



St.Columba's Cricket Club - 2 Day Test Match Rules

Date: May 10, 2011

Test Match Rules Committee: Amit Sheth, Chuck Zalewski, Vidit Munshi

Test Match Rules Review Committee: 2011 SCCC Executive Committee

The MCC Laws of Cricket, 2000 code 4th edition - 2010 will be referred to in any situation that is not specifically covered in this document: <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/>

The Test Match rules committee on approval of the review committee reserves the right to revise and make changes to the rules, as needed in the best interest of the two day Test Match format.

SCCC Playing Conditions:

A. Match Time

- The two day Test Match will start at 12pm on Saturday and 11am on Sunday
- The first day's play will end at 6pm on Saturday
- Lost time on the first day will be made up at the end of the first day or on the second day
- The last mandatory 20 overs of the Test Match will begin at 5pm on Sunday. This period of playing time will be referred to as the last hour, whatever its actual duration
- The toss should be made at least thirty minutes before commencement of play or no later than fifteen minutes before commencement of play

Reference (MCC Law 16): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-16-start-of-play-cessation-of-play,42,AR.html>

B. Start of Match

- At least seven members are required for each team to start the match and must be present thirty minutes prior to start time on both days (Saturday - 12pm, Sunday - 11am)
- List of the playing eleven should be provided to the umpires and shared by both the captains
- If a team has more than eleven players, the playing eleven should be clearly indicated
- Each team will umpire their own batting innings
- Teams are requested to dress in proper Test-Match cricket attire; white shirt and white pants
- Cricket boots with metal spikes are not allowed on the field

C. Intermissions

- A five-minute water break will be taken at the end of each hour and/or at the end of 15 overs
- A ten minute break will be taken at the end of each innings

D. Substitutes, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings

- Captains from both teams should designate a 12th man for their team on each day, if applicable
- The 12th man can act as a substitute for any player on the field. However, he/she will not be allowed to bat, bowl, act as wicket-keeper, or captain the team
- Both teams can have different playing eleven for each day. The new players can be rotated in at the commencement of second day's play



- If a fielder leaves the field for any reason during play, the umpire must be notified
- If the fielder is absent for fifteen minutes of playing time or longer, he/she shall not be permitted to bowl until he has been on the field for at least the length of playing time for which he/she was absent
- The returning fielder must take umpires permission, before entering the field again
- Batsman retiring shall inform the umpire of the reason
- Batsman is entitled to resume his/her innings, if he/she retires due to illness, injury, or any other unavoidable cause. However, this shall only be permitted after the fall of a wicket or retirement of another batsman
- Batsman retiring will have to get the consent of the opposing captain, if he/she retired for a reason other than illness, injury, or any other unavoidable cause

Reference (MCC Law 2): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-2-substitutes-and-runners-batsman-or-fielder-leaving-the-field-batsman-retiring-batsman-commencing-innings,1338,AR.html>

E. The Ball

- Each team is responsible for bringing its own match balls. The visiting team can purchase a match ball from SCCC for \$15
- The ball must be given to the umpire at the start of each break and at the fall of each wicket
- If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement
- The umpire will notify the batsman and the fielding captain of the change
- The replacement ball will be provided by SCCC
- New ball will be taken at the start of each new inning
- The captain of the fielding side may demand a new ball at the completion of prescribed number of overs bowled with the old one, which shall not be less than 75 overs

Reference (MCC Law 5): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-5-the-ball,31,AR.html>

F. The Follow-On

- In a two innings match of two days, the side which bats first and leads by at least 100 runs shall have the option of requiring the other side to follow their innings
- If for some reason due to weather or unavoidable circumstances the match is reduced to one day, the same follow-on option is available with the minimum lead being reduced to 75 runs for a one-day match

Reference (MCC Law 13): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-13-the-follow-on,39,AR.html>

G. Practice on Field and Pitch

- There shall be no practice on the pitch of any kind, any time on any day of the match
- All forms of practice is allowed on the outfield before start of play or after close of play on any day, including lunch, tea, and between innings interval



- Practice on the outfield should stop no later ten minutes before commencement or resumption of play
- All field and wicket markings should be in place before the start of match and is the responsibility of SCCC

Reference (MCC Law 17): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-17-practice-on-the-field,43,AR.html>

H. Bouncers and No Ball

- The umpire shall call and signal no ball, if a ball bounces more than twice without having previously touched the bat, the striker or rolls along the ground before it reaches the popping crease
- The fielding team cannot have more than three fielders other than the wicket-keeper, behind the popping crease on the on side. A no ball can be called by the striker's end umpire
- A bowler is allowed to bowl one bouncer in an over. Bouncer is defined as any bowl that bounces over the shoulder of the batsman standing upright at the crease
- A second bouncer in the same over will be called a no-ball
- A fast pace high full toss above waist height of the batsman standing upright or a slow paced full toss higher than the shoulder of the batsman standing upright will be called a no-ball by the strikers end umpire and the umpire will caution the bowler. The caution will apply throughout the innings.
- If the same bowler delivers another high full toss above waist height of the batsman standing upright or a slow paced full toss higher than the shoulder of the batsman standing upright, the umpire shall call a no-ball and give final warning to the bowler. This warning shall apply throughout the innings
- If the same bowler delivers another high full toss above waist height of the batsman standing upright or a slow paced full toss higher than the shoulder of the batsman standing upright, the umpire shall call a no-ball and direct the captain to suspend the bowler from bowling for the rest of the innings
- If the umpire considers that a bowler **deliberately** bowled a high full toss above waist height of the batsman standing upright or a slow paced full toss higher than the shoulder of the batsman standing upright, the umpire shall call a no-ball and direct the captain to suspend the bowler from bowling for the rest of the innings

Reference (MCC Law 24): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-24-no-ball,50,AR.html>

Reference (MCC Law 42): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-42-fair-and-unfair-play,68,AR.html>

I. Wide Ball

- The umpire will call a wide ball, if the ball passes wide of the striker and is not within his/her reach to be able to hit it with his/her bat by means of a normal cricket stroke

Reference (MCC Law 25): <http://www.lords.org/laws-and-spirit/laws-of-cricket/laws/law-25-wide-ball,51,AR.html>



J. SCCC Ground Rules

- A release of liability form must be signed by each team prior to their Test Match at the Dr. Arnow Field. The liability form will be provided by SCCC
- All team captains are requested to urge their players to discard/dispose trash and recycling in proper containers at the field. This includes cigarette waste!
- All team members are requested to use the portable bathroom on the field – next to the shed behind the bushes at the Dr. Arnow Field
- Players from both teams must respect the decision of the match umpires. Failure to do so may result in ejection of player from the Test Match by his/her captain
- All teams are asked to refrain from using vulgar language on the ground, use of cellular phone, and smoking is prohibited during on-field play
- All deliveries hit by batsman on the square boundaries must hit the wall, trees, and/or bushes for the delivery to be called four or six runs by the umpire

K. Other

- Each team is strongly urged to read, understand, and share the Test Match rules with its playing members
- Each team is requested to have a copy of the rules with them for the duration of the Test Match
- Please contact Amit Sheth @ 401.536.7770 or amitabhsheth@yahoo.com with questions or concerns