



**Welcome to  
British Columbia Mainland  
Cricket League**



# **CHANGES TO THE 2019 PLAYING CONDITIONS**

**LOCAL BCMCL LATE STARTS – LACK OF PLAYERS (ALL DIVISIONS) – includes DRESS CODE violations.**

**When caused by one team not being present at field or not having a sufficient number of players present at the scheduled start time of any League or Playoff match. (See 1.1 for during match).**

i. - One over per **four (4) minutes** or part thereof will be lost to the offending team from their batting innings.

**BATSMAN WALKS IN TO BAT, BUT IS NOT IN SPECIFIC CLUB UNIFORM - TREATED AS DELAY OF GAME;  
IMMEDIATELY THE BATSMAN IS TOLD TO GO OFF & CHANGE PADS OR UNIFORM, 5 PENALTY RUNS ARE AWARDED TO THE  
FIELDING SIDE FOR EVERY FULL OR PART OF 3 MINUTES DELAY.**

i.e. if told to go off = 5 penalty runs. **Up to IMMEDIATELY THE BATSMAN IS TOLD TO GO OFF & CHANGE PADS OR UNIFORM, 5  
PENALTY RUNS ARE AWARDED TO THE FIELDING SIDE FOR EVERY FULL OR PART OF 3 MINUTES DELAY.**

i.e. if told to go off = 5 penalty runs. **Up to 3 minutes** after that - still 5 penalty runs.

No practice of any kind is permitted on the **Pitch/Square** at Upper/Lower Brockton, & Neutral Venue (Grass Pitches) on match day. See Law 26 Practice on the pitch/square.





# **CHANGES TO THE 2019 PLAYING CONDITIONS**

## **SPIKED FOOTWEAR:**

**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. **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.**

## **Law 13 – BCMCL Local Rule – Innings Times & Slow Play (Also see Law 41.9 & 10):**

**During the 1<sup>st</sup> innings, 50 overs must be completed by 1<sup>st</sup> fielding team in 3.5 hrs.** (3:30pm for a scheduled 12:00 pm start). **The umpires together, will give two or more warnings (many – if needed)** to the fielding Captain for a slow over rate (Less than 15 overs per hour). If after above warnings, 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. (Example:** At 3:30 pm, 3 overs & 4 balls are left. At 3:44 the innings is over. 3:44 pm = 14 min/4 = 3.5 overs. Ignore fraction). The fielding team will bat 47 overs, **if there were no other unforeseen delays. If no other delays & 1<sup>st</sup> innings is still on at 3:34 = -1 over, 3:38 = -2 overs, 3:42 = -3 overs, 3:46 = -4 overs etc. from 2<sup>nd</sup> Batting Innings.**





# **CHANGES TO THE 2019 PLAYING CONDITIONS**

## **Law 13 – BCMCL Local Rule – Innings Times & Slow Play (Also see Law 41.9 & 10): (CONTINUED)**

**During the 2<sup>nd</sup> innings, if the 2<sup>nd</sup> fielding team fails to complete their 50 overs within 3.5 hrs. (With warnings as above, 6(six) runs will be credited immediately, by the umpires together, to the score of the team batting second, for every full 4 minutes of extra time taken. Fielding Captain & batsmen are informed. If any credited runs cause the total score of the team batting 2<sup>nd</sup> to pass that of the fielding team, the team batting 2<sup>nd</sup> will be deemed to have won the match, if not, the remaining overs will be bowled. (Example: Play was scheduled to end at 7:20 pm. = No other unforeseen delays. There are 3 overs to bowl. At 7:24 pm the umpire signals to scorer to add 6 penalty runs to the batting total. At 7:28 pm the umpire awards another 6 penalty runs to the batting total. This causes the batting total to pass the other team's score. This match is won by Penalty Runs & batting wickets in hand). If no other delays & 2<sup>nd</sup> innings is still on at 7:24 = +6 penalty runs, 7:28 = +6 penalty runs, 7:32 = +6 penalty runs etc. added to Batting innings.**





# **CHANGES TO THE 2019 PLAYING CONDITIONS**

## **Law 21 NO BALL**

**21.6** Either umpire shall call & signal 'No Ball' if the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. **(See Law 41.16 – Running out the Non-striker)**

**Summary only for local use: Re warning / removal of bowler. (All are 'no balls')**

**Fast & short pitched**: Umpires will consider – speed, length, height, direction, repetition & ability of batsman, **i.e. possible injury** (Then the umpire will issue a **First & Final warning** before removal of bowler). The umpire will protect weaker batsmen. See process below.





# **CHANGES TO THE 2019 PLAYING CONDITIONS**

## **All divisions:**

**MCC Law 41.16 Non-striker leaving early: The bowler is allowed to try running out the non-striker by throwing/hitting the ball to his stumps during run up or delivery up to the point where he would normally deliver/release the ball.**

**Even if by accident, the bowler's hand/arm holding the ball breaks the bowler's wicket during the specified time above, & the non-striker is out of his ground, he will be dismissed as Run out.**

**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.**





# **DEALING WITH OTHER CHANGES IN THE CRICKETING WORLD**

The following are being reiterated because of certain recent events in the cricketing world and the impact that may have on our local game:

## **41.16 Non-striker leaving his/her ground early ([MANKADDING – The Ravichandran Ashwin Incident](#))**

**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.





# **DEALING WITH OTHER CHANGES IN THE CRICKETING WORLD**

The following are being reiterated because of certain recent events in the cricketing world and the impact that may have on our local game:

**CAPTAIN OF THE BATTING SIDE WALKING ONTO THE FIELD (The Mahendra Singh Dhoni Incident)**

**TREAT THIS AS DISSENT BY THE CAPTAIN AND HANDLE IT AS FOLLOWS:**

**42.3 Level 2 offences and action by umpires**-showing serious dissent at an umpire's decision by word or action

**42.3.2.1** The umpire shall call Time, if necessary.

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

**42.3.2.3** The umpire shall award 5 Penalty runs to the opposing team.

**42.3.2.4** The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team.

**42.3.2.5** As soon as practicable the Umpire shall call Play.

**42.3.2.6** The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

