



Mississauga Ramblers T-25 Cricket League (2021)

Grounds – Iceland and Paul Coffey Park (Malton)

1) **Season Starts** – Saturday July 3, 2021

2) **Season Ends** – Sunday October 3, 2021

3) **Hours of Play** –

- **Game 1** - TOSS – 7:35 AM, Game Begins 7:50 AM, first inning ends at 9:35 AM, second innings starts at 9:45 AM and ends at 11:30 AM. (10 minutes inning break from 9.35 AM to 9.45 AM).
- **Game 2** - TOSS – 11:45 AM, Game Begins 12:00 pm, first inning ends at 1:45 PM, second innings starts at 1:55 PM and ends at 3:40 PM. (10 minutes inning break from 1:45 PM to 1:55 PM).
- **Game 3** - TOSS – 3:55 PM, Game Begins 4:10 pm, first inning ends at 5:55 PM, second innings starts at 6:05 PM and ends at 7:50 PM. (10 minutes inning break from 5:55 PM to 6:05 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. All 11 players must be registered and active. The umpires have the right to request government-issued photo ID of any player at their own discretion. If any player failed to provide or failed to prove that he is a registered player of the league (including by use of electronic copies of IDs), the player will not be allowed to participate in the match.

4. Toss A team must submit its team list of 11 players to the umpires at least 5 mins prior to the toss. The home team must have the circles and pitch markings completed 10 minutes before the toss. If the home team fails to have the ground prepared 10 minutes before the toss, then the umpires must award the toss to the away team (assuming the away team meets the minimum player requirement below).

A team must have minimum of 7 players dressed in cricket attire in the presence of the umpires prior to the toss. If one team is ineligible to take part in the toss, then the umpires must award the toss to the other team.

5. 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. The fielding captain has to fulfill the inner circle (30 yards) requirements first. For example, if the fielding team only has 10 players on the field, the team is allowed to have 1 fielder outside the 30 yard circle.

6. Ground Preparation:

- a. The nominated home team captain who are responsible on each match day for preparing the ground before the toss. The home team is the team listed first on the match list.
- 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.

7. No Ball & Free Hit - The following will result in a No Ball being called and the batting team will be awarded a free hit:

- a) Foot fault (front or sideline)
- b) Two short pitch deliveries about the shoulder in an over
- c) Delivery above the waist
- d) Bowler disturbing the bowling end wickets while bowling or any piece of cloth or cap falling down from the bowler during his bowling action
- e) more than 5 fielders outside the circle in non-powerplay overs (or less if inner circle requirement is not met)
- f) more than 2 fielders outside the circle in powerplay overs (or less if inner circle requirement is not met)
- g) more than 6 fielders on the leg side
- h) more than 2 fielder behind the square leg of the batsman

8. No of Over per Bowler – Maximum of 5 overs will be permitted per bowler.

9. Innings Duration – A maximum of 105 minutes will be permitted to bowl 25 overs in a match. Should the bowling team have a slower over rate, the number of overs bowled in 105 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 23 overs in 105 mins. They continue to bowl the full quota of 25 overs to Team B. However, Team A can bat only 23 overs in their innings).

If the team bowling in the second innings goes beyond their allotted 105 minutes, the batting team in the second innings is awarded 6 runs per over for every whole over

not completed after 105 minutes has passed, and must continue to bowling team must continue to bowl their full quota of overs.

Each team is required to provide the umpires with two used balls (in good condition) prior to the start of their bowling inning for use in the case of lost balls. Only Ramblers league balls can be used. If the ball is lost within the first 6 overs of the match, a new ball shall be used (at the expense of the bowling team).

- 10. Innings Break Duration** – Strictly 10 mins break is allowed between innings. The Umpire in consultation with the Captains can reduce overs if the team batting is not ready.
- 11. 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 minutes after the schedule start. Should the game start late, the team that is responsible for the delay will bat a reduced number of overs (25 – total time lost/4 mins). Example. If a team is late by 18 mins then they get to bat $25 - 18/4$ minutes = 20.5 overs (round down to 20 overs). The team that was not the reason for delay will get to play the full quota of 25 overs.
- 12. 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.
- 13. 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 8 overs must be played. The scorer is responsible to carry the DWL chart.
- 14. Team Composition** – Only players registered by the team will be allowed to participate in league games. At the start of the match. the Captain will declare the playing 11 and any substitutes. Substitutes WILL NOT be allowed to bat or bowl. A player cannot represent more than one team or even substitute for other teams. A player has to play a minimum of 3 games to qualify for playing in the playoffs. Rainouts are included in games played if the team is declared on the date of the rained out game to the league administration.
- 15. 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.
- 16. 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.

17. 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.

18. Changing Bowling ends – To keep over rates rapid and to ensure timely completion of 25 overs in the allocated time, each team **may** bowl 5 overs from each end before changing ends. This is a decision that 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.

19. 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 any player goes out of the fielding side during the first innings, that player can only bat after the amount of time off the field has passed or after 5 wickets have fallen in the second inning (For example, if a fielder is off the field to a total of 30 minutes in the first inning, then he can come to bat only after 30 minutes has passed or after 5 wickets have fallen in the second inning).
- (f) 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.

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

- a. 6 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 25 overs), each team will be awarded 4 points.
- c. **No Play** – In the event of a game not being played due to bad weather or any unforeseen reason, each team will receive 3 points 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 8 overs must be played by each side to consider a match as official, failing which it will be considered a no result and each team will receive 3 points.
- 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.

21. 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 be 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 5-8 ranked teams from the Points Table will qualify for the bottom bracket semifinals. The ranking on the points table will be based on the total points earned, except for position #8 (please see (c) below). 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. In respect of b. above, there will be a play-in game for #8 vs #9 teams prior to the start of the bottom bracket semi-finals.

d. 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.

22. Clothing and Attire

a . All Team Players will wear colored Team jersey and colored pads for the matches. For the 2021 season, uniform requirements will be relaxed and players may wear similar colour attire as the teams uniform (For example, if the team's uniform is blue, a player may wear blue or black attire. Yellow attire would not be acceptable.)

b. Suitable footwear must be worn at all times.

23. 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 T25 Disciplinary Committee shall have the power to impose any appropriate penalties it sees fit.

24. Other - All other ICC regulations for T20/T25 cricket shall apply unless specifically over ruled by these Ramblers T25 Cricket League rules.

