

T20 Playing COnditions 2023

MISSISSAUGA CRICKET PREMIER LEAGUE

The following is an addendum to the *ICC Men’s Twenty20 International Playing Conditions*.

MCPL T20 will be played according to the *ICC Men’s Twenty20 International Playing Conditions* available [here](https://resources.pulse.icc-cricket.com/ICC/document/2021/07/05/874a426e-fe06-4415-b0f5-5148a4aa0ef8/ICC-Playing-Conditions-05-Men-s-Twenty20-International-May-2021.pdf) and will apply to the league except for the sections exclusively referred to in this document.

MCPL League Regulations for Teams

* Clubs are not allowed to merge, buy, or sell teams. Every slot is under the control of MCPL Management.
* In the event where two teams under the same banner (e.g., Lancashire-A and Lancashire-B) are participating in the tournament, they must represent different divisions.
	+ In case of one of those teams being promoted to the same division as the other, the promotion would be nullified, and the opportunity would be given to the next team in line.
	+ In the case where one of the teams is demoted and ends up in the same division as the other, they will both be allowed to play as long as the teams do not transfer players from one team to the other.

# The Players

* 1. **Nomination and replacement of players**
		1. This year, MCPL is introducing *Impact Players*. These are two additional substitute players who are allowed to bat and bowl. The following rules govern the use of Impact Players/Substitutes.
* At any given time, a team shall only field (bat/bowl) eleven (11) players.
* A team may choose to use one or two substitutes or may choose to not exercise this option at all.
* Each captain shall nominate 13 registered players through the CricClubs app after the toss and before the start of the game. Other than those submitted, no player (member of the playing thirteen) may be changed after the nomination without the consent of the opposing captain.
* The substitute (sub-in):
	+ Shall only bowl the remaining allotted overs of the player that is being replaced (sub-out). For example, if the sub-out has bowled three out of the allotted four overs, then the sub-in can only bowl one over. Note that the allotment could reduce in rain affected games.
	+ Shall only be allowed to bat if the player that is being replaced (sub-out) has not been dismissed. A batsman may retire not-out due to injury or for an impact player substitution.
* Any warnings given (non-pitching delivery warnings, running on the pitch etc.) to the player being substituted shall not apply to the substitute.
* Impact Player substitutions may happen at the 10th over mark and at the end of the first innings.
* An Impact Player can be substituted at any point of the time as a regular fielding substitute as set out in Rule 24.
* A substitute who has participated in the game must always remain with the team until the end of the match. Failure to do so may result in the game being awarded to the other team.
* A player who has been substituted (subbed-out), can no longer participate in the game even as a regular substitute.
	+ 1. Only those players that are part of the roster submitted to the league are entitled to act as substitute fielders during the match.
		2. No Concussion Replacement is allowed. MCPL mandates that any player below the age of 19 years wears a protective helmet when batting or fielding at catching positions close to and in front of the batter such as silly point or short leg.

# The Umpires

* 1. **Appointment and Attendance**

## The following rule for the selection and appointment of T20 umpires shall be followed as far as it is practicable to do so:

* + 1. The umpires shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least half an hour before the scheduled start of play.

The umpire fees are as follows:

* 1 Umpire - $45 per team.
* 2 Umpires - $75 per team.

# The Scorers

* Both teams are responsible to score the game using the CricClubs app or through a cricket score book.

# The Ball

* 1. **Approval and control of balls**

Only MCPL approved balls shall be used to start the games.

* 1. **Ball lost or becoming unfit for play**

If, during play, the ball cannot be found or recovered or the umpires agree that it has become unfit for play through normal use, the fielding team shall replace the ball.

A non-approved white ball can be used as a replacement ball only if the umpire/s believe it matches the condition of the original ball.

If the batting team has a more appropriate ball than the bowling team, they can present it to the umpire as an option. The final decision regarding the use however is at the discretion of the umpires.

# Preparation and Maintenance of the Playing Area

* 1. Home team is responsible for setting up the ground; i.e. stumps, bails, crease, 30-yard markings, boundary flags etc.
	2. The umpires have the final call on deciding which pitch will be used for the game.
	3. Only white flat discs shall be used as 30-yard markers. Coloured pylons or cones are not appropriate 30-yard markers.
	4. Mid-innings, pre-game rolling will only occur if time, conditions and staffing permits.
	5. The boundary Rope shall be moved to the appropriate storage location after the completion of the last game of the weekend by both teams involved. Failure to do so will result in loss of points or a financial penalty (fine).

# Covering the Pitch

* The home team is responsible for uncovering, covering and securing the covers before and after the game.
* Both teams are responsible for covering uncovering and securing the covers in case of rain.

# Intervals

* 1. **Duration of Intervals**
* There will be a maximum of 15 minutes between innings for all weekend games.
* There will be a maximum of 10 minutes between innings for all weekday games.
* The Umpire can reduce the interval time at his discretion to make up for lost time due to interruptions.
	1. **Intervals for Drinks**
		1. No drinks intervals shall be permitted.
		2. 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 onto the field without the permission of the umpires.

# Start of Play; Cessation of Play

* 1. **Hours of Play; Minimum Overs Requirement**

Scheduled Time Slots

May

Weekday Games - 5:00PM – 8:00PM

Weekend Games

Game 1 – 8:30 AM to 12 PM

Game 2 – 12 PM to 4 PM

Game 3 – 4 PM to 8 PM

June, July and August

Weekday Games - 6:00PM – 9:00PM (with an option to move it 30 minutes either way)

Weekend Games

Game 1 – 8:30 AM to 12 PM

Game 2 – 12 PM to 4 PM

Game 3 – 4 PM to 8 PM

September and October

Weekday Games - 5:00PM – 8:00PM

Weekend Games

Game 1 – 8:00 AM to 11:00 AM

Game 2 – 11:30 AM to 3:00 PM

Game 3 – 3:15 PM to 6:30 PM

* 1. **Minimum Over Rates**

Time per over: four minutes per over (weekend games), four and a half minutes per over (weekday games). This results in the following:

* 1 hour 30 minutes of time is allocated per innings for weekday games, separated by a 10/15 minute interval between innings.
* 1 hour 20 minutes of time is allocated per innings for weekend games, separated by a 10/15 minute interval between innings.

No time allowance shall be given for a lost ball.

It is expected that the ends are switched at the end of the over for ALL games (weekend and weekdays) unless the umpires decide to stick to one end in the interest of having a completed game and due to any safety concerns without any undue advantage to one team and with the agreement of both captains.

12.8.3. In calculating the actual over rate for the match, allowances shall be given as follows:

12.8.3.1. The time lost as a result of treatment given to a player by authorised medical personnel on the field of play.

12.8.3.2. The time lost as a result of a player being required to leave the field as a result of a serious injury.

12.8.3.3. The time taken for all third umpire referrals and consultations and any umpire or player reviews.

12.8.3.4 The time lost as a result of time wasting by the batting side.

12.8.3.5 The time lost due to all other circumstances that are beyond the control of the fielding side.

12.8.4. In the event of any time allowances being granted to the fielding team under clause 12.8.3.4 above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate.

## Over Rate Penalties

Team batting first will complete their 20 overs regardless of the over rate.

First Innings Slow Over Rate: Over reduced in the second innings at 1 over for every 4 minutes extra taken for both weekend and weekday games.

Second Innings Slow over rate: Game stops at cut off time regardless of situation. Second Innings batting team is awarded 6 runs plus current RR for every over lost.

# Innings

**13.4 The toss**

The captains shall toss a coin for the choice of innings, on the field of play and under the supervision of the Umpire or MCPL Management, no later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

**Claiming Toss**

Toss can only be claimed;

1. If less than 7 players are present at the venue at time of toss
2. If boundary flags, stumps, bails and 30-yard markers are not ready at toss time.
3. Toss cannot be claimed for weekday games.

Note: Players do not need to be in playing kit to be considered a present team member.

Final decision regarding claiming of the toss is with the umpire.

# Fielder’s Absence; Substitutes

**24.1 Substitute fielders**

24.1.1 The umpires shall allow a substitute fielder:

24.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute fielder is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him.