



## **Scarborough Cricket Association Inc: T20 and T30 Playing Conditions**

**Revised April 30, 2024**

### **1. LEAGUE STRUCTURE.**

**All games under the jurisdiction of the Association shall be played under the current Laws of the MCC and The Association's Playing Conditions and By-laws. All matches are played on the following basis unless otherwise determined by the Executive Board.**

Winning team will be awarded 10 points. (Wins/losses plus Net Run Rate will determine the seeding for playoffs. If 2 teams end up with a tie in points, Net Run Rate will determine the winning team on a head-to-head basis.)

### **2. REGISTRATIONS.**

(a) After the final list has been submitted to the Registrar prior to the start of the season, any additional player(s) for registration during the season must be done online through the S.C.A. website by the club no later than 9:00pm on the Wednesday before the day of the match in which the player(s) would participate.

The Registrar will be notified by the website of the new registration, the date and time will be stamped on the registration, and he/she will then activate the player(s). If all of the above conditions are met only then the player(s) is eligible to play.

(b) Any club playing a player not duly registered shall automatically be considered to have lost the game in which the said player participated. Any club found to be repeat offenders shall be suspended from participating in their following scheduled game in any SCA competition including the playoffs. In addition, a fine of \$200 will be instituted to the club.

(c) There shall be no re-registration of existing members after July 15th. Registration after July 15th is applicable only to new members who were not previously registered with the SCA.

(d) **Teams/Players** are required to register all of its playing members with the player's individual profile on the SCA Website using their full legal name as per official document. Eg. Passport, citizenship or driver's license. It is the responsibility of the teams to make sure all of its players on game day are registered on the website.

(e) Players are required to upload a clearly visible picture showing a front view of their entire face to their profile for use as identification. This is mandatory for a player's registration to be approved also for identification purposes on match day.

### **3. TRANSFER AND RELEASE OF PLAYERS.**

(a) All players must be registered and transferred in accordance with SCA By-Laws. The Registrar shall receive an official email from the player requesting their transfer. The player at the same time of submitting their transfer request, must copy their departing and receiving clubs. Once there are no objections from the departing club, the transfer shall be approved.

(b) In the event that a player is granted special treatment by clubs, the player and club must have their arrangement documented. The SCA may request this document when needed.

(c) In the event a dispute regarding the transfer of a player is brought before the SCA Executive Board, the party that is found to be at fault shall pay a fine of \$100.00. Failure to remit the full value of the penalty will result in suspension from all games until payment is received.

### **4. SPIKES/STUDS AND CAMERA.**

(a) No player(s) shall use metal spikes or studs while bowling, batting, fielding or wicket-keeping on any of the Association's pitches or the playing area.

The Umpire has the authority to inspect a player(s)'s shoes and if there is any infraction, the Umpire shall advise the Captain to inform the player(s) to remove the spikes or studs immediately.

Should the player(s) refuse to comply with the Umpire's instruction, then the Umpire has the authority to send him off the field and must submit a report to the Executive Board stating the circumstances.

**Breach: The club will be subjected to a fine of \$100. Absolutely no metal spikes or studs are allowed.**

(b) No Player(s) shall be allowed to wear or use a head camera whilst batting, bowling, fielding or wicket keeping. This also applies to the Umpire/s.

**Breach: The player(s) will be subjected to a fine of \$100. Absolutely no cameras are allowed.**

### **5. OFFICIAL MATCH SHEETS.**

(a) Match Sheets are available to be downloaded from the SCA website. Each team is required to complete their own match sheet before the start and at the conclusion of the game.

The Captains of the teams shall submit an electronic copy of the match sheets to the Registrar/Statistician via the website at: [www.scarboroughcricket.ca](http://www.scarboroughcricket.ca). no later than 9:00 p.m. of the following Wednesday after the game.

(c) The certified match result, at the discretion of the Executive Board may be omitted from all Association records as though it had not been completed at all in any game for which no completed record is received or for which a report is not received by the following Wednesday after the game.

(d) Failure to comply will automatically result in three (3) demerit points plus a fine of \$25.00 and must be paid before the team's next scheduled game.

## 6. NOMINATION OF PLAYERS.

(a) Both Team captains must submit their Completed and Signed match sheet before the toss is made with the Umpire's signature.

The match sheet must be properly completed in ink. Players Names (in block letters) and Identification Number must be recorded on the match sheet.

(Please make sure all names are spelled correctly and must be the same name as registered on the SCA website.)

(b) A team must declare their 11 players and two (2) substitutes who are active team members on the match sheet who will be allowed to participate in the event of any injury(s) to player(s) who are taking part in the match.

(c) It is the responsibility of both Captains for verifying their nominated players on the match sheets before the start of play. No protest of active/inactive players will be addressed after the toss.

(d) Any **Changes** to the match sheet after the toss shall be with the consent of the opposing Captain and Umpires must be notified.

(e) Any **Replacement** of a player after the toss shall be with the consent of the opposing Captain and Umpires must be notified.

## 7. DEFINITION OF A PLAYER FOR ANY GAME(S).

**1a. LOCAL PLAYER:** A local player is one who is defined by the following conditions:

i. A Canadian citizen;

ii. A Canadian permanent resident;

iii. Any player who has resided in any Province of Canada for more than nine (9) months in the previous year, commencing from January to December, despite their immigration status.

**1b.** It is the responsibility of the club(s) involved to produce satisfactory evidence to the SCA Executive board upon request, to support any claim(s).

**2. FOREIGN PLAYER:** A foreign player is one who is defined by the following conditions:

i. One who does not qualify as a local player.

ii. A team is only allowed to play three (3) foreign players (maximum) on the same game day.

iii. Registration of these players by the club, must follow the regular registration rules and guidelines.

Breaching of these rules or guidelines is subject to a penalty of a fine of \$100.00 and any points gained in the said game played by the foreign player (s) would be awarded to the opposing team.

## **8. JUNIORS.**

(a) A player ceases to be a **Junior** (19 years) if he/she attains his/her birthday before January 1<sup>st</sup> of the current playing season.

(b) A **Junior** cannot play for more than one senior team on the same day.

(c) A **Junior** must have played in at least TWO (2) games during the season for that specific club in order to participate in the playoffs.

(d) All **Juniors** participating in any game must be identified on the match card (JR besides their name) before the start of the game and must be certified by the presiding Umpire.

(e) It is the onus of the Captains and Umpires to ensure that **Juniors** wear necessary protective equipment when playing.

The Scarborough Cricket Association will not be liable for any injuries.

(f) The Umpires shall enforce the equipment rules for **Junior** players.

They have been empowered to discontinue **Junior** players participation in any game for failing to comply with the Umpire's request for proper protective equipment.

(g) All players who meet the criteria of a **Junior**, are eligible to play for any team participating in the senior competition. The **Junior** player must first be registered under the SCA.

## **9. IDENTIFICATION OF PLAYERS.**

A declared player has to show his or her identification when asked to do so by the presiding Umpires before the end of the second innings and no later than five (5) minutes after the end of

the game.

Failure-to-abide by the above conditions will result as an automatic loss of game. Any Government approved picture ID will be accepted as identification.

Teams will be penalized if any player(s) violate the above. All playing members should make sure they are always in possession of their ID(s) during the game.

## **10. MATCH BALLS.**

Each team shall provide an **approved** new ball for each game. The Executive Board recommends the use of **approved** cricket balls with the SCA logo, which is made available from the SCA.

If the SCA cannot acquire the **approved** ball on time to start the season, then the Executive Board will make alternative arrangements.

**Note:** Any team not using an **approved** ball in any Association fixture will be considered to have lost the game and a fine of \$100.00. All fines must be paid before the team's next scheduled game.

Each team must have a proper used ball from a previous SCA game (not a practice ball) for every game in the event of a lost game ball.

## **11. TEAM CLOTHING.**

(a) All teams are required to adopt standard color clothing (not including white or any color that may camouflage the ball) for their respective club/team. All players of the same team for the day will be required to wear standard uniform clothing.

(b) No player, for whatever reason, will be allowed to play without their team colors.

(c) All batters will wear color pads whilst batting.

(d) No white pads are allowed for wicket-keepers externally.

**Note: Player(s) not attired in team uniform shall be subject to a fine of \$25.00. Umpires must submit by email a report to SCA.**

## **12. REPORTS BY UMPIRES.**

Umpire(s) shall report in writing to the Executive Board within three (3) days of the Association game concerned if any or both teams were not ready to commence play by the starting time, stating fully the circumstances.

Umpire(s) shall also report in writing to the Executive Board if any player(s) or members or member club, teams or organizations whether present as players or spectators, who at any time during the game are guilty in their opinion of conduct detrimental to the best interest of the

game.

### **13. PAYMENT OF UMPIRES.**

(a) Each team shall be responsible for paying the Umpire(s). Should a game be canceled for any reason and the SCA is not notified in good time, the team canceling the game shall be responsible for paying the Umpire fee for one or two Umpires assigned to the game.

(b) Teams must pay the Umpire(s) fees prior to the commencement of the game. Teams have 15 minutes at the conclusion of the game to input the complete game information on the match sheets. Failure to complete their match sheet in 15 minutes after the conclusion of the game will result in 3 demerit points.

(c) Failure by any one team or by both for non-payment would result in a demerit of 5 points, plus the umpire(s)' fees, and a fine of \$50.00 before being allowed to participate in their next league game.

(d) All fines levied at clubs, teams or players must be paid to the SCA before their next scheduled game by e-transfer to **payments@scarboroughcricket.ca**.

### **14. UMPIRES' DRESS CODE.**

(a) All officiating Umpire(s) of the Canada Cricket Umpires Association must be attired in the uniforms approved by the Canada Cricket Umpires Association.

(b) Players performing duty as a square leg Umpire must be in proper cricket attire and must be in the playing XI. No short pants are allowed.

**BREACH:** A fine of \$25.00 will be imposed on the club.

### **15. UMPIRE IN CHARGE AND NON-OFFICIAL UMPIRES.**

Should no official Umpire(s) be present at a scheduled game then each Captain shall use two of the nominated players to officiate the game when batting. However, if a qualified Umpire who has not been designated for this game is present, then the 2 Captains should request his/her service. If he/she agrees to do so then the following should be implemented.

(a) Declare his/her club's affiliation to both Captains and must be accepted by both Captains.

(b) A non-player, approved by both Captains, could officiate if none of the above is met. The onus is on the Captains to ensure that the game is fairly adjudicated. In such a case, as described above, if an Umpire is later found to be dishonest in his/her declarations, i.e. he/she belongs to the winning team, then that team shall be penalized with a demerit of ten (10) points.

(c) If the Umpire is found to be affiliated to the losing team, then a demerit of ten (10) points shall be deducted from their total points.

## **16. PLAYER/UMPIRE RULING.**

(a) Where an Official Umpire is officiating with a player-Umpire and the player-Umpire renders a decision, which the Official Umpire is certain clearly wrong, the Official Umpire is empowered to reverse the decision and render the correct decision. Whenever such an overruling occurs a report in writing shall be made to the SCA.

(b) Players are required to render decisions which are fair and reasonable, to pay due care and attention to the game while officiating and to refrain from commenting on the game or coaching their teammates.

## **17. PROTEST AND COMPLAINT.**

All matters of protest and complaint, which a club may wish to bring before the Executive Board, shall be in writing. The President, Secretary or Captain of the protesting or complaining organization must submit this.

All protests must be submitted with a \$100.00 deposit to initiate a hearing. The Disciplinary Committee shall issue 1 week notice via email to all parties outlining the date, time and place prior to having a hearing.

Once a hearing date has been scheduled and communicated to the respective clubs and individuals, any notice of a no show must be provided at minimum 48 hours prior to the hearing of the Disciplinary Committee. Failure to show up for any disciplinary hearing shall result in a fine of \$100.00.

## **18. MEMBERS' RESPONSIBILITIES.**

(a) All protests shall be communicated to the President and Secretary of the SCA by email.

**(b) Adequate information must accompany all protests. No camera evidence will be accepted as proof of information.**

(c) All protests must be communicated verbally within 24 hours of the incident during the regular season. All protests must be followed by an email and postmarked within 72 hours of the conclusion of the cricket game during the regular season.

(d) During the playoffs, all protests shall be reported within two (2) hours after the end of the game to be followed by an immediate hearing by the Disciplinary Committee.

(e) An appeal of a decision made by the Disciplinary Committee shall be made in writing and communicated to the President and Secretary of the SCA within 24 hours after the notification of that decision.

(f) The party or parties involved and against whom a decision was taken, would have to pay all

finer before an appeal can proceed.

If the hearing runs in their favor, all fines shall be returned. If delays are the result of the appealing party, the appeal will be dismissed and the original decision stands.

## **19. DISCIPLINARY COMMITTEE'S RESPONSIBILITIES.**

(a) The Committee must deal with all complaints within 7 days of receipt of the written complaints. It could take longer if inadequate information is received by the Chairman of the Disciplinary Committee.

**Note:** Depending on the seriousness of the case it may be handled over the telephone. This shall be at the discretion of the Chairman of the Disciplinary Committee.

(b) If there is an appeal to the SCA Executives, the Disciplinary Committee's decision shall stand and will only be reversed if further evidence proves to be otherwise.

(c) A fee of \$100.00 must be submitted with any appeal. The fee will be reimbursed if the appeal is successful.

## **20. TEAM WALKING OFF/INVADING FIELD.**

Any team walking off the playing field during a cricket match because of any dispute shall be considered to have forfeited the match. Should any team or members of a team participating in a game INVADE the playing field, it shall also be considered as forfeiting the match. The other team shall receive ten (10) points.

Umpires are expected to settle any dispute. Should a team walk off or invade the playing field, the Umpire(s) is/are expected to submit to the President/Secretary of the SCA a full report, so that appropriate investigation and action could be taken based on the report.

## **21. PLAYERS ETHICS/ CODE OF CONDUCT.**

**(a) PROBATION:** The SCA may in addition to, or as an alternative to any of the penalties set out here under impose a term of probation not exceeding two years. Any subsequent offense committed while on probation will result in a suspension of no less than six (6) games.

**(b) MAXIMUM PENALTIES:** Maximum penalties are intended to be reserved for the worst instances of a breach of rule or when dealing with repeat offenders.

**(c) LENGTH OF SUSPENSION:** For uniformity, in computing the length of a suspension the months of November to April shall not be counted.

No abusive language or gestures towards any official, player or spectator will be tolerated.

The captains of the teams have to ensure this and demand it of every player.

The SCA code of conduct will be strictly enforced. If a violation of the code of conduct is invoked,



the player may be called for a hearing, before a decision is passed regarding the penalty for the offense.

Substantiation from the other umpire and/or the opposite team captain (in case of only one umpire being present) will be taken as proof of evidence.

**Important:**

Any team, or a player from a team, who demonstrates any act of violence during, before or after a game, and when the league permit time is still in effect (or 30 minutes after the game - whichever is later) while still on the League/City facilities, whether it directly hurts any person or object, or not (for example, hitting or kicking the stumps, throwing the bat or ball with or without an intent to hurt, or any such actions depicting violent behavior), this may result in expulsion of the respective team from their next league game.

Further penalties, as incurred under the SCA code of conduct, will be applicable and informed to the team as appropriate.

The SCA Board will have the final discretion on the interpretation of the Code of Conduct or Penalties/fines imposed thereof.

Any penalties/fines handed to a team/club due to violent behavior are not eligible for an appeal, and the team will default subsequent games if the penalties/fines/suspensions are not served as indicated.

**22. PARKS AND RECREATION CODE OF CONDUCT.**

(a) Consumption of alcoholic beverages, smoking and urination is not permitted within the Parks property where cricket is played.

(b) Tents are allowed but cannot be spiked into the ground. It has to be weighted.

(c) Plastic water bottles are prohibited on the Parks property where cricket is played.

(d) Teams are responsible for cleaning up all garbage after their cricket match on the Park property where cricket is played.

(e) Any garbage found at the Park prior to the match being started should be communicated to the Executives via email accompanied by a picture.

(f) Any team disrespecting the league facilities by any act (littering, vandalizing, etc.) will be dealt with severely and may face stiff fines, penalties and/or expulsion from the League. Penalties for any of the above infractions range from minimum fines of \$200.00 to suspension for a maximum of one year.

**23. NON-APPEARANCE AT A SCHEDULED MATCH.**

A team shall be considered in default if they fail to notify the President, Secretary or any Executive by email to the Association of their inability to field a team no later than 6:00 p.m. on Wednesday before

the weekend scheduled match.

Any club that fails to adhere to this deadline will be penalized as follows:

- (a) Pay full Umpire's fees for one or two Umpires assigned to this game before continuing in the league competition plus a \$50.00 administration fee.
- (b) Clubs that default more than two games during the season will be penalized an administration fee of \$200.00 for every forfeited game thereafter. All fines must be paid before the club is allowed to continue. Membership with the league will then be reviewed before it can participate in the following year.
- (c) Loses FIVE (5) demerit points from their total.
- (d) Defaulted games will not be RESCHEDULED by the SCA.

## **24. VERBAL ABUSE.**

NO verbal abuse, racial slurs, obscene language or threats of violence or sledging are permitted, whether directed at teammates, opponents, Umpires, or members of the SCA Executive Board. Any such actions(s) will be treated severely.

**BREACH:** Reprimand to a maximum of 10 months suspension.

## **25. ASSAULTS.**

(a) Players are not permitted to make threatening gestures with bats, stumps, balls or any other implements against other players and officials.

(b) Balls bowled or thrown full pitch at a batter's head ("beamers") with intent to maim or injure the batter are not permitted.

(c) While assaults on players will be viewed with the utmost seriousness, assaults on Umpires and members of the SCA Executive Board while in the execution of their duty, or because of any decision rendered by them in the capacity of their duty will constitute an offense of the utmost gravity. It will be viewed not just as an assault on the person but an assault on the administration of the game and will constitute possibly the most severe infraction of the Code of Conduct.

**BREACH:** Minimum five months suspensions to life suspension, particularly where the game of cricket is further brought into disrepute by the laying of criminal charges.

## **26. DISPUTES.**

All disputes during a match shall be settled by the Umpires appointed by the Canada Cricket Umpires Association or in their absence, by the team Captains.

Only in extreme cases should the dispute be forwarded to the Disciplinary Committee in which case their decision shall be final.

## 27. PREPARATION OF PITCH AND FIELD.

(a) Captains are reminded that it is the responsibility of the Home Team to ensure that the pitch is properly prepared. Stumps must be properly set and the pitch and creases must be accurately measured and properly marked.

Playing surface must be wholly in acceptable playing condition. The opposing Captain may refuse to play, with the approval of the Umpire(s), if the playing surface is in poor and dangerous playing conditions.

(b) It is the Home Team's responsibility to make sure the playing field must be clearly marked to indicate the official boundaries and the 30-yard inner circle. Boundary markers shall not be more than 20 yards apart. The discs around the inner circle should be no more than SIX yards apart (approximately 20 discs).

## 28. PLAYING CONDITIONS.

(a) The matches shall consist of one inning per team. All matches shall be completed in the allocated time for the match of that day.

(b) In the T20/T30 game, each bowler is limited to 1/5 of the total overs, e.g., T20=4, T30=6.

(c) In the event, the team batting first is all out in less than its full quota of overs, calculation of their run-rate shall be based on the full quota of overs to which they would have been entitled, and not on the number of overs in which they were dismissed.

(d) In order to ensure a result, each team must have received a minimum of 6 overs in a T20 Over game and 10 overs for a T30 Over game unless the team has been dismissed in less than the minimum number of overs.

(e) Where total runs are equal at the completion of each innings to both teams, the match shall be recorded as a **tie**. In the PLAYOFF, a **tie game** will be decided by a **Super Over** to advance the winning team of the **tie game**. LAW 16.5.1.

(f) Winning team receives ten (10) points. For an abandoned game each team receives five (5) points. For a **tie game**, points are shared equally. In the case of a default the non-defaulting team gets ten (10) points and the defaulting team will receive 0 points and penalized five (5) demerit points.

(g) Teams are expected to take the field, (batting/bowling) at the scheduled starting time. There is no grace period allowed for non-compliance. If any team does not take the field 15 minutes after the scheduled starting time it will automatically default the game and will be responsible

for the full payment of the Umpire/s assigned.

However, the team not in default through its Captain, may overrule the automatic default rule and allow the game to start. However, once the game has started the decision cannot be reversed and all rules applied will be enforced. The Captains shall consult with the Umpires and calculate the innings timings, overs per side, power plays and breaks.

(h) If a team has seven (7) or more players present within the playing area and are in team uniforms 15 minutes prior to the scheduled start of a game, and the opposing team has less than seven players in team uniforms, the team with 7 or more players ready to play automatically claims the toss. The Captain who claims the toss must then immediately inform the Umpire(s) and the opposing Captain of their decision to bat or bowl first.

(i) If both teams do not have 7 players in full team uniform by 15 minutes before the scheduled start of the game, the toss must be spun.

(j) At the fall of a wicket, the incoming batter has a maximum of 2 minutes for T20 Over Match and 2.5 minutes for the T30 Over match, to be ready to face the next delivery (or to allow the not out batter to face the next delivery). Any appeal from the fielding side beyond the 2 minutes (T20) and 2.5 minutes (T30) will be answered as "Timed-out" by the officiating Umpire(s).

## **29. PENALTIES/SLOW OVER RATE/TIME WASTING.**

Any fielding team not completing their overs in the allotted time will be subject to a penalty. The penalty shall be the average run rate of the batting team multiplied by the overs not bowled, or 12 runs per over, whichever is higher, times the number of overs not bowled. For example, if the fielding team bowls 15 of the allotted 20 overs, calculation to be used as follows: If Team "A" bats first and scores 100 runs off 15 overs, Team "A" final score will be  $(5 \times 12) = 60 + 100 = 160$  runs.

Team "B" will have to score  $160 + 1$  in 15 overs in the rescheduled time calculated by the Umpire(s). If Team "A" only bowls 14 overs in the rescheduled time, Team "A" will be penalized accordingly. Example: if Team B's score is 130 in 14 overs, add 12 runs for the one over not bowled. Their final score is  $130 + 12 = 142$ . Team A wins by 18 runs. Umpires should make notes of deliberate time wasting by either team, batting/bowling, and the awarding of 5 penalty runs for infractions **after First and Final warning.**

## **30. FINAL STANDING, PROMOTION & RELEGATION.**

(a) The team having the highest number of points in each division will be promoted to the next upper division, along with the team that wins the division play-off.

If 2 teams are tied with the highest points in the division Net Run Rate (NRR) will be used to determine the team that will be promoted.

(b) The two (2) teams with the least points in each division will be demoted to the next lower division.

(c) All RELEGATIONS and PROMOTIONS begin at the **Elite Division**.

### **31. SCORERS.**

Scorers shall sit in proximity to each other. The team bowling shall have their scorer sit next to the team batting. If at any time during the game, the Umpire(s) are not satisfied with the position of the Scorers, then they shall have the right to direct the Scorers as to where they shall sit. In addition, Captains are also reminded that Law 3 states where there are Scorers they shall frequently check to ensure that the score is accurate. (Preferably at the end of every over).

### **32. INJURIES/SUBSTITUTES.**

(a) No Runner will be allowed for an injured batter during the game. A Substitute Fielder is only allowed for a player injured in the game. A player who has played in another SCA sanctioned game in the same competition that day and declared on that match sheet cannot act as a substitute for his or her team in another match. Any substitute player must be fully attired in the team uniform and be a member of the club. Only Juniors, T20 and T30 players are allowed to play in multiple competitions on the same day.

(b) Any batter injured during play, the Umpire(s) shall render their decision to declare a batter retired hurt. The Umpire(s) will also note if it is an injury that is sustained in the game. The Captain of the batting team shall inform the Umpire(s) if a batter is retired out when it is his/her turn to bat.

### **33. DELIBERATE LATE START BY A TEAM.**

(a) In the event of a late start that has been caused by a Team, the Team will be penalized as follows. Bowling first, they will have to complete their quota of 30 overs. The break will be taken at completion of the quota of 30 overs.

The Umpire will record the number of overs played at the original cutoff time, and the Team will receive only the number of overs bowled at the original cutoff time.

(b) If the Team bats first, they will face a maximum over calculated as follows. For every 4.15 minutes the Team will lose an over from the allotted 30 overs. For example, If the game starts 25 minutes late, the Team will bat for a maximum of 24 overs but will have to bowl their full 30 overs to the Team not at fault for the late start.

(c) If the Team not at fault decides to bowl first, they will only bowl the number of overs minus lost time and the innings will be terminated at the cut-off time. For example, for every 4 minutes lost, 1 over is discounted.

### **34. SUSPENSION OF LEAGUE GAMES, GROUND, WEATHER AND LIGHT (GWL).**

- (a) Scheduled matches may be canceled due to GWL conditions making play impossible by league Executives.
- (b) If the Umpire(s) are satisfied that the ground conditions are not fit for play, a Rainout game takes effect and the points are shared.
- (c) Washout Game. This is when the game is canceled by the Executive Board.

**Note:** when the rain is falling from early morning, the SCA requests that all players must be at the ground before the game is called off (unless advised by the Executive Board). Call off time will be decided by the Umpires when the minimum overs cannot be met.

### **35. INTERVENTIONS/INTERRUPTIONS.**

(a) Duckworth-Lewis (D/L) method for calculating target totals in games affected by interruptions is in effect for all SCA games. The Umpire(s) will only resort to calling off the game if and only if the required number of overs cannot be completed and/or the conditions are not reasonable enough for play to continue or even after waiting, the chances of the conditions improving to allow the game to resume are minimal, the Umpire(s) may decide to call the game off earlier without waiting further.

**Note:** Under no circumstances, can Captains or Umpires take the game beyond the finishing time. Except for the start of the last over of the innings.

### **36. TIME RESTRICTIONS.**

(a) In uninterrupted matches, each innings should end at, or before, the scheduled or rescheduled time and the over in progress at this time shall be completed. Each team shall bat for their allotted overs unless all out earlier. A team shall not be permitted to declare its innings closed.

(b) In a normal situation, sides are expected to be in position to bowl the first ball of the last of their overs within the allotted playing time. In the event of them failing to do so the batting side will be credited with twelve (12) runs or the batting average, (20/30 Overs) whichever is higher, for every whole over that has not been bowled by the scheduled or rescheduled time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second.

(c) The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion/s if play is interrupted in the scheduled time for that innings.

(d) If the team batting first is dismissed in less than Twenty/Thirty overs, the team batting second shall be entitled to bat for Twenty/Thirty overs.

### **37. DELAYED START BECAUSE OF GROUND, WEATHER AND LIGHT (GWL).**

In a match where the start is delayed and the innings of both sides is restricted from the start of the scheduled overs, no bowler may bowl more than one-fifth (1/5) of the total overs allowed except where that total is not divisible by five an additional over per bowler shall then be allowed in order that the remainder of overs may be bowled. For example, in a reduced match of 28 of a 30 Over game, the bowling is allocated as follows:  $28/5=5+3$  remainder.

The remaining 3 overs are allocated one each per bowler-3 bowlers may each bowl a maximum of  $6(5+1)$  overs whilst no other bowler may bowl more than 6 overs.

Once the number of overs has been determined and the match has started, the allowance can only be reduced further due to ground weather and light (GWL).

In the event of a bowler being unable to complete an over for any reason, another bowler shall bowl the remaining balls. Such part of an over shall count as a full over in so far as each bowler's limit is concerned.

### **38. DELAY BY WEATHER OCCURRING BEFORE START OF GAME OR DURING INNINGS OF TEAM BATTING FIRST.**

In a match where because of weather and light, play is suspended during the innings of the team batting first, the minimum number of overs to be bowled to the team batting first to constitute a game:  $30=10$ ,  $20=6$  overs, unless that team is all out in less than  $10/6$  overs.

The number of overs loss shall be calculated as follows:

For example, in a case where 10 overs have been lost at the start of the game the maximum number of overs to be bowled by each team shall be: 10 overs divided by 2 = 5 overs loss per team.

The match is now reduced to 5 overs less for each team. (25/15).

This number of overs may be further reduced as a result of further stoppages.

Duckworth Lewis (DL) Method will be used to set the target score for the team batting second.

### **39. DELAY BY WEATHER OCCURRING DURING INNINGS OF TEAM BATTING SECOND.**

In the event of the allotted overs being less than  $30=10$ ,  $20=6$  overs, the team batting second can still win the match if it scores more runs than the team which batted first regardless of the number of overs they receive using the DL Target.

#### 40. PRIOR TO START.

(a) Both Captains are responsible for the verification of the opposing team names and IDs prior to the start. This includes any match started but abandoned as NO RESULT due to GWL conditions.

(b) CONTRIVING RESULT OF GAME: Any team that is a party to contriving or attempting to contrive the result of a match can be subjected to a fine of \$100.00 and/or suspension as determined by the Disciplinary Committee.

#### 41. TOSS.

(a) The **Toss** will take place as early as 30 minutes but no later than 15 minutes before the scheduled start of play unless conditions (as deemed by the Umpires) delay the **Toss**. The Captain winning the **Toss** has to inform the other Captain of his decision immediately to bat or field.

(b) **Tossing without Umpires:** There will be no claiming of Toss, it must be spun and the signed match sheets must be exchanged between the Captains. The teams are to provide two Umpires and start the game. Once Play is called, no dispute on the verification of a player/s will be accommodated so as to affect the results of the game.

(c) Before the **Toss** takes place, the following conditions must be met:

1. Each team is responsible for filling their own signed match sheet and presenting it to the Umpires. Any delay in filling the match sheet as required by the Umpires is directly attributed to the offending team since the responsibility of filling their own match sheet is entirely on the individual team. Failure to provide a completed signed match sheet will result in the **loss of the Toss**.

2. The ground must be made ready by the home team for play with boundaries, 30-yards marked, stumps properly placed, crease markings completed including wide-lines etc. appropriately set-up. Failure to have the ground ready will result in the **loss of the Toss**.

3. Both teams must have minimum seven (7) players dressed in the team colors who are declared on the match-sheet (presented to the Umpire(s) before the **Toss**) present at the ground for the **Toss** to take place. Any team that does not have the required 7 players in team uniform at the ground will automatically **lose the Toss**.



## **42. PLAYER ARRIVING LATE AT COMPLETION OF FIRST INNINGS.**

In matches where a player does not arrive at the ground by the end of the innings of the team batting or bowling first, then the official Umpire, or in his absence the team Captain, shall strike out his/her name from the sheet and the word "ABSENT" shall be printed in the corresponding location. Both the Captains and the Umpire(s) must initial any changes on the match sheet. The match will not count as a game towards the playoff qualification for the player. The said player can act as a substitute (only for injured player) which means he cannot bat or bowl, but can act as a wicketkeeper with the consent of the umpire(s) (Law 24.1).

## **43. PLAYER ARRIVING LATE DURING INNINGS IN PROGRESS**

Law 24.2 The missing player(s)'s absence time starts from the call of "PLAY" by the Umpires. The batting side is to inform the Umpires as soon as practical about the arrival of the player (the player must be in the club colors and ready to take the field to be noted as present). Umpires and Captains will visually verify the player and ensure he is the same as the one nominated on the match sheet and online submission. This player should be approved at the earliest opportunity by the opposite Captain.

Umpire(s) will note the time of absence and the player can bat/bowl only after the amount of time he/she was absent has passed. In a case more than half the scheduled playing time for that inning has passed, he/she can bat or bowl only after 5 wickets have fallen, or penalty time has passed.

## **44. POWER PLAYS.**

### **Restrictions on the placement of fielders:**

1. At the instant of delivery, there may not be more than 5 fielders on the leg side.
2. In addition to the restriction contained in clause 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 Power play Overs) are set out in the following paragraphs.
3. The following fielding restrictions shall apply: Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

**Power Play 1:** During the first block of Power Play Overs (as set out below), NO More than two (2) fielders shall be permitted outside this fielding restriction area.

(a) In an innings of 20 overs, these are overs 1 to 6 inclusive.

(b) In an innings of 30 overs, these are overs 1 to 8 inclusive.

**Power Play 2:** No more than five (5) fielders shall be permitted outside this fielding restriction area.

(a) In an innings of 20 overs, these are overs 7 to 20 inclusive.

(b) In an innings of 30 overs, these are overs 9 to 30 inclusive.

**Note:** When a team is fielding short, the inner circle takes precedence over the outer circle.

#### **45. PLAYOFFS AND QUALIFICATION OF PLAYERS.**

(a) The Playoff Roster will be validated by the Executive Board and posted on the SCA website.

(b) The Executive Board will set the qualification criteria for all divisions and competitions. The following are the qualification criteria for all Playoff Games:

1. For a 14 games season (All Divisions) – 5 games
2. For a 12 games season (All Divisions) – 4 games
3. For Juniors (All Divisions) – 2 games

(c) Nominated Substitutes on the Match Sheet must meet the criteria to participate during the playoffs of his/her team.

(d) There will be no changes to the Playoff schedule once it's been published on the SCA website.

(e) No Player can represent more than one (1) Team in the Playoffs. Exception: A club that have 2 Teams, (one) 1 Divisional and (one) 1 T20/T30, if the qualification criteria are met in both Teams, the player can participate in both playoffs.

#### **46. POINTS SYSTEM.**

(a) Winning team receives ten (10) points. In the case of a default, the team in default loses five (5) points whilst the other team receives ten (10) points. Abandoned or Rain-out game, points are shared (5) points each.

(b) If two teams end up with a tie in points at the end of the regular season, Net Run Rate will determine the winning team on a head to head basis.

## **47. CLUB MERGERS AND SALE.**

All Team mergers, buy/sell will be subjected to an administration fee as outlined by the Executive Board.

Teams must be a member of the league for at least 3 years in order to apply for a merger or sale. The fee will be \$300. for a merger and \$300. (buy or sell). The fees must be paid in full before approval.

## **48. FREE HIT AFTER ALL NO BALLS; FAST SHORT-PITCHED BALLS (LAW 41.6).**

(a) All no balls ruling constitute a free hit.

If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next delivery will become a free hit for whichever batter is facing it.

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 a wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker.

The Umpires will signal a free hit by (after the normal no ball signal) extending one arm upward and moving it in a circular motion.

## **49. BOUNCER.**

A bowler will be allowed only one bouncer per over.

A bouncer is considered a delivery which passes over the shoulder height of the batter while standing upright at the crease (not in the crouching batting stance).

A bouncer after pitching passes over the batter's head while standing upright and not giving the batter a chance to hit the ball by means of a normal cricket stroke, will be called a Wide Ball and counted as one of the bouncers.

The second such delivery will be called a "No-ball" (with a free hit) by the umpires and the bowler will be issued a First and Final warning. (Law 41.6.3).

## **50. HANGING OVERHEAD HYDRO WIRES.**

Wherever SCA grounds have hanging overhead Hydro wires, the following rules shall apply:

(a) When a batter hits the ball and comes into contact with the hanging overhead wires, the ball

automatically becomes dead. Runs are disallowed, batters return to their original ends, and the ball does not count as one for the over.

(b) When a fielder fields the ball and his/her return on the throw comes into contact with the hanging overhead wires, only runs that have been made prior to the ball hitting the wires shall be scored, including the one in progress if the batters have already crossed.

The ball then becomes dead.

## **51. The BOWLING OF WIDES (LAW 22).**

For the judging of a wide, law 22 shall apply with the following additions:

(a) Umpires are instructed to apply an extremely strict and consistent interpretation regarding this Law to prevent negative bowling wide of the wicket.

(b) Any offside delivery, which, in the opinion of the Umpire, does not give the batter a reasonable opportunity to score, shall be called a wide.

As a guide any ball pitching and going down the leg side without first making contact with the batter's bat, person, or equipment shall be called and signaled a wide.

(c) A penalty of one (1) run for a Wide shall be scored in addition to any other runs scored or awarded.

All runs, which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

## **52. RUNNING OUT THE NON-STRIKER (LAW 38.3)**

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.

## **53. BATTER OUT CAUGHT (LAW 18.12.1).**

When a batter is out caught, the new batter will come in at the end the striker was, regardless of whether the batters crossed prior to the catch being taken.

## **54. PLAYING TIMINGS/MATCH TIME.**

### **T20**

Match time is 3 hours, each innings of 85 minutes and 10 minutes of innings break.

| Match 1                  |                         |            |
|--------------------------|-------------------------|------------|
| Team Bat 1 <sup>st</sup> | 9:00 a.m. - 10:25 a.m.  | 85 minutes |
| Interval                 | 10:25 a.m. - 10:35 a.m. | 10 minutes |
| Team Bat 2 <sup>nd</sup> | 10:35 a.m. - 12:00 noon | 85 minutes |

|  |                            |                              |
|--|----------------------------|------------------------------|
|  | <b>Total time: 3 hours</b> | <b>4.25 minutes per over</b> |
|--|----------------------------|------------------------------|

**T30**

Match time is 4.5 hours, each innings of 2 hours 5 minutes and a 20-minute innings break.

|                          |                              |                              |
|--------------------------|------------------------------|------------------------------|
| Match 2                  |                              |                              |
| Team Bat 1 <sup>st</sup> | 12:30 p.m. - 2:35 p.m.       | 125 minutes                  |
| Interval                 | 2:35 p.m. - 2:55 p.m.        | 20 minutes                   |
| Team Bat 2 <sup>nd</sup> | 2:55 p.m. - 5:00 p.m.        | 125 minutes                  |
|                          | <b>Total time: 4.5 hours</b> | <b>4.15 minutes per over</b> |

Note: Time shown is an example for playing time as games may be scheduled at different intervals.

(a) In the event of a delay in the start of a game due to adverse weather conditions, the remaining playing time available shall be divided equally between the two teams.

(b) Once the time for the start of play has been decided, the 20 minutes lunch interval shall be taken between innings. In the interest of time, lunch may be shortened to a minimum of 10 minutes.

(c) When play has commenced at the scheduled starting time, and play is then subsequently interrupted by bad weather, the D/L method using manual G200 calculations will be in effect for 50 and all 40 over games.

**Note: Under no circumstances, can Captains or Umpires take the game beyond the finishing time. Except for the over in progress, which will then be considered as the last over of the innings.**

**55. AWARDS.**

**T20**

Batting: 75 + Runs

Bowling: 4 wickets + Hat trick

**T30**

Batting: 80 + Runs

Bowling: 5 wickets + Hat trick

**56. TIED GAME.**

During the regular season where scores are equal, wickets lost are equal and overs are equal, the result will be a tied game and points split.

**57. SUPER OVER ELIMINATOR.**

The following procedure will apply should the provision for a one over per side eliminator (OOPSE) be adopted in the playoff.

1. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch).
2. The Umpires shall stand at the same end as that in which they finished the match.
3. In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.
4. Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
5. Each team's over is played with the same fielding restrictions as apply to the last over in all competitions.
6. The team batting second in the match will bat first in the one over eliminator.
7. The loss of two wickets in the over ends the team's one over innings.
8. To declare a winner after the one over per side eliminator has been completed:
  - (a) The team with the most runs wins the match. If runs and wickets are equal then use (b)
  - (b) The team that hit the most boundaries (4's + 6's combined) win the match.
9. If the score is still equal a second one over eliminator continues with the same criteria as outlined above until a winner is declared.

**INDEX of Articles for  
Playing Conditions Document  
for  
T20 AND T30**

| <b>Article Number</b> | <b>Article Name</b>                      |
|-----------------------|------------------------------------------|
| 1.                    | League Structure                         |
| 2.                    | Registrations                            |
| 3.                    | Transfer and Release of Players          |
| 4.                    | Spikes / Studs                           |
| 5.                    | Official Match Sheets                    |
| 6.                    | Nomination of Players                    |
| 7.                    | Definition of a Player for any Games(s)  |
| 8.                    | Juniors                                  |
| 9.                    | Identification of Players                |
| 10.                   | Match Balls                              |
| 11.                   | Team Clothing                            |
| 12.                   | Reports by Umpires                       |
| 13.                   | Payment of Umpires                       |
| 14.                   | Umpire's Dress Code                      |
| 15.                   | Umpire in Charge of Non-Official Umpires |
| 16.                   | Player/Umpire Ruling                     |
| 17.                   | Protest and Complaint                    |
| 18.                   | Member's Responsibilities                |
| 19.                   | Disciplinary Committees Responsibilities |
| 20.                   | Team Walking off/Invading Field          |
| 21.                   | Players Ethics/Code of Conduct           |
| 22.                   | Parks & Recreation Code of Conduct       |
| 23.                   | Non-Appearance at a Schedule Match       |
| 24.                   | Verbal Abuse                             |
| 25.                   | Assaults                                 |
| 26.                   | Disputes                                 |

| <b>Article Number</b> | <b>Article Name</b>                                                              |
|-----------------------|----------------------------------------------------------------------------------|
| 27.                   | Preparation of Pitch and Field                                                   |
| 28.                   | Playing Conditions                                                               |
| 29.                   | Penalties/Slow Over Rate/Time Wasting                                            |
| 30.                   | Final Standing, Promotion & Relegation                                           |
| 31.                   | Scorers                                                                          |
| 32.                   | Injuries/Substitutes                                                             |
| 33.                   | Deliberate Late Start by a Team                                                  |
| 34.                   | Suspension of League Games, Ground Weather and Light                             |
| 35.                   | Interventions/Interruptions                                                      |
| 36.                   | Time Restrictions                                                                |
| 37.                   | Delayed start because of Ground Weather and Light                                |
| 38.                   | Delay by weather occurring start of game or during Innings of Team Batting first |
| 39.                   | Delay by weather occurring during Innings of Team Batting Second                 |
| 40.                   | Prior to start                                                                   |
| 41.                   | Toss                                                                             |
| 42.                   | Player Arriving Late at Completion of First Inning                               |
| 43.                   | Player Arriving Late during Innings in Progress                                  |
| 44.                   | Power Plays                                                                      |
| 45.                   | Playoffs and Qualifications                                                      |
| 46.                   | Points System                                                                    |
| 47.                   | Club Mergers and Sale                                                            |
| 48.                   | Free Hits after all No Balls, Fast Short-Pitched Balls (Law 41.6)                |
| 49.                   | Bouncer                                                                          |
| 50.                   | Hanging Overhead Hydro Wires                                                     |
| 51.                   | The Bowling of Wides (Law 22)                                                    |
| 52.                   | Running Out of the Non-Striker (Law 38.3)                                        |
| 53.                   | Batter Out Caught (Law 18.12.1)                                                  |
| 54.                   | Playing Timing/ Match Time/Hours of Play                                         |
| 55.                   | Awards                                                                           |
| 56.                   | Tied Game                                                                        |
| 57.                   | Super Over Eliminator                                                            |



# SCARBOROUGH CRICKET ASSOCIATION

## CODE OF CONDUCT

### **Level 1 (No appeal allowed)**

- 1.1 Abuse of cricket equipment or clothing, ground equipment or fixtures and fittings.
- 1.2 Showing dissent at an umpire's decision by action or verbal abuse.
- 1.3 Using language that is obscene, offensive or insulting and/or the making of an obscene gesture.
- 1.4 Repeated excessive appeal.
- 1.5 Pointing or gesturing towards the pavilion in an aggressive manner by a bowler or other member of the fielding side upon the dismissal of a batter.
- 1.6 Public criticism of, or inappropriate comment on a match related incident or match official.

### **Applicable Penalty/Fines:**

Player/Offender: **1 (one) game suspension + \$50.00 fine.**

Team/Club: **None.**

Captain: **None.**

### **Level 2**

- 2.1 Repeat of level 1 offense within the same season/year.
- 2.2 Showing serious dissent at an umpire's decision by action or verbal abuse (may include arguing with the umpire).
- 2.3 Inappropriate and deliberate physical contact between players in the course of play.
- 2.4 Charging or advancing towards the umpire in an aggressive manner when appealing.
- 2.5 Deliberate and malicious distraction or obstruction on the field of play.
- 2.6 Throwing the ball, bat or any equipment at or near a player, umpire or official in an inappropriate and dangerous manner.
- 2.7 Using language that is obscene, offensive or of a seriously insulting nature to another player, umpire, referee, Team Official or spectator. (It is acknowledged that there will be verbal exchanges between players in the course of play. Rather than seeking to eliminate these exchanges entirely, umpires will look to lay charges when this falls below an acceptance standard. In this instance, language will be interpreted to include gestures).
- 2.8 Changing the condition of the ball in breach of **Law 41.3.**
- 2.9 Any attempt to manipulate a match in regard to the result, net run rate, bonus points, or otherwise. The captain of any team guilty of such conduct will be held responsible.

### **Applicable Penalty/Fines:**

Player/Offender: **2 (two) games suspension+ \$50.00 fine.**

Team/Club: **\$100.**

Captain: **Warning letter.**

### **Level 3**

- 3.1 Repeat of level 2 offense within the same season/year.
- 3.2 Intimidation of an umpire or official, whether by language or conduct.
- 3.3 Threat of assault on another player, Team Official or spectator.
- 3.4 Using language or gestures that offends, insults, humiliates, intimidates, threatens, disparages or vilifies another person on the basis of that person's race, religion, color, descent or national or ethnic origin.

#### **Applicable Penalty/Fines:**

Player/Offender: **3 to 5 (three to five) games suspension (board to decide) + \$50.00 fine.**  
Team/Club: **\$200 and -5 points from the season's point tally.**  
Captain: **2 games suspension.**

### **Level 4**

- 4.1 Repeat of level 3 offense within the same season/year.
- 4.2 Physical assault of another player, umpire, referee, official or spectator.
- 4.3 Any act of violence on the field of play.

#### **Applicable Penalty/Fines:**

Player/Offender: **Expulsion from the league (with possible review only after 3 years).**  
Team/Club: **\$500 and -10 points from the season's point tally.**  
Captain: **5 to 7 (five to seven) games suspension (board to decide).**

### **General offenses**

The following are the general categories of serious offenses, carrying the highest penalties:

- \* Gambling on matches (betting).
- \* Failing to perform in a match in return for benefit, such as money or goods (match-fixing).
- \* Inducing a player to perform one of the above actions.
- \* Failure to report certain incidents relating to match-fixing or gambling.
- \* Any activity or supporting any activity, which is in direct contradiction to the establishment of SCA, or is detrimental to the operations of the league, in words or action.

#### **Applicable Penalty/Fines:**

Player/Offender: **Expulsion from the league.**  
Team/Club: **Expulsion from the league.**  
Captain (and all the registered club players): **Expulsion from the league.**