



Carrying the Torch Forward

T20 Games playing conditions for 2020

All ICC playing conditions for limited overs games will be followed unless specified otherwise in the YRCA playing conditions.

2.0 TOSS

- 2.1 The Toss will be taken 15 minutes before the scheduled game start time
- 2.2 Each team must have at least seven players dressed in team uniform in the presence of the umpire prior to the toss. If neither team has seven players ready in team attire, the toss will be taken with both opposing captains dressed in their respective team uniform.
- 2.3 A team which will not have at least seven players available as per above will then have to forfeit the toss and the team with at least seven players dressed will be awarded the toss. The team winning/claiming the toss has to advise the umpires of their decision to bat or field, immediately following the toss, no waiting period will be allowed to advice of the decision.
- 2.4 The game will not start till both teams have 7 players in team uniform ready to play at the ground. If 40 minutes past the scheduled start time, neither team has 7 players, the match will be recorded as a draw by both teams and the matter reported to YRCA management by the umpires and respective captains.
- 2.5 If one Team has 7 players in team attire present, and the other team does not, the umpires can award the game to the team with 7 players.

2.6 Delay of Game Start:

- 2.7 The umpires will assess if the home team should get the ground ready for play (for example, in conditions where rain is falling).
- 2.8 Irrespective of the ground conditions, both teams must have 7 players ready to play at the ground at toss time (15 minutes prior to the original game start time), though the actual toss may take place 15 minutes prior to the game start when the umpires deem the game ready to play.

3.0 Number of overs: The match will consist of one innings per side, and each innings will be limited to 20 Overs.

4.0 Match: A minimum of 5 Overs per team shall constitute a match, unless either side is dismissed in less than the 5 Overs, or the side batting second wins the match in less than 5 Overs.



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5.0 Match Times:

Toss will be taken 15 minutes before each game time. Each innings will last 1 hour 25 minutes i.e. each team has to bowl their 20 overs within the time allotted. Between each innings there will be a 20 minute break or as time permits based on inclement weather. **It is very important that all teams finish their Overs in the allotted time as the next scheduled game has to start on time. Teams failing to do so may be fined \$100 per instance and repeat offenders will have their fine doubled successively after each occurrence. This will be enforced in addition to penalty runs as mentioned in 8.0**

For all the games: in extreme weather conditions, a 2-3 minute break may be allowed at the discretion of the neutral umpires, after every hour of uninterrupted play.

6.0 Umpires

6.0.1.1 There will be neutral officiating umpires

6.0.1.2 In case there's only one Neutral Umpire, the Neutral will act as main umpire, after every over is bowled.

6.0.1.3 The batting team will provide the leg umpire. When the batting team is providing the Leg umpire, it is required that this umpire should have reasonable knowledge of the Laws of Cricket.

6.0.1.4 Under no circumstances and at no point in the game will the leg umpire advise or coach any batsmen on the field of play. If he/she is seen to be doing so, then the neutral umpire will immediately ask the captain of the batting side to have this umpire replaced.

6.0.1.5 The leg umpire should assist in keeping count of the number of balls bowled per over and also consult/advise the neutral umpire in the event of any doubts in a decision made. The main (neutral) umpire is the final authority on all matters of the game being played.

6.0.1.6 The non-neutral umpire will be judging: Run out, Hit wicket and Stumping only on the striker end. Above the waist no balls and wide ball bouncers may be referred to Main Umpire.



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6.1 Absence of Neutral Umpires

In the absence of neutral umpires for the match, the respective captains will reach a mutual agreement on how the game will be conducted. If they don't arrive to a conclusion, the match will be considered a draw and one point will be awarded to each team and they can play a friendly game. Once the game starts, there will be no backing out by either team, whichever team walks out shall be considered to have forfeited the game and the points

7.0 Home Team

7.0 The Home team will be identified in the schedule sent to all teams.

7.0.1.1 Home team is responsible for :

7.0.1.2 Putting up the stumps before the start of the game and ensuring the crease and wide lines are marked. Provide chalk for marking guard

7.0.1.3 Making sure the boundary is clearly marked. If the boundary is not clearly marked the home team will use pylons/flags to mark the boundary.

7.0.1.4 Making sure that the 30 yard line is clearly marked. If the 30 yard line is not clearly marked the home team must use pylons/discs to mark the circle.

7.0.1.5 Home team will be responsible for providing the match sheet. Further responsibilities are available on the Match sheet (attached at the end of this circular).

7.0.1.6 Home Team will email the completed Match sheet to infoyrca@gmail.com and cc the away team.

8.0 Completion of Innings

8.0.1 Each inning must complete within the specific time allotted, failure to do so will result in the umpire awarding 6 runs per over left to bowl. The umpires will monitor the game and advise teams if they are falling behind on over rate every 10 overs or as they see fit. Ideally, awarding of penalty runs should be avoided as each team is allowed 2 hours and 10 minutes (130 minutes) to complete their innings, which equates to 4.2 minutes per over. If in the opinion of the umpire, a team is not adhering to the over rate after repeated warnings, then the Umpires will award penalty runs at his/her sole discretion.

8.0.2 Umpires will be the sole decision makers for the awarding of the penalty runs to any team.



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9.0 Runners

No runner will be allowed for any batsman, unless an on field external injury has occurred **or if the opposing captain agrees.**

10.0 Players

- 10.0.1 Each team will provide YRCA with the list (Names and Pictures) of a maximum of 12 players. The same list will be uploaded onto the website. Only players whose names and pictures have been submitted will be allowed to play.
- 10.0.2 Every team will provide a list of players (for playing eleven) to the umpire before the start of the game.

11.0 Number of overs per bowler

- 11.0.1 Each bowler can bowl a maximum of 4 overs, or if game is shortened due to any circumstances, Overs per bowler will be decided as per umpire's calculations.

12.0 Uniforms and Match Ball

- 13.1.1.1 All teams and players will play in colored uniforms.
- 13.1.1.2 All batsmen will use colored batting Pads.
- 13.1.1.3 Zero tolerance policy will be observed in Uniform Design from 2nd week of every season. Uniforms of all players including the replacement fielder (if allowed), must match the rest of the team. Fading of color is acceptable but no different designs will be allowed. Any player not conforming will not be allowed to play and should the player procure a uniform during the course of the match, that player will face restrictions that a player arriving late faces.
- 13.2 The ball used for all league matches will be the 4 Piece Super Test Antler White Cricket Ball provided by YRCA.

13.0 Delay of Matches

- 14.1.1.1 If there are any delays due to weather or any other reason, then the Duckworth Lewis method will come into play to decide the targets.



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14.1.1.2 This will only be the case if there is a neutral umpire present who can perform the D/L calculations, otherwise the team Captains will decide on the duration of the matches.

14.0 Cancellation of Games

- 14.0.1 If any team is not able to play their scheduled game, it is their responsibility to inform the opposing team well in advance.
- 14.0.2 Since all games are scheduled on the weekends, it is each team's responsibility to ensure on the Wednesday prior to the weekend to advise their opponent that they will not be able to play.
- 14.0.3 This will automatically mean that the team which cannot play on their assigned date will forfeit the match and the points.
- 14.0.4 The other team which can use the ground for practice purposes only or invite a team from within their Division to play a friendly.
- 14.0.5 The team cancelling the game must advise the neutral umpire not to show up in order to avoid incurring the umpire fees. If they do not inform the umpire, they will be responsible for any Umpire fee incurred.
- 14.0.6 Any team cancelling on any day after the Wednesday deadline will, in addition to above pay a penalty of \$ 100 to YRCA. The intention of this penalty is not to collect funds, but to discourage teams for cancelling games after the Wednesday deadline as we all have to be cognizant of the other team's priorities.
- 14.0.7 The above stated penalty must be paid in full before the next game otherwise that game will be considered automatically forfeited and the points will be awarded to opposite team.

15.0 Website

- 15.0.1 A website manual will be provided to each team.
- 15.0.2 It is the responsibility of each team Captain/management to update the website with the teams' scores and statistics.
- 15.0.3 In case there is discrepancy in the score sheet submitted by the two captains the issue will be forwarded to the disciplinary committee.
- 15.0.4 The disciplinary committee will rely on Match sheet signed by the two captains and the umpires. If the score sheet is not signed by both the captains and or the umpire, it may not be accepted as official record
- 15.0.5 The Disciplinary committee may penalize the team giving wrong information. The penalty could be deduction of 1 or 2 points from the team.
- 15.0.6 The decision of the disciplinary committee will be final and binding.



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16.0 Points Table

- 16.0.1 The website coordinator will keep a tally of the points & NRR. The coordinator will update the website according to the match sheets submitted, if required.
- 16.0.2 Points and RR published by the website coordinator will be final and will supersede any other publication of points and/or NRR
- 16.0.3 All questions regarding the website, points and NRR should be emailed to scoreyrca@gmail.com
- 16.0.4 The final points tally will be published by YRCA at the end of the regular season, prior to the Knockout stage.

17.0 Mankading

The MCC (Law 42.15) states that "The bowler is permitted, before entering his delivery stride, to 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 as possible."

YRCA hopes that no team has to resort to this style of dismissal. However as it is part of the MCC laws, YRCA rules require that a batsman/team be given a warning first and after the warning has been issued, subsequent Mankading of any player will be considered fair.

18.0 Power play rules 2019Power Play Overs

- a. The first 6 overs of a 20 over game will consist of mandatory power play
 - b. A maximum of 2 fielders will be allowed outside the 30 yard circle in the first power play, between overs 1-6, 5 fielders allowed outside the 30 yard circle after first 6 overs of the 20 overs.
 - c. In case of late start or a game interruption due to weather or conditions, umpires will decide on the Power play overs based on the 30% of total overs allocated for power play.
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