



## **Mississauga Ramblers T-20 Cricket League (2020)**

### **Grounds – Iceland and Paul Coffey Park (Malton)**

1) **Season Starts** – Saturday August 8, 2020

2) **Hours of Play** –

- **Game 1** - TOSS – 7:45 AM, Game Begins 8:00 AM, first inning ends at 9:30 AM, second innings starts at 9:45 AM and ends at 11:15 AM. (15 minutes inning break from 9.30 AM to 9.45 AM).
- **Game 2** - TOSS – 11:45 AM, Game Begins 12:00 pm, first inning ends at 1:30 PM, second innings starts at 1:45 PM and ends at 3:15 PM. (15 minutes inning break from 1:30 PM to 1:45 PM).
- **Game 3** - TOSS – 3:45 PM, Game Begins 4:00 pm, first inning ends at 5:30 PM, second innings starts at 5:45 PM and ends at 7:15 PM. (15 minutes inning break from 5:30 PM to 5:45 PM).
- **HOURS OF PLAY ARE SUBJECT TO CHANGE AND EVEN BE REDUCED AS THE SEASON PROGRESSES TO MAKE SURE GAMES ARE COMPLETED IN THE AVAILABLE AMOUNT OF DAY LIGHT.**

### **Playing Conditions**

**1. 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.

**2. Official Umpire & Leg Umpire/Scorer** - Available for all games.

**3. Eligibility:** A team must have submitted its registered players list to the umpires prior to the toss.

**4. Power Play** will be enforced in all matches. It is one continuous lot of 6 overs where only 2 fielders will be allowed outside the 30 yards circle during the power play.

**5. Ground Preparation:**

- a. The nominated Home Team captain who are responsible on each Match day for preparing the ground before the Toss.
- b. Preparation includes, placing stumps & bails on the pitch, marking the crease, setting up temporary boundary markers on the field (cones or flags).
- c. Each home team will bring their own stumps bails, tape, markers, cones, chalk,

etc.

**6. No Ball & Free Hit** - Foot fault, front or sideline No Ball will result in a Free Hit.

**7. No of Over per Bowler** – Max of 4 over will be permitted per over.

**8. Innings Duration** – A max of 90 minutes will be permitted to bowl 20 overs in a match. Should the bowling team have a slower over rate, the number of overs bowled in 90 Minutes 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 18 overs in 90 mins. They continue to bowl the full quota of 20 overs to Team B. However, Team A can bat only 18 overs in their innings).

**9. Innings Break Duration** – Strictly 15 mins break is allowed between innings. The Umpire in consultation with the Captains can reduce overs if the team batting is not ready.

**10. Default at Start** – Game will be defaulted if a team is not ready to play with a minimum of 7 players at no later than 30 Mins after the schedule start. Should the game start late, the team that is responsible for the delay will bat a reduced number of over ( $20 - \text{Total time lost}/4.5$  mins. Example. If a team is late by 18 mins then they get to bat  $20 - 18/4.5 = 16$  overs). The team that was not the reason for delay will get to play the full quota of 20 overs.

**11. Cut off Time for a game & DWL**- Cut off time for a game to start is one hour before the end of the second inning. If the Umpire reasonably believes that the minimum number of overs cannot be achieved, the Umpire may call off the game (no play/no result) prior to the cut off time.

Due to rain, bad light, wet outfield or any unavoidable stoppages a game is interrupted then the Duck worth Lewis Method of determining the winner will be applied.

**12. Scoring & Duck Worth Lewis** – The Scorer will be responsible to maintain scores and communicate to the Umpires and the Captains. For the DWL to apply a minimum of 6 overs must be played. The scorer is responsible to carry the DWL chart.

**13. Team Composition** – Only players registered by the team will be allowed to participate in the tournament. At the start of the match the Captain will announce the playing 11 and any substitutes. Substitutes WILL NOT allowed to be bat or bowl. A player cannot represent more than one team in the same tournament or even substitute for other teams. A player has to play a minimum of 3 games to qualify for playing in the semis and finals.

**14. Bouncers and Beamers** – Given the unpredictability of the pitches, it has been decided that the Umpires will judge if a bowler is bowling Bouncers or Beamers intentionally. He can warn the player and/or disqualify the player for that game if found to be bowling bouncers and beamers intentionally.

### **15. Protective Equipment:**

- a. Each team is responsible to bring their own cricketing gear and protective equipment like pads, abdomen guards, helmets, gloves etc.
- b. The team Captain is accountable for his team safety and ensuring that a player wears appropriate protective equipment for the game.
- c. Team Captain is accountable to carry FIRST AID kits and attend to injured (during a game).
- d. Organizers WILL NOT be liable and/or responsible for providing first aid or attending to any injuries on the field.

### **16. COVID-19:**

1. Social distancing measures, Cricket Ontario's Guidelines for Safe Resumption to Play and Cricket Canada's Return to Play Plan guidelines must be followed:  
(<https://cricketcouncilofontario.ca/wp-content/uploads/2020/06/Cricket-Canada-Return-to-Play-Plan.pdf>)
2. As a condition of participating in the league, all participants must sign the Ramblers COVID-19 Liability Waiver prior to participation:  
<https://form.jotform.com/201825326257252>

It is the responsibility of the Captain to ensure that every player signs the waiver. Any player who has not signed the waiver is not eligible to play and the Captain is responsible for any liability related to that player's participation.

**17. Changing Bowling ends** – To keep over rates rapid and to ensure timely completion of 20 overs in the allocated time, each team **may** bowl 5 overs from each end before changing ends. This is a decision the both captains and the umpires must unanimously agree on before the game and will apply to both teams. 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.

**18. Substitutes** - 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 same club involved in the substitution.

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 there after come on to the field during a session of play without the Consent of the Umpire.
- (c) The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than 8 minutes:
- (d) 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.
- (e) 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.

**19.Points System** – The following rules apply for points system:

- a. 2 points will be assigned to the winning team and 0 points to the losing or defaulting team in a match.
- b.**In the event of a “TIE”** in a match (where scores are level after 20 overs).  
The team that lost the fewer number of wickets will be adjudicated as the WINNING team.
- c.**No Play** – In the event of a game not being played due to weather or any unforeseen reason, the teams will split 1 point each for such games.
- d.**Partial Play** – In the event the Umpires and Captains decided to play a truncated game (due to weather or other reasons), Umpires will adjust game timings and number of overs per side.  
A minimum of 6 overs must be played by each side to consider a match as official, failing which it will be considered a no result and teams split 1 point each.
- e. **Super Over** - Finals and Semi Finals will be the only matches where in case of a “TIE” the game will be decided by a Super Over.

## **19. Playoffs and Net Run Rate**

- a. The top 4 teams from the Points Table will qualify for the top bracket semifinals. The ranking on the points table will based on the total points earned. In case of a tie on points then the Net Run Rate will be considered to determine the top 4 teams and their respective rankings.
- b. The bottom 4 teams from the Points Table will qualify for the bottom bracket semifinals. The ranking on the points table will based on the total points earned. In

case of a tie on points then the Net Run Rate will be considered to determine the bottom 4 teams and their respective rankings.

c. A team's net run rate is calculated by deducting the average runs per over scored by that team, the average runs per over scored against that team. Clause 11.6 of the 1999 ICC World Cup playing conditions will apply in determining the NRR.

## **20. Clothing and Attire**

a . All Team Players will wear colored Team jersey and colored pads for the matches.

b. Suitable footwear must be worn at all times.

## **21. Ramblers T20 Cricket League's Code of Conduct.**

1. The Captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

2. Players and Team captains must at all times accept the Umpire's decision. Players must not show dissent at the umpire's decision.

3. Players and Team captains shall not use crude or abusive language (known as sledging) nor make any offensive gestures, nor appeal excessively.

4. Players and Team captains shall not make any public pronouncement or comment which is detrimental to the game in question.

5. Clubs must take adequate steps to ensure the good behaviour of their members and supporters towards players and umpires.

6. Only the umpire incident report is valid and Ramblers T20 Disciplinary Committee shall have the power to impose any appropriate penalties it sees fit.

22. **Other** - All other ICC regulations for T20 cricket shall apply unless specifically over ruled by these Ramblers T20 Cricket League rules.

