



## **Scarborough Cricket Association Inc: T20 Playing Rules 2019**

Revised March 28, 2019

### **1.) League Structure**

League Match is going to be a 20 over format. Each side plays 20 overs and at the end the match one team wins. Winning team will be awarded 10 points. Wins/losses plus Net Run Rate will determine the seeding for playoffs. If 2 teams end up with a tie in points, Net Run Rate will determine the winning team on a head to head basis.

### **2.) Match Structure**

20 Overs match:

Each bowler can bowl maximum up to 4 overs.

Only 2 substitute fielders are allowed to field in case of any circumstance where regular fielders need to go off the field.

### **3.) Tie Game**

In case of a tie, One Over Per Side Eliminator will be used to determine the winner.

### **4.) Umpire:**

There will be umpires provided by the SCUA who are in charge of the game. All the field decisions will be taken by the umpires and everyone should respect his decisions, any misbehavior and disobedience will not be tolerated. Each side needs to pay the umpire's fees before the start of their innings.

### **5.) Approved Match Balls**

The Board has been given the mandate to procure balls at a reasonable cost by the League membership. These approved balls will have the SCA logo and stamp on it and are the only ones permitted for use. No other ball will be accepted or allowed in SCA League games.

### **6.) Conducting a match**

SCA will follow the ICC recommendations and the following minimum overs allocated to each team will constitute a game: **20 over format = 6 overs** If either team does not have the opportunity to face the specified number of overs as noted above (unless a team was bowled out before the minimum number of overs), the game will be recorded as either rain-out or abandoned. Rain affected games will follow D/L method for target score calculation and/or result.

## 7.) Playing Timings/ Match time

Match time is 3 hours, each innings of 85 minutes and 10 minutes of innings break.

Match 1		
Team Bat 1 <sup>st</sup>	9:00 a.m. - 10:25 a.m.	85 minutes
Interval	10:25 a.m. - 10:35 a.m.	10 minutes
Team Bat 2 <sup>nd</sup>	10:35 a.m. - 12:00 noon	85 minutes

Match 2		
Team Bat 1 <sup>st</sup>	12:30 p.m. - 1:55 p.m.	85 minutes
Interval	1:55 p.m. - 2:05 p.m.	10 minutes
Team Bat 2 <sup>nd</sup>	2:05 p.m. - 3:30 p.m.	85 minutes

Match 3		
Team Bat 1 <sup>st</sup>	4 p.m. - 5:25 p.m.	85 minutes
Interval	5:25 p.m. - 5:35 p.m.	10 minutes
Team Bat 2 <sup>nd</sup>	5:35 p.m. - 7:00 p.m.	85 minutes

### NOTE:

If the first innings finishes with less than 30 minutes for the scheduled break, then break is taken immediately on the conclusion of the first innings. (10 minutes). If more than 30 minutes remain after the end of the first innings for the scheduled break, a 10-minute break is taken and the second innings is started.

## 8.) Time Restrictions

- In uninterrupted matches, each innings should end at, or before, the scheduled or re-schedule time **and the over in progress at this time will be completed.** Each team shall bat for their allotted overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- Sides are expected to be in position to bowl the first ball of the last of their overs within the allotted playing time. In the event of them failing to do so the batting side will be credited with **twelve (12)** runs for every whole over that has not been bowled by the scheduled or re-scheduled time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second.
- If the innings is terminated before the scheduled or re-scheduled cut-off time, based on the re-scheduled time for that innings then no over rate penalty will apply.

- (d) If the innings is interrupted, the over rate penalty will apply based on the re-scheduled time for that innings.
- (e) The umpire shall inform the fielding captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled time for that innings.
- (f) The **twelve (12) runs**/over penalty is the only penalty for slow over-rate.
- (g) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for of the first session, play shall not continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting 2nd will still receive 20 overs even if they have been penalized for a slow over rate. The interval shall be taken at the conclusion of the first innings.
- (h) If the team batting first is dismissed in less than Twenty (20) overs, the team batting second shall be entitled to bat for twenty (20) **overs**.
- (i) If the team fielding second fails to bowl twenty (20) overs or the number of overs as provided **in the scheduled time, penalty runs will be added to the team batting second.**

## 9.) Toss

The toss will take place 15 minutes before the scheduled start of play, unless conditions (as deemed by the umpires) delay the toss. The captain winning the toss has to inform the other captain of his decision immediately.

### **Before the toss takes place, the following conditions have to be met:**

#### **A.** If conditions allow for play to start on time:

Each team is responsible for filling their own match sheet and presenting it to the umpires before the start of the game. Any delay in filling the match sheet (before, during or after the match) as required by the umpires is directly attributed to **an offense** since the responsibility of filling their own match sheet is entirely on the individual team.

**B.** The ground must be made ready by the home team for play with boundaries, 30-yards marked, stumps properly placed, crease markings completed including wide-lines etc. appropriately set-up.

**C.** Both teams must have minimum seven (7) players dressed in the team colors who are declared on the match-sheet (handed to the umpire before the toss) present at the ground for toss to take place. Any team that does not have the required 7 players in team uniform at the ground will automatically lose the toss;

**D.** 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.

E. Irrespective of the ground conditions or toss having taken place, if a team does not have minimum seven (7) players named on the match-sheet in team dress ready to play 30 minutes past the original start time, the other team (that has at least 7 players ready to play) can claim the game. It does not matter if the ground was made ready for play or not. This will be recorded as a default against the team that failed to turn up with 7 players and the umpires will inform the League officials accordingly.

F. To claim a default game for the late arrival of a team, the team present must have 7 players ready to play as stated above.

## 10.) Team Clothing:

- (a) All teams are required to adopt standard color clothing (not including white or any color that may camouflage the ball) for their respective club/team. All players of the same team for the day will be required to wear standard uniform clothing.
- (b) No player, for whatever reason, will be allowed to play without their team colors.
- (c) All batsmen will wear color pads while batting.
- (d) No white pads are allowed for wicket-keepers externally.

## 11.) Home Team Responsibilities

- (a) Home team is responsible for the ground conditions. *This does not mean that the home team will clean-up after the visiting team.* The home team will ensure that the visiting team is made amply clear that they have to clear their own area. Also, if the home team leaves before the visiting team, the home team has to ensure their area is cleaned and that the visiting team is responsible for any littering. They can ensure the umpire(s), or any board official, if present, is witness to this arrangement.
- (b) If at the beginning of the game, the home team finds the ground in a messy condition, this has to be brought to the attention of the match official and also to any available Board member before the game commences. Failure to do so will make the home team assume responsibility for the clean-up after the game.
- (c) Umpire(s) to ensure that after the match is over, both sides have their respective match sheet filled.
- (d) Scorers shall sit in close proximity of each other. The team bowling shall have their scorer sit next to the team batting. If at any time during the game, the Umpire(s) are not satisfied with the position of the Scorers, then they shall have the right to direct the Scorers as to where they shall sit. In addition, captains are also reminded that Law 4 states: Where they are Scorers they shall frequently check to ensure that the score sheet agree. (Preferably at the end of every over).
- (e) Any team disrespecting the league facilities by any act (littering, vandalizing, etc.) will be dealt with severely and may face stiff fines, penalties and/or expulsion from the League.

## 12.) Injury during the game

Any player injured during the course of play, ICC laws will apply (including non-allowance of a runner to an injured batsman). The main umpire will make decision to declare a batsman retired out or

retired hurt according to situation.

### 13.) Interventions/ Interruptions

- (a) Duckworth-Lewis method for calculating target totals in games affected by interruptions is in effect for all SCA games. The G175 is used for calculating target scores, a common App approved by the SCA Board will be used by both Umpires and Teams for calculations.
- (b) The umpire(s) will only resort to calling off the game if and only if the required number of overs cannot be completed and/or the conditions are not reasonable enough for play to continue. If, in the opinion of the umpire(s), even after waiting, the chances of the conditions improving so as to allow the game to resume are minimal, the umpire(s) may decide to call the game off earlier without waiting any further. This is completely at the umpire's discretion (only if it continues to rain) and neither team has a say in this.

### 14.) Power Plays

#### Restrictions on the placement of fieldsmen:

1. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
2. In addition to the restriction contained in clause 1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
3. The following fielding restrictions shall apply:  
Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

Powerplay 1: During the first block of Powerplay Overs (as set out below), **NO More than two (2)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive.

Powerplay 2: **No more than five (5)** fieldsmen shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive.

**Note:** When a team is fielding short, the inner circle takes precedence over the outer circle.

### 15.) Free hit/ Bouncer

All "No Balls" will be a Free-hit.

The free-hit continues to apply to the subsequent ball till a fair delivery is received by the batsman. For example, if a free-hit has been awarded, and the following ball is a NO ball again, or a wide ball, the next ball bowled will again be a free-hit. If the next delivery is a valid one, the free hit has been utilized.

For a free-hit, if the same batsman is taking strike to the free-hit as the one who was bowled the no-ball, the fielding team cannot change their field positions (as was during the no-ball). If the other batsman (non-striker or a new batsman) is taking strike to the free-hit, the fielding team can change the field setting, but within the fielding restrictions applicable at that time.

**Note:** As per the new ICC guidelines, the bowler disturbing the stumps during the process of bowling the delivery (either by foot or hand) will be called a "No-ball" by the umpires. This does not include the attempt at "ManKad-It" a non-striker, but the disturbing of the stumps in the normal process of delivering the ball.

A bowler will be allowed only one bouncer per over. A bouncer is considered a delivery which passes over the shoulder height of the batsman while standing upright at the crease (not in the crouching batting stance). A bouncer passing over the batsman's head while standing upright and not giving the batsman a chance to hit the ball by means of a normal cricket stroke, will be called a **Wide Ball** and counted as one of the bouncers.

The second such delivery will be called a "No-ball" (with a free hit) by the umpires and the bowler will be issued a warning. ( Law 41.6).

## 16.) Game Results/ Points

Following are the points allocated for the games to each team:

- Win - 10 points
- Loss / Refusal to play - 0 points
- Rain-out - 5 points

## 17.) Playing Ethics/ Code of conduct

No abusive language or gestures towards any official, player or spectator will be tolerated. The captains of the teams have to ensure this and demand it of every player.

The **SCA** code of conduct will be strictly enforced. If a violation of the code of conduct is invoked, the player may or may not be called for a hearing, before a decision is passed regarding the penalty for the offense. Substantiation from the other umpire and/or the opposite team captain (in case of only one umpire being present) will be taken as proof of the offense.

Level-1 offenses have no right of appeal and the penalty imposed by the **SCA** Board based on the umpire(s) report stays (for more details or exceptions, please refer to the Players' Code of Conduct).

**Important:** Any team, or a player from a team, who demonstrates any act of violence during, before or after a game, and when the league permit time is still in effect (or 30 minutes after the game - whichever is later) while still on the League/City facilities, whether it directly hurts any person or object, or not (for example, hitting or kicking the stumps, throwing the bat or ball with or without an intent to hurt, or any such actions depicting violent behavior), this may result in expulsion of the respective team's captain in their next league game. Further penalties, as incurred under the SCA code of conduct, will be applicable and informed to the team as appropriate. The SCA Board will have the final discretion on the interpretation of the Code of Conduct or Penalties/fines imposed thereof. Any penalties/fines handed to a team/club due to violent behavior are not eligible for an appeal, and the team will default subsequent games if the penalties/fines/suspensions are not served as indicated.

## **18.) Qualification of Players**

The Executive Board will communicate at the Captain's Table the minimum number of games for a player to be qualified for the playoffs.

## **19.) Playoffs**

The Executive Board will communicate the seeding of the playoffs.

## **20.) Awards**

Batting: 75 + Runs

Bowling: 4 wickets + Hat trick

## **21.) One Over Eliminator**

The following procedure will apply should the provision for a one over per side eliminator (OOPSE) be adopted in any match.

1. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch).
2. The umpires shall stand at the same end as that in which they finished the match.
3. In both innings of the one over per side eliminator, the fielding side shall choose from which end to bowl.
4. Only nominated players in the main match may participate in the one over per side eliminator. Should any player (including the batsmen and bowler) be unable to continue to participate in the one over per side eliminator due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the one over per side eliminator.
5. Each team's over is played with the same fielding restrictions as apply to the last over in all competitions.

6. The team batting second in the match will bat first in the one over eliminator.
7. The loss of two wickets in the over ends the team's one over innings.
8. To declare a winner after the one over per side eliminator has been completed:
  - A) The team with the most runs win the match. (If runs and wickets are equal then use B.)
  - B) The team that hit the most boundaries (4's + 6's combined) win the match.
9. If the score is still equal a second one over eliminator continues with the same criteria as outlined above until a winner is declared.