



Markham Premier Cricket League

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 and this will help them to lead the points table to qualify for the **play offs**.

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. Amount of time player stays out of the field that needs to be completed, if it is more than 8 minutes, once he is back in the field and wants to bowl.

Photo ID card will be verified by the main umpire at the time of the toss and those who have valid ID card registered in the league can play in that game.

Power plays:

- ✓ First 6 overs of the inning is mandatory power play, 2 fielders are allowed outside the 30 yard circle.
- ✓ From 7 to 20 overs, 5 fielders are allowed outside the 30-yard circle.
- ✓ The ICC 20-20 rules will be applied.

Played with White Kookaburra (Senator) ball:

The bowl which is bought from the league is the only ball permitted in the match/league. No other bowl will be allowed.



Colored uniform:

Colored uniform includes the T-shirt and the Track both needs to be colored and in addition to that batting pads also need to be colored (match according to the team dress color).

Umpire:

There will be two umpires provided by the league which is in charge of the game. All the field decisions will be taken by the main umpire and everyone should respect his decisions, any misbehavior and disobedience will not be tolerated. Each side needs to pay the umpire fees before the start of their innings.



MPCL T20 Playing Condition 2019

League Rules

Conducting a match

MPCL will follow the ICC recommendations and the following minimum overs allocated to each team will constitute a game: **20 over format = 10 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.

Approved Match Balls

The Board has been given the mandate to procure balls at a reasonable cost by the League membership. These approved balls will have the league logo and stamp on it and are the only ones permitted for use. No other ball will be accepted or allowed in MPCL League games, unless otherwise directed by the MPCL Board.

Playing Timings/ Match time

Match time is 3 hours, each innings of 85 minutes and 10 minutes of innings break.

Match 1

Team Bat 1st	9:00 am -10:25am	85 Minutes
Interval	10:25am – 10:35am	10 Minutes
Team Bat 2nd	10:35 am – 12:00pm	85 Minutes

Match 2

Team Bat 1st	12:30 pm -1:55pm	85 Minutes
Interval	01:55pm – 02:05pm	10 Min.
Team Bat 2nd	02:05pm – 03:30pm	85 Minutes

Match 3

Team Bat 1st	4:00 pm - 5:25 pm	85 Minutes
Interval	5:25 pm - 5:35 pm	10 Minutes
Team Bat 2nd	5:35 pm - 7:00 pm	85 Minutes

NOTE:

- If the first innings finishes with less than 30 minutes for the scheduled lunch-break, then lunch is taken immediately on the conclusion of the first innings.
- If more than 30 minutes remain after the end of the first innings for the scheduled break, a 10- minute break is taken and the second innings is started. Lunch is taken at the scheduled time.



Time Restrictions

(a) 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.

(b) 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.

All penalties in this regard will be imposed immediately the ball becomes dead after the scheduled or re-scheduled cessation time for the innings even if this time is during an over. However, the penalty runs will be considered to be awarded at the instant of the last delivery.

If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the re-scheduled 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 umpire at the bowler's end will inform the fielding captain, the batsmen and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut-off time.

The six runs/over penalty is the only penalty for slow over-rate.

(c) 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 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.

(d)) If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided in 5.1 (b) 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. See Clause 5.1 (b.) (c) or (d)



MPCL T20 Playing Condition 2019

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 has to inform the other captain of his decision immediately. Review “**PRE-CONDITIONS TO THE TOSS**”.

Before the toss takes place, the following conditions have to be met:

If conditions allow for play to start on time:

- Each team is responsible for filling their own match sheet and presenting it to the umpires before the start of the game.
- The ground must be made ready by the home team for play with boundaries, 30-yards marked, stumps properly placed, crease markings completed including wide-lines etc. appropriately set-up.
- Both teams must have minimum seven (7) players dressed in the team colors who are declared on the match-sheet (handed to the umpire before the toss) present at the ground for toss to take place along with their id cards for identification. Any team that does not have the required 7 players in team uniform at the ground will automatically lose the toss;
- Both teams are expected to take a picture of the filled match sheet (with the players declared with the id numbers) before the game commences. The league may ask for these as and when required during the season.
- Late arriving team will face reduction of overs during their batting as penalty.
- 1 over deduction on late arrival of every 4 minutes.

Team Clothing:

- All teams are required to adopt standard color clothing (not including white or any color that may camouflage the ball) for their respective club/team. All players of the same team for the day will be required to wear standard uniform clothing.
- No player, for whatever reason, will be allowed to play without the team colors. ANY EXCEPTION MADE BY THE UMPIRE AND PROVEN TO THE BOARD WILL AUTOMATICALLY RESULT IN THE INFRACTING SIDE LOSING THE GAME. The umpire will be disciplined and/or educated on this issue as appropriate. This will not apply to any on-field decisions made by the umpire. In case of application of laws/by-laws by the umpires, as long as they have been consistently applied to both teams, they will not be a cause for filing a grievance.
- All batsmen will wear non-white color pads while batting.
- No white pads are allowed for wicket-keepers.



Conditions playable

- Only the umpire(s) will be the sole judge of the conditions being playable. If a side refuses to take the field when instructed by the umpire(s), or delays taking the field for more than an acceptable amount of time (as per the umpire, but not more than 10 minutes), the umpires may deem the team to have forfeited the game.
- Arguing with the umpire(s) and wasting time will directly go towards the 10 minutes delay to take the field. This forfeit will count towards a default.
- In situations of aggressive behavior, where the umpire has not stopped the play at the first occurrence of such instance, or insists on continuing due to perceived threat to himself and if he stops the match, the opposite team may refuse to play and lodge a protest to the league. The onus is on this team to ensure they have appropriate witness to the incident other than their own team/club members to justify why they refused to continue the match. The umpires will be consulted and their testimony also considered while addressing the matter.

Pre-match activities

All home teams will be responsible for:

- Both teams pay the stipulated match fees to the umpire(s) upfront BEFORE TOSS.
- Ids must be handed to the umpire(s) by both teams, whether the umpire(s) asks for them or not.
- If either captain wants to check the id cards of the opposite team, the umpire(s) will ensure ids are handed to opposite captains and they do perform the task of checking the ID cards and the players, and match them to the match sheet. Each captain will sign-off on the match sheet as having checked the ID cards, in this case. **Important:** *Irrespective of this task, the onus is on the two captains to ensure the authenticity of the players declared by the other team. They have the right to check the ID cards before the game begins and lodge any protest to the umpire(s) and on the match sheet stating their concerns.*
- Umpire(s) ensures players' names/ids are noted correctly on match sheet, with the captain clearly indicated. No initials will be allowed on the match sheet. Minor spelling mistakes may be considered, but not completely different names (e.g. "Neel" may be spelt as "Neil", or "Stephen" may be spelt as "Steven", etc.). The MPCL ID will be used as a conclusive identity of the player who is declared as a playing member. No grievance about incorrect names or players will be entertained once the umpire(s) confirms with both captains before the match starts that neither team has any objection to the other team's players or their identities.
- Both teams will present the match ball to umpire(s) before the game. Any default due to non-availability of the ball will go towards the count of game default.
- Both captains agree to control their players and that no dissent at umpiring decisions will be tolerated by the captains. Captains will be responsible for the players' behavior and conduct at all times - before, during and after the game – as long as the players are on the league/city facilities.
- Both captains will agree with the umpires on any exceptional circumstances with respect to the match (for example - reduced overs, objects within field of play, etc.). This will be recorded on the match sheet and initialed by both captains and umpire(s).



Home Team Responsibilities

- Home team is responsible for the ground conditions and cleanliness after the game. *This does not mean that the home team will clean-up after the visiting team.* The home team will ensure that the visiting team is made amply clear that they have to clear their own area. Also, if the home team leaves before the visiting team, the home team has to ensure their area is cleaned and that the visiting team is responsible for any littering. They can ensure the umpire(s), or any board official, if present, is witness to this arrangement.
- If at the beginning of the game, the home team finds the ground in a messy condition, this has to be brought to the attention of the match official and also to any available Board member before the game commences. Failure to do so will make the home team assume responsibility for the clean-up after the game.
- Umpire(s) to ensure that after the match is over, both sides involve in cleaning the ground while the match sheet is being filled. Both teams have to demonstrate a fair level of cleanliness before the umpire(s) leaves so that the umpire(s) can vouch about the field upkeep.
- Scorers will always sit at the home team area. If the home team, while fielding has no scorer, the scorer may sit at the visiting team area. Any alternative arrangement regarding the scorers' position can be arrived at by mutual consent of the two teams, and after informing the umpire(s) of the same.
- Any team disrespecting the league facilities by any act (littering, vandalizing, etc.) will be dealt with severely and may face stiff fines, penalties and/or expulsion from the League.

Player arriving late or absent

Any player not present at toss when IDs are handed over to umpires is marked on the match sheet (irrespective if he is from the batting or fielding side). THIS IS DONE BEFORE THE TOSS.

- The missing player(s)'s absence time starts from the call of "PLAY" by the umpires. The batting side is to inform the umpires as soon as practical about the arrival of the player (the player has to be in the club colors and ready to take the field to be noted as present). Umpires to visually verify the player and ensure he is the same as the card handed in. Umpire will note the absence time and the player can bat only after the amount of time he was absent has passed. In case more than half the scheduled play time for that inning has passed, he can bat only after 5 wickets have fallen.
- If the player did not bat (was absent for the entire duration of the batting inning), the player will be allowed to bowl after 50% of the allocated overs are completed, plus any time absent after his team has taken the field.

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.



Interventions/Interruptions

Duckworth-Lewis method for calculating target totals in games affected by interruptions is in effect for all MPCL games.

Free hit/ Bouncer

- All "No Balls" will be a Free-hit which is not limited to all foot faults No ball (Popping crease-Front foot, Middle - line front foot and Return crease -Back foot).
- 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.

Game Results/ Points

Following are the points allocated for the games to each team:

- Win - 10 points
- Loss / Refusal to play - 0 points
- Tie / Rain-out - 5 points