

Match and disciplinary Rules

1.1 Match Day

1.1 The host team (for the scheduled match) shall arrive early and allow enough time to prepare the ground for play. Preparation includes:

- A) Marking boundaries (inner circle with cones and outer boundaries with flags)
- B) Preparing the wickets, mark crease, wide lines, side no ball lines (in rosewood park)
- C) Regular Standard stumps with bails (No Spring stumps). A pair of spring stumps must be arranged by the home team for all matches at Southridges park.
- D) Boundaries measurement will be 60 meters (65 yards / 197 feet) from center of pitch
- E) Inner circle measurement will 27.4 meters (30 yards / 90 feet) from stumps on both sides

1.1.1 It is expected that all of the above listed be taken care of before the scheduled start time of the match. Failure to prepare any of the above items will result in losing the toss to the opponent. The loss of toss however is not applicable if the opposing team is not in a position to start the game.

1.1.2 Hosts who are unable to ready the ground prior to the match start shall be subject to the docking of overs and Forfeiture Rule.

1.2 Match Start Rule

All matches must begin and end on time as per the time stated in the schedule.

1.2.1 Atleast 7 (seven) registered team members from each team must be present to start a match.

1.2.2 Atleast One neutral umpire should be present to start the match as per schedule time.

1.2.3 Team with less than 7 players at the start of the match is considered as team causing the delay and over docking rules will be applied to that team for their batting innings.

1.2.4 If both teams have less than 7 players at the start of the match, then overs will be docked from match for both the teams.

Adding New Players to Team roaster in during play-off

1.2.5 A player should have played atleast 2 league games for T20 and Pro30 to be part of the playing XI for the play offs and Finals.

1.2.6 A player who has already played one game for a team cannot swap teams during the course of the tournament.

1.2.7 A new player has to be added to the team Roster and sign the UCA waiver form before Saturday night (10:00 PM) in order to play the Sunday game.

1.2.8 All existing players present in the team roster have to sign the UCA waiver form before Saturday night (10:00 PM) in order to play the Sunday game. If a player doesn't sign the waiver, they will not be allowed to participate in the game.

1.2.9 A player who has not played any games for a team can switch teams during the course of the tournament. The team who the player is moving to, will pay the required insurance amount and such a team is responsible for adding the player to their roster (via ops).

1.3 Grace Period

There is 5 minutes grace period for both T20 and Pro30 matches.

1.4 Over Docking rules to Make up lost time

Table 1.4

Time Lost	Team Present	Over Docking Rules
< 5 mins	No	No reduction in overs (reduce the drinks break to 5 minutes) for the team that showed up late
< 10 mins	No	No reduction in overs (reduce the drinks break to 5 minutes and innings break to 15 minutes or 10 minutes based on the game type) for the team that showed up late
< 15 mins	No	Dock one over for the team that showed up late
< 20 mins	No	Dock two overs for the team that showed up late
< 25 mins	No	Dock three overs for the team that showed up late
< 30 mins	No	Dock four overs for the team that showed up late
< 35 mins	No	Dock five overs for the team that showed up late
> 35 mins	No	Declare the team as winner who is present on the field and allocate two points

Net Run Rate (Forfeit Match)

In circumstances where a match (and the points for such match) is awarded to a team as a result of the other team's refusal to play, the net run rate of the defaulting team shall be affected in that the full 50 overs of the defaulting team's innings in such forfeited match shall be taken into account in calculating the average runs per over of the defaulting team over the course of the relevant portion of the competition. For the avoidance of doubt the runs scored and overs bowled in such forfeited match will not be taken into account when calculating the net run rate of the team to whom the match was awarded.

In effect, 20 overs are added to the denominator of the losers scored run rate, while their conceded run rate is unaffected. The winner's run rate is unaffected. This is easier to understand with an example. Suppose Team A doesn't show up for their game against Team B. Then for purpose of calculating net run rate, following data is considered from this game.

Example:

Team A (loser)

- Runs Scored: 0 from 50 overs.
- Runs Conceded: 0 from 0 overs.

Team B (winner)

- Runs Scored: 0 from 0 overs.
- Runs Conceded: 0 from 0 overs.

Delay Due to Team's not ready:

1.4.1 In case if one team is responsible for the delay in start of the match, then overs will be docked from the tardy team batting innings as per table 1.4.

1.4.2 In case if both teams are responsible for the delay in start of the match, then overs will be docked from both teams batting innings as per table 1.4.

Delay Due to Umpire Not present:

1.4.4 If umpire to the game be late by 15 minutes to an assigned game, the umpire's team will be penalized with a \$50 fine for 1st offence, \$100 fine for 2nd offence, \$150 for 3rd offence, \$200 for 4th offence onwards for each umpire.

1.4.5. If the team umpire doesn't show up for the game 1st offense \$200, 2nd offense \$300, 3rd onwards \$500 for each umpire.

1.4.6 If both umpires are not present before the start of the match, the teams scheduled to play should wait for 30 minutes before starting the match and enforcing over docking as per table 1.4

1.4.7 In the event of no neutral umpire present beyond 30 minutes. If any captain decides not to play, then match will be called off and equal points will be awarded to both teams.

1.4.8 In the event of no neutral umpire present beyond 30 minutes, the team scheduled to play can start the match after enforcing over docking rules as per table 1.4, if and only if both captains agree to follow below rules. (Exceptional rule: If both teams are present at the start of the game, and both neutral umpires are confirmed that they are not going to come, then team can start the game any time before 30 minutes wait after enforcing over docking as per table 1.4 and below rules)

1.4.8.1 Both captains should come to mutual understanding about umpire decisions. Acting umpire decision will be final.

1.4.8.2 Both captains fore-fit the privilege to complain to Disciplinary committee regarding umpire decision errors.

1.4.8.3 If any conflicts arise in the match about umpire decision and both captains couldn't resolve those conflicts themselves, then match will be called off and **NO** points will be allocated to both teams.

Delay or Lost Time between Innings Due to Bad weather:

1.4.9 Standard Duckworth/Lewis (D/L) rule will be enforced as per APP

“Duckworth-Lewis Calculator from Tarams Inc.”

<https://play.google.com/store/apps/details?id=com.tarams.android.duckworthlewis&hl=en>

<https://itunes.apple.com/us/app/duckworth-lewis-calculator/id525417125?mt=8>

1.5 Walkover

The following actions may result in GIVING WALKOVER of matches:

1.5.1 Failure to have at least 7 (seven) registered players on the ground by the end of the 35 minutes or failure to be present on the ground shall result in a Walkover. The team that is present on the ground shall be awarded the match and points assigned for that game. In such a case the umpire shall be paid for the match.

1.5.2 Teams refusing to start the match, teams leaving the field of play without the umpire's permission, and players refusing to play are all situations that shall all be considered as grounds for WALKOVER.

1.6 Umpires Responsibilities

1.6.1 Umpires officiating the game should possess a solid knowledge of all rules and regulations, including the code of conduct, umpires checklist as well as disciplinary rules (this document) in order to expertly conduct duties as umpires.

1.6.2 Umpires will adhere to the timelines as mentioned in section 1.7 “Match Duration” and keep both captains honest during play in order to finish the game on time.

1.6.3 Umpire will keep track of minimum over rate and warn the bowling team if the over rate is lower.

1.7 Match Duration

A full match without any interruption due to rain, etc., is considered to be 20 overs per innings for T20 and 30 overs per innings for Pro30 and is expected to complete at 5 minutes an over (12 overs per hour).

T20 Match Duration:

Each innings will be of 100 minutes.

10 minutes drinks break after finishing 10th over.

15 minutes innings break.

5 minutes grace period.

Total of (100+10+15+100+10+5) minutes = 240 Minutes (4 hours)

Pro30 Match Duration:

Each innings will be of 150 minutes.

10 minutes drinks break after finishing 15th over.

20 minutes innings break.

5 minutes grace period.

Total of (150+10+20+150+10+5) minutes = 345 Minutes (5 hours and 45 minutes)

However, the umpire is to keep a tab on time so as to not exceed a total time from the scheduled start time (even after accounting for the late start). This rule is in place to make sure that in cases where the same ground is used for another match on the same day that it leaves enough time to complete the match on time. Should individual innings not be completed in the allotted 100 minutes, the team's captain will be penalized with a warning for the first game and will be imposed a ban to be served immediately in the next scheduled game, unless there is an adverse or uncontrollable event that is deemed to be the cause.

Adverse Events can include any but are not restricted to the following: rain, player Injury, pitch issues, etc. Umpires will be responsible for providing a report to the UCA discipline committee in regard to matches not completed on time for the purposes of the committee maintaining a record.

Pro30 Power Play Rules:

First 6 overs Powerplay only two (2) fielders allowed outside the 30-yard Circle.

Second 18 overs Powerplay only four (4) fielders allowed outside the 30-yard Circle.

Third 6 overs Powerplay only five (5) fielders allowed outside the 30-yard Circle.

1.8 Minimum No of Overs

To officially call a match each team has to play a minimum of 5 overs (T20) or 8 overs (Pro30).

Please use D/L application to determine the target for second innings in case if there are any interruptions during the first innings, also please apply the same to determine the winner in case if there are any interruptions during second innings.

1.9 Tied Match

There is a super over for both T20 & Pro30 UCA games. In case the super over is tied, teams keep playing super overs till the winner is decided. The repeat super overs are played according to the rules set by the ICC.

Below following procedure shall apply,

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpire. In normal circumstances, it shall commence 10 minutes after the conclusion of the match.
2. The Super Over shall take place on the pitch allocated for the match (the designated pitch).

3. The umpires shall stand at the same end as that in which they finished the match.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
5. Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a match played.
7. The team batting second in the match shall bat first in the Super Over.
- 8.** The captain of the fielding team (or his nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the box of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first.
9. The loss of two wickets in the over ends the team's one over innings.
10. Team scoring more runs will be declared as winner for the super over. In the event of the teams having the same score after the Super Over has been completed one more super over will be played. Team will continue playing super overs until winner is declared.