

LOCAL DRESS CODE & PENALTIES: (Also see 2014 BCMCL Directive re Pads, Helmets & Gloves)

*All players on a club team must wear the specified coloured uniform & coloured pads of their club, if using a **White ball**. - **Players who do not comply will not be allowed to play in the match. (BCMCL 2008)** 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. All players on a club team must wear white or cream coloured clothing - including a shirt with a collar & long pants & white or cream coloured pads when using a **Red ball**.

Ex: BATSMAN WALKS IN TO BAT, BUT IS NOT IN SPECIFIC CLUB UNIFORM - TREATED AS DELAY OF GAME;

***Specific Club Uniform defined: While all the team players must wear the same specific uniform, the exceptions below must be noted.**

Regarding **colour of Hats, helmets or gloves**, players are free to wear anything that fits/suits their personal preference. Colored pads are required, but don't have to be identical for both the batsmen. Two different colors should not be visible, (a player's pads cannot be black in color if the rest of the team wears blue pads). Some wear & tear is acceptable, but the team color must be the dominant colour, (A faded set of red pads must be mostly red, not mostly white). (Re-written from 2014-06-12 BCMCL directive).

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.

3+ to 6 mins. = 10 penalty runs & so on.

Ex: IF TEAM IS FIELDING: If 1 to 3 players don't have specific club uniform, they can't play till they are in uniform. (See above).

If team walks into field with 4 or more players out of uniform, (they do not have 8 players ready to play in view of the umpire). The umpire will direct captain to have all players leave field till 8 players have their uniforms. He will immediately start reducing overs of their batting innings per late start rule - One over per **3** minutes or part thereof.

Ex: If they have to wait till their uniforms are brought to the field, & they go over a 30 minute delay - under late start rule - they will forfeit the match.

By local rule (above), when a white ball is used, all players on a team are required to wear the specific uniform of the team/club. **They can't wear any other coloured shirts /pants/ pads.** Again they will be requested to leave the field. **If they refuse & the delay is 30 minutes or more in either innings, their team will forfeit the match.**

(Late start rules are followed since these players are treated as if they are not at the match).