



50 OVERS Competition Playing Rules

1. MEMBERSHIP

Any new club applying for membership shall not have more than four (4) players who may be drafted from an existing club within the framework of the SCA in its declared membership.

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 on line through the S.C.A. website by the club no later than Wednesday 9:00 p.m before the **date** of match in which the player(s) would take part, the Registrar will be notified by the website of the new registration, the date and time will be stamped on the registration, he 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, playing an unregistered player will result in a lost of three (3) demerit points. Repeat offenders shall be suspended from participation in any SCA competition for a maximum of 3 games. In addition, a fine not exceeding \$100 may be instituted along with the lost of the three (3) demerit points.

(C) After July **15**, a fee of \$5.00 for each player must be paid **before the Playoff Starts**. Otherwise, the registration is cancelled and the said player(s) are deemed unregistered. There shall be no re-registration of existing members after July 15th. Registration after July 15 is applicable only to new members who were not previously registered with the SCA.

3. SEEDING OF PLAYERS

All clubs with two teams shall submit to the Executive before the start of the season, the names of five (5) players for approval as SEEDED PLAYERS. The Executive shall review the names and adjust as necessary.

4. NON-APPEARANCE AT A SCHEDULED MATCH

A team shall be considered in default if they fail to notify the President or any Executive of the Association of their inability to field a team no later than 6:00pm of the day before the 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.

(b) Loses **FIVE (5)** demerit points from their total.

(c) The said game will not be RESCHEDULED by the SCA.

5. SUSPENSION OF LEAGUE GAMES DUE TO BAD WEATHER

(a) Scheduled matches may be cancelled due to weather or other conditions making play impossible by mutual consent of both captains or 1 captain and the presiding Umpire(s). Both clubs must notify the Secretary and the **REGISTRAR** of the Association by voice or e-mail.

(b) Under normal conditions no scheduled matches shall be postponed except by the ruling of the Executives.

6. FIXTURES

All games under the jurisdiction of the Association shall be played under the Laws of the MCC and The Association's Playing rules.

The 30-yard rule will be applied to all Association games in all divisions playing at Premier grounds.

AB1, AB3 and AB4 games will apply 25 yard line

7. MATTING

(a) Where Association games are played on matting, it shall not be less than 64 feet long.

If the umpire or the opposing captain is not satisfied that this requirement is met he shall report his findings to the Association.

(b) Half matting must not be used for practice purposes on the cricket pitch.

(c) No player(s) shall use metal spikes or studs while bowling, batting or wicket keeping on any of the association pitches.

The Umpire shall have the authority to inspect a player's shoes and if there is any infraction, he shall advise the Captain concerned to inform the player(s) to remove the spikes, etc. Should the offending player refuse to comply, and then the Umpire has the authority to send him off the field but must report to the Executives. Should the player be found guilty, and then the club shall be subjected to a fine of \$75.

Non-compliance with the Umpires' request to send the player off the field is an automatic loss of the game.

8. TEAM LIST (Match Sheets)

Team captain must **submit a Completed and Signed match sheet** before

the toss is made.

The home team captain will provide the Blank match sheet The presiding umpire(s) must sign and keep the completed match sheet during the game.

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 on the SCA website.)

9. OFFICIAL MATCH SHEETS

Match Sheets are available on the SCA website

No later than **(3)** three days after the completion of each Association game the umpire or in the absence of an umpire, the captain **of the winning team** shall deliver or send the match sheet to the Statistician/Registrar.

The home team captain provides a **stamped** envelope (as supplied by the SCA) to the umpire **or the winning captain** for the completed match sheets to be mailed out to SCA Registrar/Statistician.

The certified match result, at the discretion of the Executive may be omitted from all Association records as though it had not been competed at all in any game for which no completed record is received or for which a report is not received within the five (5) days period contained in this rule.

It is also the responsibility of respective clubs/teams to complete all information captured on match sheets onto the SCA website no later than 9:00 P.M. the following Wednesday after the game.

Failure to comply will result in one (1) demerit point.

10. REPORTS BY UMPIRES

Umpires shall report in writing to the Executive within five (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. They shall also report in writing to the Executive any player or players 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.

11. PAYMENT OF UMPIRES

(a) Each team shall be responsible for paying the umpire(s). Should a game be cancelled 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) prior to the commencement of the game or during the 30-minutes tea break. The umpire has the option to withdraw his

services for the game in cases of non-payment. The offending team(s) will be penalized. Teams have 15 minutes at the conclusion of the game to fill out the match sheets and give to the Umpires **or in the absence of an Umpire, the winning captain.**

Failure by any one team or by both to pay the umpire(s) would result in a demerit of **FIVE (5)** points, plus having to pay the Umpire(s) the regular full fees.

12. UMPIRE IN CHARGE

The umpire shall be in charge of the game and shall settle all disputes arising from the game in question.

Should no official umpire(s) be present at a scheduled game, and 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 service. If he agrees to do so then the following should be implemented.

- 1.** Declare his club's affiliation to both captains.
- 2.** Should be acceptable to both captains.

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 declarations, i.e. he belongs to the winning team, then that team shall be penalized with a demerit of **ten (10)** points plus any bonus point(s) earned during this match.

If the umpire is found to be affiliated to the losing side, then demerit of **ten (10)** points plus any bonus point(s) earned shall be deducted from their total points.

13. PROTEST AND COMPLAINT

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

14. MATCH PLAY SYSTEM

All matches are played on the following basis unless otherwise determined by the Executives.

1. HOURS OF PLAY

a. Normal hours of play shall be from 1:00 p.m to 8:00p.m; a 20-minute tea interval is to be taken at 4:20 pm or at the end of the first innings. First innings 1:00 P.M. To 4:20 P.M. Second Innings 4:40 PM To 8:00 PM. Except during the month of September when play will commence at 12:30pm and finish at 7:30pm. Hours of Play for the Month of September ... 12:30 PM to 3:50 PM Second Innings 4:10 Pm to 7:30 PM.

Hours of play for **Terry Fox Ground**. 1:15 PM to 4:35 PM, 10 Minutes Tea break. Second Innings. 4:45 PM to 8: 05 PM. If the Soccer group is not there and the ground available then the game must start at 1:00 PM.

b. 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.

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 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 will be in effect. The umpires can consult with the remote D/L Manager to calculate the updated match targets, etc.

NB. Under no circumstances, can captains or umpires take the game beyond the finishing time.

2. PLAYING CONDITIONS

a. The matches shall consist of one inning per team. All matches shall be completed in one day.

b. In the 50 over game, each bowler is limited to a maximum of 10 overs.

c. If the team fielding fails to bowl its maximum overs by the tea interval, the over in progress shall be completed. The team batting second shall then be limited to the same number of overs that the team batting first received.

d. In the event of the team batting first is all out in less that 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.

e. In order to ensure a result, each team must have received a minimum of **25 overs** unless the team has been dismissed in less than the minimum number of overs.

f. Where total runs and total over are equal, the winner shall be the team that lost fewer wickets. Only if scores are equal, wickets lost are equal, actual overs bowled are equal, is the result declared a tie.

g. The winning team receives **ten (10)** points, for an abandoned game each team received **five (5)** points, in the case of a default the non-defaulting team

receives **ten (10)** points and the defaulting team will be penalized **five (5)** demerit points.

h. If any team does not take the field half-hour after the scheduled starting time it will automatically default the game. However, the team not in default through its captain may overrule the automatic default rule and allow the game to start even though the half hour grace period has passed. However, once the game has started the decision cannot be reversed and all rules normally applied will be enforced.

i. If a team has seven (**7**) or more players present within the playing area, in cricket attire 15 minutes prior to the schedule start of a game, and the opposing team does not have that number, the team with 7 or more players ready to play automatically wins the toss. The captain who wins the toss must then **immediately** inform the umpire and the opposing captain of his decision to bat or field.

3. BALLS

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

In the event that the SCA cannot acquire the approved ball on time to start the season, then the Executive body will make alternative arrangements.

NB: Any team not using an approved ball in any Association fixture will be considered to have lost the game and a fine of \$50.00 be imposed.

4. PLAYER-UMPIRE RULING

Where an Official Umpire is officiating with a player-umpire and the player-umpire renders a decision, which the Official Umpire is certain, is 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.

5. BOUNDARIES

All playing fields must be clearly marked to indicate the official boundaries. Boundary markers shall not be more than 20 yards apart. Failure to do this shall be interpreted as failure by the home team to have the ground ready to play. The opposing Captain or team shall be entitled to claim the toss. If the home team refuses to mark the boundaries, then the game will be considered **DEFAULTED**.

6. INJURIES

A batsman with a previous injury shall not be allowed a runner. However, if he is injured in the same game, then he is allowed a runner.

7. TEAM WALKING OFF/INVADING FIELD

Any team WALKING OFF the ground during a cricket match because of any dispute, etc. shall forfeit the game. ALSO, should any team or members of a team participating in a game INVADE the field of play shall forfeit the game. The other team shall gain six (6) points PLUS any Bonus points acquired. Umpires are expected to settle any dispute. Should a team walk off or invade the ground, the umpire(s) is expected to submit to the President/Secretary a full report, so that appropriate investigation and action could be taken.

8. IDENTIFICATION OF PLAYER

A declared player has to show his or her identification when asked to do so by the presiding umpire. The onus is on the player to prove his or her identification as a bona fide playing member. The SCA Identification CARD or any Government approved picture ID will be accepted as identification. (See #8. TEAM LIST (Match Sheets))

The player has until the end of the game to provide approved documentation to prove his/her identity. Teams will be penalized if any player(s) violate the above.

All members should make sure they are in possession of their ID(s) at all times during the game.

9. PLAYERS CODE OF CONDUCT

(a) **PROBATION**: The SCA may in addition to, or as an alternative to any of the penalties set out hereunder impose a term of probation not exceeding two years. Any subsequent offence 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 October to April shall not be counted.

10. UMPIRES DRESS CODE:

(a) All officiating umpire(s) of the SCUA must be attired in the uniforms approved by the SCUA and the SCA.

(b) Players performing duty as a square leg umpire must be in proper cricket attire and must wear a White Top.

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

11. UNREGISTERED/UNRELEASED PLAYERS

Players must be registered and released in accordance with S.C.A By Laws.

BREACH: In addition to mandatory loss of points, the club may be subject to a maximum fine of \$50.00.

12. VERBAL ABUSE

NO verbal abuse, racial slurs, obscene language or threats of violence are permitted, whether directed at teammates, opponents or umpires, or members of the S.C.A Executive body. Any such actions(s) will be treated severely.

BREACH: Reprimand to a maximum of 10 months suspension.

13. CHEATING WHILE UMPIRING

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.

14. ASSAULTS

Only in the case of self-defense are any player or member or a club is attendance at a game permitted to strike another person.

a. Players are not permitted to make threatening gestures with bats, stumps, balls or other implements.

b. Balls bowled or thrown full pitch at a batsmen head (“beamers”) with intent to maim the batsmen are not permitted.

c. While assaults on players will be viewed with the utmost seriousness, assaults on umpires and members of the S.C.A while in the execution of their duty, or as a consequence of any decision rendered by them in the executive of their duty will constitute an offence of the utmost gravity because it will be viewed as not just 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.

15. DRINKING

Consumption of alcoholic beverages is not permitted at parks where cricket is played except in areas licensed for that purpose. Penalties range from minimum fines of \$25.00 to suspension for a maximum of six months in the case of repeat offenders

16. FINAL STANDING, PROMOTION & RELEGATION

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

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

(c) It is the responsibility of all clubs with more than one team to ensure that they have enough members to compete at any level in the SCA cricket league.

(d) **All RELEGATIONS and PROMOTIONS commence at the Premier Division.**

17. DELAYED START

In a match where the start is delayed and the innings of both sides is restricted from the start to less than fifty 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 33 overs match the bowling is

allocated as follows: $33/5=6+3$ remainder. The remaining 3 overs are allocated one each per bowler-3 bowlers may each bowl a maximum of 7(6+1) overs whilst no other bowler may bowl more than 6 overs.

Once the number of overs has been determined and the match has begun, the allowance shall not be reduced even though the total overs may subsequently be restricted due to weather interference. 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.

18. DELAY OCCURRING BEFORE START OF GAME OR DURING INNINGS OF TEAM BATTING FIRST

In a match where the start is delayed or play is suspended during the innings of the team batting first, the minimum number of overs to be bowled to the team batting first shall be 25 overs, unless that team is out in less than 25 overs. The maximum numbers of overs shall be calculated as follows: 50 minus (number of minutes lost/8). For example, in a case where 40 minutes has been lost either at the start of the game or during the innings of the team batting first- the maximum number of overs to be bowled by each team shall be: 50 minus $(40/8)=5$. The match is now reduced to 45 overs. (50-5). This maximum number may be further reduced as a result of further stoppages.

19. DELAY OCCURRING DURING INNING OF TEAM BATTING SECOND

In a match where play is suspended during the innings of the team batting second, adjustments for overs shall be made for such delay or suspension at the rate of one (1) over for every four (4) minutes of stoppage.

In the event of the allotted overs being less than 25 then the team batting second can still win if it scores more runs than the team batting first irregardless of the number of overs they receives, likewise the team batting first can win if it bowls out the team batting second for a lower score irregardless of the number of overs they bowls.

20. FITNESS OF GROUND, WEATHER AND LIGHT

(a) The umpires shall be the sole judges of the fitness of the ground, weather and light for play. However, in adverse weather conditions, if both captains are satisfied the ground conditions are not fit for playing the game shall be forfeited and a Rain out Game? Takes effect.

(b) However, before deciding to suspend play or not to start play or not to resume play after an interval or stoppage, the Umpires shall establish whether both Captains (the Batsmen at the wicket may dispute for their Captain) wish to commence or to continue in the prevailing conditions, if so, their wishes shall be met

- (d) © **Washout Game...This is when the game is cancelled by the SCA**
- (e) **(d) Rainout Game...this is when the Umpires in approval with both CAPTAINS cancel the game at the ground.**
- (f)

21. PREPARATION OF PITCH/FIELD

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. Matting must be in acceptable playing condition. The opposing captain can refuse to play, with the approval of the umpire, if matting is in poor playing conditions. Adequate proof shall be provided and a report must be submitted to the SCA.

Home Teams in all division are responsible for the marking of the circle.

(g)

(h) **22. Power Play**

(i) There will be three (3) power plays.

1. The first ten (10) overs(**mandatory**)

(j) 2. Five (5) overs for the Batting team(**taken any time**)

(k) 3. Five (5) overs for the bowling team(**taken any time**)

(l)

23. SCORERS

Scores shall sit in close proximity of each other. If at anytime during the game, the Umpires 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 4 states: Where there are Scorers they shall frequently check to ensure that the score sheets agree. (Preferably at the end of every over).

24. COMPLAINTS PROCESS

In the past, the SCA experience some difficulties in the processing of complaints. It is hoped that this method adopted here will change the manner complaints are dealt with. Remember, for this to work effectively, we need your cooperation. Cooperation means that when you are asked to supply information and witness, please do so promptly. The more evidence you supply helps to obtain a more equitable solution for all concerned.

REMEMBER, IN MOST CASES IF MEMBERS READ THEIR CONSTITUTION, COMPLAINTS COULD BE MINIMAL. MANY OF THE INCIDENTS REPORTED COULD HAVE BEEN AVOIDED.

25. MEMBERS? RESPONSIBILITY

(a) All complaints to be sent to the President and Secretary of the SCA.

(b) Adequate information must accompany all complaints. Read your SCA Constitution under "Protest and Complaints".

(c) All complaints must be reported within 24 hours of the incident during the regular season. No excuses for not meeting this commitment. All complaints must be followed up by a letter and/or e-mail and postmarked within the 72 hours of the conclusion of the cricket game of the regular season.

(m) During the playoffs, all complaints shall be reported within two (2) hours after the end of the game.

(d) An appeal of a decision made by the committee could be made in writing and sent to the President and Secretary of the SCA within 24 hours

(e) The party or parties involved and against whom a decision was taken, would have to make right or pay their fines before an appeal can proceed. If the hearing runs in their favour, all fines shall be returned. If delays are the result of the appealing party, the appeal will be dismissed and the original decision stands.

(f) Results of games, where improper registration is concerned shall follow the Constitution.

All decisions made by the disciplinary committee will be upheld unless changed by the appeal process.

26. DISCIPLINARY COMMITTEE RESPONSIBILITIES

1. The Committee must deal with all complaints within 7 days of receipt of the written complaints. Remember, this could be longer if inadequate information is sent to the Chairman. 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.

2. Parties concerned shall be informed by the telephone of the outcome of the Committee's decision to speed the process up. However this decision must be sent by mail to the parties involved with a copy to the President.

3. Chairman of the Committee must set up a meeting with the other SCA Executives to resolve this issue. Parties to be informed accordingly by the Committee to attend the hearing.

4. If there is an appeal the SCA shall consider the Executive Committee's decision to stand and shall be reversed only if further evidence proves to be otherwise.

27. AMENDMENTS TO RULES OF 50 OVERS COMPETITION

After careful consideration and review, the Executive Committee has agreed to make the following amendments to the existing rules relating to the 50 overs competition run by the Association:

Please note that these amendments are to be read in the conjunction with the existing rules and match play system relating to the 50 overs competition and where here is a conflict then these amendments shall prevail.

(a) Duration of Matches

the matches shall consist of one innings per side and each innings will be limited to 50 six-ball overs with each bowler being limited to a maximum of ten overs. A minimum of 25 overs shall constitute a match.

(b) Interval between innings

the innings of the team batting second shall not commence before the

scheduled time unless the team batting first has completed its innings, in which case the 20 minutes break will then occur.

(c) Match Sheet'

- (n) The full names of all players taking part in a match must be entered in ink and PRINTED on the match Sheet. This includes any match started but abandoned as NO RESULT due to adverse weather conditions.
- (o) Such a match counts as a game for qualification purpose. In matches where a player does not arrive at the ground by the end of the innings of the team batting first then the official umpire or in his absence the team captain shall strike out his name from the sheet and word "ABSENT" shall be printed in the corresponding location. Any attempt at falsifying the match sheet can result in a fine and/or suspension as determined by the disciplinary committee. Both the captain and the umpire must initial any changes on match sheet.

(d) Tossing with umpires/ without umpires

The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws. The toss must be spun 15 minutes prior to the start of a game.

(e) WITH UMPIRES

There must be seven players dressed in cricket attire, within the playing area, before the toss can be spun or claimed. After the toss is spun or claimed the captain must immediately inform the umpire(s) of his decision.

(f) WITHOUT UMPIRES

There will be no claiming of the toss. It must be spun and the match cards exchanged between captains. The teams are to provide two umpires. The refusal to play the game will result in a review of the clubs' Status with in the SCA. **(See 13. UMPIRE IN CHARGE)**

(g) DEFAULT

A team shall be considered in default if it fails to notify the Secretary or any other executive of the Association of its inability to field a team by Six (6) p. m, the day before the scheduled game. Teams failing to observe the foregoing shall be responsible for paying the umpires' Fees and any other penalty(s) as per the playing rules.

(h) 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 and/or suspension as determined by the disciplinary committee.

28. PLAYOFFS

- (a) The Playoff Roaster will be Produced and delivered by the Registrar as per the VALIDATED Games on the SCA Website.
- (b) To be qualified, each player must have played a MINIMUM of four (4) games during the regular season.

(p) **29. JUNORS**

A player ceases to be a junior if he attains his 19th birthday before January 01 of the current playing season.

A junior cannot play for more than one team on the same day.

A junior must have played in at least Three (3) games during the season for that specific club in order to participate in the playoffs.

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 residing umpire.

It is the onus of the clubs to ensure the juniors wears necessary protective equipment when playing. The Scarborough Cricket Association will not be liable for any injuries. 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.

30. DISPUTES

All disputes during a match shall be settled by the umpires appointed by the SCUA 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.

31. POINTS SYSTEM

Winning team received ten (10) points.

In the case of a default, the team in default loses five (5) points whilst the other team received ten (10) points.

If the batting side is bowled out one (1) bonus point is awarded to the bowling team.

If the batting team scores 250 to 299 runs one (1) bonus point is earned.

32. Penalties

Any fielding team not completing their allotted amount of overs in the time given to do so will be subject to a penalty.

The penalty shall be the average run rate of the batting team multiplied by the number of overs in default.

Eg: if the bowling team bowls 45 of the allotted 50 overs and the run rate of the batting team is 4.75; the penalty is $4.75 * 5 = 23.75$ runs. 23.75 rounded to the nearest whole number is 24. Thus the penalty is 24 runs, which will be added to the batting team's total. The team bowling first will only be allowed to receive the amount of overs they bowled. That is 45 overs. The team bowling last will be penalized the same as above. If they fail to bowled the allotted 45 Overs.

33. UMPIRES FEE:

50 Overs Competition:

Two Umpires: total fee \$140 - \$70 from each team

One Umpire: total fee \$90 - \$45 from each team.

In case of rainouts where game has not started the following shall apply:

Two Umpires: total fee \$30 -\$15 from each team.

One Umpire: total fee \$ 20 - \$10 from each team.

34. DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE FOR ALL DIVISIONS - USING THE DUCKWORTH/LEWIS METHOD.

If, due to a suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, (minimum 25 overs, a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current manual Duckworth/Lewis method and the 2002 updated resource tables. The target set will always be a whole number of runs and one (1) less run will constitute a tie. A win or a loss refers to the above # 2 (Playing Condition).

35 Free Hit after foot-fault no ball.

In addition to the above the delivery following a no ball called for a foot fault (Law 24.5) 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 (the provisions of clause 41.2 shall apply).

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

1e BOWLING OF WIDE (LAW 25) - AND FAST SHORT - PITCHED BALLS 42.6(A))

Law 25.1 Judging a wide law 25 shall apply with the following additions

1. 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.

2. 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.

3. 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.

4. A bowler shall be limited to one (1) fast short-pitched delivery per over.
5. A fast short-pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the crease.
6. The umpire at the bowler's end shall advise the bowler and the batsman on strike when each short-pitched delivery has been bowled.
7. In addition, for the purpose of this regulation and subject to Clause 14(f) below, 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.
8. For avoidance of doubt, any fast short-pitched delivery that is called a Wide under this playing condition shall also count as the allowable short-pitched delivery in that over.