



**YORK REGION ATHLETIC ASSOCIATION
VARSITY CRICKET SPORT PLAYING REGULATIONS**

1. Season of Play: Fall Sport

2. Divisions: Varsity

3. Eligibility:

- a) See YRAA Transfer Form.
- b) Age Division Categories

School Year: 2024-25

Year of Birth must be no earlier than: 2005

Date of Entry to grade 9 must be no earlier than August of: 2020

c) A student/athlete must be on the team roster at the proper age group (Jr/Sr) for a specific sport and tier, to be eligible to participate in that sport. The team roster must be completed on-line twenty-four (24) hours prior to the commencement of the competition.

4. Governing Rules:

a) Except as varied hereunder, the Laws of Cricket (2000 Code) and subsequent amendments shall apply.

b) Equipment: Batsmen are to wear a protective cup and elbow guard, helmet, knee pads and thigh pad at all times when on the pitch. Wicket keepers are to wear keeper pads and kneepads, and helmet at all times while on the pitch.

c) Length of Innings and Pre-Match Regulations

i) Duration: The match will consist of one (1) innings per side, and each innings will be limited to **twelve (12)** six-ball overs. A minimum of ten (10) overs per team shall constitute a match (unless either side is dismissed in less than ten (10) overs, or the side batting second wins the match in less than ten (10) overs). A team shall not be permitted to declare it's innings closed

ii) Nomination of Players: Each coach shall hand to the umpire their list of eleven (11) nominated players on the official match sheet prior to the toss taking place. All eleven (11) players must be registered students who have deemed eligible to play.

d) Appointment of Umpires: The Athletic-Coordinator/Convenor shall do the appointment of umpires for all matches.



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e) Substitutes

i) Law 2.1 shall be applied as modified:

The umpires shall have discretion, for wholly acceptable reasons, to allow a substitute for a fielder or a runner for batsman, at the start of the match or any subsequent time. The substitute must be a registered player deemed eligible to play.

ii) Law 2.5 shall be applied as modified:

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play:

- (a) the umpire shall be informed of the reason for fielder's absence,
- (b) fielder shall not thereafter come on to the field during a session of play without the consent of the umpire
- (c) the umpire shall give such consent as soon as practicable.

g) Length of Innings:

i) Uninterrupted Matches

- (a) Each team shall bat for twelve (12) six-ball overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.
- (c) Unless otherwise determined by the Umpires, the innings of the team batting second shall be limited to the same number of overs that it has bowled by the scheduled time for cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.
- (d) The 10-minute interval shall be taken at the conclusion of the first innings.
- (e) The Umpires, may increase the number of overs to be bowled by the team bowling second if, after consultation amongst themselves, they are of the opinion that events beyond control of the bowling team prevented that team from bowling the required number of overs by the scheduled time for cessation of the innings of the team batting first.
- (f) If the team batting first is all out, and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs bowled to the



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team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).

- (g) If the team batting first is dismissed in less than twelve (12) overs, the team batting second shall be entitled to bat for twelve (12) overs except as provided in (e) and (f) above.
- (h) If the team fielding second fails to bowl twelve (12) overs or the number of overs as provided in 5.1 (c), (e), or (f) 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.

ii) Delayed or Interrupted Matches

- (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 ten (10) overs must be bowled to the side batting second to constitute a match subject to the provisions of Clause 5.1 (c), (e), (f).
The calculation of the number of overs to be bowled shall be based on an average rate of ten (10) six-ball overs per hour, (6 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) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (c) 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.

iii) Delay or Interruption to the Innings of the Team Batting Second

If there is a suspension in play during the second inning, the overs shall be reduced at a rate of ten (10) overs per hour of time remaining (6 minutes per over), except that, when the innings of the team batting first has been completed prior to 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.



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- h) Restrictions on the Placement of the Fieldsmen: No fielder may be closer than 10 metres to the striker except when fielding behind the striker's wicket.
- I) Number of Overs per Bowler and Batsman
 - i) No bowler may bowl more **than 3 overs**.
 - ii) **The is no limit for the number of bowlers per game**
- j) No Ball
 - i) A bowler shall be allowed to bowl one short-pitched delivery per over (not being a wide or no ball).
 - ii) A fast short pitched delivery is defined as a ball that passes or would have passed above shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.
 - iii) In the event of the bowler bowling more than one (1) fast short-pitched delivery in an over, the umpire shall call and signal "No Ball". The penalty shall be one run for the no ball, plus any runs scored from the delivery.
 - iv) The above regulation is not a substitute for Law 42.6, which umpires may apply at any time.

NOTE - the provisions of j) i) - wide bowling shall supersede the provisions of one (1) allowable fast short-pitched delivery per over.

Short Pitched Bowling - if the ball passes or would have passed above the head height of the striker standing upright at the crease, either Umpire shall call and signal 'No Ball'.

- k) Wide Bowling – Judging a Wide
 - i) Deliveries will be called wide at the discretion of the umpire who will consider that these are school matches. 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.

As a guide, on the leg side a ball landing clearly outside the leg stump and going further away shall be called a Wide.
 - ii) A penalty of one (1) run for a Wide shall be scored in addition to any other runs scored, any boundary allowance and any other penalties awarded. Apart from any award of a five (5) run penalty, all runs resulting from a wide shall be debited against the bowler.



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- l) **Beamers:** After two (2) accidental “beamers” a bowler must be taken off for the innings. After a deliberate “beamer” the bowler will be taken off immediately.
- m) **The Ball:** The 4-piece Red ball will be used.
- n) **The Result**
 - i) A result can be achieved only if both teams have had the opportunity of batting for at least ten (10) overs, subject to the provisions of Clause 5 one team has been all out in less than **twelve (12)** overs or unless the team batting second scored enough runs to win in less than **twelve (12)** overs.
 - ii) Tie In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 5.1 (c) 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.
- o) **Scoring**

Three (3) points for an outright win
One (1) point for a tie.

At the conclusion of the regular season's matches, if there is a tie in the number of points accumulated, then the standing in the league table will be determined by the following:

 - (1) Most Wins
 - (2) Head-to-head results
 - (3) Fewest runs allowed in games won
 - (4) Coin Toss
- p) **Inappropriate behavior:** An incursion onto the playing field by any player, coach or teacher to protest a decision by an umpire(s) will result in an immediate forfeiture of the match and a board of reference for the player and executive review of coaches conduct for a coach or teacher. The umpire must fill out an ejection report if this occurs.
- q) **Protective Helmets and Equipment**
 - i) In order to eliminate any waste of playing time caused by the removal from the field of fieldsmen'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.



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- ii) Umpires are not to hold helmets.
- iii) A batsman who chooses to use a helmet must 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 at the fall of a wicket or at the next interval.
- iv) 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 at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the Umpires.

5. Supervision of Teams/Individuals:

- a) All teams or individuals must have on site supervision by a member of the teaching staff or retired teacher from the school that they represent.
- b) This teacher shall be responsible to the YRAA for the conduct of his/her team and shall be the only person involved in all exchanges with officials, opposing teacher/coaches and member of school staffs.
- c) A non-teacher (community volunteer, parent, etc.) is permitted to assist in the coaching of an individual or team provided that a teacher is present and responsible.
- d) The teacher must be present on the bench for all games for team sports or in the immediate vicinity for all other sports.
- e) Unless the staff member (as defined in Section 1 a) above) of the competing school is present, the opposing teacher/coach and/or convenor shall not allow the game to begin or an individual to compete and the competition shall be forfeited.
- f) No teacher/coach shall officiate a game involving his/her team.
- g) It is the teacher/coaches' duty to ensure the accuracy of the information provided on the game sheets compared to the team's eligibility list.

6. Inclement Weather:

- a) In the event of inclement weather, games may be cancelled and rescheduled if:
 - i) the transportation company (bus) cancels the booking OR
 - ii) the school principal determines that the weather is unsafe for teams to travel OR
 - ii) the host school teacher/coach, in consultation with the Athletic Designate and/or school administration, determines the playing environment to be unsafe (eg standing water on fields, excessive ice).



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- iii) when lightning or thunder is seen or heard in the area, play shall be suspended and participants shall seek appropriate shelter as outlined in the current OPHEA safety document. Play may be resumed once thirty (30) minutes has passed since the last observation of lightning or the sound of thunder. The decision to suspend play shall be made by the game official and/or teacher/coaches of the teams involved in the competition.

Whenever possible, it is recommended that a decision to cancel a game due to inclement weather be made by 1:00 p.m. the day of the game.

- b) Once this has happened the coach or AD of the school canceling shall:
 - i) notify the school(s) being played that they will not be able to play due to inclement weather
 - ii) contact the YRAA office that the game is being cancelled due to inclement weather
- c) The YRAA office will:
 - i) keep a record of cancelled games in order to ensure that they are rescheduled
 - ii) notify the referee assignor that the games are cancelled and will be rescheduled so that unnecessary travel by officials can be avoided.

7. Costs:

All schools participating in the league shall share the financial cost of the operation of the playoffs plus permit fees equally.

8 Reporting Scores:

For league games coaches are to report scores through the Sports Admin System. Login as a coach, click on the 'Games' tab, find the game you want to enter the score for then click on the yellow 'Edit' button beside the game and then enter the score beside the corresponding team.

9. Awards:

A trophy and pennant to the championship teams with individual medallions (18) awarded to the first and second place teams.