



# Canadian College Cricket Membership and Playing Rules



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# 1 Introduction

Canadian College Cricket is home to Canada's largest cricket community. Our goal is to develop the game of Cricket across the country. Canadian College Cricket is an organization developed on creating infrastructure for youth to pursue an education while developing their cricket and leadership skills. Canadian College Cricket is focused on post-secondary institutions.

## 1.1 Purpose

The purpose of this document is to provide the club members with clear guidelines of CCC criteria, and playing competition rules as part of CCC's best practice strategies to ensure professional representation of club members and CCC. The following document applies for all clubs and all members.



## 2 Club Member Rules

### 2.1 Member Participation

- ✓ CCC member clubs may only participate in Canadian College Cricket events and may not join other leagues, tournaments etc. unless granted permission by Canadian College Cricket.
- ✓ Playing in events without approval from Canadian College Cricket will result in penalties, such as loss of Canadian College Cricket Membership, exclusion from Canadian College Cricket events, etc.

### 2.2 Club Participation

- ✓ Club commits to playing 6 T20 Hardball Summer League Games from mid-June through to the end of September.
- ✓ Club commits to playing 6 Indoor games through October – April.
- ✓ Club commits to participating in the Canadian College Cricket Indoor Provincial Tournament which takes place in the month of January.
- ✓ Club commits to having a team for the Canadian Nationals in August.

### 2.3 Social Media Promotion

- ✓ Club members are mandated to share and like the posts from the Canadian College Cricket Facebook page, Instagram and any other official CCC social media platforms.



- ✓ Individual School Clubs are also encouraged to have their own Social Media – (Facebook, Instagram) presence.

## 2.4 Uniform and Apparel

- ✓ Only authorized logos on uniforms (including practice wear) are permitted. Uniforms must be made and purchased through the official authorized vendor for Canadian College Cricket to ensure consistent quality and brand image.
- ✓ All club members must ensure professional representation while wearing CCC apparel, or club apparel.

## 2.5 Sponsorships

- ✓ Canadian College Cricket must be informed of any Team Sponsors in order to avoid potential conflict of interest. Canadian College Cricket reserves the right to deny a sponsor. NO sponsor logos are allowed on team uniforms, except from a potential presenting sponsor of Canadian College Cricket on television and/or social media.

## 2.6 New Recruitments

- ✓ Each Club is mandated to host an intramural league or Inter-university tournament during the winter season.

## 2.7 Club Continuity

- ✓ Each Club is encouraged to promote growth and development of their club. Examples include but are not limited to: Increasing the number of club





memberships per year, increased attendees at events, or number of matches played.

- ✓ Provisioning of club continuity is required from one year to another. This means clubs must ensure a junior student (1st or 2nd year) is involved in their respective management team. The student should be included in all activities and groomed for future responsibilities come the following years.
- ✓ Clubs are encouraged to have one to two alumni members on their advisory board.

## 2.8 Media

- ✓ Encourage positive media portrayal, via all public platforms on and & off campus for your club and Canadian College Cricket.

## 2.9 Endorsements

- ✓ Work with your relevant sports administration to get facilities and support for Cricket games and events.

## 2.10 Club Integrity

- ✓ No individual or team is bigger than our Mission, and the organization that we have created to further that Mission. Negative behaviour, on or off the field including Social Media, that reflects negatively on your school and/or Canadian College Cricket is subject to disciplinary action, including suspension or being expelled from Canadian College Cricket.



## 2.11 Report

- ✓ Being a member of Canadian College Cricket means dedication. Clubs can not simply participate in tournaments alone, but must be involved with CCC activities year-round. In order to ensure year-round participation, a report must be submitted to Canadian College Cricket on your activities at the end of each season.

## 2.12 Rosters

- ✓ Must be verified & emailed to Canadian College Cricket by a College Official such as your Department of Athletics, Faculty Advisor, etc. NO questioning of any team players or Rosters should take place during any games/events – such as unsportsmanlike conduct, & disregard for ethics may result in you, or your team being penalized, including forfeiting the game and even suspension.

## 2.13 Scoring Application

- ✓ All matches must be scored on *Cric Clubs*. A team can not play another game if its previous game is not on Cric Clubs. All clubs should request access through CCC to the app.



# 3 Outdoor - T20 Competition Rules

Canadian College Cricket T20 Playing Rules. The rules and structure of the Twenty 20 matches are as follows

## 3.1 League Structure

- ✓ League Match is going to be a 20 over format. Each side plays 20 overs and at the end the match one team wins. Winning team will be awarded 10 points plus Bonus Points for Batting/Bowling.

## 3.2 Match Structure

- ✓ 20 Overs match: Each bowler can bowl maximum up to 4 overs. Only 2 substitute fielders are allowed to field in case of any circumstance where regular fielder needs to go out of the field.

## 3.3 Tie Game

- ✓ In case of a tie, One Over Per Side Eliminator will be used to determine the winner.

## 3.4 Umpire:

- ✓ There will be umpires provided by CCC who are in charge of the game. All the field decisions will be taken by the umpires and everyone should respect his decisions, any misbehavior and disobedience will not be tolerated. Each side needs to pay the umpire's fees before the start of their innings.



### 3.5 Approved Match Balls

- ✓ Canadian College Cricket will provide match balls. All match balls will contain the CCC logo on one side, and respective club logo on the other side. A good used ball can only be used with the approval of both the umpire and the opposing captain. No other ball will be accepted or allowed in CCC Summer League games.

### 3.6 Conducting a match

- ✓ CCC will follow the ICC recommendations and the following minimum overs allocated to each team will constitute a game: 20 over format = 6 overs. If either team does not have the opportunity to face the specified number of overs as noted above (unless a team was bowled out before the minimum number of overs), the game will be recorded as either rain-out or abandoned. Rain-affected games will follow D/L method for target score calculation and/or result.

### 3.7 Scoring Application

- ✓ All matches must be scored on Cric Clubs. A team cannot play another game if its previous game is not on Cric Clubs.

### 3.8 Duration

- ✓ One innings per side, each innings limited to a maximum of 20 overs. Time Each innings is limited to a maximum of 1 hour and 20 minutes or 4 minutes for every over bowled. Result - Each side must have faced (or had the opportunity to face) 6 overs in order to constitute a match.



### 3.9 Time Restrictions

- ✓ In uninterrupted matches, each innings should end at, or before, the scheduled or re-schedule time although the over in progress at this time may not be finished. Each team shall bat for their allotted overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- ✓ Sides are expected to be in position to bowl the first ball of the last of their overs within the allotted playing time. In the event of them failing to do so the batting side will be credited with 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.
- ✓ If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the rescheduled cessation time for that innings then no over rate penalty will apply.
- ✓ If the innings is 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 six runs/over penalty is the only penalty for slow over-rate.
- ✓ 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 not 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 20 overs even if they have been



penalized for a slow over rate. The interval shall be taken at the conclusion of the first innings.

- ✓ If the team batting first is dismissed in less than Twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) overs except as provided above.
- ✓ If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in the scheduled cessation time, penalty runs will be added to the team batting second.

### 3.10 Intervals between Innings

- ✓ The schedule interval is 10 minutes. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately. In circumstances where the side bowling first has not completed the allotted number of overs by the schedule or re-schedule time for the first innings, the umpire(s) shall reduce the length of the interval.

### 3.11 Timed Out

- ✓ The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket.

### 3.12 Toss

- ✓ The toss will take place 15 minutes before the scheduled start of play, unless conditions (as deemed by the umpires) delay the toss. The captain winning the toss must inform the other captain of his decision immediately.



- ✓ Before the toss takes place, the following conditions must be met:
  - a) If conditions allow for play to start on time:
    - i. Each team must be entered into Cric Clubs prior to the toss. Cric Clubs must be set up and ready to go for the toss.
  - b) Both teams must have minimum seven (9) players dressed in the team colors who are declared on Cric Clubs present at the ground for toss to take place. Any team that does not have the required 9 players in team uniform at the ground will automatically lose the toss;
  - c) Irrespective of the ground conditions, both teams must have 9 players ready to play at the ground at toss time (15 minutes prior to the original game start time), though the actual toss may take place 15 minutes prior to the game start when the umpires deem the game ready to play.
  - d) Irrespective of the ground conditions or toss having taken place, if a team does not have minimum seven (9) players named on Cric Clubs in team uniform ready to play 30 minutes past the original start time, the other team (that has at least 9 players ready to play) can claim the game. It does not matter if the ground was made ready for play or not. This will be recorded as a default against the team that failed to turn up with 9 players and the umpires will inform the League officials accordingly.
  - e) To claim a default game for the late arrival of a team, the team present must have 9 players ready to play as stated above.

### 3.13 Team Uniforms:

- a) All teams are required to have a uniform, which is approved by their respective university/college. Official logos must be on the Jerseys.



- b) No player, for whatever reason, will be allowed to play without their team uniforms.
- c) All batsmen will wear color pads while batting.
- d) No white pads are allowed for wicket-keepers.

### 3.14 Injury during the game

- ✓ Any player injured during the course of play, ICC laws will apply (including non-allowance of a runner to an injured batsman). The main umpire will make decision to declare a batsman retired out or retired hurt according to situation.

### 3.15 Interventions/ Interruptions

- ✓ Duckworth-Lewis method for calculating target totals in games affected by interruptions is in effect for all CCC games.
- ✓ The umpire(s) will only resort to calling off the game if and only if the required number of overs cannot be completed and/or the conditions are not reasonable enough for play to continue. If, in the opinion of the umpire(s), even after waiting, the chances of the conditions improving so as to allow the game to resume are minimal, the umpire(s) may decide to call the game off earlier without waiting any further. This is completely at the umpire's discretion (only if it continues to rain) and neither team has a say in this.

### 3.16 Power Plays Restrictions on the placement of fieldsmen:

- ✓ League Match is going to be a 20 over format. Each side plays 20 overs and at the end the match one team wins. Winning team will be awarded 10 points plus Bonus Points for Batting/Bowling.





- ✓ At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- ✓ 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.
- ✓ 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 attached Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- ✓ 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 20 overs, these are overs 1 to 6 inclusive. Powerplay 2: No more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive.

### 3.17 Free hit/ Bouncer

- ✓ All "No Balls" will be a Free-hit. The free-hit continues to apply to the subsequent ball till a fair delivery is received by the batsman. For example, if a free-hit has been awarded, and the following ball is a NO ball again, or a wide ball, the next ball bowled will again be a free-hit. If the next delivery is a valid



one, the free hit has been utilized. For a free-hit, if the same batsman is taking strike to the free-hit as the one who was bowled the no-ball, the fielding team cannot change their field positions (as was during the no-ball). If the other batsman (non-striker or a new batsman) is taking strike to the free-hit, the fielding team can change the field setting, but within the fielding restrictions applicable at that time.

- ✓ **Note:** As per the new ICC guidelines, the bowler disturbing the stumps during the process of bowling the delivery (either by foot or hand) will be called a “No-ball” by the umpires. This does not include the attempt at “ManKad-It” a non-striker, but the disturbing of the stumps in the normal process of delivering the ball. A bowler will be allowed only one bouncer per over. A bouncer is considered a delivery which passes over the shoulder height of the batsman while standing upright at the crease (not in the crouching batting stance). Either bouncer passing over the batsman’s head while standing upright will be called a wide and counted as one of the bouncers. The second such delivery will be called a “No-ball” (with a free hit) by the umpires and the bowler will be warned.

### 3.18 Toss

- ✓ There will be no claiming of toss. The toss must be spun 15 minutes prior to the commencement of play

### 3.19 Number of Overs per bowler

- ✓ Each bowler may bowl a maximum of 4 overs. In a delayed or interrupted match, no bowler may bowl more than 1/5 of the total overs allowed unless, such a number had been exceeded prior to the interruption.



### 3.20 Free Hit

- ✓ A free hit will be awarded after a no ball. The delivery following a no ball shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next delivery will become a free hit. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for a free hit is called a wide ball.

### 3.21 Wide Balls

- ✓ 2 feet from the off stump on either side of the wickets to accommodate right hand batsman and left-hand batsman. Any ball pitched and not touching the batsman's pad or person down the leg side will be a wide ball.

### 3.22 Balls

- ✓ New cricket balls are to be used for matches. However, a used cricket ball with a relatively good shine can be used providing that the umpire(s) and captain(s) agree on the condition of the ball. The balls will be provided by CCC. Only authorized balls will be allowed.



# 4 Indoor - Competition Rules

## 4.1 General Rules:

The rules below will adhere to both Men and Women Indoor Cricket matches:

### 4.1.1 Toss

- ✓ Toss will only occur if both teams are in full uniform

### 4.1.2 Number of Players Per Side

- ✓ 8 players per side but subs will be allowed

### 4.1.3 Cricket Bats

- ✓ Fibre bats will be allowed
- ✓ Each team is responsible to bring their own bats. Canadian College Cricket is only responsible to provide balls and tapes for the games

### 4.1.4 Runs off the bat only

- ✓ All extras i.e. bye, leg bye, wide ball, are not applicable.

### 4.1.5 Wide Ball

- ✓ All balls down the leg side are wide ball



#### 4.1.6 Retired/Declared Batsman

- ✓ A batsman who is retired hurt or declared may return later in the innings after all remaining 7 players are out

#### 4.1.7 Last Man to Bat

- ✓ Last Man to bat is not allowed. Hence, team losing their 7th wicket will be all out.

#### 4.1.8 No runners allowed for any player under any circumstances

#### 4.1.9 Free Hit

- ✓ There will be a free-hit on no balls. Except for a run out & stumping, no other form of getting out will be considered on a free-hit ball

#### 4.1.10 Batsman will be out only in the following ways:

- a) Hit Wicket
- b) Bowled
- c) Run Out
- d) Stumped
- e) Obstructing the Field
- f) Caught directly by fielder or wicket keeper



#### 4.1.11 Bouncers

- a) First bouncer above the head is wide ball and a warning. The next bouncer over the shoulder will be termed as no-ball.
- b) First bouncer between shoulder and head is a warning. The next bouncer over the shoulder will be termed as no-ball.
- c) Beamers above waist will be called no ball. On bowling 2nd beamer of the innings, the bowler will be banned for the game umpired decision.

#### 4.1.12 Tie

- ✓ In case of tie in a game it is a super over

#### 4.1.13 Overs Per Innings

- ✓ All games shall be played 5 overs per side. If a team is late, the umpire will adjust to finish the game in allocated time.

#### 4.1.14 Indoor Playing Field

- ✓ Indoor facilities gym sizes may vary by host schools, and its required for teams to adjust to the space of the gym. The pitch length however must be consistent 22 yards throughout.



#### 4.1.15 For Womens Cricket

- ✓ A wide ball will be 2 runs and the ball will count. In the last over of the game if a wide ball is delivered, it will be 2 runs + an extra delivery.

#### 4.2 Umpiring Rules

- ✓ All umpiring officials will be facilitated by CCC.
- ✓ Neutral Umpire - Umpires shall be neutral and must not be from participating team
- ✓ All players must respect the decisions of the umpires. Umpires decisions are final Any team players will not use any abusive, obscene language whatsoever against umpire decision. Players engaged will face disciplinary action in the event of nonadherence to umpire's decision
- ✓ In case of any conflict, only team captain can seek clarification on umpire's decision
- ✓ All bowling must be overhand (underhand/throwing/chucking is not allowed in any circumstances). In case of doubtful bowling action, teams have right to point this to umpire, however, the umpire will make his final call.
- ✓ Any sort of inconvenience during the match with the umpire or opponent team can cost extra run to the opposing team.

#### 4.3 Timings

- ✓ Game Day Arrival - Each team should be available 15 minutes before their scheduled game start time.



- ✓ Late Start Penalty - If both teams are late, both teams will lose 1 over in case of 5 minutes delay, 2 overs in case of 10 minutes delay. In case of over 10 minutes delay, both teams will share 1 point each
- ✓ Toss - Umpire will conduct the toss 5 minutes prior the schedule time
- ✓ Minimum players for Toss - At the time when game starts, at least 4 team players must be present, otherwise the opponents will be declared winners
- ✓ If match is delayed due to unknown circumstances, it will be reduced to accommodate adjustments.
- ✓ Every match must complete within 40-minute. Each inning should not go beyond 20- minute. There will be a very short break between the innings (however, it may reduce depending how long it took to complete the first innings)

#### 4.4 Teams

##### 4.4.1 Player Registration Limit

- ✓ Each team can register 10 players; however, every match will be 8-aside. The captain must declare 8 players' name to the umpire prior to start of the game

##### 4.4.2 Substitute Player

- ✓ Teams can use their substitute players for fielding only. That player must be among registered players. Any unregistered player (out of 10 players list) cannot field
- ✓ Eight (8) players can be on field, one bowler and rest fielders. Maximum two on boundary.





#### 4.4.3 Media

- ✓ Each team is responsible for marketing and sharing CCC and respective school media
- ✓

#### 4.4.4 Scoring Application

- ✓ All scoring must be done on Cric Clubs under Canadian College Cricket

## 5 Winter League - Competition Rules

### 5.1 General Rules:

The rules below will apply when Winter League games take place in an indoor field house.

#### 5.1.1 Toss

- ✓ Toss will only occur if both teams are in full uniform

#### 5.1.2 Number of Players Per Side

- ✓ Maximum of 10 players per side.
- ✓ 6 wickets per team
- ✓ Specialist players allowed



### 5.1.3 Scoring Criteria

- ✓ A complete run between the crease will qualify as 1 run
- ✓ A grounded ball that hits the front boundary will qualify as 4 runs
- ✓ An in-flight ball that hits the front boundary will qualify as 6 runs
- ✓ A ball that hits the either side up till the half mark will count as 1 run plus you can run more
- ✓ A ball that hits between the side from half court till boundary will be 2 runs plus runs
- ✓ Runners can run on boundary and when the ball makes impact with the field
- ✓ If the ball goes above the net, it will only count as 1 run
- ✓ If the ball goes below the net, to the other field it will only count as 1 run
- ✓ Running on overthrows is allowed
- ✓ Running on byes is allowed

### 5.1.4 Cricket Balls + Equipment

- ✓ The Yellow Indoor ball will be used
- ✓ All teams are required to bring their own equipment (helmet, pads, gloves)

### 5.1.5 Wide Ball

- ✓ All balls outside the crease or down the leg side are wide ball
- ✓ You can run on wides

### 5.1.6 Retired/Declared Batsman

- ✓ A batsman who is retired hurt or declared may return later in the innings after all remaining players are out



#### 5.1.7 Last Man to Bat

- ✓ Last Man to bat is not allowed. Hence, team losing their 6th wicket will be all out.

#### 5.1.8 No runners allowed for any player under any circumstances

#### 5.1.9 Free Hit

- ✓ There will be a free-hit on no balls. Except for a run out, no other form of getting out will be considered on a free-hit ball

#### 5.1.10 Batsman will be out only in the following ways:

- g) Hit Wicket
- h) Bowled
- i) Run Out
- j) Stumped
- k) Obstructing the Field
- l) Caught directly by fielder or wicket keeper

#### 5.1.11 Bouncers

- d) First bouncer above the head is wide ball and a warning. The next bouncer over the shoulder will be termed as no-ball.



- e) First bouncer between shoulder and head is a warning. The next bouncer over the shoulder will be termed as no-ball.
- f) Beamers above waist will be called no ball. On bowling 2nd beamer of the innings, the bowler will be banned for the game umpired decision.

#### 5.1.12 Tie

- ✓ In case of tie the teams will split points. If a playoff game is tied, there will be a super over

#### 5.1.13 Overs Per Innings

- ✓ All games shall be played 8 overs per side. If a team is late, the umpire will adjust to finish the game in allocated time.

#### 5.1.14 Indoor Playing Field

- ✓ Indoor facilities gym sizes may vary by host schools, and it's required for teams to adjust to the space of the gym. The pitch length however must be consistent 22 yards throughout.

### 5.2 Umpiring Rules

- ✓ All umpiring officials will be facilitated by CCC.
- ✓ Neutral Umpire - Umpires shall be neutral and must not be from participating team



- ✓ All players must respect the decisions of the umpires. Umpires decisions are final Any team players will not use any abusive, obscene language whatsoever against umpire decision. Players engaged will face disciplinary action in the event of nonadherence to umpire's decision
- ✓ In case of any conflict, only team captain can seek clarification on umpire's decision
- ✓ All bowling must be overhand (underhand/throwing/chucking is not allowed in any circumstances). In case of doubtful bowling action, teams have right to point this to umpire, however, the umpire will make his final call.
- ✓ Any sort of inconvenience during the match with the umpire or opponent team can cost extra run to the opposing team.

### 5.3 Timings

- ✓ Game Day Arrival - Each team should be available 15 minutes before their scheduled game start time.
- ✓ Late Start Penalty - If both teams are late, both teams will lose 1 over in case of 5 minutes delay, 2 overs in case of 10 minutes delay. In case of over 10 minutes delay, both teams will share 1 point each
- ✓ Toss - Umpire will conduct the toss 5 minutes prior the schedule time
- ✓ Minimum players for Toss - At the time when game starts, at least 4 team players must be present, otherwise the opponents will be declared winners
- ✓ If match is delayed due to unknown circumstances, it will be reduced to accommodate adjustments.
- ✓ Every match must complete within 50-minute. Each inning should not go beyond 25- minute. There will be a very short break between the innings (however, it may reduce depending how long it took to complete the first innings)



## 5.4 Teams

### 5.4.1 Player Registration Limit

- ✓ Each team can register 10 players; however, every match will be 7-aside. The captain must declare all players' name to the umpire prior to start of the game

### 5.4.2 Specialist Player

- ✓ Teams can use their specialist players that must be among registered players. Any unregistered player (out of 10 players list) cannot field
- ✓ Eight (7) players can be on field, one bowler, one keeper and rest fielders. Maximum two on boundary.

### 5.4.3 Media

- ✓ Each team is responsible for marketing and sharing CCC and respective school media
- ✓ All players must be involved in social media sharing prior to the games

### 5.4.4 Scoring Application

- ✓ All scoring must be done on Cric Clubs under Canadian College Cricket

