



## MVCL - Playing Rules

Please note that these Rules are formatted to follow the Laws as set out in MCC Code 2003 and are set out in that order. The playing rules will follow the prevailing MCC code and ICC rules in effect as at March 1<sup>st</sup> for that playing season except where there are local rules, which shall then prevail.

### Pre Match Local Rules:

It is the duty of the captains to decide on the fitness of the ground for play at least 2.5 hours prior to the scheduled starting time on the match day. IF they cannot agree, the teams must report to the ground for a further ground inspection. In the event of further disagreement and if the appointed umpire or umpires are absent, then the match shall begin. If the captains together abandon the match, they must inform the League Secretary and the Umpires and Scorers Co-ordinator at least 2.5 hours prior to the scheduled starting time of the match to avoid being billed for the attendance of match officials.

Between 30 to 15 minutes before the scheduled start of play, if either team does not have a minimum of 8 players at the ground and ready to play, in view of the umpire(s), the toss shall be delayed by the umpire. At 15 minutes, if one team has less than 8 players as described above, the toss shall be awarded to the team which has at least 8 players present.

### The Toss: Pre Match Local rule: (MCC - 12.4 & 5)

The toss must be made between 30 and 15 minutes before scheduled start of play. Once made, the winning captain shall notify his counterpart of his decision to bat or bowl immediately. If he does not adhere to this rule, the losing Captain shall be deemed to have won the toss by default & must immediately decide whether to bat or bowl & inform all. (see 1.3 below).

### Dress Code:

All players must wear white or cream coloured clothing, including a shirt with a collar & Long Pants. Players who do not comply will not be allowed to play in the match. Players shall endeavour to keep their shirts tucked in. Protective pads other than batting or wicket keeping leg and /or arm guards and helmets (for example: boxes, thigh pads, rib pads, abdominal guards, etc.) must be worn underneath shirts and trousers.

### Brockton Point Rules:

Any teams at Upper & Lower Brockton using playing strips other than the artificial wickets shall be fined \$50.00 for each offence.

No practice of any kind is permitted at Upper Brockton, except on match day. See Law 17 Practice on the pitch.

### Local rules for trees overhanging the boundaries - **ANY GROUND:**

A ball hit and full off the bat that strikes any part of an overhanging tree/object that is rooted/grounded outside the boundary, shall be scored as six runs. Such a tree/object is considered to be beyond the boundary, so a player cannot be caught out, if in the umpires' opinion the ball (as above) has hit any part of such a tree/object.

### Late Starts (ALL DIVISIONS)

When caused by one team not being present at field or not having sufficient number of players present at the scheduled start time of any League or Playoff match.( see pre-match local rules above.)

- i. One over per 3 minutes or part thereof will be lost to the offending team in their batting innings.



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- ii. During this shortened innings, there will be no change to the normal bowling maximums.
- iii. Thirty (30) minutes after the scheduled starting time, the match shall be forfeited by the offending team.
- iv. The forfeit must be reported to the League Secretary, and Statistician via Stat. Sheet, by both the Captains and the Umpires.

## **Law 1.1 - Number of Players**

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain. By agreement, before the toss, a match may be played between sides of more or less than 11 players, but not more than 11 players may field at any time.

## **Law 1.2 - Nomination of Players**

Before the toss, each captain or deputy shall provide a list of the names of the 11 players to the umpire/s.

After the toss, no player may be changed without the consent of the opposing captain. If consent is given this replacement player is not a substitute, and may take part as a nominated player.

**Local Rule** - The team list: must clearly indicate all players' names and ID Nos. Without prior agreement in Law 1.1, Only 11 players & one 12<sup>th</sup> man may be on the list.

Junior players, (under 19 at the start of the season) must be identified on the team list as (Jnr.) All General rules for junior players shall be strictly followed.

If there is a dispute about any player's identity, that player must produce properly recognized & acceptable picture ID to the opposing Captain and/or Umpire. Failing this he will not be allowed to start or continue the match until his ID is satisfied. Such activity must be reported to the League Secretary within 4 days of the match.

## **Law 1.3 – Captain**

If at any time, for nomination of players & during the match, the captain is not available, a deputy shall act for him. The deputy must be one of the 11 nominated players.

## **Law 1.4 – Responsibility of Captains.**

The captains are responsible and answerable for all behaviour and fair play per the **League Code of Conduct**; MCC Preamble – The Spirit of Cricket and Law 42 - Fair & Unfair Play.

## **Law 2 - Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings (For all divisions)**

Substitute Laws shall apply, for example: players ill/hurt after nomination – fielding substitute and a runner while batting - allowed. Other acceptable reasons are at umpires' discretion per MCC Laws. (No substitute is allowed for 'washroom' & other voluntary breaks).

**Law 2.5** shall be per ICC rules. In summary – Penalties for player absence from field shall begin from 8 minutes or more and they cannot bowl for the total length of time absent. The player is not allowed to bat until the time that he has been back on the field and/or the time that his side's batting innings has been in progress equals or exceeds his time absent or if earlier, when his side has lost 5 wickets. This rule applies to internal injuries (pulled muscles, exhaustion etc). External injuries allow player to return when possible. Exceptional and acceptable cases are at the discretion of the umpires.

**Local rule:** Any player with a bleeding injury must go off the field to be treated. The injured player shall not return to play until bleeding has been stopped by secure bandage or other appropriate means.

## **Law 3 - The Umpires**



# Metro Vancouver Cricket League

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Special reference is made to 3.7 and 3.8 – The umpires shall be the sole judges of fair and unfair play and fitness of ground, weather and light. They will follow law 3.9 and 10 for suspension of play at any time.

In summary: If both umpires, at any time, have agreed that conditions are dangerous, they must suspend or not start play. If both umpires, at any time, have agreed that conditions are unsuitable they will allow start or continuing play only if both captains agree. If both umpires cannot agree, then whatever was happening will continue; for example, if not started – don't start. If match is on – it continues.

Light – When both umpires agree that the light is unfit, they will offer it to the batsmen at the crease. The batsmen can continue if they wish, and can appeal later. Umpires will allow an appeal if they feel that the light is the same or worse to when they offered it to the batsmen.

#### **Law 4 – The Scorers**

Where only one official scorer is appointed, he/she will be responsible for all scoring activity.

#### **Law 5 – The Ball**

A new ball shall be used for each innings. Only the official 'League approved' balls shall be used. The League shall notify the Clubs of the 'approved' balls before the season begins.

**Law 6 – The Bat** – In addition – will be standard flat face bat per MCC & ICC rules.

#### **Law 7 – The Pitch**

Natural, covered natural or artificial pitches may be used. While captains can agree to play on any pitch, natural, artificial or covered natural, the umpires are the final judges whether play takes place or continues – based on Law 3 they will consult captains for agreement, if none their decision will stand.

No spiked footwear is permitted on any artificial pitch or a natural one that has a covering. An offending player's club will be billed for damages by the League upon immediate report.

**Laws 8 – 11 Wickets, Creases - , Playing area and run-up covering** may be used before toss: These shall be removed at earliest opportunity if play is expected.

Whenever possible the bowlers run up should be covered to keep it dry. Unless agreed to before toss, pitch covering shall only extend to 5ft in front of batsman's crease.

**Local rule:** The pitch shall not be watered during the match. However, when re-setting a displaced non-turf covering during a match caused by player movement or effects of rain is necessary; it preferably should take place between innings and minimal watering of pitch is allowed, if needed. In addition - ICC – ODI field markings shall be added.

#### **Law 12 - Innings**

ICC – ODI regulations shall be used. (for Premier and 1<sup>st</sup> Div., 50 overs max.) (for Div. 2 & Lower, 45 overs max.)

#### **SLOW PLAY – Local Rule:**

Slow play will not be tolerated. In all cases allowances will be made by Umpires for unforeseen delays caused by weather, wet ball, injury etc.

#### **Premier and Div 1:**

50 overs must be completed by 1<sup>st</sup> fielding team in 3.5 hrs (3:30pm). If after 60 minutes 15 overs are not complete, the umpires together will give the 1<sup>st</sup> warning to the fielding Captain. If after 120 minutes 30 overs have not been completed, both umpires will give the final warning to the



# Metro Vancouver Cricket League

www.mvcl.org

fielding captain. If 50 overs have not been completed in 3.5 hrs, the umpires will deduct one over for every full four minutes over 3.5 hours from the fielding team's innings at bat.

During the 2<sup>nd</sup> innings, if the 2nd fielding team fails to complete their 50 overs within 3.5 hrs. with warnings as above, 6(six) runs will be credited to the score of the team batting second for every full 4 minutes of extra time taken. If any credited runs cause the total score of the team batting second to pass that of the fielding team, the team batting second will be deemed to have won the match and if not, the remaining overs will be bowled.

## **Div. 2 & Lower**

Warnings & penalties for slow play shall be as above, but 45 overs must be competed in 3 hours and 10 minutes. Overs will be deducted from first fielding team while they bat, & penalty runs awarded against slow play by the 2<sup>nd</sup> fielding team as above.

**ALL DIVISIONS** - Time-wasting by either batsmen or fielders will be handled per infraction according to Law 42.

### **12.4.2 Delayed or Interrupted Matches**

**(ICC Rules for Premier and Div 1. Local rules for Div 2 and lower):**

a) Delay or interruption to the Inning of the Team Batting First (**Premier and Div. 1**) (Use ICC Appendix 2)

(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 time (420 minutes – see ICC Appendix 2) 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.

b) Delay or Interruption to the inning of the Team Batting 2nd (**Premier and Div. 1**) (Use ICC Appendix 3)

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.

c) Delay or interruption to the Inning of Team Batting First (**Div. 2 and Lower**)

EACH teams' innings shall be reduced by one over for every full eight minutes of playing time lost and fractions thereof are ignored. Example: 46 minutes lost =  $46/8 = 5$  overs lost to each team. (Ignore the 6/8 fraction left over).

d) Delay or interruptions to the Inning of Team Batting Second (**Div. 2 and Lower**)

The 2<sup>nd</sup> team's innings at bat will be reduced by one over for every full four minutes of playing time lost and fractions are ignored. Example: 22 minutes lost =  $22/4 = 5$  overs lost. (Ignore the 2/4 fraction left over).

**For all divisions:** To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to the innings not being completed earlier. (If less than 20 overs are possible for either team then the match is deemed to have been abandoned.

**The Premier and 1<sup>st</sup> Divisions** will use Duckworth-Lewis to determine targets and the winner.

**In Divisions 2 & Lower** the winner shall be the team that has scored the higher runs-per-over average rate. The total number of overs batted by each team shall be used in the calculation.



# Metro Vancouver Cricket League

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## 12.6 (All Divisions). Number of Overs per Bowler

No bowler shall bowl more than 1/5th of the maximum allowed overs in an innings in any match. 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 1/5th of the total overs allowed after interruptions. Where the total overs are 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, another bowler will be allowed to 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. (Per Law 22, no consecutive overs or parts are allowed).

(**Laws: 13** Follow-On & **14** Declaration & Forfeiture) - shall not apply. (Note: Declarations are not allowed in One Day Matches)

## Law 15 - Intervals.

### Local Rule:

Tea Interval shall be between innings – 20 minutes plus one Drink Interval – max. 5 minutes - to be taken on the field of play after 25 overs for Premier and Div1, (after 23 for lower divs.). On very hot days and by permission of the umpires, two drinks intervals may be taken after 17 & 34 overs or 15 & 30 overs in lower Divisions.

Individual drinks per ICC rules. (At boundary or at fall of wicket without delay to match). At any time, by agreement of captains, any interval may be foregone and the umpires and scorers so informed.

## Law 16 - Start of Play, Cessation of Play:

In addition: Scheduled start of play is 12:00 noon for Premier and 1<sup>st</sup> Division. For other divisions the start time is 12:30 pm. unless times are otherwise published by the **LEAGUE** due to special conditions.

**Law 16.6** to **16.8**(Last hour) shall not apply & **16.9** to **16.11**(Conclusion & Last Over) apply according to ICC ODI rules.

**Law 17** Practice on the Field. **Law 18** Scoring Runs. **Law 19** Boundaries. **Law 20** Lost Ball. MCC Laws shall apply. NOTE: On match day no practice is permitted on ANY pitch, before or during the match.

**Law 19 - Local Rule:** In fields where a boundary line is not marked and flags or other markers are used; all umpires shall consider a straight line between flags or markers to be the boundary.

**Law 21** the Result - **Local Rule: (For all divisions)**, ICC ODI rules apply – minimum 20 overs per side required. Umpires may award defaulted matches and refusal to play - where there is no Match Referee. Ties are allowed when scores are equal at end of match. Draws are not allowed. **For Divisions 2 and Lower** a tie may only be broken by the team losing the fewest wickets winning the match.

The score books/ sheets for the purposes of computing averages shall be closed on the scoring of the winning run. The captains shall agree to the scores recorded for the innings of the first team to bat prior to beginning the 2<sup>nd</sup> batting team's innings.

## 21.6.1 - Interrupted Matches - (**Premier and Div. 1 only**) – Duckworth-Lewis Method.

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 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting



# Metro Vancouver Cricket League

www.mvcl.org

second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer to Duckworth/Lewis Regulations)

**21.6.2 - Prematurely Terminated Matches. (Premier and Div. 1 only) - Duckworth-Lewis Method.** If the innings of the side batting second is suspended (with at least 20 overs bowled) 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 method (refer to Duckworth/Lewis 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.

## **21.7 - Correctness of result**

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

## **21.8 Points: All Divisions**

Win = 4, Tie = 2, & Loss = 0 points, Abandoned = 0 points for both teams.

**Law 22** The Over. **Law 23** Dead Ball. MCC Laws shall apply.

**Law 24** No Ball. - Underarm bowling shall be called – no ball. Fair delivery: the arm – will follow ICC rules. Foot fault rules (For Premier & Div1) will follow ICC ODI decision May 2008 which means next ball is a “free hit” for whichever striker is facing - without any field changes, unless there is a change in striker. If a “free hit” ball is called “wide”, a batsman can only be dismissed under “No ball” laws. “Free hit” signal always follows “No ball” signal & is – one arm extended upward & rotated in a circular movement.

All other no ball laws will remain per MCC Laws. **(For Local Rule on fast short-pitched bowling, see Law 42).**

**Law 25** Wide Ball. - 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. (See Appendix 4). All other Wide Ball laws will remain per MCC Laws.

**Local rule:** When using a spiked mat or wood-framed artificial pitch, a ball pitching on the spike or frame shall first be called & signaled 'Wide'. Regardless of how or if the delivery deflects, it shall then be immediately followed by a call and signal of 'Dead Ball' to prevent further action. The 'Wide' will count against bowler as usual.

**(Laws 26 to 40).** MCC Laws shall apply.

**Law 41 – Fielder – Law 41** shall apply subject to the following:

**Law 41.1 - Protective equipment:** The following shall apply in addition to Law 41.1:

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.

## **41.2 Restrictions on the placement of fielders (All Divisions).**

Infringement of any fielding restriction will cause the striker's end umpire to call and signal “No Ball”.

**41.2.1** At the instant of delivery, there may not be more than 5 fielders on the leg side.

**Premier and 1st Div. only – re: Powerplay overs)**



**41.2.2** In addition to the restriction contained in clause 41.2.1 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.

**41.2.3** The following fielding restrictions shall apply:

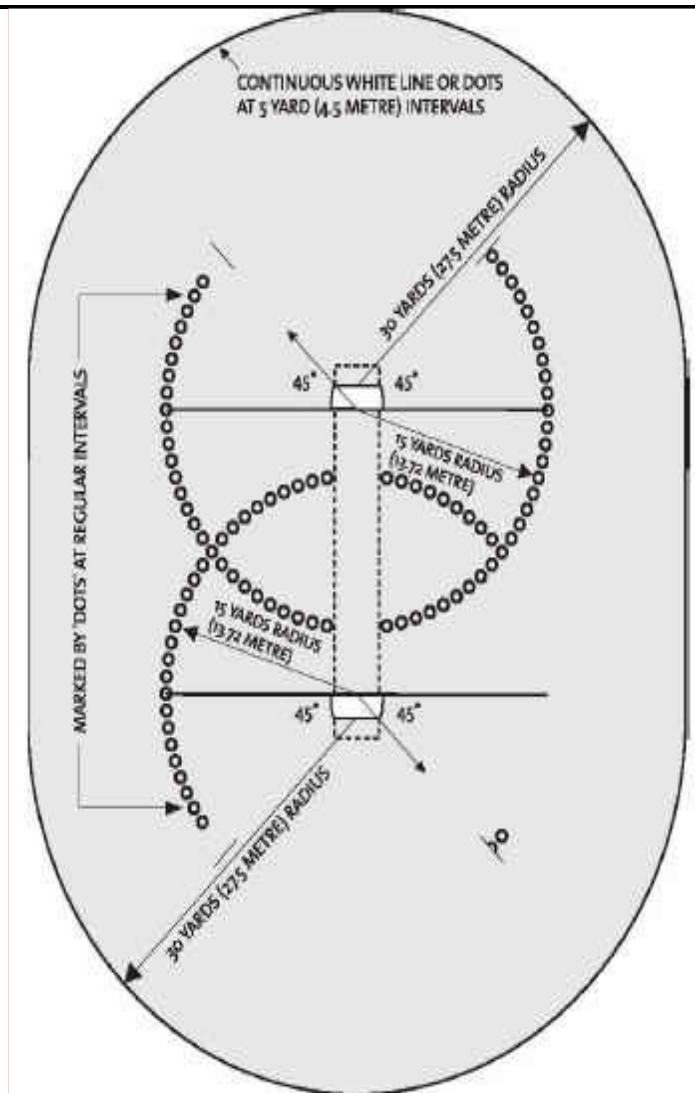
a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached appendix 5). 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. (ICC Appendix 1).

During the first block of Powerplay Overs (as set out below), a maximum of two (2) fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second and third block of Powerplay overs, a maximum of three (3) fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery

b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached ICC appendix 5).

During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10) there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.



**41.2.4** - During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 a) above.

**41.2.5** - Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows

- The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire



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who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.

- d) Once a side has nominated a Powerplay, the decision cannot be reversed.
- e) Should either team choose not to exercise this discretion, the remaining blocks of Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, at the start of the 41st and the 46th overs).

**41.2.6** - In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2<sup>nd</sup> innings of the match.

Innings Duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Total Powerplay
20 – 22	4	2	2	8
23 - 24	5	2	2	9
25 – 27	5	3	2	10
28 - 29	6	3	2	11
30 – 32	6	3	3	12
33 – 34	7	3	3	13
35 – 37	7	4	3	14
38 – 39	8	4	3	15
40 – 42	8	4	4	16
43 – 44	9	4	4	17
45 – 47	9	5	4	18
48 – 49	10	5	4	19

**41.2.7** - Each block of Powerplay Overs must commence at the start of an over.

**41.2.8** - If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

**41.2.9** - If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

**41.2.10** - If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

**41.2.11** - If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

NOTE: Refer to ICC Appendix 9 for illustrations of each of the above situations.

**41.2.12** - At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side



# Metro Vancouver Cricket League

www.mvcl.org

has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

**41.2.13** - The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

**Law 42** - Fair and Unfair Play – ALL of ICC Rule 42 shall apply except as follows:

**Law 42.6 a** - The Bowling of Fast Short Pitched Balls:

- a) **Local Rule:** Any fast short-pitched delivery will be called a No Ball.
- b) **Local Rule:** A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease, or if the delivery is a “full toss” passes or would have passed above the waist of the striker standing upright at his crease.

Time Wasting by the Fielding Side: (Per ICC Rules)

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17).
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.
- d) Report the occurrence to the ICC Match Referee or the League Secretary, as appropriate who shall take such action as is considered proper against the captain and the team concerned under the ICC Code of Conduct.

Time wasting by a batsman: (Per ICC Rules)

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 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.

- a) First and Final warning.
- b) Inform the batsmen, fielding captain, and batting captain as soon as possible.
- c) If any further time wasting,
  - (i) Award 5 penalty runs to fielding side.
  - (ii) Inform as in b).
  - (iii) Report as required.