

## Playing Conditions For T20 Format

Except as varied hereunder, ICC standard One-Day international match playing conditions and/or the MCC Laws of Cricket (2000 Code) 6h Edition - 2015 shall apply.

### 1. LENGTH OF INNINGS AND PRE-MATCH REGULATIONS

#### (a) DURATION

The match will consist of one (1) innings per side, and each innings will be limited to Twenty (20) six-ball overs. A minimum of Eight (8) overs per team shall constitute a match (unless either side is dismissed in less than Eight (8) overs, or the side batting second wins the match in less than Eight (8) overs. A team shall not be permitted to declare its innings closed.

#### (b) GAME TIMINGS:

	Mavis/Aquinas		
	Match 1	Match 2	Match 3
1 <sup>st</sup> Inning	8:00am - 9:30am	12:00pm - 1:30pm	3:30pm - 5:00pm
Innings Break	9:30am - 9:40am	1:30pm - 1:40pm	5:10pm - 5:20pm
2 <sup>nd</sup> Inning	9:40am - 11:10am	1:40pm - 3:10pm	5:20pm - 6:50pm

	Danville		
	Match 1	Match 2	Match 3
1 <sup>st</sup> Inning	9:30am - 11:00am	1:00pm - 2:30pm	4:30pm - 6:00pm
Innings Break	11:00am - 11:10am	2:30pm - 2:40pm	6:10pm - 6:20pm
2 <sup>nd</sup> Inning	11:10am - 12:40pm	2:40pm - 4:10pm	6:20pm - 7:50pm

\* First Innings 90 mins | Innings Break 10 mins | Second Innings 90 mins

#### (c) POWER PLAYS:

Power play overs shall apply for 6 overs per innings to be taken as follows. In a Power play 2 players are allowed to field outside the inner circle. In the event of shortage of players the outside circle will be filled first followed by the inner circle.

During the non-power play the captain has to fill the inner circle first (minimum 4 players) followed by the outer circle.

In circumstances when the number of overs of the batting team is reduced, the number of Power play Overs shall be reduced in accordance with the table below:

Innings Duration	Power play
<b>8</b>	4
<b>9-11</b>	4
<b>12-14</b>	5
<b>15-18</b>	5
<b>19-20</b>	6

\* If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Power play overs has already been bowled, the remaining deliveries in the over to be completed shall NOT be subject to the fielding restrictions.

\* In the event of an infringement of any of the above fielding restrictions, the striker end umpire shall call and signal 'No Ball'.

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(d) DRINKS INTERVAL

- No drinks intervals shall be permitted.
- An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire of that particular team.

## **2. NOMINATION OF PLAYERS**

Each Captain shall hand to the umpires their list of 11 nominated players on the official match sheet and an acceptable form of photo ID, 15 minutes prior to the toss taking place. All 11 players must be registered with the Mississauga Premier League as being members of the club. If a nominated player does not have his/her MPL registration number recorded on the match sheet, the player will not be allowed to participate in the match.

(i) Photo ID requirements for MPL games.

All players must be ready to present an acceptable photo identification upon demand by the Umpires at MPL games. Acceptable forms of photo ID is a valid Canadian driver's license, valid Passport, valid Ontario health card (with picture). Umpires will perform a photo ID check before the toss is taken. Both team Captains are required to have their player's photo ID's collected for presentation to the umpires at least 15 minutes before toss. Any delay caused by teams in presenting the ID's may result in the offending team forfeiting the toss or penalty runs being applied against the offending team. Any playing member absolutely refusing to produce an acceptable photo ID or misbehaving with the Umpires on this matter may cause their team to automatically lose the match. Players arriving late will have the responsibility of showing their photo ID to the Umpires. Any player from the fielding side arriving late on the field of play, must run up to the Umpire first and show their photo ID prior to taking their fielding position. If the late arriving player is from the batting side, he must bring their photo ID to the field and show it to the Umpire just before taking the crease to bat. Any late arriving players from the batting side who have not come into bat yet must show their photo ID to the Umpires during the first available break in play i.e. drink break or fall of wicket. Umpires will have the right to refuse any player from joining the fielding or the batting side if they cannot produce an acceptable form of photo ID.

## **3. THE TOSS**

### Eligibility

- A team must have submitted its team list to the umpires prior to the toss as well as the umpire's match fee, a new approved ball and 2 good approved used balls. A plea that the other team has the match sheet will be ineffective.
- The home team must have the circles and pitch markings completed before the toss. A plea that the ground authority has not done the work or done it improperly will be ineffective.
- A team must have at least EIGHT (8) players dressed in cricket attire in the presence of the umpire prior to the toss. A plea that EIGHT (8) dressed players were present at an earlier time but have now departed will be ineffective.
- Cricket attire will comprise colored clothing and Pads. It is mandatory that all members of the same team wear (latest) identical colour clothing and identical color pads, (colour other than white, cream or any light colour).

- At the start of a match the fielding team shall have a minimum of 8 players in order for play to commence, (in such scenario, teams DO NOT need to fulfill the requirements of inner circle first).
- Neither team is eligible to toss if the ground has not been released by the ground authority.

#### **4. APPOINTMENT OF UMPIRES:**

Mississauga Premier League representatives shall arrange the appointment of Umpires for regular league matches on behalf of the MPL.

(a) Fitness for play

It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

(b) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

(c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

(d) If at any time the umpires together agree that the conditions of ground, weather or light or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or recommence.

(e) When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any player or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

(f) Umpires are reminded of the danger that lightning poses and must immediately suspend play when a flash of lightning is visible or if peals of thunder are occurring at 30-second intervals or less. Play must not resume until 15 minutes after the last peel of thunder or as decided by the Umpires.

#### **5. SUBSTITUTES**

Law 2.1 shall be applied as modified:

Law 2.1 (a) (ii), 2.7 and 2.8 shall not apply.

A runner for a batsman when batting is not permitted. The umpires shall have discretion, for wholly acceptable reasons, to allow a substitute for a fielder at the start of the match or any subsequent time. The substitute must be a registered player with the club involved in the substitution. 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) The fielder shall not thereafter come on to the field during a session of play without the consent of the Bowler's end Umpire. The Umpire shall give such consent as soon as practicable.

(c) If the player is absent from the field for longer than eight (8) minutes.

(i) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

(ii) The player shall NOT permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

- The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

(iii) In the event of a fieldsman already being off the field at the commencement of an interruption in play, through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, providing that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.

## **6. DELAY/LENGTH OF AN INNINGS:**

### **6.1) DELAYED OR INTERRUPTED MATCHES DUE TO GROUND, WEATHER OR LIGHT CONDITIONS**

(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 Eight (8) overs must be bowled to the side batting second to constitute a match.

The calculation of the number of overs to be bowled shall be based on an average rate of 14.11 six-ball overs per hour, (4.25 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) 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.

### **(6.2) PENALTY FOR LATE START**

Team responsible for late start shall loose overs as per the 4 minutes/over rule.

### **(6.3) PENALTY FOR MISSING CUT-OFF TIME**

If a team **fielding first** fails to bowl the allocated overs in the specified time, they shall continue to ball until they have done so. However, they shall only bat the amount of overs bowled at the scheduled cut of

time. (i.e 18 overs bowled at cut off shall allow the team to only bat 18 overs). The over in progress at time of the cut off shall be counted as complete.

If a team **bowling second** does not complete their allocated overs in the specified time, they will continue to ball until the required overs are delivered, or until the field is no longer available for play, or until the match is called off by the on field officials. After the proposed cut off time **6 penalty runs** must be added to the team batting second, after the closure of each over. Once they have reached the total of team # 1, after inclusion of the penalty runs the game shall be called off.

#### 6.4) GAME CALL-OFF TIME DUE TO DELAY OR INTERRUPTION

- The On -field official shall wait for 90 minutes before a game can be considered as “default”. The umpire should have enough time to complete the 8 overs a side to complete a game. After which he shall sign the match sheet and hand it over to the team present on the field.
- However, Umpires are the sole judge and are entitled to take a decision to call-off the game prior to these times.

Also, the ground authority may call off the match or not allow the match to start.

### **7. NUMBER OF OVERS PER BOWLER**

(7.1) No bowler shall bowl more than Four (4) overs in an innings.

In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such number has been exceeded before the interruption). This restriction shall not apply to the team fielding second where the provisions of Clause 6.1 (b) have been applied.

(7.2) Where the total overs is not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

#### **EXAMPLE:**

After Twelve (12) overs, rain interrupts play and the innings is reduced to Fifteen (15) overs. If both opening bowlers have bowled 4 overs each, remaining bowlers can bowl maximum 3 overs each. When an interruption occurs mid-over, and on resumption, the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

(7.3) In the event of a bowler breaking down, or being suspended and unable to complete an over another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

(7.4) Where possible, the scoreboard shall show the total number of overs already bowled and the number of overs to be bowled, and if possible the number of overs bowled by each bowler.

## **8. NO BALL**

(8.1) THE BOWLING OF FAST, SHORT-PITCHED BALLS {Law 42.6(a)}

(8.1.1) A bowler shall be limited to bowl One (1) fast short-pitched deliveries per over.

(8.1.2) 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.

(8.1.3) The umpire at the bowler's end shall advise the bowler and the batsman on strike when 1st short pitched delivery has been bowled.

(8.1.4) In addition, for the purpose of this regulation and subject to Clause 8.1.6 below, a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a 'Wide'.

(8.1.5) For 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.

(8.1.6) In the event of a bowler bowling more than one (1) fast short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

(8.1.7) A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'No Ball' and then tap his head with the other hand.

(8.1.8) The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled over arm.

(8.1.9) Umpires are reminded that "For a delivery to be fair, in respect of the arm, the ball must not be thrown." If in the opinion of either umpire, the ball has been thrown, he shall call and signal 'No Ball' and follow the procedures as laid out in Law 24.2

(8.1.10) THE BOWLING OF HIGH FULL-PITCHED BALLS {Law 42.6 (b)}

(a) Any delivery which passes or would have passed on the full above waist height of the striker, standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury to the striker.

(b) In the event of a bowler bowling a full high pitched ball as defined in Clause 15 (a) above, the umpire at the bowler's end shall call and signal no ball.

If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred.

(c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(d) The bowler thus taken off shall not be allowed to bowl again in that innings.

(e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

(f) The umpires will then report the matter to the BCL Board.

#### (8.1.11) DELIBERATE HIGH FULL PITCHED BALLS

Law 42.8 Shall be replaced by the following:

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allow the bowler to bowl again in that innings. Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Report the occurrence as set out above in (15).

#### (8.1.12) Bowler breaking wicket in delivering ball (Law 24.6)

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. Laws 23.4(b) (viii), 23.4(b)(ix) and 24.10 will apply.

(Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.)

(8.1.13) Foot Fault: A front foot (popping crease & center line) and back foot (return crease) - foot fault will be called and signalled NO Ball by an umpire. (Refer Law 24.5)

#### (8.2) Free Hit after all modes of NO Ball:

In addition to the above, the delivery following all modes of 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 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 a wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker or the NO ball was result of a fielding restriction breach, in such case the field may be changed to the extent of correcting the breach.

The umpire will signal a free hit by (after the normal NO Ball signal) extending one arm straight upwards and moving in a circular motion.

### **9. WIDE BOWLING - JUDGING A WIDE**

Law 25.1 Judging a wide law 25 shall apply with the following additions

(9.1) Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(9.2) Any offside 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 any ball pitching and going down the leg side without first making contact with the batsman's bat, person, or equipment shall be called and signaled a wide.

(9.3) A penalty of one (1) run for a Wide shall be scored in addition to any other runs scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

NOTE: In addition, 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.

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

**10. DEAD BALL:** The **ball** is finally settled in the hands of the wicket-keeper or the bowler, and the batsmen obviously decline to attempt to take any more runs. ... The **ball** reaches the boundary and four runs or six runs are scored. Either batsman is out. The **ball** lodges in the clothing or equipment of a batsman or umpire. In case of an injury of player. Batsmen does not play the ball because of distraction. A ball that does not pitch on the matting/turf shall be called dead ball. If a bowler drops the ball before the delivery shall be called dead ball.

**11. POINTS SYSTEM:** Maximum points a team can get per game is 10

Win	10 points
Tie	6 points each
Abandoned because of weather	5 points each (Rain out)
Abandoned due to "forfeit"/"cancellation"	10 points to present team

**12) RUN RATE:**

Run Rate calculation shall be used to establish a result for the following scenarios:

- a.) Play stopped due to Rain
- b.) Play stopped due to bad light
- c.) Or as established by the association

**Scenario # 1:**

Team batting second does not play full allocated overs

Team A: batted first and scored 120 runs in 20 overs.	Net Run Rate:	6.00 (2 decimal)
Team B: scored 80 runs in 15 overs:	Net Run Rate:	5.33
Team A wins by 0.67 run rate.		

**Scenario # 2:**

If team batting first loses all of its resources (allocated wickets):

Team A: batted first and scored 110 runs in 18 overs.	Net Run Rate:	6.11 (divide by 18)
Team B: scored 90 runs in 14 overs:	Net Run Rate:	6.42
Team B wins by 0.31 run rate.		

## **12. TIE BREAKER**

During the regular season: where the scores are equal, a tiebreaker system shall not be used regardless of the loss of wickets; both teams shall get 6 points.

During the playoffs, if scores are levelled; the run rate for the game shall be used. (see run rate calculation for details rule # 11). If the net run rate is the same, net run rate for the regular season shall be used

## **13. INCOMING BATSMAN WASTING TIME**

Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

## **14. BOWLER ATTEMPTIN TO RUN OUT NON STRICKET BEFORE DELIVERY** : Law 42.15

Law 42.15 shall be replaced by the following: The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to deliberately attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

It should be noted that umpires shall deem the bowler to have completed his delivery swing once his bowling arm passes the normal point of ball release.

\*. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Power play overs have already been bowled, the remaining deliveries in the over to be completed shall NOT be subject to the fielding restrictions.

\* In the event of an infringement of any of the above fielding restrictions, the striker end umpire shall call and signal ' No Ball

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