

Mississauga Ramblers T25 Cricket League



Playing Conditions – 2018

Registering Players on the League System

Once a team is included into the league, the league administrator will complete the team's setup in the league system and provide the team/club representative a Login ID/Password. These credentials can be used by the team captain to enter all players and their details into the system. It is the responsibility of the team captain to ensure that all players with their complete details are present in the system prior to the season.

Game timings

Morning Games –

TOSS: 7:30 AM
 First Innings: 7:45 AM to 9:30 AM
 Innings Break: 9:30 AM to 9:40 AM
 Second Inning: 9:40 AM to 11:25 AM

Noon Games –

TOSS: 11:45 AM
 First Innings: 12:00 PM to 1:45 PM
 Innings Break: 1:45 PM to 1:55 PM
 Second Inning: 1:55 PM to 3:40 PM

Afternoon (PM) Games –

TOSS: 3:45 PM
 First Innings: 4:00 PM to 5:45 PM
 Innings Break: 5:45 PM to 5:55 PM
 Second Inning: 5:55 PM to 7:40 PM

Game timings

To keep over rates rapid and to ensure timely completion of the games, , each team will bowl 5 overs from each end before changing ends. Should there be a bad patch at any one end of the pitch; the Captains in consultation with the Umpire can decide to bowl from one end only for an entire match.

The Toss

A team must have submitted its team list to the umpires prior to the toss as well as a new approved ball and 2 good approved used balls.

The home team must have the circles and pitch markings completed before the toss.

A team must have at least SEVEN (7) players dressed in cricket attire in the presence of the umpire prior to the toss.

Cricket attire will comprise colored clothing and Pads. It is mandatory that all members of the same team wear near identical colour clothing and 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 7 players in order for play to commence,

Neither team is eligible to toss if the ground has not been released by the ground authority.

Toss awarded / not awarded:

If one team is ineligible to take part in the toss then the umpires must award the toss to the other Team.

If both teams are ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the **Disputes and Resolution committee** of this fact, who may take further action against both clubs.

Time and place

The captains or their nominated deputies shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes and not later than 15 minutes before the scheduled or any rescheduled time for the match to start.

As soon as the toss is completed or the toss is awarded, the captain of the side winning the toss shall immediately notify the opposing captain and the umpires of his decision to bat or field. Failure to notify immediately will result in the toss being awarded to the opposing team even if they are ineligible to participate in the toss. Once notified, the decision cannot be changed.

No player can play unless he/she is dressed in the near identical colored clothing approved for his/her club.

If the ground is not prepared prior to the scheduled/reschedule start time due to circumstance beyond control of the ground authority, the opposing Captain cannot claim the toss. The toss must take place in the presence of at least one (1) umpire.

If any team does not take the field half an hour (30 Minute) after the scheduled or re-scheduled starting time, it will automatically default the match and awarded to opposite team.

Slow Over Rate/ Intentional Delay

Should the team bowling first have a slower over rate, the no of overs bowled in the allotted time will be noted and they will be docked by the difference when they come in to bat. (Ex. Assuming Team A and Team B are playing a match. Team A is bowling first and bowls 22 overs in the allotted time. They continue to bowl the full Quota of 25 overs to Team B. However, Team A can bat only 22 overs in their innings)

If the team fielding second fails to bowl twenty-five (25) overs or the number of overs as provided by the scheduled cessation time, the umpires will penalize the side bowling second for slow over rate and give **eight** penalty runs to each over missed and the net run rate will be used to determine the result of the game.

In all scenarios pertaining to timeframe of each innings and determination of results and penalties the decision lies solely with officiating umpire(s) and their decision will be binding for both sides. The Umpires will update both sides during the progression of the game on any time delays and resulting consequences.

The umpire will provide explanation to both captains for the reasoning behind their decision and also file a match report to Disputes and Resolution committee.

If a batsman is deemed to be intentionally delaying the game, the umpire will give the batting side One warning, after which a 5 runs penalty will be applied for every further occurrence.

Minimum Overs

A minimum of 6 overs per team for T25 shall constitute a match (unless either side is dismissed in less than 6 overs, or the side batting second wins the match in less than 6 overs).

All matches, in which both teams have not had the opportunity of batting for a minimum of 6 overs, shall be declared as NO result.

Power Plays

Power Play will be enforced in all matches. It is one continuous lot of 8 overs, where only 2 fielders will be allowed outside the 30 yards circle during the power play.

Following will be the order of the Power plays and field restrictions;

1st Power Play (1-8) - Minimum 2 fielders outside the inner circle

Innings DURATION	Power Play 1	Power Play 2	Max. per Bowler
6	2	4	2+1+1+1+1
7	2	5	2+2+1+1+1
8	2	6	2+2+2+1+1
9	3	6	2+2+2+2+1
10	3	7	2+2+2+2+2
11	3	8	3+2+2+2+2
12	4	8	3+3+2+2+2
13	4	9	3+3+3+2+2
14	4	10	3+3+3+3+2
15	5	10	3+3+3+3+3
16	5	11	4+3+3+3+3
17	5	12	4+4+3+3+3
18	5	13	4+4+4+3+3
19	6	13	4+4+4+4+3
20	6	14	4+4+4+4+4
21	6	15	5+4+4+4+4
22	7	15	5+5+4+4+4
23	7	16	5+5+5+4+4
24	7	17	5+5+5+5+4
25	8	17	5+5+5+5+5

Points and League standings

League Points system will be based on the following criterion;

1. Winning team only will be awarded 6 points at the completion of a game.
2. Losing team will not collect any points for the games lost.
3. For the rained out games or drawn games, both teams will get 3 points each.
4. Regular season standings will be based on the points accumulated by each team at the end of the season. The rankings of teams in the table will be based on;

- (i) Higher number of points.
- (ii) If teams are on equal number of points, higher number of wins.
- (iii) If still equal, then net run rate.
- (v) If still equal, then the result of head-to-head meeting will determine the relative standing of the teams.

5. Top four teams at the end of the regular season will make it to the Championship Playoffs
6. Teams five to eight end of the regular season will make it to the Plate Playoffs
7. Championship Playoffs will be the knockout format wherein T1 will play against T4, and T2 will play against T3
8. Plate Playoffs will be the knockout format wherein T5 will play against T8, and T6 will play against T7
7. Final will be played between winners of the playoff rounds.

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 3 points.

During the playoffs, if scores are leveled and time permits then super over shall be played otherwise the run rate for the game shall be used (see run rate calculation for details). If the run rate is the same, run rate for the regular season shall be used.

Run Rate:

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

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

Scenario # 1:

Team A: batted first and scored 150 runs in 20 overs. Run Rate: 7.50 (2 decimal)

Team B: scored 120 runs in 15 overs: Run Rate: 8.00

Team B: wins by 0.50 run rate

Rain Out and Drawn Games

If a game is rained out or a game ends in a draw, both teams will be awarded 3 points.

Ground Conditions and Conduciveness

Only the officiating umpires for the game will have the power to decide the conduciveness of the field for a game. Umpires will consult and take into account the captains' opinion but reserve the right to decide on

the final outcome of feasibility of ground conditions. In the case of a game cancellation due to such conditions, both teams will be awarded 3 points.

Maximum overs per bowler

A bowler may not bowl more than 5 overs in a T25 over match

In a reduced over match, the bowler may not bowl more than 1/5th of the total overs (for calculation purpose round off to the nearest whole number).

Over timings

In case of a time delay in the start of the game (due to weather or factors outside the control of the teams), 4 minutes per over shall be reduced for the amount of lost time.

A team that loses overs due to a late start shall only be allowed to bat the “new number of overs” even if they bowled out (all 10) players of the opponent.

If play is suspended during the innings; the calculation of the number of over to be bowled/played by the scheduled close of play shall be determined as a reduction of 1 over for every 4 minutes of lost time.

This shall apply in case such as “rain out” or “factors beyond the team’s control”.

It shall not apply to deliberate stoppage of play by players or the associated crowd.

The on field umpire shall be the best judge of this action and his decision shall be final.

Umpires and Umpiring Guidelines

Every game will be officiated by a main umpire and a leg umpire.

Umpires shall report in writing to the Disputes and Resolution committee any untoward incident before, during and after the game by any individual on the field. This will help provide the league organization to address the problems and take preventive measures from future incidents.

Umpires will have the full authority to stop the play if they perceive any behavior or notice any conduct that is detrimental to the best interest of the game or safety of players.

Umpires have final say on determining the condition of the field and to have a game

Leg Umpire will be responsible for official online scoring and assisting the main umpire in game proceedings.

Decisions by the Umpire will be considered final and no disputes will be entertained. Captains of each team are accountable to ensure the matches are played in the spirit of the game & will be the single point of contact for all discussions and joint decisions with the opposite team captain and Umpire in any game.

The main umpire may over turn a leg umpires decision if he deems it was made in error.

Game Rules

For any situation or rule not specifically covered in this document, the league will follow all the latest ICC Game rules :

<https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>