law 38 shall apply.

36. LAW 39 - STUMPED

Law 39 shall apply.

37. LAW 40 - TIMED OUT

Law 40 shall apply.

38. LAW 41 - UNFAIR PLAY

I. 41.1 – Fair and unfair play – responsibility of captains

Law 41.1 shall apply.

II. 41.2– Fair and unfair play – responsibility of umpires

Law 41.2 shall apply

III. Law 41.3 - The Match Ball - changing its condition

Law 41.3 shall apply, subject to the following:

Law 41.3.4

If the umpires together agree that the deterioration of the ball is inconsistent with the use it has received, they shall consider that there has been a contravention of this Law.

They shall then decide together whether they can identify the player(s) responsible for such conduct.

41.3.5 If it is possible to identify the player(s) responsible:

a) Change the ball forthwith. The umpires shall choose the replacement ball, for one of similar wear and of the same brand as the ball in use prior to the contravention.

Additionally, the bowler's end umpire shall:

b) Award 5 penalty runs to the batting side.

c) Inform the captain of the fielding side of the reason for the action taken.

d) Inform the captain of the batting side as soon as practicable of what has occurred.

e) Together with the other umpire report the incident to the MCA officials.

41.3.6 If it is not possible to identify the player(s) responsible:

a) Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention.

b) The bowler's end umpire shall issue the captain with a first and final warning, and

c) Advise him that should there be any further incident by that team during the remainder of the match the captain deemed to be the player responsible.

IV. **Law 41.4 - Deliberate attempt to distract striker**

Law 41.4 shall apply.

V. **Law 41.55 - Deliberate distraction or obstruction of batsman**

Law 41.5 shall apply

VI. **4 Law 41.6 - Dangerous and Unfair Bowling**

Law 41.6.1 - The Bowling of Fast Short Pitched Balls

Law 41.6.1 shall be replaced by the following:

a) A bowler shall be limited to two fast short-pitched deliveries per over.

b) 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 popping crease.

- c) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast-short pitched delivery has been bowled.
- d) In addition, for this regulation and subject to Clause (f) below, 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.
- e) 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.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause (b) above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- g) If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and 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.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

VII. Law 41.7 Bowling of Dangerous and non-pitching deliveries

- 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 it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clause (a) above, the umpire at the bowler's end shall call and signal no ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling 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 batsmen 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 signalling 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.

VIII. **Law 41.9 - Time Wasting by the Fielding Side**

Law 41.9 shall apply

IX. **Law 41.10 - Batsman Wasting Time**

Law 41.10 shall apply

X. **Law 41.16 – Bowler attempting to run out non-striker before delivery**

Law 41.16 shall be replaced by the following:

The bowler is permitted, before releasing the ball to 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.

39. **Law 42 Player's conduct:**

Law 42 shall apply

40 **Points:**

The points awarded in a league game will be as follows

- a) Win - 4 points; Loss - 0 points; Tie/Abandoned matches – 2 points
- b) In the event of a tied game, [i.e. - scores are identical at the conclusion of the game] the points will be divided equally.

- c) 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 shall be declared the winner.***

41. For all divisions:

- a. **Each** team shall be entitled to choose the colour and design of its playing shirts and trousers, subject to the following restrictions.
- b. The playing shirt and trousers shall be coloured other than white, cream or any light colour.
- c. Skins and T-shirts may be worn under the playing shirt, if white in colour, they must not protrude from the sleeves.
- d. Pads (batting or wicket keeping) shall be the colour of the uniform. White pads are not permitted. Alternatively, black pads can be used.

42. Single spiked, cloverleaf or any other metal spiked boots are prohibited on the pitch for batting or bowling.

43. Player Permission to Play with other teams

- a) Players cannot switch to another club after the season has started. In exceptional cases if it is necessary to switch clubs during the season, an "M.C.A. - Transfer Form" must be filed with and approved by the League Committee. The player leaving a club must be financially obligated to the team they are leaving before applying to leave. If a request is denied, final appeal may be made to the M.C.A. Executive Committee.
- b) 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.
Players who are under 19 or 55 years of age as of May 1st, 2019 will be allowed to play for multiple teams in the Premier Division other than the one they are registered with. Clubs with multiple teams in the league can move players registered in a lower team up and down as they need to so that they can develop their players.
- c) **Players registered in a team in the lower division will be allowed to play for a team in a higher division. However, if both teams are playing on the same day only three players can move up and the others have to play with the team they are registered in.**

44. Players registration:

- a. All players must be registered with a local club.

- b. Of 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.
- 45.** 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 admin@cricket.mb.ca or to the league chairman.
- 46.** 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.
- 47.** 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.
- 48.** One new ball as supplied by the League will be used per innings.
- 49.** 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.]
- 50.** 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.
- 51.** There will be no promotion of teams winning in the divisions this year. Similarly, no team will be relegated to lower division if team ends last. The standing will be same as

of the first 2020 MCA league meeting as decided by the MCA executives and by the league members in the Second league meeting.

- 52.** The markings for wide deliveries will be as follows:
On the OFF side - 35 inches from the center point of the middle stump. The home team is responsible for marking the creases.

54. Inter – Provincial and /or Representative Matches.

If a club has two (2) or more of its members selected to represent Manitoba or Canada [playing, officiating or coaching] and this result in their absence from a regular scheduled League game, such game shall be rescheduled.

- 55.** 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.
- 56.** 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.
- 57.** Any point not dealt with in these rules will be dealt with by the League, or by the Executive committee.

APPENDIX 1

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings

Time

Net playing time available at start of the match (P & 1)126 & 105(2)
mins(A) _____

Time innings in progress _____ (B)

Playing time lost _____
(C)

Extra time available _____
(D)

Time made up from reduced interval _____
(E)

Effective playing time lost [C – (D + E)] _____ (F)

Remaining playing time available (A - F) _____ (G)

G divided by 4.2 (to 2 decimal places) _____ (H)

Max overs per team [H/2] (rounded up if not a whole number) _____
(I)

Max overs per bowler [I / 5] _____

Duration of Power play Overs (Refer to 41.2.6) _____ + _____ + _____

Rescheduled Playing Hours

First session to commence or recommence _____ (J)

Length of innings [I x 4.2] _____
(K)

Rescheduled cessation time (round up fractions) [J + (K – B)] _____

Length of interval _____

Second session commencement time _____
(L)

Rescheduled cessation time = (L + K) _____

APPENDIX 2

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings

Time

Original cessation time of innings
(A) _____

Time at start of interruption
(B) _____

Restart time
(C) _____

Length of interruption [**C – B**]
(D) _____

Extra time available (incl. any interval make up time)
_____ **(E)**

Total playing time lost [**D – E**]
(F) _____

Amended cessation time of innings [**A + E**]
(G) _____

Overs

Maximum overs at start of innings
(H) _____

Overs lost [**F / 4.2**] ignore fractions
_____ **(I)**

Adjusted maximum length of innings [**H – I**]
(J) _____

Overs per bowler and Fielding Restrictions

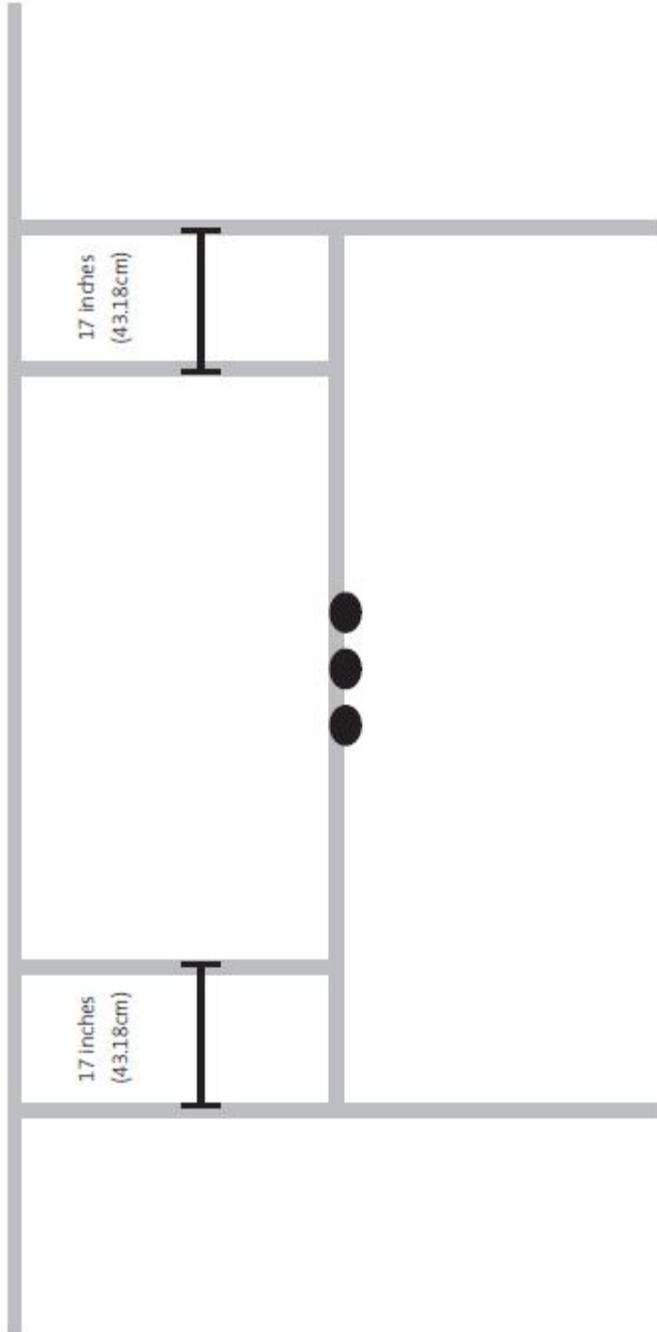
Max. Overs per bowler [**J / 5**]
overs _____

Duration of Power play overs (initial, batting side)

First Innings _____ + _____

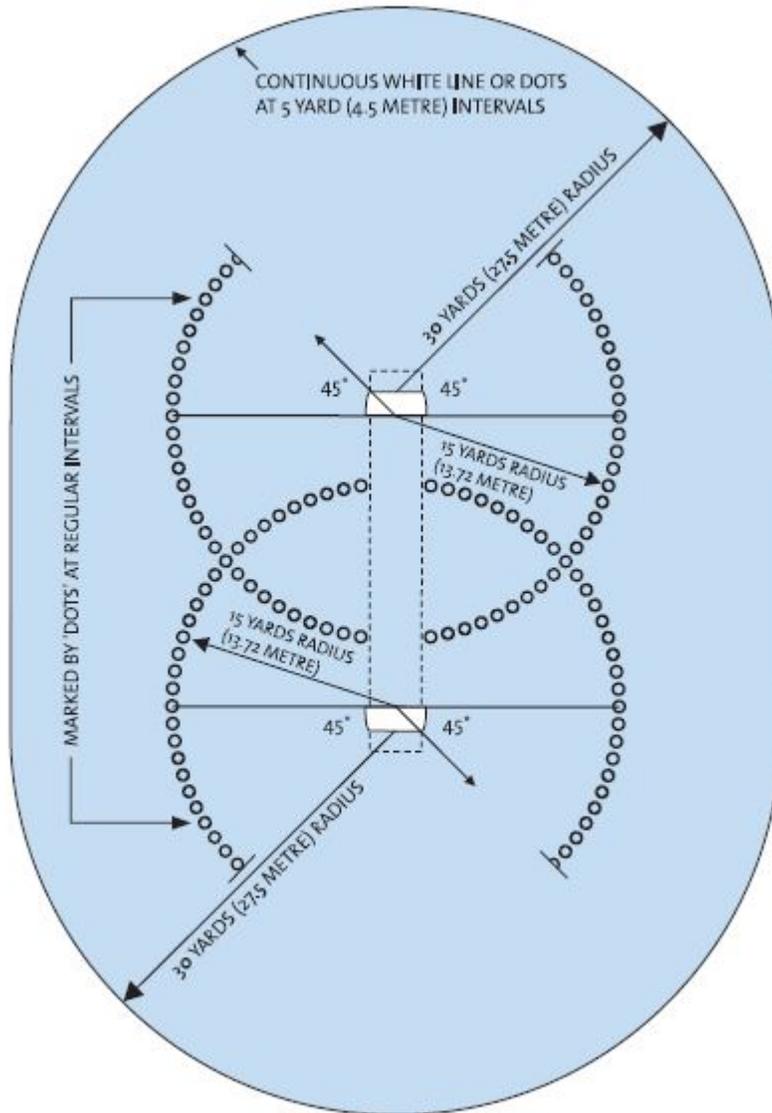
Second Innings _____ + _____

APPENDIX 3 - CREASE MARKINGS



APPENDIX 4

Restriction of the placement of fieldsmen



*Cricket Attire—Any dress other than white which a team selects. Due to covid 19 Teams have two weeks of time to get their proper uniforms but before that every player in the team shall wear the same colour T shirts and Lowers.

