

WESTERN T20 PLAYING CONDITIONS (2021) (Cric BC Covid Web Guidelines apply)

Guidance - CRICKET CANADA (Rev 2018-08-30) – Play Schedule per CRICKET BC

Except as varied hereunder, the MCC Laws of Cricket Code 2017 & ICC Men's T20 PCs shall apply.

1 THE PLAYERS 1.1 Number of players

A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate **11 players plus a maximum of 4 substitute fielders** in writing to the **Tournament Referee** (if no Tournament Referee, the umpires shall act in his/her place) before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the **Tournament Referee/Umpires**, in exceptional circumstances, allows subsequent additions.

1.2.3 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.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the **applicable Cricket BC Regulations**, Playing Conditions and in particular, the Clothing and Equipment Regulations, the Code of Conduct for Players and Player Support Personnel (hereafter referred to as the **CRICKET BC Code of Conduct**), the standard ICC - Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or;

1.2.5.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.3 Captain

1.3.1 If at any time the captain is not available, a deputy shall act for him.

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as his deputy to do so. See clause 1.2.

1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss. See clause 13.4 (The toss).

1.3.4 Each Team Management must nominate its 'T20 Team Captain' to CRICKET BC Secretary before series.

1.3.5 If the T20 Team Captain' is not participating in a series, the Team management must nominate a replacement 'T20 Team Captain' for the series. The Team Management shall advise the series Cricket BC Secretary or Umpires.

1.3.6 If the 'T20 Team Captain' plays in a match without being the nominated captain for that match, he will be deemed to be the captain should any penalties be applied for over rate breaches under the Cricket BC Tournament Code of Conduct.

1.4 Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of Cricket as well as within these Playing Conditions.

2 THE UMPIRES 2.1 Appointment and attendance

The following rules for the selection and appointment of T20 umpires shall be followed as far as it is practicable to do so:

2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least 1 hour before the scheduled start of play,

2.1.2 CRICKET BC shall make contract with the local Umpires & Scorers Association for the appointment of 2 qualified on-field umpires & if required by Cricket BC Management, a 3rd umpire for each game. They will also make provision for the local Association to provide at least one qualified scorer for each game. The assumption is made here that there will be 3 games per day.

2.1.3 All selected umpires & scorers shall be qualified Cricket Canada Umpires & Scorers, unless there is a lack of availability of the above people.

2.1.4 Upon request from CRICKET BC, The Local Umpires Association shall appoint on-field umpires, 3rd Umpires and Scorers per 2.1.2

2.1.5 CRICKET BC shall appoint A TOURNAMENT REFEREE if budgeted & a TECHNICAL COMMITTEE.

2.1.5.1 A TV replay referral system shall not apply unless contracted by CRICKET BC & agreed to by TEAM Management well prior to the tournament.

2.1.6 A Fourth umpire shall not be used unless contracted by CRICKET BC & agreed to by TEAM Management well prior to the tournament.

2.1.7 The LOCAL Umpires & Scorers Association may choose to supply & remunerate a match manager for each match to be present at one location but manage all the area matches.

2.1.8 The TOURNAMENT REFEREE (Cricket BC Tech Committee) shall have no association to any of the participating teams.

2.1.9 Neither team will have a right of objection to the appointment of any umpire or Tournament referee.

2.2 Change of umpire

An umpire shall not be changed during the match, other than in exceptional circumstances, unless he/she is injured or ill.

2.3 CRICKET BC shall decide on the following after consulting TEAM Management/Budget.

2.3.1 CONTRACT & APPOINT A 'FIELD MANAGER' responsible for preparation of pitch & field prior to use and any later field management issues.

2.3.2 the balls and spare balls to be used during the match. See clause 4 (The ball).

2.3.3 the hours of play and the times and durations of any agreed intervals.

2.3.4 which clock or watch and back-up time piece is to be used during the match.

2.3.5 the boundary of the field of play. See clause 19 (Boundaries).

2.3.6 the use of covers. See clause 10 (Covering the pitch).

2.3.7 any special conditions of play affecting the conduct of the matches.

Scorers shall be informed of agreements in 2.3.3, 2.3.4, 2.3.7.

2.4 The wickets, creases and boundaries

Before the toss and during the match, the umpires shall satisfy themselves that

2.4.1 the wickets are properly pitched. See clause 8 (The wickets)

2.4.2 the creases are correctly marked. See clause 7 (The creases).

2.4.3 the boundary of the field of play complies with the requirements of clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.5 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that

2.5.1 the conduct of the match is strictly in accordance with these Playing Conditions.

2.5.2 the implements used in the match conform to the following

2.5.2.1 clause 4 (The ball).

2.5.2.2 externally visible requirements of clause 5 (The bat) and paragraph 1 of Appendix B.

2.5.2.3 either clauses 8.2 (Size of stumps) and 8.3 (The bails).

2.5.3 no player uses equipment other than that permitted. See paragraph 2 of Appendix A. Note particularly therein the interpretation of 'protective helmet'.

2.5.4 the wicket-keeper's gloves comply with the requirements of clause 27.2 (Gloves).

2.6 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.7 Fitness for play

2.7.1 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. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.7.2 Standard MCC Laws shall be followed for the above.

2.8. 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 to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, **then following a consultation with the CRICKET BC TOURNAMENT Referee (if available), who shall consult the CRICKET BC TECHNICAL COMMITTEE, the final decision regarding play, resumption of play or abandonment will be made.**

2.8.2 Standard MCC ground management shall be used to facilitate play.

2.8.3 Light Meters will not be used unless available at all locations & a pre-tournament decision for their use & control is made by CRICKET BC & TEAM management.

2.8.4 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 players 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.

2.8.8 The safety of all persons within the ground is of paramount importance to CRICKET BC. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the TOURNAMENT Referee/Technical Committee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, Tournament Referee, Technical Committee, Field Manager and/or the police as the circumstances may require.

2.8.9 Where play is suspended under clause 2.8.8 above the decision to abandon or resume play shall be the responsibility of the umpires who shall act only after consultation with the Tournament Referee & CRICKET BC Technical Committee, Field Manager and/or the police as the circumstances may require.

2.9 Position of umpires & changing ends – standard ICC T20 regulations

2.11 Disagreement and dispute - Where there is disagreement or dispute about any matter during play in a match, the umpires together shall make the final decision. See also clause 31.6 (Consultation by umpires).

2.12 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.13 Signals – **Standard MCC/ICC signals & Level 4 Player conduct signals below.**

Free Hit – after signaling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion. Powerplay Over – by rotating his arm in a large circle.

The following signal is for Level 4 player conduct offences. The signal has two parts, both of which should be acknowledged separately by the scorers.

Level 4 conduct Part 1 - by putting one arm out to the side of the body and repeatedly raising it and lowering it. Part 2 - by raising an index finger, held at shoulder height, to the side of the body.

2.14 Informing the umpires – Per MCC Laws.

2.15 Correctness of scores – Per MCC Laws.

3 THE SCORERS 3.1 Appointment of scorers shall be per 2.1.2 & 2.1.3

At least 1 scorer shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores - per MCC Laws.

4 THE BALL 4.1 Weight and size – per MCC Laws.

4.2 Approval and control of balls

4.2.1 CRICKET BC shall provide the best available high quality white cricket balls for T20 cricket and spare used balls for changing during a match, which shall also be preferably of the same brand.

4.2.2 Selection of balls for each match shall be per 4.2.1

4.2.3 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place.

4.2.4 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 or any other disruption in play.

4.3 CRICKET BC shall choose a new ball and provide it for each innings.

4.3.1 One new ball shall be used at the start of each innings.

4.4 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with

that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batsmen and the fielding captain.

5 THE BAT 5.1 – The bat – Shall be per MCC Law 5. Notes:

5.7 **Bat size limits (In 2019+ the new sizes in 5.7.2 will apply).**

5.7.1 The overall length of the bat, when the lower portion of the handle is inserted, shall not be more than 38 in/96.52 cm.

5.7.2 The blade of the bat shall not exceed the following dimensions:

Width: 4.25in / 10.8cm, Depth: 2.64in / 6.7 cm, Edges: 1.56in / 4.0cm.

Furthermore, it should also be able to pass through a bat gauge as described in paragraph 1.6 of MCC Appendix B.

5.8.2 Only Type A bats may be used in T20I matches.

6 THE PITCH – **CRICKET BC has selected a NATURAL pitch for 2021 tournament.**

6.1 Area of pitch – per MCC Laws & the area of each pitch will be per availability.

6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

6.3 Selection and preparation

Before the match, the **CRICKET BC FIELD MANAGER** shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

6.3.1 The **CRICKET BC FIELD MANAGER** shall ensure that during the period prior to the start of play and during intervals, the pitch area shall have no unauthorised access. Standard ICC practices should be used to protect any pitch. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).

6.4 Changing the pitch

6.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the CRICKET BC TOURNAMENT Referee if available.

6.4.2 The on-field umpires and any CRICKET BC TOURNAMENT Referee shall then consult with the CRICKET BC TECHNICAL COMMITTEE and all decisions shall be per Clause 2.7 & 2.8

6.5 Non-turf pitches may be used by PRE-TOURNAMENT decision of CRICKET BC **(2021 – see Law 6)**

7 THE CREASES – Standard ICC marked creases shall be used.

8 THE WICKETS – Stumps, Bails & pitching shall be per MCC Law & ICC practice.

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA (IF NATURAL GRASS or ARTIFICIAL TURF IS USED – each shall be according to best available practice)

9.1 Rolling and all pitch preparation: Per MCC Law.

9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the **CRICKET FIELD MANAGER**.

9.1.5 The umpires may request the Field Manager to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.3 Mowing: Per MCC Law.

9.6 Maintenance of footholes: Per MCC Law.

9.8 Protection and preparation of adjacent pitches during matches for Natural grass wickets is per MCC Law.

10 COVERING THE PITCH 10.1 – Before the match:

The use of covers before the match is the responsibility of the FIELD MANAGER and may include full covering if required.

Where practical, the pitch shall be entirely protected against rain up to the commencement of play.

10.2 During the match

Where practical, the pitch shall be entirely protected against rain up to the commencement of play, and when suspended, for the duration of that period of the match.

Where available & practical the covers must totally protect the pitch and also the pitch surroundings, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield.

Where available & practical, the bowlers' run-ups shall be covered during inclement weather, in order to keep them dry, to a distance of at least 10 x 10 metres.

10.3 Removal of covers – per MCC Law.

11 INTERVALS 11.1 An interval

11.1.1 The following shall be classed as intervals – Intervals between innings. Any other agreed interval such as Lunch shall be taken between matches.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of clause 24.2.6.

11.2 Duration of interval - There shall be a 10 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 No other intervals are allowed in a CRICKET BC T20 tournament.

11.4 Changing agreed times of intervals

11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence

correspondingly earlier using the 10 minute innings break. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the time for the interval will remain at 10 minutes. **Any overruns will be absorbed by reducing times allowed between one match & the next scheduled start.**

11.5 Intervals for drinks - No drinks intervals shall be permitted.

11.5.2 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 onto the field without the permission of the umpires. **Any player taking drinks onto the field shall be dressed in proper cricket attire (subject to the wearing of bibs – refer to the note in clause 24.1.4).**

11.6 The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this clause.

12 START OF PLAY; CESSATION OF PLAY – per ICC T20 PCs & CRICKET BC Western T20 Schedule.

12.7 Hours of Play; Minimum Overs Requirement

12.7.1 **To be 2 sessions of 1 hour 25 minutes each, separated by a 10 minute interval between innings.**

Note: The playing hours of matches scheduled to take place at venues where dew is likely to be a factor should be determined so as to ensure that the effect of any dew is minimised.

12.8 **The minimum over rate to be achieved in T20I Matches shall be 14.11 overs per hour.**

12.8.2 The actual over rate shall be calculated at the end of each innings by the umpires.

12.8.3 In calculating the actual over rate for the match, allowances shall be given as follows:

12.8.3.1 The time lost as a result of treatment given to a player by an authorised medical personnel on the field of play;

12.8.3.2 The time lost as a result of a player being required to leave the field as a result of a serious injury;

12.8.3.3 If TV replays are available, the time taken for all third umpire referrals and consultations and any umpire or player reviews;

12.8.3.4 The time lost as a result of time wasting by the batting side; and

12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.8.4 In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

12.8.5 In addition to the allowances as provided for above,

12.8.5.1 in the case of an innings that has been reduced due to any delay or interruption in play, an additional allowance of 1 minute for every full 3 overs by which the innings is reduced will be granted.

12.8.5.2 an additional allowance of 1 minute will be given for each of the 6th, 7th, 8th and 9th wickets taken during an innings.

12.8.6 If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.

12.8.7 The current over rate of the fielding team (+/- overs compared to the minimum rate required), shall be recorded by the Umpire team. (Each Tournament may have a slow over rate penalty, per CRICKET BC and any from Cricket Canada. CRICKET BC will make every effort to maximize play by reducing time between matches).

13 INNINGS 13.1 Number of innings – per standard ICC T20 PCs.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of a scheduled UMPIRE, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to bat or field to be notified immediately & without any later change

13.6 Duration of Match

13.6.1 All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs. **There shall be no reserve days.**

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

13.7.1.1 Each team shall bat for 20 overs unless all out earlier.

13.7.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 20 overs.

13.7.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

13.7.1.4 If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

13.7.1.5 Penalties shall apply for slow over rates per clause 12.8.7

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Delay or Interruption to the Innings of the Team batting first (**see Table 1 o 2 of ICC Appendix E or Local Calculation Application**)

13.7.2.1.1 **When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 14.11 overs per hour in the total remaining time available for play.**

13.7.2.1.2 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 5 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.**

13.7.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.25, then the first innings is terminated and the provisions of 13.7.2.2 below take effect.

13.7.2.1.4 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 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.

13.7.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.7.2.1.6 Penalties shall apply for slow over rates per Clause 12.8.7.

13.7.2.2 Delay or Interruption to the innings of the Team Batting Second (see Table 3 or 4 of ICC Appendix E or Local Calculation Application)

13.7.2.2.1 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 14.11 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.7.2.2.2 In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.7.2.2.3 **To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.**

13.7.2.2.4 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.

13.7.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.11 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play will be taken into consideration in specifying this time.

13.7.2.2.6 If the team fielding second fails to bowl the revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

13.7.2.2.7 Penalties shall apply for slow over rates (refer to the CRICKET BC Code of Conduct).

13.8 **Extra Time - CRICKET BC may provide for extra time where the start of play is delayed or play is suspended by using time from the interval between matches provided that the time between matches shall not be less than 10 mins.** For clarity, the changeover period (maximum 10 mins) for a Super Over after the main match is not to be taken into account when applying any permitted extra time available.

13.9 Number of Overs per Bowler

13.9.1 No bowler shall bowl more than 4 overs in an innings.

13.9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

13.9.2.1 for innings of rescheduled length of at least 10 overs, 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.

13.9.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

13.9.3 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.

14 THE FOLLOW-ON Shall not apply.

15 DECLARATION AND FORFEITURE Shall not apply.

16 THE RESULT 16.1 A Win – one-innings match

16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See clause 13.3 (Completed innings). Note also clause 16.4 (Winning hit or extras).

16.1.2 (Except for Clause 16.2), **a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.**

16.1.3 (Except for Clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a No Result.

16.2 The Tournament Referee awarding a match. A match shall be lost by a side which **either concedes defeat or in the opinion of the Tournament Referee/Technical Committee refuses to play. The Tournament Referee/Technical Committee shall award the match to the other side.**

16.2.2 If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Tournament Referee/Tech Committee Rep. of this fact. **He shall together with the umpires ascertain the cause of the action.** If the Tournament Referee/Tech Committee Rep, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he/she shall so inform the captain of that side. **If the captain persists in the action the Tournament Referee/Tech Committee shall award the match in accordance with clause 16.2 above.**

16.2.3 If action as in clause 16.2.2 above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clauses 13.7.2 (Delayed and Interrupted Matches) and 11.4 (Changing agreed times for intervals) above.

Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the CRICKET BC Code of Conduct.

16.3 All other matches – A Tie or No Result

16.3.1 A Tie - The result of a match shall be a Tie when all innings have been completed and the scores are equal. 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 to ICC Appendix F.** (If Super Over is not used/abandoned, the Tie shall prevail).

16.3.2 No Result - See 16.1.3 above.

16.4 Prematurely Terminated Matches - **Calculation of the Target Score & Result shall be by use of DL Coda 1.1 used in local BC matches or such updated version as may be discussed at pre-tournament meeting with all participants (teams and match officials)**

16.4.1 Interrupted Matches - **Calculation of the Target Score shall be by use of DL Coda 1.1 used in local BC matches or such updated version as may be discussed at pre-tournament meeting with all participants (teams and match officials)**

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

16.6 Statement of result is per standard MCC/ICC practice

16.7 Correctness of result - Any decision as to the correctness of the scores shall be the responsibility of the umpires.

16.8 Mistakes in scoring – handled by standard MCC/ICC practice

16.9 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match the result cannot thereafter be changed.

16.10 **Points: The following points system will apply. (Unless otherwise decided in Pre-tournament meetings: (Standard ICC NRR may be used to replace points below per PRE-TOURNAMENT meeting.)**

Win = 2, No result/Tie 1, Loss 0.

16.10.1 Group Matches or Round-Robin **(These point based matches may be replaced by NRR – per Pre Tournament meeting.)**

In the event of teams finishing on equal points at the end of the round-robin matches the tournament winner will be decided in the following order of priority:

If there are teams with equal points in the round-robin matches then in such case the team with the higher net run rate in these matches will be placed in the higher position (refer to below for the calculation of net run rate).

If following the net run rate calculation above there are teams which are still equal, then the team which was the winner of the head to head match played between them will be placed in the higher position.

In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

Please note in a match declared as no result, run rate is not applicable.

16.10.2: Net Run Rate – The Official CRICKET BC NRR CALCULATOR shall be used & updated after each match by the umpires reporting the result to the CRICKET BC Tournament Referee/Tech Committee.

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 and not on the number of overs in which the team was dismissed.

Note: Any play during a Super Over is excluded from these calculations.

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 1.1 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 1.1 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 target.

In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, the net run rate of the defaulting team shall be affected in that the full 20 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

16.10.3: In the event of any dispute the CRICKET BC Event Technical Committee may be called on to make a ruling and its ruling will be final.

17 THE OVER: Per MCC Laws – 6 ball overs.

18 SCORING RUNS: Per MCC Laws.

18.3 Short runs & Disallowed Runs: Per MCC Laws.

19 BOUNDARIES 19.1: Determining the boundary of the field of play

19.1.1: Before the toss, **the CRICKET BC FIELD MANAGER shall set the boundary of the field of play**, which shall be fixed for the duration of the tournament at each field. The CRICKET BC TECHNICAL COMMITTEE will determine its size. The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play. **The size shall be preferably: 65 yards (59.43 m) from centre of the pitch to off & on sides & 65 yards (59.43 m) maximum, from each centre stump to each end.**

19.2 Identifying and marking the boundary – Standard MCC practice (inside edge and restoration –if disturbed) shall be used

19.2.1 All boundaries must be designated by a rope, painted line with flags or similar object of a minimum standard as authorised by CRICKET BC. The rope should be positioned a required minimum distance (3 yards (2.74 metres) minimum) inside the perimeter fencing or advertising signs, or from any solid object located between the rope and the fence/signs.

SIGHT SCREENS: The goal of CRICKET BC shall be to provide Sight Screens where practical.

19.2.4 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.

19.6 Boundary allowances – Per MCC Law

19.7 Runs scored from boundaries – Per MCC Law

19.8 Overthrow or wilful act of fielder – Per MCC Law.

20 DEAD BALL – Per MCC Law.

21 NO BALL – Per MCC Law with the exception of clauses 21.10 & 41.6

21.10 Per BC LOCAL RULE: Any delivered ball that bounces above the striker's shoulder standing upright at the crease, shall be a no ball.

21.11 Call of No ball for infringement of other Laws – Per MCC Laws.

21.16 Runs resulting from a No ball – how scored – per MCC Laws.

21.18 Out from a No ball

When No ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 34 (Hit the ball twice), clause 37 (Obstructing the field) or clause 38 (Run out).

21.19 Free Hit

21.19.1 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) then the next delivery will become a free hit for whichever batsman is facing it.

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'.

21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply), or

21.19.3.2 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.

21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Clause 21.1 shall apply.

21.19.5 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.

22 WIDE BALL: Per ICC T20 PCs. – Except that any delivered ball passing overhead of striker standing upright at the Popping crease shall be called & signalled NO BALL. (See Clause 41 below)

22.2 Call and signal of Wide ball – If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

23 BYE AND LEG BYE – Per MCC Laws.

24 FIELDER'S ABSENCE; SUBSTITUTES 24.1 Substitute fielders

24.1.1 The umpires shall allow a substitute fielder – if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.

24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.2 Fielder absent or leaving the field of play – Per ICC T20 PCs & also note those mentioned below.

24.2.3 If a player is absent from the field for **longer than 8 minutes**, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The 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 the player was absent (hereafter referred to as Penalty time). **A player's unexpired Penalty time shall be limited to a maximum of 40 minutes.** If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next innings of the match.

24.2.3.2 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 Penalty time carried forward

from the previous innings. **However, once his side has lost five wickets in its batting innings, he may bat immediately.** If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals. For clarity, a player's Penalty time will continue to expire after he is dismissed, for the remainder of his team's batting innings.

24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.3 Penalty time not incurred: A nominated player's absence will not incur Penalty time if,

24.3.1 he has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.3.3 the player is absent from the field for a period of 8 minutes or less.

24.4 Player returning without permission – Per MCC Law.

25 BATSMAN'S INNINGS 25.1 Eligibility to act as a batsman – Per MCC Law.

25.4 Batsman retiring – Per MCC Law.

25.5 Runners – Runners shall not be permitted.

26 PRACTICE ON THE FIELD – Per MCC Law.

26.1.1 There shall not be any practice on the pitch at any time.

26.3 Trial run-up – Per MCC Law.

27 THE WICKET-KEEPER – Per MCC Law.

28 THE FIELDER – Per MCC Law.

28.3 Protective helmets belonging to the fielding side – Per MCC Law.

28.4 Limitation of on side fielders

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

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.7 Restrictions on the placement of fielders

28.7.2 Subject to 28.7.6 below these **additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).**

28.7.3 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 (see paragraph 2 of Appendix C). These 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.

28.7.4 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

28.7.5 During the non Powerplay overs, no more than 5 fielders shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above.

28.7.6 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 2nd innings of the match.

Total overs in innings Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply

Total available Overs	Powerplay Overs
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

28.7.7 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.

28.7.8 In the event of an infringement of any of the above fielding restrictions, **the square leg umpire** shall call and signal No ball.

29 THE WICKET IS DOWN – Per MCC Law

30 BATSMAN OUT OF HIS GROUND – Per MCC Law

31 APPEALS – Per MCC Law – All dismissals require an appeal.

32 BOWLED – Per MCC Law

34 HIT THE BALL TWICE – Per MCC Law

35 HIT WICKET – Per MCC Law

36 LEG BEFORE WICKET – Per MCC Law

37 OBSTRUCTING THE FIELD – Per MCC Law

38 RUN OUT – Per MCC Law

39 STUMPED – Per MCC Law

40 TIMED OUT 40.1 Out Timed out, per ICC T20 PCs.

40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman to be ready to receive the next ball **within 1 minute 30 seconds of the dismissal or retirement.** If this requirement is not met, the incoming batsman will be out, Timed out.

40.1.2 The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls. Dugouts shall be provided, **or the batsmen shall be ready near the edge of the playing area.**

40.1.3 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (ICC Match Referee awarding a match). For the purposes of that clause **the start of the action shall be taken as the expiry of the 1 minute 30 seconds referred to above.**

41 UNFAIR PLAY 41.1 Fair and unfair play – responsibility of captains

The captains are responsible for ensuring that play is conducted within the Spirit of Cricket, as well as within these Playing Conditions.

41.2 Fair and unfair play – responsibility of umpires. Per MCC Law – 1st & Final warning. Repetition = 5 penalty runs.

The umpires shall be the sole judges of fair and unfair play. If either umpire considers an action, not covered by these Playing Conditions, to be unfair he/she shall intervene without appeal and, if the ball is in play, call and signal Dead ball and implement the procedure in the Law. Otherwise umpires shall not interfere with the progress of play without appeal except as required to do so by these Playing Conditions.

41.3 **The match ball – changing its condition – Per MCC Laws – except where noted.**

41.3.4 – (MCC) If the umpires consider that the condition of the ball has been unfairly changed by a member or members of either side, **they shall ask the captain of the opposing side if he/she would like**

the ball to be replaced. If necessary, in the case of the batting side, the batsmen at the wicket may deputise for their captain.

41.3.4.1 If a replacement ball is requested, **the umpires shall select** and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention. **(The opposing side may inspect the replacement ball before its use).**

41.3.4.2 **(MCC & Cricket BC per Cricket Canada)** Regardless of whether a replacement ball has been chosen to be used, the bowler's end umpire shall **award 5 Penalty runs to the opposing side.** A report shall be made to the Tournament Referee, who shall recommend that action shall be taken against **the Captain of the side so named & any player/s identified.** Per Tournament rules agreed to by all participating team's management, **this may be a suspension from inter-provincial play in the next match or next Canadian Tournament.**

41.3.5 If the umpires agree that in the match there has been any further instance by that team of unfairly changing the condition of the ball, they shall **repeat the procedure** in 41.3.4.1 and 41.3.4.2. (Replacement ball, 5 run penalty, report players).

Additionally, if the further offence is committed by the fielding side, additionally the bowler's end umpire shall direct the captain of the fielding side to **suspend immediately from bowling the bowler who delivered the preceding ball; he/she shall not be allowed to bowl again in the match.**

Inform the batsmen at the wicket and, as soon as practicable, the captain of the batting side of the reason for the action. If necessary, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

41.4 Deliberate attempt to distract Striker – Per MCC Law.

41.5 Deliberate distraction, deception (**mock fielding**) or obstruction of batsman – including 5 penalty runs awarded to the Batting Side for 1st & following offences (Can be elevated to Law 42) Per MCC Law.

41.5.10 After action per Law, the umpires shall then report the matter to the CRICKET BC Tournament Referee who shall take such action as is considered appropriate against the fielder concerned.

41.6 Bowling of dangerous and unfair short pitched deliveries – Per MCC Law & as outlined here.

41.6.1 The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded. Any such delivery over shoulder height of a striker at the crease shall be in BC called & signaled – No Ball.

This 41.6.1 shall be; (If in BC per MCC Law & LOCAL Rule). Not ICC playing conditions:

41.6.2 The bowler's end umpire may consider that the bowling of short pitched deliveries, although not dangerous under 41.6.1, is unfair if they repeatedly pass above head height of the striker standing upright at the crease. See also Law 21.10 (Ball bouncing over the head height of striker also – No Ball).

41.6.3 As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1, or unfair under 41.6.2, he/she shall call and signal No ball. When the ball is dead, the

umpire shall caution the bowler, indicating that this is a **first and final warning**, and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

This caution shall apply to that bowler throughout the innings.

41.6.4 Should there be any further such delivery by the same bowler in that innings, the umpire shall call and signal No ball, when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling, inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the CRICKET BC Tournament Referee who shall take such action as is considered appropriate per the CRICKET BC Code of Conduct against the bowler concerned.

41.6.1.4 LOCAL CRICKET BC RULE: ANY delivery that bounces above shoulder height as below is A NO BALL. (In explanation: if the deliveries were 'bodyline' per 41.6.1, a caution per 41.6.3 is added).

41.6.1.5 A 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.

41.6.1.6 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.

41.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke **shall be called a NO BALL per MCC & LOCAL Rule.** See also clause 22 & process in clause 41.6 above.

41.7 Bowling of dangerous and unfair non-pitching deliveries

41.7.1 Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall immediately call and signal No ball.

41.7.2 The bowling of such a delivery in 41.7.1 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the Striker by its speed, height, direction, skill of striker & repetition.

41.7.3 If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 41.7.2, when the ball is dead, the umpire shall repeat the No ball signal to the scorers and then caution the bowler, indicating that this is a **first and final warning**. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

The umpires shall then report the matter to the CRICKET BC Tournament Referee/Tech Committee who will take such action as is considered appropriate against the bowler concerned.

41.7.4 - Should there be any further dangerous full-pitched delivery, the following shall take place: No Ball, direct fielding Captain to immediately suspend the bowler from bowling for rest of Innings per MCC Laws, inform other umpire, Batsmen, asap their Captain & report as above.

41.7.5 The warning & action sequences in 41.7 are independent of those in 41.6.

41.7.6 If the umpire considers that a bowler **deliberately bowled a non-pitching delivery**, deemed to be unfair as defined in clause 41.7.1, then the caution and warning in clause 41.7.1 shall be dispensed with. The umpire shall **immediately call and signal No ball**. When the ball is dead, direct the captain of the fielding side to **suspend the bowler** immediately from bowling and inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler per MCC Law.

Report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence to the CRICKET BC Tournament Referee who will take such action as is considered appropriate against the bowler concerned.

41.8 Bowling of deliberate front-foot No ball – Per MCC Law & action per 41.7.6

The umpires together shall report the occurrence to the CRICKET BC Tournament Referee who will take such action as is considered appropriate against the bowler concerned.

41.9 Time wasting by the fielding side – Per MCC Law.

41.10 Batsman wasting time – Per ICC T20 PCs – Striker must be ready when bowler is ready for his run up. (Before bowler runs up or after the ball is dead) – umpire will give 1st & final warning & warn incoming batsmen. If any repetition by any batsman = 5 run penalty – report as before.

41.11 The protected area - The protected area is defined as that area of the pitch contained within a rectangle bounded at each end by imaginary lines parallel to the popping creases and 5 ft/1.52 m in front of each, and on the sides by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1 ft/30.48 cm from it.

41.12 Fielder damaging the pitch – Per MCC Law, **but if Artificial Turf pitch is used**, the instant a fielder/bowler uses spikes on the pitch, it will be considered deliberate damage. **The umpires will make a photographic record of it, & instantly award 5 penalty runs to the opposing side. An offending bowler will be IMMEDIATELY suspended from bowling till he has appropriate footwear. A replacement bowler will complete the over. Any part over bowled by him or replacement will be treated as a complete over for both players, but will not change the total overs bowled. (A fielder will also get a 5 run penalty for every use of spikes on the pitch until wearing appropriate footwear).** **The Tournament Referee or Field Manager for Cricket BC shall make announcement of this at pre-tournament meeting & any day's play).**

41.13 Bowler running on protected area

41.13.1 It is unfair for a bowler to enter the protected area in his follow-through without reasonable cause, whether or not the ball is delivered. If a bowler contravenes this clause, at the first instance and

when the ball is dead, **the umpire shall caution the bowler** and inform the other umpire of what has occurred. This caution shall apply to that bowler throughout the innings.

- inform the captain of the fielding side and the batsmen of what has occurred.

41.13.3 If, in that innings, the same bowler again contravenes this clause, the umpire shall repeat the above procedure indicating that this is a **final warning**. This warning shall also apply throughout the innings.

41.13.4 If, in that innings, the same bowler contravenes this clause a third time, when the ball is dead, the umpire shall, **direct the captain of the fielding side to suspend the bowler immediately from bowling**. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over. The bowler taken off shall not be allowed to bowl again in that innings. Inform the other umpire of the reason for this action.

Inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred. The umpires may then report the matter to the CRICKET BC Tournament Referee who shall take such action as is considered appropriate against the bowler concerned.

41.14 Batsman damaging the pitch – Per MCC Law & per Local Rules Below.

41.14.1 It is unfair to cause deliberate or avoidable damage to the pitch. **If the striker enters the protected area in playing or playing at the ball, he must move from it immediately thereafter.** A batsman will be deemed to be causing avoidable damage if either umpire considers that his presence on the pitch is without reasonable cause. **(SEE NOTE 41.12 – Also for striker)**

41.14.2 **In addition if either batsman causes deliberate or avoidable damage to the pitch**, other than as in clause 41.15, 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 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 batsman. Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.14.3 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 disallow all runs to the batting side, return any not out batsman to his original end, signal No ball or Wide to the scorers if applicable. **Award 5 Penalty runs to the fielding side.** Award any other 5-run Penalty that is applicable except for Penalty runs under clause 28.3 (Protective helmets belonging to the fielding side).

Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of the reason for this action. The umpires together shall report the occurrence to the CRICKET BC Tournament Referee who shall take such action as is considered appropriate against the batsman concerned.

41.15 Striker in protected area – Per MCC Law (Note: 1st & Final warning, then 5 penalty runs awarded to fielding side, disallow any runs made, & after warning, inform all, including all incoming batsmen etc).

41.15.1 **The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable.**

The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

The umpires together shall report the occurrence to the CRICKET BC Tournament Referee/Tech Committee who shall take such action as is considered appropriate against the batsman concerned.

41.16.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non-striker is liable to be Run out. In these circumstances, the non-striker will be out Run out if he/she is out of his/her ground when his/her wicket is put down by the bowler throwing the ball at the stumps or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

41.16.2 If the ball is not delivered and there is an appeal, the umpire shall make his/her decision on the Run out. If it is not out, he/she shall call and signal Dead ball as soon as possible. The ball shall not count as one in the over.

41.16.3 If the ball is delivered and there is an appeal, the umpire shall make his/her decision on the Run out. If the non-striker is not dismissed, the ball remains in play and Law 21.6 (Bowler breaking wicket in delivering ball) shall apply. If the non-striker is dismissed, the ball shall not count as one in the over.

41.17 Batsmen stealing a run – Per MCC Law.

41.18 Penalty runs – Per MCC Law.

41.19 Unfair actions not covered here – Per MCC Law.

42 PLAYERS' CONDUCT 42.1 Serious misconduct – Per ICC Playing Conditions.

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in clause 42.2.1. **These offences correspond with Level 4 offences in MCC Law.**

Level 1 to Level 3 offences will normally be dealt with separately under the CRICKET BC Code of Conduct.

42.1.2 If either umpire considers that a player has committed a Level 1 - 3 offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the third umpire and the CRICKET BC Tournament referee, who may review any audio or video replays to confirm whether an offence has been committed. If so, the umpires shall then apply the related sanctions.

42.1.4 If the offence is committed by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.

However if a Captain/Manager/Coach comes onto the field of play – thereby showing Serious Dissent to the word/action of an umpire, it shall be treated as a Level 2 offence & 5 penalty runs shall be immediately awarded to the opposing team for any such offence.

42.2 Level 4 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- threatening to assault an umpire
- making inappropriate and deliberate physical contact with an umpire
- physically assaulting a player or any other person
- committing any other act of violence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.5 shall be implemented.

42.2.2.1 The umpire shall call Time.

42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.2.2.3 The umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:

42.2.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired – out at the commencement of any subsequent innings in which his team is the batting side.

42.2.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.

42.2.2.3.3 If the offending player is a batsman he is to be recorded as Retired – out in the current innings, unless he has been dismissed under any of clauses 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.

42.2.2.4 As soon as practicable, the umpire shall: - award 5 Penalty runs to the opposing team - signal the Level 4 penalty to the scorers

- call Play.

42.2.2.5 The umpires shall then report the matter to the Cricket BC Match Referee for action under the Cricket BC Code of Conduct.

42.3 Captain refusing to remove a player from the field

42.3.1 If a captain refuses to carry out an instruction under 42.2.2.3, the umpires shall invoke clause 16.2 (ICC Match Referee awarding a match).

42.3.2 If both captains refuse to carry out instructions under 42.2.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in clause 16.2 and there shall be no result under clause 16.

42.4 Additional points relating to Level 4 offences

42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, clause 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill and is replaced by a substitute.

42.4.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.2.5.

Appendices to ICC Twenty20 International Playing Conditions & modified to suit Cricket BC PCs.

(Incorporating the 2017 Code of the MCC Laws of Cricket) Effective 1 October 2017

A. Definitions – Per MCC Law & below.

B. Equipment – Per MCC Law.

1. The bat – Per MCC Law.

2. The wickets – Per MCC Law

3. Wicket-keeping gloves – Per MCC Law

C. The venue

1. The pitch and the creases – Per MCC Law & ICC PCs.

2. Advertising on grounds, perimeter boards and sight-screens

3. Markings on outfield

D. Decision Review System (DRS) and Third Umpire Protocol – if used – Per ICC PCs

E. Calculations – Per ICC PCs

F. The Super Over – Per ICC PCs (Only one, due to time constraint)

Appendix A – Definitions

1 The match – Per MCC Laws & ICC PCs & PCs set out by CRICKET BC under guidance from Cricket Canada.

1.11 FIELD MANAGER is the entity responsible for the selection and preparation of the pitch and other functions relating to the hosting and management of the match, including any agents acting on their behalf (including but not limited to the curator or other ground staff).

1.12 CRICKET BC is the Governing Authority hosting of the Tournament/matches.

1.13 TEAM MANAGEMENT – the persons responsible for the participating teams.

1.14 The Spirit of Cricket refers to the values of respect and fair play that underpin the game of cricket, as set out in the Preamble to these Playing Conditions and in the CRICKET BC Code of Conduct.

1.15 The CRICKET BC Code of Conduct is modeled the ICC Code of Conduct for Players and Player Support Personnel, as amended from time to time.

2 Implements and equipment – Per MCC Laws.

- 3 The playing area – Per MCC Laws & ICC PCs.
- 4 Positioning of Players, Equipment, markings & areas – Per MCC Laws & ICC PCs.
- 5 Umpires and decision-making – Per MCC Laws & ICC PCs and as varied herein by CRICKET BC.
- 6 Batsmen & related definitions – Per MCC Laws.
- 7 Fielders & related definitions – Per MCC Laws & ICC PCs.
- 8 Substitutes – Per MCC/ICC/CRICKET BC PCs
- 9 Bowlers & related definitions – Per MCC Laws.
- 10 The ball & related definitions – Per MCC Laws.
- 11 Runs – Per MCC Laws.
- 12 The person & Clothing – Per MCC Laws/ICC PCs/CRICKET BC PCs.

Appendix B – Definitions

Equipment

- 1 The Bat – Per MCC Laws. Code 2017 – No oversized Bats or Laminated Bats allowed.
- 2 The wickets – Per MCC Laws.
- 3 Wicket-keeping gloves – Per MCC Laws.

Appendix C – Definitions.

The venue

- 1 The pitch and the creases – Per MCC Laws & ICC PCs.
- 2 Restriction on the placement of fielders – per MCC Laws & ICC PCs.
- 3 Advertising on grounds, perimeter boards and sightscreens (if available) – Per ICC PCs.

Appendix D – Per ICC PCs

Decision Review System (DRS) other than the presence of a Third Umpire – shall not apply unless specified by CRICKET BC.

Appendix E

Calculations (CRICKET BC may use a Calculation Application instead of the sheets below as needed).

Table 1: 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 $[I / 5]$ _____

Number of Powerplay overs _____

Rescheduled Playing Hours:

First session to commence or recommence _____ (J)

Length of innings $[I \times 4.25]$ (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 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

Table 2: 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 Table 1

If S is less than or equal to T then the first innings is terminated - go to Table 3

Table 3: Calculation sheet for the start of the Second Innings

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2) _____ (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

Number of Powerplay overs _____ overs

Table 4: 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: _____ (F) (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)

Total playing time lost $[E - F]$ _____ (G)

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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 $[J \times 4.25]$ 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

Number of Powerplay overs _____ overs

Appendix F

Procedure for the Super Over

The following procedure shall 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 of the match at a time to be determined by the CRICKET BC Tournament Referee. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
2. The amount of extra time allocated to the Super Over is the greater of (a) the extra time allocated to the original match less the amount of extra time actually utilised and (b) the gap between the actual end of the match and the time the original match would have been scheduled to finish had the whole of the extra time provision been utilised. **Should play be delayed prior to or during the Super Over once the playing time lost exceeds the extra time allocated, the Super Over shall be abandoned. See paragraph 16 below.**
3. The Super Over shall take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the Ground Authority and the ICC Match Referee.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
6. Only nominated players in the 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 Playing Conditions as they apply in the match shall also apply in the Super Over.
7. Any penalty time being served in the match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the ICC Twenty20 International Playing Conditions.
9. The team batting second in the match shall bat first in the Super Over.
10. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). 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, the Playing Conditions shall apply.
11. The loss of two wickets in the over ends the team's one over innings.
12. Each team shall be allowed to make one unsuccessful Player Review in each innings of the Super Over. This entitlement shall apply irrespective of the number of unsuccessful Player Review requests made during the match itself.

13. 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 Duckworth/Lewis/Stern method, paragraph 15 below shall apply. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.

14. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.

15. 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 unbowed 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 balls or penalty runs. (Example follows)

Example:

Runs 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 an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

16. Paragraph 2 examples:

Scheduled finish 5.00, 30 minutes extra time available, so scheduled finish time if the whole of the extra time provision is utilised is 5.30.

a) No extra time is utilised in the original match which overruns ten minutes and finishes at 5.10. The Super Over is scheduled to start at 5.20 with 30 minutes extra time available. It starts on time but is interrupted at 5.25. Play must resume by 5.55 otherwise the Super Over is abandoned.

b) 20 minutes of extra time was utilised, with the match scheduled to finish at 5.20, but it actually finishes at 5.10. Therefore the extra time allocated to the Super Over is the greater of a) 10 minutes (30 minutes extra time less 20 already utilised) and b) 20 minutes (the gap from the actual finish time of 5.10 and the scheduled finish had the full extra time been utilised of 5.30). The Super Over was due to start at 5.20, but is delayed by rain. It must therefore start by 5.40 or the Super Over is abandoned.

c) The match finishes at 5.40 (having started 30 minutes late and overrun by 10 minutes). There is no extra time allocated to the Super Over which should start at 5.50. Any delay or interruption after 5.50 means the Super Over is abandoned.