

Cricket Alberta (CA) Playing Rules

One day limited, overs cricket matches within the Province of Alberta will follow I.C.C. rules, however, the following rules takes precedent:

1. Start of Match:

- a. Matches shall start at the time set by the Executive of the respective League.
- b. If a team does not have 7 players present at the ground 15 minutes prior to the scheduled match start, the other team shall be awarded the toss.
- c. If a team does not have 7 players present at the ground at the scheduled start time, it shall forfeit the match. The non-defaulting team shall be awarded a win.
- d. If a team delays the commencement of a match for any reason other than in 1(c), it shall be penalized by deducting 1 over from their batting quota for each full 4 minutes of delay.

2. Length of Match:

- a. All matches in the highest division of a league shall be 50 overs per team. For all other divisions, leagues have the right to adjust the number of overs.
- b. Both innings shall be completed on the same day.
- c. The break between innings shall be set by the leagues.
- d. A mandatory 5-minute water break is allowed per innings, but the break shall occur after one hour of playing time has elapsed. Other breaks may be given at the umpires' discretion.
- e. No bowler shall bowl more than 1/5 of the number of overs allotted to each innings at the start of the first innings.

3. Time Limit

- a. The bowling team must complete their 50 overs in 3 hours 30 minutes. In 40 over matches, the time limit is 2 hours 40 minutes.
- b. After the time limit in Part a, or any other cut-off time set by the umpires in the event of delays, the over in progress shall be completed. Any overs not bowled at this time shall still be bowled, and the batting team shall receive 6 penalty runs per over not bowled. In the first innings, this penalty will be added to the batting team's score. In the second innings, this penalty will be deducted from the target.

Example: First Innings: If the bowling team bowls 48 overs in their allotted time, they will continue to bowl the remaining 2 overs. If the batting team scores 200 runs in 50 overs, the total will be increased to 212 runs (2 x 6 runs per over penalty).

Second Innings: Bowling team bowls 47 overs in allotted time.

The batting team target will be revised as $212 - 18 = 194$ (3 x 6 runs per over penalty).

The bowling team will continue to bowl remaining three overs. The revised target will be considered as a new target.

4. Match Result

- a. A win can be achieved only if both teams have batted for at least 20 overs, unless one team is dismissed in less than 20 overs, or unless the team batting second scores sufficient runs to win in less than 20 overs.
- b. In matches with no delays after the commencement of play, where each team has had the opportunity to play the same number of overs, the team which scores the most runs will be winner.
- c. In matches with delays after the commencement of play, the winner will be determined by the Duckworth/Lewis Rule.
- d. If scores are equal, the match shall be declared a tie. For tie breaking procedures in playoff matches or Manmeet Bhullar Cup Fixtures, refer to the Playoff Rule (8).

5. Ground Rules

- a. Local ground rules shall be clarified between the local league, the umpires and captains prior to the start of the match. Refer to Operating Rules of respective leagues.

6. Apparel

- a. No player may wear metal spikes while he is batting or bowling.
- b. Leagues may have their own rules regarding uniforms and apparel. Refer to Operating Rules of respective leagues.

7. Match Referees

- a. The CA Executive shall appoint a match referee for each Inter-city and Manmeet Bhullar game, who shall be present

at said game, and who shall be the sole arbiter of the interpretation of these rules in the case of a dispute.

8. Playoffs

- a. All playoff matches shall be played under these playing rules, with the exception of Rule 4(d). Any tied playoff match shall be resolved in the following manner.
 - i. In the event two scores are equal, the team, which received the fewer number of balls to amass its score, shall be declared the winner.
 - ii. If the two scores are equal and the number of balls received are also equal, the team losing the fewer wickets shall be declared the winner.
 - iii. If the two scores, the number of balls received and the number of wickets lost are equal, the result is a tie. The team ranked higher in the regular season will be declared the winner for progression / champion purposes.
- b. Only registered players (those listed in 9a, 9b and 9c), who have played a minimum of three (3) matches for the playoff team, are eligible to play in a playoff match.
- c. A semi final shall be held between the 2nd ranked team and the 3rd ranked team. The winner of this match shall play the 1st ranked team in a Grand Final, the winner of which shall be declared champion.

9. Player Eligibility

To be eligible to play cricket within the province of Alberta, ALL players must complete the Online Registration process...

- a. Registered Players – All players registered by a team prior to April 30th.
- b. Late Registered Players – Any player, who has not previously been a registered player in Canada that season, who joins a team after April 30, must complete a waiver form prior to their first match commencing in order to be eligible to play (See Player Online Registration Process).
- c. Transfer Players - A player in EDCL or CDCL is allowed to transfer between teams in the same league once prior to July 15 of each year. No penalty shall be applied. A player in EDCL or CDCL is allowed to transfer between teams in the same league once after July 15 of each year. The player must sit out two games that he qualifies to play for their new club. This does not include abandoned games.

Any player who wishes to transfer from one team to another must fully complete the "Cricket Alberta Transfer Form" and submit it to the Secretary or any Executive Member of the League before the game or prior to transferring from one club to another. It is the responsibility of ALL clubs to ensure that ALL its registered members are in good standings with the club. ALL members of a club shall deem to be in good standing as of May 1st of each cricket season. On valid grounds, the EDCL and CDCL executive can approve transfers within their leagues, if it is required to do so. This will commence effective May 1st, 2011.

This includes transfer during the off-season.

- d. U/16 Floaters – Players who are 16 or under as of August 31 of the current season. These players can play an unlimited number of matches for any team. A team can play a maximum of two (2) unregistered U/16 floaters per match.
- e. U/19 Floaters – Except for the team that they are registered with, players who are 19 or under as of August 31 of the current season can only play one (1) match per season for the same team. A team can play a maximum of one (1) unregistered U/19 floater per match.
- f. O/50 Floaters – Players who are 50 or over as of January 1 of the current season. These players can play an unlimited number of matches for any team. A team can play a maximum of one (1) unregistered O/50 floater per match.
- g. Out of Province Guest Player – A player registered in another league in Canada can play one (1) match per season per team. A team can play a maximum of one (1) Out of Province Guest Player per match.
- h. Alberta Guest Player – A player registered in another league in Alberta can play four (4) matches per season for one (1) team only in another league. A team can play a maximum of two (2) Alberta Guest Players per match.
- i. A team can play a maximum of three (3) players eligible under (d) to (h) per match. These players must all be identified on the team list given to umpire under their respective categories.
- j. No player under (d) to (h) is eligible to play in a playoff match.
- k. Any team who plays a match with players in contravention of these rules will be awarded a loss, with their opponents awarded a win.

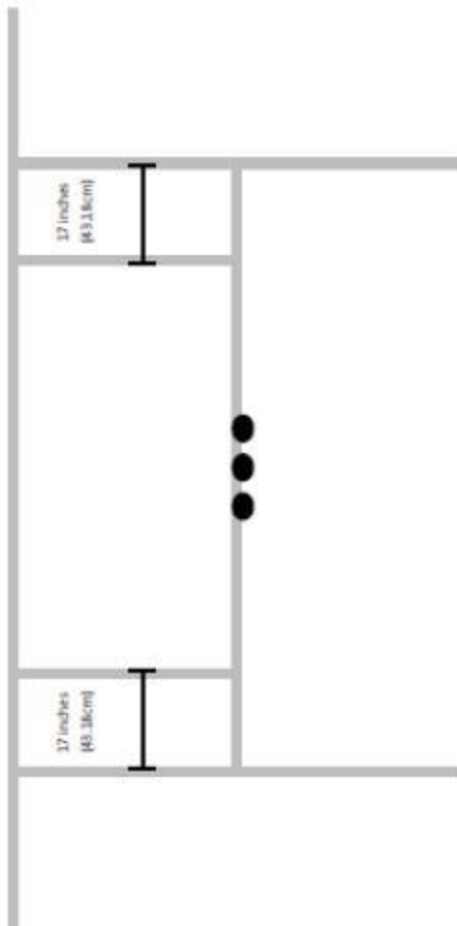
Select ICC ODI Rules for Quick Reference

9.2 Additional Crease markings

The following shall apply in addition to Law 9: As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch. 17 inches (43.18cm) in from the return crease on each side and at both ends.

STANDARD ONE-DAY INTERNATIONAL
MATCH PLAYING CONDITIONS

APPENDIX 4 - CREASE MARKINGS



25.1 Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket. Any offside or leg-side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

24.2 Free Hit after a foot-fault no ball

In addition to the above the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply). The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

41.2 Restrictions on the placement of fieldsmen

41.2.1

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

41.2.2

In addition to the restriction contained in clause 41.2.1 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.

41.2.3

The following fielding restrictions shall apply:

- a) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.
- b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached appendix 5). During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4

During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 a) above.

41.2.5

Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:

- a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
- b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the Request.
- d) Once a side has nominated a Powerplay, the decision cannot be reversed.
- e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th over).

41.2.6

In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	First Powerplay	Fielding Powerplay	Bowling Powerplay	Powerplay Total
20-21	4	2	2	8
22-23	5	2	2	9
24-26	5	3	2	10
27-28	6	3	2	11
29-31	6	3	3	12
32-33	7	3	3	13
34-36	7	4	3	14
37-38	8	4	3	15
39-41	8	4	4	16
42-43	9	4	4	17
44-46	9	5	4	18
47-48	10	5	4	19
49	10	5	5	20

41.2.7

Each block of Powerplay Overs must commence at the start of an over.

41.2.8

If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

41.2.9

If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

41.2.10

If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

41.2.11

If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over. NOTE: Refer Appendix 9 for illustrations of each of the above situations.

41.2.12

At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

41.2.13

The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

41.2.14

A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

41.2.15

The public address system shall be used to keep the spectators informed.

41.2.16

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

Law 42.6 (a) shall be replaced by the following:

- a) A bowler shall be limited to one fast short-pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.
- d) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- e) In addition, for the purpose of this regulation and subject to Clause 42.4.1(f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
- f) For the avoidance of doubt any fast short-pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over
- g) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1(b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- h) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- i) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.