

TORONTO & DISTRICT CRICKET ASSOCIATION
PLAYING RULES FOR Super 9, ELITE, and PREMIER 50 over Matches
(Revised: March 22, 2021)

Except as varied hereunder, ICC standard One-Day international match playing conditions and/or
the MCC Laws of Cricket (2019 Code) 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 limited to fifty (50) overs, six-ball overs. A minimum of twenty (20) overs per team shall constitute a match (unless either side is dismissed in less than twenty (20) Overs, or the side batting second wins the match in less than twenty (20) overs. A team shall not be permitted to declare its innings closed.

(b) NOMINATION OF PLAYERS

Each Captain shall submit to the umpires their list of 11 nominated players on the official match sheet and an acceptable form of photo ID, 15 minutes before the toss taking place. (See Laws 1.2 & 12.4). All 11 players must be registered with the Toronto & District Cricket Association as being members of the club. If a nominated player does not have his/her T&D registration number recorded on the match sheet, the player will not be allowed to participate in the match.

Each team is allowed to nominate only three (3) foreign players in a match.

A concussion substitute must be nominated along with the playing 11 before the toss.

Photo ID requirements for T&DCA games

All players (including junior players) must be ready to present acceptable photo identification upon demand by the Umpires at T&DCA games. Acceptable forms of photo ID are a valid Canadian driver's license, valid Passport, valid Ontario health card (with picture).

Umpires will perform a photo ID check before the toss is taken. Both team Captains are required to have their player's photo IDs collected for presentation to the umpires at least 15 minutes before toss. Any delay caused by teams in presenting the IDs may result in the offending team forfeiting the toss or penalty runs being applied against the offending team. Any playing member refusing to produce an acceptable photo ID or misbehaving with the Umpires on this matter may cause their team to automatically lose the match. Players arriving late will have the responsibility of showing their photo ID to the Umpires. Any player from the fielding side arriving late on the field of play, must run up to the Umpire first and show their photo ID before taking their fielding position. If the late-arriving player is from the batting side, he must bring their photo ID to the field and show it to the Umpire just before taking the crease to bat. Any late arriving players from the batting side who have not come into bat yet must show their photo ID to the Umpires during the first available break in play i.e. drinks break or lunch break. Umpires will have the right to refuse any player from joining the fielding or the batting side if they cannot produce an acceptable form of photo ID.

(c) THE TOSS

Eligibility

- A team must have submitted its team list to the umpires before the toss as well as the umpire's match fee, a new approved ball, and 2 good approved used balls. A plea that the other team has the match sheet will be ineffective.
- The home team must have the circles and pitch markings completed 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 at least **NINE (9)** players dressed in cricket attire in the presence of the umpire before the toss. A plea that **Nine (9)** dressed players were present at an earlier time but have now departed will be ineffective.
- No substitute allowed for late-coming players for any reason.
- Cricket attire will comprise colored clothing. All members of the same team must wear (latest) identical color clothing, (color other than white, cream, or any light color), as approved by the Toronto & District Cricket Association Board of Governors.
- At the start of a match, the fielding team (including super 9) shall have a **minimum of 9** players for play to commence, (in such a scenario, teams **DO NOT** need to fulfill the requirements of a 30-yard circle first).

- It is required that All teams pay a match fee to Umpires before the start of the game. It is also, the responsibility of individual umpires to collect match fees from the teams before the start of the match.
- Neither team is eligible to 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 Toronto & District Cricket 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. (Refer Law 13.4)
- 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 before the scheduled/reschedule start time due to circumstances beyond the control of the ground authority, the opposing Captain cannot claim the toss. The toss must take place in the presence of at least one (1) umpire.
- Law 1.3.3 applies: The deputy must be one of the nominated players.
- If any team does not take the field **half an hour (30 Minutes)** after the scheduled or re-scheduled starting time, it will automatically default the match.
- If a team fails to turn up for a scheduled match the defaulting team will forfeit the match to its opponent as well as Face a fine of \$300.00. The T&DCA board may also look at suspension or expulsion from the league **if no explanation is provided within 7 days.**

(2) HOURS OF PLAY, INTERVALS & INTERVALS FOR DRINKS MINIMUM OVERTS IN A DAY

2.1 Start and Cessation Times for Divisions: Super 9, Elite, Premier & 1st MAY TO AUGUST (See below regarding last two weekends of August)

Team Batting First	12:30 pm to 4:00 pm	210 Minutes
Interval	4:00 pm to 4:30 pm	30 Minutes
Team Batting Second	4:30 pm to 8:00 pm	210 Minutes

Last two weekends of August

Team Batting First	12:00 pm to 3:30 pm	210 Minutes
Interval	3:30 pm to 4:00 pm	30 Minutes
Team Batting Second	4:00 pm to 7:30 pm	210 Minutes

September

Team Batting First	11:30 pm to 3:00 pm	210 Minutes
Interval	3:00 pm to 3:30 pm	30 Minutes
Team Batting Second	3:30 pm to 7:00 pm	210 Minutes

- The duration and the time of the lunch interval can be varied in the case of an interrupted match or a match where the start is delayed.
- Each team must provide their lunch for all home and away matches.

INTERVAL BETWEEN INNINGS:

The innings of the team batting second shall not commence before the scheduled time for commencement of the second session unless the team batting first has completed its innings at least **thirty (30) minutes** before the scheduled interval, in which case, a **ten (10) minute break** will occur and the team batting second will commence its innings and the interval will **occur as scheduled**. If the team batting first is dismissed when there is **less than thirty (30) Minutes** remaining before the scheduled interval, then the **interval shall be taken immediately**. The team batting second will then commence its innings **thirty (30) minutes** after the close of the first team's innings.

FOR ALL DIVISIONS – TIME LOST - INTERVAL Duration

Up to 60 minutes One-for-one minutes down to **20 minutes** (Lunch will be of 20 Minutes duration) between 61 and 120 minutes - **15 minutes** (Lunch will be of 15 Minutes duration)

More than 120 minutes - **15 minutes** (Lunch will be of 15 Minutes duration)

For delayed and interrupted matches refer to Appendices **E**.

INTERVALS FOR DRINKS

Two (2) drink breaks per session shall be permitted, each 1 hour and 10 minutes apart. The provisions of Law 11.8 shall be strictly observed, except that under conditions of extreme heat, the Umpires may permit extra intervals for drinks.

Drinks must be taken within the 30-yard circle and no player shall leave the field without the Umpire's consent.

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 onto the field without the permission of the Umpires.

Any player taking drinks onto the field shall be dressed in proper cricket attire.

(3) APPOINTMENT OF UMPIRES:

The Toronto Cricket Umpires & Scorers Association or its delegated representatives shall arrange the appointment of Umpires for regular league matches on behalf of the Toronto & District Cricket Association. For the play-offs, the Toronto & District Cricket Association may appoint Match Managers.

(a) **Fitness for play:** It is solely for the **umpires together** to decide whether either condition of the ground, whether or

Light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

(b) The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

(c) Conditions shall be regarded as dangerous if there is an actual and foreseeable risk to the safety of any player or umpire.

(d) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

(e) If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or Recommence.

(f) When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make Inspections as often as appropriate, unaccompanied by any player or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

(g) Umpires are reminded of the danger that lightning poses and **must immediately suspend play** when a flash of Lightning is visible or if peals of thunder are occurring at 30-second intervals or less. Play must not resume until 15 minutes after the last peel of thunder or as decided by the Umpires.

(4) THE BALL

(4.1) the following balls are to be used for:

Super 9

A) Kookaburra Regulation

Elite

B) Kookaburra Regulation or Kookaburra Club Match

For Premier Division

C) Stigix Super Turf only

All Divisions will use the white ball when playing in colored clothing and they must have a minimum of two

(2) Spare white balls in good condition.

- (4.2) the umpires shall be given all match balls (see Section 4.4 below) before the start of the match, and they shall retain possession of them throughout the match when play is not taking place.
- (4.3) During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, at the end of each over, or any other disruption in play.
- (4.4) For the all-division team, each will have one new approved match ball and two (2) good used balls of varying condition (e.g. one that was previously used for approximately 20 overs, and one used for approximately 35 overs). These latter balls will be presented to the umpire(s) only if the match ball is to be replaced (e.g. lost or unfit for play).
- (4.5) In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had similar wear.
- (4.6) In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or being affected by dew. And in the opinion of the umpires being unfit for play, the ball shall be replaced for a ball that has had a similar amount of wear, even though it has not gone of out shape.
- (4.7) if a ball is to be replaced, the umpire shall inform the batsman. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.
- (4.8) if a good used ball is not available, a new ball may be used.

(5) COVERING OF THE PITCH

In the event of rain during a match, the pitch and as much of the surrounding area as possible, including the bowler's run-ups shall be covered according to the facilities available at each ground. Where possible, the Pitch and as much of the surrounding area including the bowler's run-ups shall be covered overnight before the day of the match. During the match, both teams are responsible for covering the pitch if the need arises due to inclement weather. Before the match, the Ground Authority shall be responsible for covering the pitch (as well as the removal of the covers), thereafter both teams as directed by the umpires shall handle the covers. Weather permitting the covers shall be removed at least two (2) hours before the scheduled start of play.

(6) LENGTH OF AN INNINGS:

(6. 1) UNINTERRUPTED MATCHES

- (a.) Each team shall bat for fifty (50) six-ball overs unless all out earlier. A team shall not be permitted to declare its Innings closed.
- (b) For all Divisions, sides are expected to be in a position to bowl the first ball of the last of their 50 overs Within **3 hours 30 minutes of playing time**. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six (6) runs for every whole over that has not been bowled by the scheduled or re-scheduled cessation 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. All penalties in this regard will be imposed immediately after the ball becomes dead after the scheduled or re-scheduled cessation time for the innings even if this time is during an over. However, the penalty runs will be considered to be awarded at the instant of the last delivery. If the innings are terminated before the scheduled or re-scheduled cut-off time, based on the re-scheduled cessation time for that innings. No over-rate penalty shall apply. If the innings are interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman, and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). Also, in all reduced-over matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over leeway means that the fielding side must be in a position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time. Over rate penalties only apply to innings of twenty (20) overs or more duration.
 - **This is the only penalty for slow over-rate.** In any Duckworth/Lewis calculation no penalty for slow over-rate will apply. (For net run-rate calculations, any runs accrued through the application of this clause shall be included in calculations). If umpires have to award penalty runs for slow over rates, they must file a report with the Toronto & District Cricket Association.
 - (c) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting 2nd will still receive 50 overs even if they have been penalized for a slow over-rate. The interval shall be taken after the first innings.

If the team batting first is dismissed in less than fifty (50) overs, the team batting second shall be entitled to bat for

fifty (50) overs except as provided in (c.) above.

(d) If the team fielding second fails to bowl fifty (50) overs or the number of overs as provided in 6.1 (b), (c), or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved. See Clause 6.1 (b.)

6.2) DELAYED OR INTERRUPTED MATCHES DUE TO GROUND, WEATHER, OR LIGHT CONDITIONS

(a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of twenty (20) overs must be bowled to the side batting second to constitute a match subject to the provisions of Clause 6.1(b) The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 six-ball overs per hour, (4.2 minutes per over), in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

(b) The team batting second shall not bat for a greater number of overs than the team batting first team unless the latter has been all out in less than the agreed number of overs.

(6.2.2) DELAY or INTERRUPTION to the INNINGS of the TEAM BATTING FIRST

(a.) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Appendices E.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 6.1(b) shall apply.

(c) If the team batting first is all out, and the last wicket falls at or after the scheduled or rescheduled time for the interval, Clause 6.1 (c.) shall apply.

(6.2.3) DELAY or INTERRUPTION to the INNINGS of the TEAM BATTING SECOND

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.28 overs per hour remaining (4.2 minutes per over), except that, when the innings of the team batting first have been completed before the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed. For calculations etc., refer to Appendices E.

(6.2.4) GAME CALL-OFF TIME – DUE TO DELAY OR INTERRUPTION

- No game shall be called off by the umpires **before 5:00 pm** (May-August 17), **4:30 pm** (August 23, August 31), **4:00 pm** (September) due to weather.
- However, Umpires are the sole judge and are entitled to decide call-off the game before these times. Also, the ground authority may call off the match or not allow the match to start.

(6.2.5) DELAYED START DUE TO LATE ARRIVAL OF A TEAM

(a) If the defaulting team fields first, they are required to bowl 50 overs by the scheduled interval or the recalculated number of overs due to an interruption. If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 6.1 (b.) shall apply. The Powerplay overs will apply as in Appendix #2.

(b) If the defaulting team bats first, they are not entitled to the number of overs that would have been bowled during the delay. For example, if the delay is twenty (20) minutes in a regular match then the maximum number of overs, the defaulting team will face will be reduced to $(210 - 20)/4.2 = 45$ overs.

The Powerplay overs will be **9 +27+9**. The team bowling is not penalized. They can have five bowlers using the Following scheme: 4 bowlers allowed 10 overs and 1 bowler 5 overs. **Team batting second is entitled to play full 50 overs.**

(7) THE RESULT

(7.1) Result can be achieved only if both teams have had the opportunity of batting for at least twenty (20) Overs, subject to the provisions of Clauses 6.1 (b) and 6.2.2. (b) Unless one team has been all out in less than twenty (20) overs or unless the team batting second scored enough runs to win in less than twenty (20) overs. If, due to 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 that originally allotted (minimum twenty (20) overs) unless the provisions of Clauses 6.1(b) or 6.1(e) apply), 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 score is to be calculated by using the professional edition Coda 2.1 DLS method. The target set will always be a whole number of runs and one (1) less will constitute a tie. See Clause 7.3

All matches, in which both teams have not had the opportunity of batting for a minimum of twenty (20) overs, shall

be declared no result.

If the innings of the side batting second is suspended (with at least 20 overs bowled) and the match can't be resumed, the match result will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the 'par score' the result is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the 'Par Score.'

(a) Umpire awarding a match.

A match shall be lost by a team which either,

(i) Concedes defeat; or

(ii) In the opinion of the umpires the team refuses to play, the umpires shall award the match to the other team.

(7.2) TIE

In matches where both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 6.1 (b) and 6.2.2. (b), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie, and no account shall be taken of the number of wickets that have fallen.

(a) Correctness of result.

Any query on the result of a match as defined in regulations 7.7.1a, and 7.2 as modified by these regulations shall be resolved as soon as possible and a final decision made by the umpires.

(7.3) 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 20 overs unless the provisions of Clauses 6., 1 (b) or 6.1 (e) apply), 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 **professional edition Coda 2.1 DLS method**. The target set will always be a whole number of runs and one (1) less run will constitute a tie. Refer to the Appendices.

(8) NUMBER OF OVERS PER BOWLER

(8.1) No bowler shall bowl more than ten (10) overs in an innings.

In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). This restriction shall not apply to the team fielding second where the provisions of Clause 6.1 (b) have been applied.

(8.1b) No fast bowler under the age of 19 years shall be permitted to bowl not more than five (5) overs consecutively.

No fast bowler under the age of 15 years shall be permitted to bowl more than four (4) consecutive overs.

Captains are responsible for enforcing this regulation. **Rest for a minimum of 10 overs for the next spell.**

(8.2) where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

EXAMPLE:

After sixteen (16) overs, rain interrupts play and the innings are reduced to thirty-two (32) overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl seven (7) overs and three bowlers can bowl six (6) overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to six (6) overs.

When an interruption occurs mid-over, and on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

(8.3) In the event of a bowler breaking down, or being suspended and unable to complete an over another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

(8.4) Where possible, the scoreboard shall show the total number of overs already bowled and the number of overs to be bowled, and if possible the number of overs bowled by each bowler.

(9) WIDE BOWLING - JUDGING A WIDE – 22

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2

22.1.1.1 The ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position, **and any bowl going outside leg without touching bat or person- shall be called a wide. Switch hit or reverse sweep both sides become the off side for judging the wide only.**

22.1.1.2 The ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat using a normal cricket stroke.

22.1.3 Umpires are instructed to apply very strict and consistent interpretation regarding this Law to prevent negative bowling wide of the wicket.

(9.1) 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: Also, a ball that passes above head height of the batsman prevents him from being able to hit it With his bat using 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.

(10) Stumped: Law 39.2 Ball rebounding from wicket-keeper's person

If the wicket is put down by the ball, it shall be regarded as having been put down by the wicket-keeper if the ball rebounds on to the stumps from any part of the wicket-keeper's person or equipment or has been kicked or thrown on to the stumps by the wicket-keeper.

For clarity Wicket keeper person or equipment includes the helmet he is wearing.

(11) Incoming batsman wasting time:

If the incoming batsman is not in a position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time-wasting and the provisions of Law 41.10 shall apply.

(12) Switch hit before delivery:

The batsman is entitled to play a switch-hit stroke. A batsman is allowed to alter from one stance or grip to another, once the bowler has entered his delivery stride. If the bowler notice that the batsman alters his grip or stance before he enters his delivery stride, he is NOT compelled to deliver the ball. Once the bowler enters his delivery stride, having seen the batsman changes his grip and/or stance, may decide to bowl that delivery or not to bowl at the batsman, and he is entitled to do so.

In either case, Umpire will call and signal a dead ball. However, Law 41.10 (batsman Wasting Time) will apply.

(13) Law 41.15 Striker in a protected area

41.15.1 The striker shall not adopt a stance in the protected area or so close to it that frequent encroachment is inevitable. The striker may mark a guard on the pitch provided that no mark is unreasonably close to the protected area.

41.15.2 If either umpire considers that the striker is in breach of any of the conditions in clause 41.15.1 if the bowler has not entered the delivery stride, he shall immediately call Dead ball, otherwise, wait until the ball is dead; he shall then inform the other umpire of the occurrence. The bowler's end umpire shall then

- Warn the striker that the practice is unfair and indicate that this is a first and final warning. This warning shall apply Throughout the innings. The umpire shall so inform the non-striker and each incoming batsman.
- Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

(14) POINTS SYSTEM

(14.1) a) Win 6 points b) Tie 4 points c) No result 3 points d) Loss 0 points

In the event of teams finishing the season on equal points, then the standing in the league table will be determined by the team with the most number of wins. If still equal, the team with the highest net run rate will be used to determine the standing (see Clause 14.2).

(14.2) NET RUN RATE

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the league, the average runs per over scored against that team throughout the league. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled. Not on the number of overs in which the team was dismissed.

(14.3) only those matches where results are achieved will count for net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run

less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the final target.

(15) DEFAULT PENALTIES

If a team is in default for failing to have the wicket prepared for any reason, including the field restriction markings, and the start of the match is delayed, the following regulations will be observed (see Clause 1.) The team responsible for having the wicket prepared has a 30-minute grace period from the scheduled start of the match to have it prepared. If it cannot have it prepared by the end of this grace period, including having all of the fields Restriction markers, then the team will default the match.

In the above such situations, Umpires are **NOT empowered** to “Award the match” to one team or other. Umpires Are required to submit a detailed report to Toronto & District Cricket Association, for them to decide to award the match to a particular team.

(16) PROTECTIVE HELMETS AND EQUIPMENT

(a) To eliminate any waste of playing time caused by the removal from the field of fielder's protective equipment other than helmets (e. g. shin pads, etc.), such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side on the field shall be permitted, **provided that the Umpires do not consider that it constitutes a waste of playing time.**

(b) Umpires are not to hold helmets.

(c) A batsman who chooses to use a helmet may wear (or carry) it personally all the time while Play is in progress. While he may call for a helmet to be brought out to him during any time in play, he may only have the helmet taken off the field **provided that the Umpires do not consider that it constitutes a waste of playing time.**

(d) A batsman may only change an item of protective equipment other than a helmet (e.g. batting gloves, etc.) at the fall of a wicket or the next interval unless the equipment is clearly damaged or unserviceable and then only with the approval of the Umpires.

(e) Any player who is under the age of 19 must wear a protective helmet with a faceguard or grille whilst batting or if Fielding close to the wicket.

(f) Any wicket-keeper who is under the age of 19 must wear a protective helmet with a faceguard or grille if keeping up. Captains are responsible for enforcing the regulation in Clauses (e) and (f).

(g) If a protective helmet belonging to the fielding side is on the ground within the field of play, and the ball while in play strikes it, the ball shall become dead, and except in the circumstances of Law 34 (Hit the ball twice), law 23.3 – Leg byes not to be awarded, and when runs are dis-allowed for a reason, 5 penalty runs shall then be awarded to the Batting side, in addition to the penalty for a No ball or a Wide, if applicable.

(17) REPORTS

Umpires are required to report in writing within seventy-two (72) hours or, if necessary, during a match, any breach of these Playing Conditions or as required under the terms of Law 41 & Law 42. Umpires must report any case of obvious dissent or misconduct, even though umpires have taken action under Law 41 and/or the player's Captain may have taken effective action (Refer Law 41.18).

All reports shall be submitted in writing as soon as possible to the Toronto & District Cricket Association, Toronto Cricket Umpires & Scorers Association and if possible, to the Secretary of the Club concerned.

(18) PENALTY RUNS

Law 41.18 will be modified as follows:

In assessing penalty runs, both Umpires must record all of the details concerning the awarding of penalty runs and as soon as possible, file a report with the Toronto & District Cricket Association.

The number of penalty runs awarded will be five (5) as set out in Law 41. (However, all of the conditions and procedures for the awarding of penalty runs, as set out in Law 41, will prevail). Penalty runs awarded for slow over rates should also be included in the report.

(19) LAW 42 PLAYERS' CONDUCT

42.1 Unacceptable conduct

42.1.1 The umpires shall act upon any unacceptable conduct. Four Levels of offence and the corresponding actions by the umpires are identified as Level 1, Level 2, Level 3 and Level 4 offences in 42.2 to 42.5.

42.1.2 If either umpire considers that the conduct of a player, at any time during the match, is unacceptable, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether misconduct has occurred. If so, they shall determine into which of the Levels the conduct falls, as set out in 42.2 to 42.5 below, and then apply the related sanctions.

42.1.4 For each Level 1 to 4, if the offence is by a batsman, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this Law, the batsman at the wicket may not deputise for their captain.

42.1.5 For each Level 1 to 4, -Playing time shall be counted as lost from the call of Time to the call of Play, excluding intervals (Law 11) and suspensions of play (Law 2.8).-the time for close of play on that day shall be extended by this length of time.-if applicable.

42.2 Level 1 offences and action by umpires

42.2.1 Any of the following actions by a player shall constitute a Level 1 offence:-willfully mistreating any part of the cricket ground, equipment or implements used in the match-showing dissent at an umpire's decision by word or action-using language that, in the circumstances, is obscene, offensive or insulting-making an obscene gesture-appealing excessively-advancing towards an umpire in an aggressive manner when appealing-any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 1 offence.

42.2.2 If such an offence is committed, 42.2.2.1 to 42.2.2.6 shall be implemented as appropriate, according to whether or not it is the first offence at any Level. 42.2.2.1 The umpire shall call Time, if necessary. 42.2.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred. 42.2.2.3 If the Level 1 offence is the first offence, at any Level, by that team, the umpire shall

42.2.2.3.1 issue a first and final warning which shall apply to all members of the team for the remainder of the match. 42.2.2.3.2 warn the offending player's captain that any further Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team. 42.2.2.4 If the Level 1 offence follows an offence, at any Level, by that team, the umpire shall award 5 Penalty runs to the opposing team. 42.2.2.5 As soon as practicable the umpire shall call Play. 42.2.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.3 Level 2 offences and action by umpires

42.3.1 Any of the following actions by a player shall constitute a Level 2 offence:-showing serious dissent at an umpire's decision by word or action-making inappropriate and deliberate physical contact with another player - throwing the ball at a player, umpire or another person in an inappropriate and dangerous manner-using language or gesture to another player, umpire, team official or spectator that, in the circumstances, is obscene or of a seriously insulting nature -or any other misconduct, the nature of which is, in the opinion of the umpires, equivalent to a Level 2 offence.

42.3.2 If such an offence is committed, 42.3.2.1 to 42.3.2.6 shall be implemented. 42.3.2.1 The umpire shall call Time, if necessary. 42.3.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred. 42.3.2.3 The umpire shall award 5 Penalty runs to the opposing team. 42.3.2.4 The umpire shall warn the offending player's captain that any future Level 1 offence by any member of his/her team shall result in the award of 5 Penalty runs to the opposing team. 42.3.2.5 As soon as practicable the Umpire shall call Play. 42.3.2.6 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and to any Governing Body responsible for the match, who shall take such further action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

42.4 Level 3 offences and action by umpires

42.4.1 Either of the following actions by a player shall constitute a Level 3 offence: -intimidating an umpire by language or gesture-threatening to assault a player or any other person except an umpire. See 42.5.1. 42.4.2 If such an offence is committed, 42.4.2.1 to 42.4.2.8 shall be implemented.

42.4.2.1 The umpire shall call Time, if necessary. 42.4.2.2 Together the umpires shall summon and inform the offending player's captain that an offence at this Level has occurred.

42.4.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for a period in accordance with the following: 42.4.2.3.1 In a match where the innings are not limited to a number of overs, the player shall be suspended from the field of play for 10 overs. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended. 42.4.2.3.2 In a match where the innings are limited to a number of overs, the player shall be suspended for one fifth of the number of overs allocated

to the current innings at its commencement. If, in calculating the length of the suspension, a part-over results, it shall be considered as a whole over. Any balls remaining in the over in progress at the time of suspension shall not count towards the overs for which the player is suspended. 42.4.2.3.3 If the offending player is a fielder, no substitute shall be allowed for him/her. The offending player may return to the field of play after serving the period of suspension and may bowl immediately. 42.4.2.3.4 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall he/she bowl the next over. 42.4.2.3.5 If the offending player is a not out batsman, he/she shall be replaced by another member of his/her team. The offending player may return to bat after having served the suspension only at the fall of a wicket. If no batsman is available to bat during a batsman's suspension, the innings is completed. If the offending player does not continue his/her innings for whatever reason, he/she is to be recorded as Retired –not out. 42.4.2.3.6 If the offending player is a dismissed member of the batting side, the period of suspension will not commence until the start of the next innings. Furthermore, in these circumstances, the offending player may not act as a runner during the innings when he/she was suspended. 42.4.2.3.7 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team. 42.4.2.3.8 Any overs remaining to be served from a suspension shall be carried forward to the next and subsequent innings of the match. A part over at the end of the innings shall not count towards the overs for which the player is suspended.

42.4.2.4 As soon as practicable, the umpire shall award 5 Penalty runs to the opposing team-signal the Level 3 penalty to the scorers-call Play.

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

42.5 Level 4 offences and action by umpires

42.5.1 Any of the following actions by a player shall constitute a Level 4 offence: threatening to assault an umpire-making inappropriate and deliberate physical contact with an umpire-physically assaulting a player or any other person-committing any other act of violence. 42.5.2 If such an offence is committed, 42.5.2.1 to 42.5.2.5 shall be implemented.

42.5.2.1 The umpire shall call Time, if necessary.

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

42.5.2.3 The umpires shall direct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following: 42.5.2.3.1 If the offending player is a fielder, no substitute shall be allowed for him/her. His/her is to be recorded as Retired –out at the commencement of any subsequent innings in which his/her team is the batting side. 42.5.2.3.2 If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over. 42.5.2.3.3 If the offending player is a batsman he/she is to be recorded as Retired –out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his/her team is the batting side. If no further batsman is available to bat, the innings is completed. 42.5.2.3.4 Warn the offending player's captain that any future Level 1 offence shall result in the award of 5 Penalty runs to the opposing team.

42.5.2.4 as soon as practicable, the umpire shall award 5 Penalty runs to the opposing team-signal the Level 4 penalty to the scorers-call Play.

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

42.6 Captain refusing to remove a player from the field

42.6.1 If a captain refuses to carry out an instruction under 42.4.2.3 or 42.5.2.3, the umpires shall invoke Law 16.3 (Umpires awarding a match). 42.6.2 If both captains refuse to carry out instructions under 42.4.2.3 or 42.5.2.3 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded as in Law 12.9 (Conclusion of match) and there shall be no result under Law 16 (The result).

42.7 Additional points relating to Level 3 and Level 4 offences

42.7.1 If a player, while acting as wicket-keeper, commits a Level 3 or Level 4 offence, Law 24.1.2 (Substitute fielders) shall not apply, meaning that only a nominated player may act as wicket-keeper, even if another fielder becomes injured or ill and is replaced by a substitute. 42.7.2 A nominated player who has a substitute or has a runner will suffer a penalty for any Level 3 or Level 4 offence committed by that substitute or by that runner.

42.7.2.1 When the offence is committed by a substitute, the nominated player and substitute will each suffer the penalty defined in 42.4.2.3 or in 42.5.2.3 as appropriate. Only the substitute will be reported as in 42.4.2.5 or 42.5.2.5.

42.7.2.2 When the offence is committed by a runner, the batsman who has the runner and the runner will each suffer the penalty defined in 42.4.2.3 or in 42.5.2.3 as appropriate. The penalty for a Level 4 offence (42.5.2.3) will apply to the runner for the remainder of the match, but in only the current innings to the batsman for whom

the runner acted.

Toronto & District Cricket Association T&DCA Players' Code of Conduct

The T&DCA Code of Conduct has been formulated below. Please read through it thoroughly and acquaint yourself and your teammates with it. The penalties for these offenses have been posted. These penalties will supplement, and not replace the Constitution/By-laws. Where Constitution/By-laws has been specifically laid down, they will take precedence for applicable penalties/fines.

The Code of Conduct will be strictly adhered to and the umpire(s) will notify in writing the Grievance Committee/Board of the charges. The Captain of the side is responsible for the behavior and conduct of the players in his team. Apart from the charged player, the Captain will also be penalized for the poor conduct of his players.

Umpires MUST file a report for any infraction of the Code of Conduct. Two copies must be filed. One to the Secretary of the T&DCA and one to the Secretary of the TCU&SC. The T&DCA and the TCU&SA may request clarification. This request must be in writing and the umpire(s) must respond promptly and only in writing.

The written charges, and any written clarification, are the only things to be considered from the umpire(s) concerned.

Important Note

Where there are separate incidents in the course of a match, the umpire should lay separate charges. If the person charged is found guilty of more than one offense, separate penalties concerning each offense will be imposed. Penalties in such cases are cumulative and not concurrent.

All charges will be paid by the officiating umpire(s) for infractions during the game, including the durations of all breaks, and pre/post-match periods where the umpire is ensuring compliance with issues related to the league policies including, but not limited to, filling out match sheets, proper laying/storage of mats (where applicable), ground cleanliness, payment of umpires, etc.

Board's jurisdiction: In case of any disputes and contradictions, the Board will adjudicate the correct interpretation and application of the Code of Conduct.

Serving of the suspension and payment of fines:

There are no suspended suspensions and no suspended fines.

Suspensions: All suspensions will be immediately applicable, as of the next scheduled league game. If the infraction was during the last played game of the season for the team/club, or if the suspensions cannot be served completely during the current season, they will apply to the player/offender from the first scheduled game of the next season for the team/club that the player is registered with.

Fines: All fines are payable before the next scheduled game or the following weekend, whichever is earlier.

Appeal process

There is NO APPEAL for a Level-1 infraction charge.

For an infraction of the magnitude of Level-2, Level-3, Level-4, and/or General Offences, a player/team/club has a right to appeal within the set time-frame, as specified with each infraction level.

This appeal, along with the appeals processing fee (dollar amount to be published shortly), has to reach the Secretary of the League, along with any documentation, pictures, or evidence that relates to the case and will support the appeal. Failure to do so within the set time frame will void the right of the player/team/club to dispute the charge, and the penalties/fines will be served as indicated.

In case of an appeal, the player can play till the appeal process is completed. The applicable fines and the fee for the appeal processing will have to be deposited with the league as per the set time-frames for the

appeal process to start, failing which, the appeal will be rejected.

T&DCA 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 appealing
- 1.5 Pointing or aggressively gesturing towards the pavilion by a bowler or other member of the fielding side upon the dismissal of a batsman
- 1.6 Public criticism of, or inappropriate comment on a match-related incident or match official. 1.7 Consumption of alcoholic beverages is not permitted at parks, private grounds, (including Maple Leaf Cricket Club, and school grounds.
- 1.8 Second warning letter to a captain also requires a 1 (one) game suspension.

Applicable Penalty/Fines:

Player/Offender: 1 (one) game suspension Team/Club: None Captain: Warning letter

Level 2

- 2.1 A 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 aggressively advancing towards the umpire 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 obscene language, 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 acceptable standard. In this instance, language will be interpreted to include gestures)
- 2.8 Changing the condition of the ball in breach of Law 42.3
- 2.9 Any attempt to manipulate a match regarding the result, net run rate, bonus points, or otherwise. The captain of any team guilty of such conduct will be held responsible.
- 3.1 Any player who takes part in a league match whilst suspended is deemed to have committed a Level 2 offense.
- 3.2 Consumption of alcoholic beverages by repeat offenders will be considered to be a Level 2 offense.

Applicable Penalty/Fines:

Player/Offender: 2 (two) games suspension Team/Club: \$100 Captain: Warning letter

Level 3

3.1 A 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 based on 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) Team/Club: \$200 Captain: 2 games suspension (Board to decide)

Level 4

4.1 A 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 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: a - Gambling on matches (betting)

b - Failing to perform in a match in return for benefit, such as money or goods (match-fixing) c - Inducing a player to perform one of the above actions

d - Failure to report certain incidents relating to match-fixing or gambling

e - Any activity, or supporting any activity, which is in direct contradiction to the establishment of T&DCA, or is detrimental to the operations of the league, in words or action

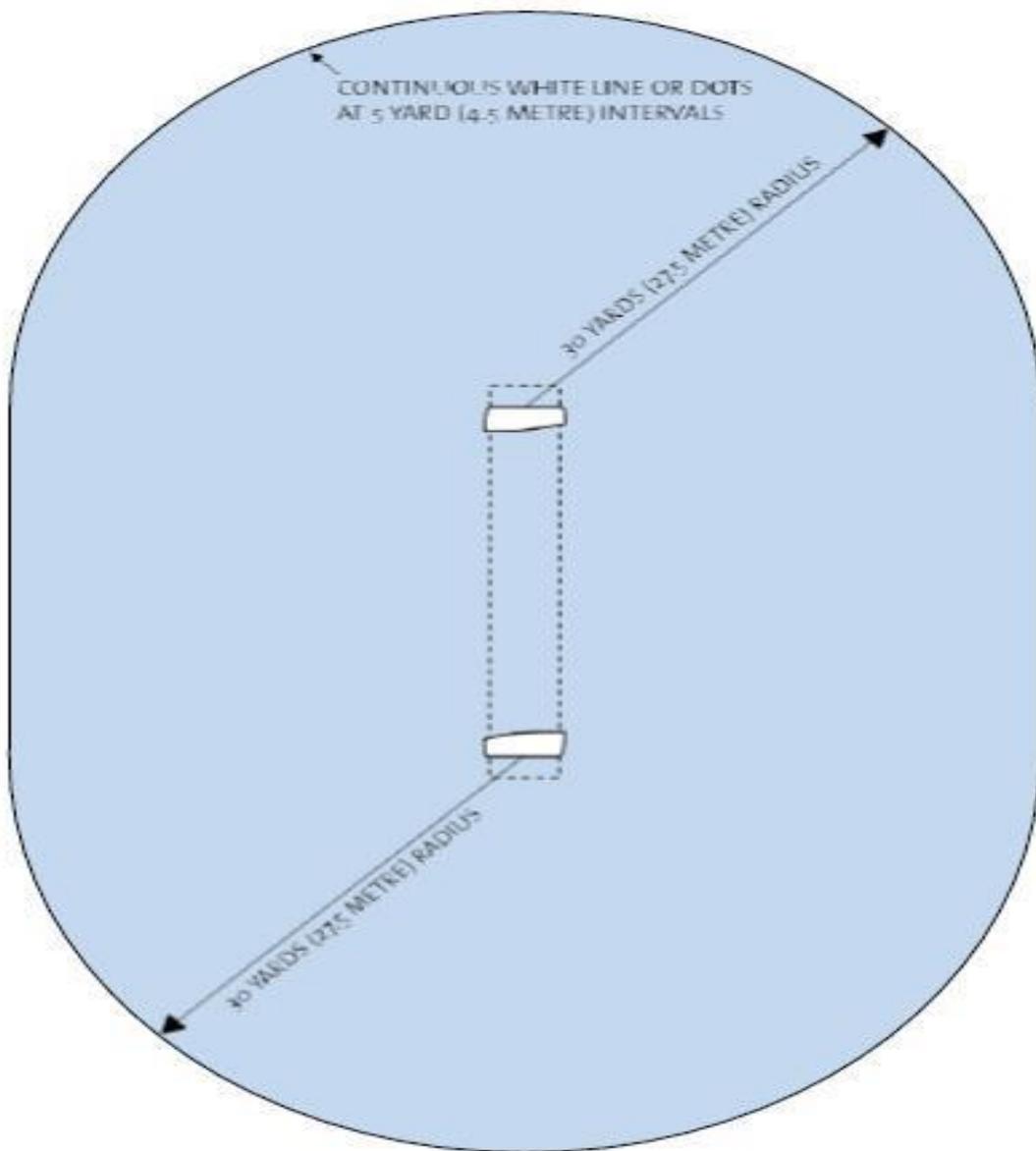
Applicable Penalty/Fines:

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

Provision for Friendly Games

After the Association schedule has been published, no club or team shall play a friendly match, which interferes or conflicts with Association matches. Representative matches played under the jurisdiction of the Association shall take precedence over all club or other Association fixtures.

APPENDIX 1: Field Markings



APPENDIX #2 FIELDING RESTRICTIONS

Restrictions on the placement of fielders:

1. 28.4.1 at the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

28.4.2 at the instant of the bowler's delivery, there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the leg side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.

28.4.3 In the event of an infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

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 Powerplay 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. (Refer to attached Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yards (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.

At the instant of delivery:

Powerplay 1: During the first block of Powerplay Overs (as set out below), **NO More than two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive. **If a team is playing with less than 11 players, there is NO need to fill a 30-yard circle first.**

Powerplay 2: **No more than four (4)** fieldmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.

Powerplay 3: **No more than five (5)** fieldmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

4. 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 following 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.

Innings DURATION	Power Play 1	Power Play 2	Power Play 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6

31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	5	10

5. If play is interrupted during an innings and the table in 4 (above) applies, the Powerplay takes immediate effect. For the avoidance of doubt, this applies even if interruption has occurred mid-over.

Illustrations 1:

A match starts as 50 overs, is interrupted after 8.3 overs, and is reduced to 32 overs. The new phases are 7+19+6 (Refer to the table in 4 above). Therefore, the middle phase (Powerplay 2) fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase (Powerplay 3) begins after 26 overs have been bowled.

Illustrations 2:

A match starts as 40 overs per innings, is interrupted after 18.5 overs, and is reduced to 22 overs. The new phases are 5+13+4 (Refer to the table in 4 above). When play resumes, the final phase (Powerplay 3) fielding restrictions apply for the remaining 3.1 overs.

6. At the commencement of the middle (Powerplay 2) and final (Powerplay 3) phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. (Powerplay signal)

7. In the event of an infringement of any of the above fielding restrictions, the striker end umpire shall call and signal ' No Ball '.

APPENDIX #3

Laws 6 (The pitch) and 7 (The creases)

