



## Toronto Premier Cricket League – T20 **PLAYING CONDITIONS for 2018**

### (1) LENGTH OF INNINGS AND PRE-MATCH REGULATIONS

#### (a.) DURATION

The match will consist of one (1) innings per side, and each innings will be limited to twenty (20) six-ball overs.

#### (b.) NOMINATION OF PLAYERS

Each Captain shall hand to the umpires their list of 11 nominated players and two substitute players on the official match sheet 15 minutes prior to the toss taking place. All 13 players must be registered with the Toronto Premier Cricket League as being members of the club. If a nominated player does not have his/her TPCL registration number recorded on the match sheet, the player will not be allowed to participate in the match.

#### (c.) THE TOSS

##### Eligibility

- A team must have submitted its team list to the umpires prior to the toss. A plea that the other team has the match sheet will be ineffective.
- A team must have at least seven (7) players dressed in cricket attire in the presence of the umpire immediately prior to the toss. A plea that seven dressed players were present at an earlier time but have now departed will be ineffective. (Cricket attire will comprise colored clothing, the color to be the identical for all members of the same team, as approved by the TPCL Association Board of Governors.

##### 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 one team is fail to submit Team Name List, and then the umpires must award the toss to the other team.**
- If neither team is ineligible to take part in the toss then the toss shall nevertheless be taken. The umpires must file a report advising the TPCL Association of this fact, who may take further action against both clubs.

##### Time and place

- The captains shall toss for the choice of innings, on the field of play and in the presence of one or both of the umpires, 15 minutes before the scheduled 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 colored clothing approved for his/her club.
- If a team does not turn out for a scheduled match the club will face a fine of a minimum of \$100.00 and may face suspension or expulsion from the league
- If a team or both fail to be present at the ground for scheduled match starting time then minus one win (-3 points) will be awarded to the team(s).
- There will be maximum five (5) minutes of inning break can be taken by both teams.

### **Substitutes**

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:

- The umpire shall be informed of the reason for fielder's absence,
- The fielder shall not thereafter come on to the field during a session of play without the consent of the Umpire
- A player only can participate in the game **before end of ninth over.**
- Any player who is entering in the middle of the game can be bowl after completing three overs of playing time.
- Only player who can be substitute must be included in thirteen members' team name list which has to be submitted before the toss to the umpires of that particular game.

### **Umpiring**

- If a scheduled umpire is late or not present, then the team who is responsible has to pay **\$100** before playing the next scheduled game. If the team is not settling this fee before the next scheduled game start time then the game will be called off as walk-over.
- **If the club is, fail to provide the scheduled umpire on time, there will be also ONE point deducted from the total points for the club.**
- Umpires for the first round must be present at the ground at 8:00am to be qualified for payment.
- Umpires cannot be switched during the game time, unless a reason is justified by TPCL committee member.
- During the game time, at any circumstance the players cannot use filthy language toward umpires or other players at the ground. Fail to do so may face suspension or expulsion from the league.
- During the game time, only captain can have any conversations with the umpires regarding any issues about the play.

## **Hosting**

- There must be 8 members from the hosting team present at all time during their hosting of the league games. If fail to do so, there will be ONE POINT deducted from the total points.
- If a club continue to fail on hosting for two years in a row, that club may lose their spot for next year league games by TPCL.

## **Rain / Bad Light Affected Games**

- If rain stopped the play before game start, there will be a half hour grace period. If there is still raining or the condition is not playable then game will be re-scheduled.
- If only one inning is completed and rain/bad light stops second innings play, then there will be a rematch hosted by the same hosting team.
- Two umpires and a committee member has to agree for the particular game to be set for another day. The decision making committee member cannot be part of any of those playing teams.
- One innings is fully completed and if the second innings completed their first 10 overs, then the game will be a continuation on another day by the same hosting team.
- The batsman has right to call BADLIGHT but both umpires and a committee member (if present at the situation) can decide to call off the game and continue on another day.

## **Throw Ball**

- If a player throws a ball instead of bowling, then the captain of the batting side will notify the main umpire about the bowler's action of bowling.
- Captain of the fielding side will be notified by the main umpire.
- If same bowler is used by the fielding captain after the verbal warning, the game will be reviewed by president of TPCL (if further assistance needed, president will obtain from other sources). If it is confirmed that the bowler's action as a throw then the game will be awarded to the opponent team.
- **The captain of the batting side must have filed official complaint to the president of TPCL in writing within a week.**
- **Please note:** If the bowler is identified as throwing then only the game result will be revised for written complained received games.
- The bowler will also be suspended for the rest of the season from bowling.
- Addition to all these, if a bowler is intentionally throwing the ball then the President has all the rights to stop the bowler from bowling at any time of this season games.

### **Players Stats**

- A player must have played 60% of the games to be considered for stats including the knockout.
- A player must have played 50% of the regular season games to play in the playoff.
- If a player is switching to another team before the deadline then the stats for that player will be continued.
- Un-played games will be provided as walk over win.
- If more than 3 walk overs, team will not be able to continue for next year.
- There will not be individual players STATS for Knock Out tournament.

### **Registered Players**

- If a player is not listed on ONLINE team list for 2018. He cannot take part in any of the scheduled games for TPCL.

### **Adding New Player(s)**

- New player's names must have been emailed to [tpclt20@gmail.com](mailto:tpclt20@gmail.com) before Thursday midnight and the payment arrangement has to be made with treasurer in order to play following Sunday scheduled games.

### **Player Change**

- The player change deadline is **Wednesday, August 01<sup>st</sup> 2018**.
- The player, who is willing to mover over and Manager (new team), must send email to [tpclt20@gmail.com](mailto:tpclt20@gmail.com) regarding player change.
- The club who is acquiring the player has to pay a fee of \$250 to TPCL before the deadline date.

### **Fielding Restriction**

- There are no fielding restriction this year (2018).

### **Draft Tournament and All-Star Festival 2018**

- It is **MADATORY** for each club to provide **minimum FIVE (5) players** per club to participate in 2017 Draft tournament. If a club fail to do so, **there will be 2 points deducted from overall league points**.
- If a player is selected for either All-Star 2018 or President 11 of 2018, the player must participate in all games that scheduled by TPCL Selection Committee on the day of All-Star festival of 2018. If a player cannot participate for any reasons, his team management has to get an email approval from TPCL Committee. Otherwise, the player will suspended for **TWO regular league games** that are schedule for the club right after the All-Star games of 2018.
- A player, who has drafted for a team, is fully responsible to participate in the draft tournament. If he fails to participate on schedule draft game(s), he will suspended

for **TWO** league games (including playoff games). If there is an emergency and the player cannot make it to the games then he needs to get an approval from the commissioner of the draft tournament. Commissioner may offer a replacement to the team who will be missing a player.

### **Score cards**

- Team's captains should be checking all score cards and sign in order to enter the full score cards to the database.
- **Online scoring is mandatory for all the teams.**
- It is both teams' responsibility to arrange a device to score full match on one device, since this cannot be done using two separate devices during the same game.
- If a team is not scoring online using CRICHQ app during the game time, the team manager has to contact TPCL 2018 Stats Team to pay the fee of \$25 to have them to enter the scorecard for that particular match. If this arrangement is not made before following Wednesday MIDNIGHT, the stats for that particular game will not be entered and not counted for final award ceremony.

### **Number of Players**

- Clubs are allowed to have **17 players** registered with the annual fee of \$1500.
- Additional player up to three are allowed to be registered with the fee of \$50 each.
- A club is allowed to register more than 20 players with an additional fee of \$100 for each player.

