

## MCL Match Playing & Governing Rules & Conditions

Except as varied hereunder, ICC standard One-Day international and T20 match playing conditions shall apply.

### 1. LENGTH OF INNINGS AND PRE-MATCH REGULATIONS

#### (a) **DURATION**

The match will consist of one (1) innings per side, and each innings will be based on the competition format as per ICC rules. For T20 format a minimum of Five (5) overs per team shall constitute a match (unless either side is dismissed in less than Five (5) overs, or the side batting second wins the match in less than Five (5) overs. For T25, a minimum of seven (7) overs per team shall constitute a T25 match. For 30 overs format a minimum of Ten (10) overs per team shall constitute a match. For 50 overs format a minimum of Twenty (20) overs per team shall constitute a match. A team shall not be permitted to declare its innings closed.

Over Format	Min Overs to be played by both teams to constitute the Game	Unless either side is dismissed in less than OR side batting second wins the match in less than
20 Overs	5	5
25 Overs	7	7
30 Overs	10	10

#### (b) **NOMINATION OF PLAYERS**

Each Captain shall give their playing 11 in MCL sheet to the umpires, along with the names of 3 IMPACT PLAYERS, for online player selection with an acceptable form of photo ID, IMMEDIATELY after the TOSS. All **11+3 players** must be registered and active with the Mississauga Cricket League.

#### **THE TOSS**

##### **Eligibility**

- A team must have submitted its team players list to the umpires, along with a new MCL ball and 2 good MCL used balls.
- The home team must have placed 30 yard circle markers, boundary cones and wickets before the toss. A plea that the ground authority has not done the work or done it improperly will be ineffective.
- A team must have **Minimum of 7** players dressed in cricket attire in the presence of the umpire/s prior to the toss.

- Neither team is eligible to claim toss if the ground has not been released by the ground authority.

#### **Toss awarded/not awarded**

- If one team is ineligible to take part in the toss then the umpires must award the toss to the other team.
- If both teams are ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the MCL Association of this fact, who may take further action against both clubs.

#### **Time and place**

- The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.
- As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed.
- No player can play unless he/she is dressed in the identical colored clothing approved for his/her club.
- If the ground is not prepared prior to the scheduled/reschedule start time due to circumstance beyond control of the ground authority, the opposing Captain cannot claim the toss.
- If any team does not take the field half an hour (30 Minute) after the scheduled or re-scheduled starting time, it will automatically default the match.

## **2. HOURS OF PLAY, INTERVALS & INTERVALS FOR DRINKS**

### **25 overs Match**

Team Batting First: 100 Minutes  
Interval: 5 Minutes  
Team Batting Second: 100 Minutes

### **20 overs Match**

Team Batting First: 80 Minutes  
Interval: 5 Minutes  
Team Batting Second: 80 Minutes

### **30 overs Match**

Team Batting First: 120 Minutes  
Interval: 10 Minutes  
Team Batting Second: 120 Minutes

- A team causing an unreasonable delay to the start of the second innings will incur six (6) penalty runs per 4 minutes of delay.
- 4 minutes per over penalty will be applied to team batting first and causing a delay.
- The duration and the time of the interval can be varied in the case of an interrupted match or a match where the start is delayed.



- For all games, keep 25 minutes reserve for any sort of delays out of human control, like ball lost, rain, weather etc.

#### INTERVALS FOR DRINKS

- No drinks intervals shall be permitted for shorter formats.
- For shorter formats, 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 on to the field without the permission of the umpires. Any player bringing drinks onto the field shall be dressed in proper cricket attire of that team.

#### 4. SUBSTITUTES

Law 2.1 shall be applied as modified:

Law 2.1 (a) (ii) 2.7 and 2.8 shall not apply. A runner for a batsman when **batting is not permitted**.

The umpires shall have discretion, for injury, illness & wholly acceptable reasons, to allow a substitute for a fielder at the start of the match or any subsequent time. The substitute must be a registered player with the club involved in the substitution. Law 2.5 shall be applied as modified: If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play:

**(a)** The umpire shall be informed of the reason for fielder's absence.

**(b)** The fielder shall not thereafter come on to the field during a session of play without the consent of the Bowler's end Umpire. The Umpire shall give such consent as soon as practicable.

**(c)** If the player is absent from the field for longer **than eight (8) minutes**.

**(i)** The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

**(ii)** The player shall NOT be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's inning has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

**(iii)** In the event of a fieldsman already being off the field at the commencement of an interruption in play, through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided he personally informs the umpires when he is fit enough to take the field had play been in progress, and he takes the field after an interruption. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

#### Maximum Penalty Time for fielder's absence per format:

**20 Overs: 40 Minutes**

**25 Overs: 45 Minutes**



### **30 Overs: 50 Minutes**

Substitute players shall not be permitted to Bat, Bowl or act as a captain. However, a substitute fielder will be allowed to field in any position (including wicketkeeping).

## **5. SHORTAGE OF PLAYERS**

In case of a shortage of players:

- **DURING POWER PLAY**

### **20 Overs / 25 Overs Match**

No more than **two fielders** shall be allowed to field outside of the 30-yard circle.

### **30 Overs Match**

No more than two fielders shall be allowed to field outside of 30-yard circle in Powerplay 1, no more than 4 in Powerplay 2, and no more than 5 fielders shall be allowed to field outside of 30-yard circle in Powerplay 3.

- **NON- POWER PLAY**

### **20 Overs / 25 Overs Match**

No more than five fielders shall be allowed to field outside of the 30-yard circle.

Note: There must be a **minimum of 7 players**, in full uniform, ready to take the field for a game to be played under the association by-laws. The Umpire/s must be presented a match sheet with a complete list of (11) + 3 players before the start of the game. For the purpose of establishing cut off time of acceptance; the on field umpire shall be the final judge of the matter and his decision shall be considered final.

## **6. The RESULTS & POINTS**

A result can be achieved only if both teams have had the opportunity of batting the minimum no. of overs as stated in table above in point 1, unless one team has been all out in less than minimum overs as required above or unless the team batting second scored enough runs to win in less than minimum overs as mentioned in table above. In case match is not completed and minimum number of overs had been bowled, DLS calculations will be utilized to obtain the result. All matches in which both teams have not had an opportunity of batting for a minimum of overs as mentioned in table above, shall be declared as NO result.

- Win 6 points
- Tie 4 points each
- Abandoned because of weather 3 points each (Rain out)
- Abandoned due to "forfeit"/"cancellation" 6 points to present team
- No Bonus point will be awarded.

## 7. TIE BREAKER:

During the regular season: where the scores are equal, a tiebreaker system shall not be used regardless of the loss of wickets; both teams shall get 4 points.

During the playoffs if scores are leveled; and there's no time for super over then a bowl-out will be used. Each team will nominate 5 bowlers who will participate in bowl out. Team fielding second will start bowl out. Bowlers will attempt to hit the wicket with one delivery. The team with the most bowled outs will win the game.

## 8. Criteria for Declaring Winner in Rain/Weather/Light affected games:

DLS method will be used for rain/weather/Light affected games.

## 9. OVER LIMIT/PENALTY

### OVER LIMIT

- A bowler can bowl their quota based on applicable ICC playing conditions. In 20 overs format, if overs are reduced between 5 and 9 overs, no bowler may bowl more than 2 overs.
- Apart from above, in a reduced over match, the bowler may not bowl more than 1/5th of the total overs (for calculation purpose round off to the nearest whole number)

### OVER TIMINGS

- In case of a time delay in the start of the game (due to weather or factors outside the control of the teams), 4 minutes per over shall be reduced for the amount of lost time.
- A team that loses overs due to a late start shall only be allowed to bat the "new number of overs" even if they bowled out (all 10) players of the opponent
- If play is suspended during the innings; the calculation of the number of over to be bowled/played by the scheduled close of play shall be determined as a reduction of 1 over for every 4 minutes of lost time. This shall apply in case such as "rain out" or "factors beyond the team's control".
- It shall not apply to deliberate stoppage of play by players or the associated crowd.
- The on field umpire shall be the best judge of this action and his decision shall be final.

### PENALTY FOR LATE START

The team batting first and responsible for later start shall lose overs as per the 4 minutes per over rule.

### PENALTY FOR MISSING CUT OFF:

- If a team **fielding first** fails to bowl the allocated overs in the specified time, they shall continue to bowl until they have done so. However, they shall only bat the amount of overs bowled at the scheduled cut of time. (i.e. 17 overs bowled at cut off shall allow the team to only bat 17 overs). The over in progress at the cut off time shall be counted as complete.

- If a team **bowling second** does not complete their allocated overs in the specified time, they will continue ( if conditions/weather allowed and or delay was beyond the control of the bowling team- umpire/s call) to bowl until the required overs are delivered, or until the field is no longer available for play, OR
- Until the match is called off by the Umpire/s. After the proposed cut off time **6 penalty runs** must be added to the team batting second, (i.e. each over cost the default team 6 penalty runs- umpire will decide how many overs team was behind for awarding the Penalty runs).
- In extreme cases, umpire/s may add minutes to the cut-off time to achieve a result or minimum numbers to be bowled to have a game.

## UMPIRES & UMPIRING GUIDELINES

### Umpires

- Umpires shall report in writing to the Board of Governors of the Association, any and all teams not ready to commence play by the starting time stating fully the circumstances. They shall also report in writing on the match results cards to the Board of Governors any player or players or members or member clubs, teams, or organizations, whether present as players or spectator, who at any time during the game is guilty, in their opinion, of conduct detrimental to the best interest of the game.

### FIELD MAINTENANCE:

- Home teams are responsible to cover the pitch at the end of day play. Failure to cover the pitch will result in penalties and losing points.
- Umpires have final say on determining the condition of the field and to have a game or not.
- No game shall be played during rain which could result in damaging the field.
  - No player should be wearing metal spikes while playing on matting or Astro turf. Metal spikes are permitted to be used on matches played on turf wickets. In the scenario in which there are neighboring matting or astro turf wickets next to turf wickets, umpires shall have the discretion to request captains to ensure that fielders not wearing spikes are fielding in positions where they may encroach on these wickets.
  - If it starts raining, cover the matting and or prepared turf wicket right away. Do not continue to play
  - Do not play if the turfs are still wet due to overnight rain. Playing and running over them may damage the turf
  - Remove covers carefully so that water does not spill and ruin the area and make it unfit to play. Nails and covers to be put away neatly where needed
  - Do not remove the jute matting provided to cover the turf pitch to be used for afternoon game, it has to be left on there and covered in case of rain
  - Pick up all the garbage after the game is done failing to do so will result in penalties and fines
  - Do not put any foreign material (saw dust/dirt) on turf to make it playable. Saw dust/dirt can only be used to dry up the bowler run up
  - Matches shall be played on the wicket types as indicated by the season schedule. In cases where there is a question on the playability of a playing surface, the umpire shall have the discretion to decide which pitch a match shall be played upon.

## 11. NO BALL



## THE BOWLING OF SHORT-PITCHED BALLS {Law 42.6(a)}

- A bowler shall be limited to bowl **One (1)** short-pitched deliveries per over in **20 overs and 25 overs format**. However, bowlers shall be limited to bowl **TWO (2)** short-pitched deliveries per over in a **30 overs format**.
- A short-pitched delivery is defined as a ball that passes or would have passed above shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.
- The umpire at the bowler's end shall advise the bowler and the batsman on strike when 1st short pitched delivery has been bowled. In addition, for the purpose of this regulation and a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a **'Wide'**.
- For avoidance of doubt, any short-pitched delivery that is called a 'Wide' under this playing condition shall also count as the allowable short-pitched delivery in that over. In the event of a bowler bowling more than one (1) short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal **'No Ball'** on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal **'No Ball'** and then tap his head with the other hand.
- The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call **and signal No ball**, and the ball is to be re-bowled over arm. Umpires are reminded that "For a delivery to be fair, in respect of the arm, the ball must not be thrown." If in the opinion of either umpire, the ball has been thrown, he shall call and signal **'No Ball'** and follow the procedures as laid out in Law 24.2.

## THE BOWLING OF HIGH FULL-PITCHED BALLS {Law 42.6 (b)} AKA – Beamer

- Any delivery which passes or would have passed on the full above waist height of the striker, standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury to the striker.
- In the event of a bowler bowling a full high pitched ball as defined in (a) above, the umpire at the bowler's end shall call and signal no ball. If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred.
- Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

## DELIBERATE HIGH FULL PITCHED BALLS Law 42.8 Shall be replaced by the following:

- If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with. The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not

allow the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

#### **BOWLER BREAKING WICKET IN DELIVERING BALL (Law 24.6)**

- (a) Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.
- (b) **A front foot** (popping crease & center line) and back foot (return crease) - foot fault will be called and signal NO Ball by an umpire. ( Refer Law 24.5)

#### **Free Hit after all Modes of NO Ball**

- (c) In addition to the above, the delivery following 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 wide ball) then the next delivery will become a free hit for whichever batsman 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 or the NO ball was result of a fielding restriction breach, in such case the field may be changed to the extent of correcting the breach.** The umpire will signal a free hit by (after the normal NO Ball signal) extending one arm straight upwards and moving it in a circular motion.

#### **12. WIDE BOWLING - JUDGING A WIDE Law 25.1**

Judging a wide, law 25 shall apply with the following additions:

- (a) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- (b) Any offside delivery, which, in the opinion of the Umpire, does not give the batsman 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 batsman'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.

**NOTE:** In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide. For the avoidance of doubt any fast short, pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

#### **13. OTHERS**

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
2. In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings 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.



5. 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 numbers of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall NOT be subject to the fielding restrictions.
6. In the event of an infringement of any of the above fielding restrictions, the striker end umpire shall call and signal 'No Ball'

#### **FOR 20 OVERS / 25 OVERS FORMAT**

Innings Duration	Power Play- Field Restrictions Overs
5 – 8	2
9 – 11	3
12 - 14	4
15 - 18	5
19 – 21	6
22 - 24	7
25	8

#### **FOR 30 OVER FORMAT**

Innings Duration	Power Play 1	Power Play 2	Power Play 3	Max Over / Bowler
30	6	18	6	6+6+6+6+6
29	6	17	6	6+6+6+6+5
28	6	17	5	6+6+6+5+5
27	6	16	5	6+6+5+5+5
26	5	16	5	6+5+5+5+5
25	5	15	5	5+5+5+5+5
24	5	14	5	5+5+5+5+4
23	5	14	4	5+5+5+4+4
22	5	13	4	5+5+4+4+4
21	4	13	4	5+4+4+4+4
20	4	12	4	4+4+4+4+4
19	4	11	4	4+4+4+4+3
18	4	11	3	4+4+4+3+3
17	4	10	3	4+4+3+3+3
16	3	10	3	4+3+3+3+3
15	3	9	3	3+3+3+3+3
14	3	8	3	3+3+3+3+2
13	3	8	2	3+3+3+2+2
12	3	7	2	3+3+2+2+2

11	2	7	2	3+2+2+2+2
10	2	6	2	2+2+2+2+2

### Club Registration:

All clubs must sign the MCL club registration form and provide two designated contacts for the club. Primary (first choice) and Secondary (second choice). The Executive/League shall only communicate with these contacts or the primary contact as they seem fit. Preferred/recorded method of communication shall be electronic correspondence. League reserves the right to accept or reject club registration at their discretion.

- *If a team or club decides to pull out their team or club after registration before the season start a \$500 administration fee will apply.*
- *If a team or club decides to pull out their team or club during the season then all money paid to the association is not refundable and shall remain the undisputed property of the association*

**CLUB NAME CHANGE/Ownership:** Any existing club wishes to change their club name or transfer of club ownership, a fee of \$500 will be charged.

### REFUSAL TO PARTICIPATE/MATCH DEFAULT:

Refusal to participate in schedule of games or unilateral withdrawal of a club or team shall be considered as having withdrawn from the association. All fees paid to the association by a club or team withdrawing from the schedule shall remain the undisputed property of the Association.

Only matches scheduled with other league teams, teams not currently playing within the MCL, may be cancelled (or as outlined in 3C. Match cancellation), due to the weather or other conditions making play impossible, by mutual consent of both captains or secretaries of the clubs so affected by telephone. The secretary of the Association must be notified in writing of such cancellations by the Secretaries of both clubs.

### MATCH DEFAULT:

Teams defaulting on one game will automatically incur a fine of \$150, payable immediately before playing the next game i.e.: by Thursday of the next week following a default game over the weekend. All payments must be sent via email transfer, in certified cheque or cash to be paid to the treasurer before 9pm. Failure to do so will disqualify them from participating further in the season.

The second default game in the same season will incur a fine of \$200, payable immediately before playing the next game i.e.: by Thursday of the next week following a default game over the weekend. All payments must be in certified cheque, email transfer or cash to be paid to league before 9pm. Failure to do so will disqualify them from participating further in the season.

**The third defaulted game in the same season will result in an automatic expulsion from the league.**

The league is **not** obligated to inform the defaulting team/club about this.



For this context, "default" is applicable when a game does not take place due to non-availability of the players (7 players dressed and ready to take the field) from the defaulting club/team and/or refusal of the club/team to take the field when instructed to do so (by the match official, or in absence of one, refusal to co-operate with the rival team to get the game underway by assigning umpires from the players). The on field official shall wait 45 minutes before a game can be considered as "default".

#### **Any teams defaulting the game will be disqualified for playoffs**

1. For any cancellation of the game but not limited to Ground, Weather or Light, default (GWLD), umpires are to be informed at least 1 hour before original start time of the match. If they are not informed about cancellation of the match due to GWLD, and Umpires reaches ground then 50% match fee is payable by teams (if teams not available or in the event of refusal to pay by them)
2. like above, 50% match fee is payable to both umpires (by both team) if game is not started due to GWLD condition & then subsequently called off without a single ball is bowled.
3. 100% match fee is payable to both umpires if game has commenced.
4. In case of team forfeiting the game with both umpires presents on the ground till 45 minutes after original start time before awarding the match to the team present, 50% match fee is payable to both umpires by the teams. In addition, League will penalize the defaulting team as per Match Default rule.

#### **Match Fees**

- a. Match fees are determine every year
- b. If one umpires shows up and same umpires does scoring each team will pay 75% match fee.
- c. If one umpires shows up and does not do scoring each team will pay 50% match fee.

#### **OTHER:**

No rainout games shall be moved to a different date or venue. These games shall only be rescheduled at the discretion of the MCL Executive.

#### **4) TYPE OF BALL:**

All clubs/teams in every division of the association must play with a MCL ball ONLY as supplied by the league other balls are NOT allowed.

#### **BALL PICK UP:**

All balls must be picked up by **in Captains/Presidents meeting before the beginning of the seasons.**

#### **4B) TYPE OF BALL/PENALTY:**

Both captains must check the type of ball before start of play. Any issues with the ball must be brought to the attention of the on-field official before start of play. Teams refusing to adhere to the league bylaw, regarding ball, will lose full points (-6) for the game. Both teams shall carry a minimum of 2 new MCL balls and 3 used MCL balls. If the ball is lost during play the fielding side shall be responsible for providing replacement balls. If the replacement balls, from the fielding and the batting side are exhausted and the game is unable to continue, the umpires reserve the right of calling off the game and awarding it as a "tie/draw".



### 5) Scoring

Square leg umpire will be responsible for scoring. Any issue with scoring, the team will have to inform the league within 3 days. After 3 days, league is not responsible to correct the scores. To account for scenarios in which the scoring application does not function as expected, it is mandatory for playing teams to have a scorebook to allow for manual scoring in exceptional circumstances.

### SCHEDULE CHANGES:

The Association reserves the right to make changes to the schedule/fixture due to any unforeseen reason. Any such changes shall be communicated to the designated team contact by way of e-mail, phone/text or website posting.

### NET RUN RATE:

Net Run Rate calculation shall be used for the following scenarios:

- Both teams have same points in pool games
- Both teams game tied after super over in playoff

### Umpires Decision PLAYERS CODE OF CONDUCT (Law 42)

- Umpires decision is final however players have right to submit a complaint against umpires for various reasons
- Any incident of dissent against umpire on & off the field will be dealt as per MCL code of conduct policy
- Umpires can also issue penalty on the spot against a player or team as per MCL code of conduct
- Umpires shall give warnings to player by calling the captains

### PROTESTS & COMPLAINTS:

All matters of protest and complaint which members may wish to bring before the Board of Governors shall be in writing; accompanied with a **\$150 deposit** (*deposit will be refunded if your protest is successful*), and in the case of clubs or organizations, shall be signed by the President or Secretary of the protesting or complaining member club or organization (*accompanied with the \$150 deposit*).

Full details shall be set forth showing the nature of the protest or complaint, the name and addresses of witness or other persons who have a personal knowledge of the matter brought forward and are willing and the able to give evidence, either personally or in writing, before the Board of Governors. On receipt of any protest or complaint, the Executives shall decide to act on the protest/complain or may forward the matter to the Disciplinary Committee which cause a hearing to be held and take such action as it considers appropriate under the circumstances, and may subject any board member, club, team, player or players, or all of them, against who the complaint has been lodged, to the appropriate penalty, but before doing so, the party shall be given an opportunity to present either personally or in writing, any evidence each or all may desire to submit. If your protest/review is **unsuccessful**, the association reserves the right to use the deposit monies to fund its regular operations.

In addition, if complainant is not satisfied with the decision of the Disciplinary Committee, the Board of Governors/Executives may arrange a mediator or itself initiate a review by giving proper notice to all parties. On a review, the Board of Governors/Executives may consider any evidence not available at the time of the



Disciplinary Committee hearing, shall consider a report from the Chairman of the Disciplinary Committee with respect to the matters raised in the review and any other material or submissions it deems relevant. The Board may quash the decision and or disposition of the Disciplinary Committee, affirm it, or otherwise alter it in any way the Board deems just, including the imposition of a greater penalty it shall give the subject of such greater penalty an opportunity to be present and make representation at the review. In determining what penalties should be applied in each case, the Board of Governors/Executives shall be guided by association's bylaws section 2.4 *Cessation of Membership*, 4.11 Suspension and code of conduct policy.

### **PLAYER REGISTRATION**

All players **must be registered prior** to the game.

Club/Team officials must make sure that players are listed as **"active"** before taking the field. Pending status players will not be allowed to participate.

Playing Members on any given team will be limited by registration only, regardless of the fact that they may be players in another league.

There is no deadline for the registration of NEW players and each team is allowed a maximum of 25 players in the roster. It is the team's responsibility to make sure their active player list is in order as a player cannot be removed or transferred from the team if they have played 1 game with the club during the current season and the team/club must pay \$30 per player for each additional player registered over the 25 player mark.

This payment must be paid prior to scheduled game. Failure to do so will result in **-2 points** for each game on the schedule until the payment is made. Teams have the option to **"activate"** past registered members provided the fee for this activation (\$30 if over the 25 player mark) is paid by Thursday, 9pm, of the week.

If a team caught cheating, adding/removing players without informing the league could result in fines and penalties.

### **TRANSFER OF PLAYERS:**

Player transferring from one club to another must send an email request to MCL along with \$30 player transfer fee. Player transfer is not allowed if a player played games during the season from a team in the same format.

### **PLAYER/PLAY OFFS:**

Players qualified for the playoffs must be registered members who have participated in at least 40% of the regular season scheduled games within the association\*.\* (this shall apply to player transferring from one club to the other).

Teams that do not show up for the playoff games shall be demoted and fined.

During playoffs if games are cancelled or interrupted by any unforeseen reasons then team with most points and run rate will advance to next round.

During finals, if games are cancelled or interrupted by any unforeseen reasons and league is unable to reschedule the game then both teams will be declared winners.



#### PLAYER ID:

Umpires reserve the right to check player ids. Teams can request opposite players to show the id through the on field official (umpire). Acceptable form of ID is the Driver License cards, the on field umpire shall verify ID cards and reserves the right to disallow players without ID cards to participate in the game. **In certain cases:** the league may issue ID card letter which shall be considered acceptable by the on-field officials.

#### INTERNATIONAL PLAYERS:

Any international player can participate provided they are registered with MCL

#### Impact Player:

A team can nominate up to 3 impact players that must be presented to the Umpire (through the match sheet) prior to the start of the game. An impact player can be brought in at any time within a game to REPLACE an existing player within the playing XI of a game. **Only 1 Impact substitute can be made during a game.**

An impact player will be permitted to perform the same function as any player that was selected in the original playing XI including batting, bowling, captaincy, and fielding (including wicketkeeping).

#### Scenarios:

##### A. Impact Player Rules

- 1.1 Teams need to identify the playing XI and up to 3 Impact Players (from roaster) immediately after the toss.
- 1.2 Both teams are allowed to use ONLY one Impact player anytime during the match. It is, however, not compulsory. It is up to teams whether they want to use the Impact player or not.
- 1.3 The Impact player can be used in following manner:
  - The captain will nominate the Impact player to the umpire and the umpire will inform other team that the Impact player is being introduced. The Impact player can be introduced.
  - Before the start of the innings; or
  - After completion of an over; or
  - In case of a batter, at the fall of the wicket or the batter retiring at any time during the over (see clause 1.7 (iv) below.
  - The bowling team can also introduce an Impact player at the fall of the wicket, but that Impact player will not be allowed to bowl the remaining balls in that over if the wicket has fallen mid over.
- 1.4 A player who is replaced by an Impact player ("Replaced Player") can no longer take part in the remainder of the match. However, he is permitted to return ONLY as a fielder, wherever allowed.
- 1.5 If a player gets injured while fielding mid over, the current match playing condition (PC) will prevail (refer Fielder's absence, substitutes). The injured player can no longer take part in the match if the team introduces Impact player to replace him. Otherwise, Impact player can only be introduced in the manner provided in clause 1.3 above.

1.6 In case injury occurs to Impact Player used by a team, the same rule will apply as they currently do under playing condition (refer PC - Fielder's Absence; Substitutes). If umpires are satisfied that a fielder has been injured or becomes ill during the match, a substitute fielder is allowed to field in place of an injured player. The substitute shall not bowl or act as captain. Penalty time for the batting and fielding teams will apply to the player off the field for the substitute as per the playing conditions.

#### 1.7 Batting Team

- (i) Impact Player can be introduced in the manner provided in Clause 1.3 above.
- (ii) Only the Captain, can notify the on-field umpires, at the fall of the wicket or the batter retiring at any time during the over (as provided in Clause 1.7 (iv) below) or at the innings break about the introduction of the Impact Player.
- (iii) After the introduction of Impact Player in game, a player can bat and may bowl a full allotment of 4 overs in an uninterrupted innings.
- (iv) Retired Batter: (a) In the event, a batter is retired and is replaced by an Impact Player and such retired player is nominated as the Replaced Player, then such Replaced Player will no longer take any further part in the game. It is clarified that in the above case, a wicket will be deemed to have fallen. (b) In the event, a batter is retired, but another player is nominated as the Replaced Player, then the player that has been retired can come back and participate in the game – refer to match PC.
- (v) In any situation, only 11 players can BAT.

#### 1.9. Bowling Team

- (i) Impact Player can be introduced in the manner provided in Clause 1.3 above. If the Impact Player is introduced at fall off wicket during the over, in that scenario the Impact Player cannot bowl till the over is completed.
- (ii) The fielding captain will notify one of the standing umpires before the start of the new over if he wants to get the Impact Player. At the end of the over the standing umpire will signal a change and the Impact Player would replace the outgoing player.
- (iii) An Impact Player may bowl a full allotment of 4 overs in an uninterrupted inning irrespective of the number of overs previously bowled by the player he is replacing.
- (iv) If a bowler is injured mid over or he is suspended during the over, the current playing conditions shall prevail (refer PC - bowler incapacitated or suspended during an over). The Impact Player can be introduced immediately and could finish maximum over quota (4 in an uninterrupted match), provided he is not allowed to bowl the remaining balls of that over and he does not bowl two overs consecutively.

1.10 Delayed start or Interrupted match: For match with delayed start or interrupted match, there will be no change in the method of utilization of Impact Player from what is stated above. Impact Player can be utilized at any time during the match.

1.11 Sanctions and Penalty: Any sanctions, penalty and/ or warnings which may have been issued to a Replaced Player will not be applicable to the Impact Player.



### **TEAM SELECTION**

Team captains are responsible for selecting/providing and double checking their selected playing eleven prior to the game or report during the game for any wrong selection so that we correct it right away. Team captains will be fined and penalize for wrong selection and reporting wrong player.

### **SUSPENDED/ BANNED PLAYERS:**

Suspended or banned players shall not be allowed to participate in all formats of Mississauga Cricket League. Captains will be fined if they found breaching the rules.

### **ADDITION OF NEW TEAMS/CLUBS:**

The association reserves the right to allow the inclusion of a new member club to a senior conference as it deems fit. It also reserves the right to allow a club to move up the conference, if a spot has been vacated, by a previous member club.

### **PAYMENT TO THE LEAGUE:**

Payments can be made via direct deposit, cheques or etransfer. All teams must submit \$500 non refundable application processing.

### **ALCOHOL, CANNABIS & Smoking POLICY:**

City of Mississauga by-law strictly prohibits alcohol/Cannabis/Cigarette on all its sporting fields.

Their policy includes the following:

- a) Cricket pitch, field and all playing area.
- b) Cricket field and spectator area.
- c) Parking lot & the entire park.

### **Teams are responsible for the conduct of their players and spectators.**

The league is not in a position to lose its contract due to misuse of our current alcohol/cigarette policy by few teams; therefore, adherence to this policy will be enforced.

Enforcement will include the following:

- 1) Alcohol/Cigarette enforcement officer, and or opposition teams, or the on field official (shall report) may visit the field and take pictures of individuals not adhering to this policy.
- 2) Enforcement officer may call the police and have them charge the individual and or spectator with public drinking or smoking.
- 3) Clubs, Teams, Player or Spectator (teams' responsibility) found guilty of this offence will be fined a monetary amount up to a maximum of \$100, which shall be paid by the club whom they are representing.
- 4) 2nd offence will result in deduction of **-6 points** from the teams' total.
- 5) 3rd offence will result in expulsion from the league.

## TERMS AND CONDITIONS

- By submitting registration form, you acknowledge that your club and all its players agree to give consent to share their data with city upon their request and pictures and videos will be shared on all of MCL social media platforms.
- By submitting this form you acknowledge that your club and all its players agree with MCL terms and conditions and abide by all its rules, policies and bylaws.
- By submitting registration form as a club owner, I acknowledge MCL privacy policy and assume responsibility to inform all registered players at MCL website
- By submitting registration form as a club owner, I assume responsibility to have MCL Sports waiver form signed by all its registered players in order to play in MCL
- Member – An individual meeting the definition of member and admission of members as defined within MCL By-laws; An active player who participates in a registered team of the corporation;
- Team Representative – Active players of a registered team of the corporation shall nominate a team representative for the AGM;
- \*\*\* In case of shortage in #of weekend permits, some T25/T20 can be scheduled on weekdays/weekend afternoon/evenings/night times
- Voting Members – Team representatives who are nominated by their players to be representatives on their behalf for the AGM or other special meetings. All duly elected Board members are also voting members
- Uniforms are mandatory no exceptions from first game
- Uniforms can be purchased from MCL on reduced market rates
- In Rain out scenarios where the game is called off in advance, both teams must email their 11+1 impact team player names within 24 hours to MCL.
- In Rain-Out scenarios where the game is called off at the ground, players can only be added by Umpires after validating who is present at the time of game. Minimum players rule will apply to award the game.
- Players must be recorded on MCL Match Sheet signed
- Any team defaulting or conceding a game will not be able to qualify for playoffs
- Cricket is a gentlemen game therefore it must be played in a most respectful manner with good faith. Teams will be disqualified/banned anytime during the season if found guilty of disrespecting other team players or any officials or league or board members
- All disputes must be sent directly to league and DRC ONLY, copying others club members, or complaining other organizations, or posting on social media against league or management, can result in expulsion from the league.
- Everyone must accept and respect officials/ dispute committee/league's decision
- Each player is required to play minimum 40 % pool games (round down) to qualify for playoffs, including rainouts.

**\*\*Note:** League has the right to make any exception, change or amend any rules without notice