

Mississauga Ramblers 100 Balls Cricket League



Playing Conditions – 2023

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

100 Ball Games –

TOSS: 5:30 PM
 First Innings: 5:45 PM to 6:50 PM
 Innings Break: 6:50 PM to 6:55 PM
 Second Inning: 6:55 PM to 8:00 PM

T20 Games – **For Month of June & July 2023**

TOSS: 5:30 PM
 First Innings: 5:45 PM to 7:05 PM
 Innings Break: 7:05 PM to 7:10 PM
 Second Inning: 7:10 PM to 8:30 PM

Playoffs Games –

TOSS: 5:00 PM
 First Innings: 5:15 PM to 6:20 PM
 Innings Break: 6:20 PM to 6:25 PM
 Second Inning: 6:25 PM to 7:30 PM

Game timings

To keep over rates rapid and to ensure timely completion of the games, each team will bowl 10 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** (12 Players or 13 Players if having 2 Female players) 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 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 into bat. (Ex. Assuming Team A and Team B are playing a match. Team A is bowling first and bowls 18/15 overs in the allotted time. They continue to bowl the full Quota of 20 overs/ 100 Balls to Team B. However, Team A can bat only 18/15 overs in their innings).

Along with the over difference – the first Innings batting side will also be awarded **8 runs per over bowled outside of the allotted time as penalty runs.**

If the team fielding second fails to bowl 20 overs/100 balls 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 **Fifteen (15) penalty runs** for each over missed and the net run rate will be used to determine the result of the game post adding the penalty runs.

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 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 and awarded to bowling side.

Impact Player

There will introduction of impact player and below is the rule:

1. Teams to define 12 members at the start of the play (all men) or define 13 members – if 2 women players ***.
2. Post toss, teams select there playing 11 and keep the other players as impact player.
3. They can be inducted into the team any time after 10th over of first innings.
4. Once impact player is introduced, the replaced player won't be able to take any more part in the game.

Example 1: Batsmen 1 opens batting and gets out in over number 9 (earlier or later as well). In place of him/her, Impact player can be introduced post over number 10 of 1st innings, and he/she can even bat. However, the last batsmen of the team won't be able to bat since already 11 players would have batted.

Example 2: After end of first innings, direct substitution of a batsmen with a bowler or vice versa.

Note: We will allow the replaced player to field as a substitute fielder/wk. kpr in case there is a physical injury during the game. This must be approved by on field umpire.

**** Women player can only be substituted by women player. However, Men player can be substituted with women player as well.**

***** If a team comprises of women player in the first playing 11, then she can be replaced with another women player as separate impact player. In short, a team with a women player in the first 11, will get 2 impact player – one for men (can be replaced by a men or women) and one for women (can be replaced by women only).**

Minimum Overs

A minimum of **5 overs per team for T20** and a minimum of **4 overs per team for 100 Balls** shall constitute a match (unless either side is dismissed in less than these overs, or the side batting second wins the match in less than these overs).

All matches, in which both teams have not had the opportunity of batting for a minimum over mentioned for T20 or 100 Balls, shall be declared **as NO result**.

Power Plays

Power Play will be enforced in all matches. It is one continuous lot of 6 overs for T20 and 5 overs for 100 Balls, 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 (1-5) - Minimum 2 fielders outside the inner circle

| Innings DURATION | Power Play 1 | Power Play 2 | Max. per Bowler |
|------------------|--------------|--------------|-----------------|
| 4 | 1 | 3 | 1+1+1+1 |
| 5 | 2 | 3 | 1+1+1+1+1 |
| 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 | 4 | 11 | 3+3+3+3+3 |
| 16 (100 Balls) | 4 | 12 | 4+3+3+3+3 |
| 17 | 5 | 12 | 4+4+3+3+3 |
| 18 | 5 | 13 | 4+4+4+3+3 |
| 19 | 5 | 14 | 4+4+4+4+3 |
| 20 | 5 | 15 | 4+4+4+4+4 |

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 three teams at the end of the regular season will make it to the Championship Playoffs
6. Championship Playoffs will be the knockout format wherein T2 will play against T3, and T1 directly moves to the finals.
7. Final will be played between winners of the playoff and T1.

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 end 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 4 overs in a T20 match. And in 100 Balls – all bowlers are allowed to ball maximum 3 overs except one bowler who can ball the last 10 Ball over along with his finished 3 overs earlier.

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).

Note – On the section of powerplay overs, the max over per match is also mentioned.

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 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.

Umpires will be responsible for official online scoring.

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 overturn 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>