



NIAGARA T20 – PLAYING CONDITIONS - 2020

PLAYING RULES FOR T- 20 Matches

Except as varied hereunder, ICC standard T20 International match playing conditions and/or the MCC Laws of Cricket (2000 Code) 6h Edition - 2015 shall apply, and the Special Conditions of Niagara Cricket Festival shall apply except where specified in the Playing Conditions.

Note all references to “Governing Body” within the Laws of Cricket shall be replaced by “Niagara T20I Tournament Rules Committee”. The Tournament Committee reserves all rights to alter the Tournament format and/or structure as deemed and make necessary by circumstances beyond the control of the Tournament Committee, including but not limited to grounds, weather and light conditions. The tournament is hosted and Managed by Niagara Cricket Club Inc., a Non-Profit Sports Incorporated Company. Thursday

Tournament Format:

*Eight teams will be divided into two groups of four with each team playing three games in the preliminary rounds, followed by the semi-finals and final. A match is played between two sides. Each side shall consist of 11 Players, one of whom shall be captain. Each Captain shall provide a list of the names of the 11 players plus a Maximum of 3 substitute Fielders in writing to Niagara Cricket Festival Tournament Official / Umpires before **The Toss**. No playing (a member of the playing (eleven) may be changed after the toss without the consent of the Opposing captain. Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the Tournament Official /Umpires, in exceptional circumstances allow subsequent additions. All those nominated including those nominated as substitute fielders must be eligible to play for that particular team and by such nominations, the nominees shall warrant that they are so eligible to participate in the Niagara Cricket Festival Tournament.*

In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable ICC Regulations pertaining to international cricket and tournament rules & playing conditions, in particular, the Clothing and Equipment Regulations, the Code of Conduct for players and player support personnel (herein referred to as the Niagara Cricket Festival Code of Conduct), the Anti-Racism Code for Players and Player Support Personnel, the Anti-Doping Code and the Anti-Corruption Code.

- 1. Each team must provide the Tournament Committee with a list of 15 players (known as “Team Squad or Roster” from which the playing eleven will be selected).*
- 2. The Team squads shall be submitted to the Tournament Committee in writing or via E-mail by Thursday, July 23^h, 2020*
- 3. Once accepted and approved by the Tournament Committee, the squad will be known thereafter as the “approved Team Squad”*
- 4. No additional players may participate in the Tournament after the Tournament starts Unless previously agreed to by the Tournament Committee in good faith owing to Accident, injury or some other unpredictable circumstances that the Tournament Committee deems as sufficient reason for the change.*
- 5. Under no circumstance will there be any request to move or consideration of moving already appointed and approved players from one Team Squad to Another – at the commencement of the tournament or thereafter.*

Note: *Squad Members of the fielding team who are not playing in the match and who are not acting as*



NIAGARA T20 – PLAYING CONDITIONS - 2020

Substitute fielders may be required to wear a team training Bib or a different color shirt whilst on the playing area and outfield surroundings.

The Umpires: Appointment and Attendance

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

- 1. The Umpires shall control the game as required by the laws (as stated within these playing Conditions), with absolute impartiality and shall be present at the ground at least one (1) Hour before the schedule start of play.*
- 2. Neither team will have a right of objection to an umpire's or match referee's appointment.*
- 3. An umpire shall not be changed during the match, other than in exceptional Circumstances, unless he is injured or ill.*

Playoff Eligibility Criteria:

Ready to play means a minimum of 9 players in the team's official uniforms, present at the ground and in clear visible view of the umpires. Players visible under garment must match their Team's Uniforms. Example colour of long sleeves under shirt must match official team shirt Color.

Eligible players for the playoff rounds must be from the declared & approved Team Squad and must have participated in at minimum one (1) of the preliminary round matches.

Tournament Structure:

The tournament will be played on the following points system:

WIN – 5 points

NO RESULT- 2 points

LOSS / ABANDON – 0 points

DURATION OF MATCHES:

*The match will consist of one (1) innings per side, and each innings will be limited to **Twenty (20) six-ball** overs. (Legal deliveries) A minimum of Five (5) overs per team shall constitute a match (unless either side is dismissed in less than Five (5) overs, or the side batting second wins the match in less than Five (5) overs.*

A team shall not be permitted to declare its innings closed. Overs must be completed within the specified time, otherwise teams will be penalize accordingly. (The penalty for slow over rate will be applied at 6 runs per every whole over that was not bowled).

The over in progress at the schedule cessation time shall count as a completed over.

The team batting second shall receive its full quota of 20 overs irrespective of the number of Overs it bowled in the scheduled time for the cessation of the first innings.

PENALTIES will be applied for slow over rate:

In the event that each team fails to bowl its allotted overs, the batting side will be credited with 6 runs For every whole over that has not been bowled. This will apply to both innings of the match. If the side



NIAGARA T20 – PLAYING CONDITIONS - 2020

batting second is credited with runs in this manner and this consequently takes their score to or pass their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately when the ball first becomes dead after the schedule or reschedule Cessation time for the innings.

HOURS OF PLAY:

A fixed time will be specified for the commencement of the interval and also the close of play for each match, by applying a rate of 15 overs per hour (4 minutes /over) When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play and the interval will be taken into consideration. The calculation must not cause the match to finish earlier than the original time for cessation of play on the Final scheduled day of play.

All matches must start and end promptly at the designated time specified, subject to the Umpires and Match Referee /Officials.

(Hours of play are subject to change)

DRINKS:- THERE WILL BE NO INTERVALS FOR DRINKS DURING AN INNINGS.

An Individual player may be given a drink on the boundary edge at the fall of a wicket, on the field, providing that no playing time is wasted. No other drinks shall be taken onto the field without the consent of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

CHANGING agreed times for intervals- Interval between Innings:

If the innings of the team batting first is completed prior to the schedule time for the interval, The interval shall take place immediately and the innings of the team batting second will Commence correspondingly earlier. In circumstances where the side bowling first fails to Bowl the allotted number of overs by the schedule or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings exceeded.

DELAYED OR INTERRUPTED MATCHES. GENERAL:-

The object shall always be to rearrange the number of overs so that both teams have an Opportunity of batting for the same number of overs. Minimum of 5 overs must be bowled to the Team batting second to constitute a match subject to the innings not being completed earlier. When playing time is lost, the revised number of overs to be bowled in the match shall be based On a rate of 15 overs per hour in the total remaining time available for play. If the team fielding First fails to bowl the revised number of overs by the specified time, the batting side will be credited With 6 runs for every whole over that has not been bowled. Should calculations regarding number of Overs result in a fraction of an over, the fraction shall be ignored.

Law 42:9-10 – Deliberate Time Wasting will be strictly enforced during the tournament.

Fielding team will be penalized five (5) runs and suspension of the bowler from further bowling in the innings. Further fielding team will be penalized six (six) runs for every whole over that has not been



NIAGARA T20 – PLAYING CONDITIONS - 2020

Bowled in the innings. Batsman will be penalized five (5) penalty runs for time wasting and will be reported to the Tournament Committee who shall take necessary action as is considered appropriate against the Captain and player or players, if appropriate, team concerned.



NIAGARA T20 – PLAYING CONDITIONS - 2020

PENALTIES:

The batting side will be credited with six runs for every whole over that has not been bowled.

If the team fielding second fails to bowl the revised overs by the scheduled or re-schedule close of play, the team will continue to bowl its full 20 overs and six runs penalty will apply to each whole overs that has not been bowled in the allotted time. Should calculations regarding numbers of overs result in a fraction of an over, the fraction will be ignored.

INTERRUPTED OR PREMATURELY TERMINATED MATCHES

Calculation of Target Score

If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then the revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity to face. This revised target is to be calculated using the current Duckworth-Lewis-Stern method.

*The target set will always be a whole number and one run less will constitute a Tie.
(Duckworth-Lewis-Stern Regulations)*

Prematurely Terminated Matches:-

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the D-L-S “Par Score” determined at the instant of the suspension by Duckworth-Lewis-Stern method. If the score is equal to the par score, the match is Tied, otherwise the result is a victory or defeat, by margin of runs by which the score exceeds or falls short of the Par Score.

Umpire / (Match Referee/Official)awarding a match

A match shall be lost by a side which either –

a) i) Concedes defeat or

ii) In the opinion of the Niagara T20 Discipline Committee refuses to play and the Niagara T20 Discipline Committee Chairman shall award the match to the other side.

b) If an Umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the Niagara T20 Discipline Committee Chairman of this fact. The Niagara T20 Discipline Committee Chairman shall together

With the Umpires ascertain the cause of the action. If the Niagara T20 Discipline Committee Chairman, after due consultation with the Umpires, then decides that this does constitute a

*Refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the Niagara T20 Discipline committee shall award the match in accordance with
(i) (ii) ABOVE**

c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in Section “Length of Innings”

d) In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action taken against the captain and team responsible under the Code of Conduct.



NIAGARA T20 – PLAYING CONDITIONS - 2020



NIAGARA T20 – PLAYING CONDITIONS - 2020

OBSTRUCTING THE FIELD

For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his directions without probable cause and thereby obstruct a fielder's attempt to effect a run out, the batsman should on appeal be given out, obstructing the field. It should not be relevant whether a run out would have occurred or not.

BOWLER attempting to run out non-striker before delivery:

The bowler is permitted, before entering his delivery stride, to attempt run out the non striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out non-striker, the umpire shall call and signal Dead ball as soon as possible.

RESTRICTIONS ON PLACEMENT OF FIELDERS /PLAY

- (a) Two semi circles shall be drawn on the field of play. The semi-circles have their center the middle Stump at either end of the pitch. The radius of each of the semi circles is 30 yards (27.43 meters) The semi circles shall be joined by two parallel straight lines drawn on the field. These fielding Restrictions areas should be marked by Continuous painted white lines or dots at five yard intervals, each dot to be covered by a white plastic or rubber disc measuring seven inches in diameter.*
- (b) At the instant of delivery, there may not be more than 5 fielders on the leg side.*
- (c) In addition to the restrictions contained in clause "b" 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 below.*
- (d) During the powerplay overs (first six overs) only Two (2) fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.*
- (e) During the non powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding Restriction area referred in (a) above.*
- (f) In circumstances when the number of overs of the batting team is reduced, the number of overs Within each phase of the innings shall be reduced in accordance with the table below. For the sake Of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.*

Total Overs in Innings

Powerplay Fielding Restrictions Overs

<u>5 - 8</u>	<u>2</u>
<u>9 - 11</u>	<u>3</u>
<u>12- 14</u>	<u>4</u>
<u>15 -18</u>	<u>5</u>
<u>19 – 20</u>	<u>6</u>

If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of Overs of the batting team, the required number of Powerplay overs have already been bowled, the Remaining deliveries in the over to be completed shall NOT be subject to the fielding restrictions.

In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call And signal "No Ball"



NIAGARA T20 – PLAYING CONDITIONS - 2020



NIAGARA T20 – PLAYING CONDITIONS - 2020

NUMBER OF OVERS PER BOWLER

No Bowler shall bowl more than four (4) overs in an innings

In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no Bowler may bowl more than one fifth of the total overs allowed (unless such number has been exceeded Before the interruption).

Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number Per bowler necessary to make up the balance.

Example:

After twelve overs, rain interrupts play and the innings is reduced to fifteen overs. If both opening bowlers Bowled 4 overs each, remaining bowlers can bowl maximum 3 overs each.

In the event a bowler breaking down or being suspended and unable to complete an over another bowler Will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's Limit is concerned.

THE TOSS: 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, 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 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.*
- *The following shall apply in addition to Law 1.3(a): The deputy must be one of the nominated players.*
- *If any team does not take the field **half an hour (30 Minutes)** after the scheduled or re-scheduled starting time, it will automatically default the match.*

INTERVAL BETWEEN INNINGS:

- *Interval between innings will be of 10 minutes duration.*



NIAGARA T20 – PLAYING CONDITIONS - 2020

INTERVALS FOR DRINKS

- *No drinks intervals shall be permitted.*
- *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 on to the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire of that particular team.*

It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

- (a) Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.*
- (b) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.*
- (c) If at any time the umpires together agree that the conditions of ground, weather or light or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or recommence.*
- (d) When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any player or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.*
- (e) Umpires are reminded of the danger that lightning poses and must immediately suspend play when a flash of lightning is visible or if peals of thunder are occurring at 30-second intervals or less. Play must not resume until 15 minutes after the last peel of thunder or as decided by the Umpires.*

(1) SUBSTITUTES

Law 2.1 shall be applied as modified:

Law 2.1 (a) (ii) 2.7 and 2.8 shall not apply.

*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 club involved in the substitution.

Law 2.5 shall be applied as modified:

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 thereafter come on to the field during a session of play without the consent of the Bowler's end Umpire. The Umpire shall give such consent as soon as Practicable.*
- *(c) If the player is absent from the field for longer than **eight (8) minutes**.*
 - (i) The player shall not be permitted to bowl in that innings after his return until he has been on the*



NIAGARA T20 – PLAYING CONDITIONS - 2020

field for at least that length of playing time for which he was absent.

(ii) The player shall NOT be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

- *The restriction in (i) and (ii) above shall not apply 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. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).*
- (iii) In the event of a fieldsman already being off the field at the commencement of an interruption in play, through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, providing that he personally informs the umpires when he is fit enough to take the field had play been in progress. Similarly, if at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, a player is on the field but still has some unexpired penalty time remaining from a previous absence, he shall automatically be allowed to count any such stoppage time as playing time.*

• ***This is the only penalty for slow over-rate.*** *In any Duckworth-Lewis-Stern calculation no penalty for slow over rate will apply.*

(For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations)..

(b) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall 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.

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 except as provided in (c.) above.

(c) If the team fielding second fails to bowl Twenty (20) overs or the number of overs as provided in 5.1 (b), (c), or (d) by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled, or a result achieved. See Clause 5.1 (b.)

DELAYED OR INTERRUPTED MATCHES DUE TO GROUND, WEATHER OR LIGHT CONDITIONS

(a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum of Five (5) overs must be bowled to the side batting second to constitute a match subject to the provisions of Clause 5.1 (b)

The calculation of the number of overs to be bowled shall be based on an average rate of 14.11 six-ball overs per hour, (4.25 minutes per over), in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

(b) The team batting second shall not bat for a greater number of overs than the team batting first



NIAGARA T20 – PLAYING CONDITIONS - 2020

team unless the latter has been all out in less than the agreed number of overs.

DELAY or INTERRUPTION to the INNINGS of the TEAM BATTING FIRST

- (a.) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of the Appendices 3&4.*
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 5.1 (b) shall apply.*
- (c) If the team batting first is all out, and the last wicket falls at or after the scheduled or rescheduled time for the interval, Clause 5.1 (c.) shall apply.*

DELAY or INTERRUPTION to the INNINGS of the TEAM BATTING SECOND

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.11 overs per hour of time remaining (4.25 minutes per over), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed. For calculations etc., refer to the Appendices.

GAME CALL-OFF TIME – DUE TO DELAY OR INTERRUPTION

- No game shall be called off by the umpires **before 55 minutes of playing time remaining** (To allow to play game of 5 overs each to constitute a match, with 10 minutes interval between an innings.).*
- However, Umpires are the sole judge and are entitled to take a decision to call-off the game prior to these times. Also, the ground authority may call off the match or not allow the match to start.*

DELAYED START DUE TO LATE ARRIVAL OF A TEAM

- (a) If the defaulting team fields first, they are required to bowl 20 overs by the scheduled interval or the recalculated number of overs due to an interruption. If the team fielding first fails to bowl the required number of overs by the scheduled or rescheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled, the Powerplay overs will apply*

If the defaulting team bats first, they are not entitled to the number of overs that would have been bowled during the delay. For example, if the delay is Ten (10) minutes in a regular match then the maximum number of overs, the defaulting team will face will be reduced to $(80 - 10)/4.00 = 17$ overs.



NIAGARA T20 – PLAYING CONDITIONS - 2020

*The Powerplay will be of **5 overs**. The team bowling is not penalized. They can have five bowlers using the following scheme: 2 bowlers allowed 4 overs and 3 bowler 3 overs. **Team batting second is entitled to play full 20 overs with 6 overs of powerplay.***

RESTRICTIONS ON THE PLACEMENT OF FIELDERS

NO BALL

THE BOWLING OF FAST, SHORT-PITCHED BALLS {Law 42.6(a)}

*A bowler shall be limited to **bowl One (1) fast short-pitched deliveries per over.***

A fast short-pitched delivery is defined as a ball that passes or would have passed above shoulder height of the striker standing upright at the crease, but not clearly above the batsman's head.

The umpire at the bowler's end shall advise the bowler and the batsman on strike when 1st short pitched delivery has been bowled.

In addition, for the purpose of this regulation and subject to Clause 8.1.6 below, a ball that passes above head height of the batsman, when standing upright at the crease, that prevents him from being able to hit with his bat by means of a normal cricket stroke shall be called a 'Wide'.

For avoidance of doubt, any fast short-pitched delivery that is called a 'Wide' under this playing condition shall also count as the allowable short-pitched delivery in that over.

In the event of a bowler bowling more than one (1) fast short-pitched deliveries in an over as defined above, the umpire at the bowler's end shall call and signal 'No Ball' on each occasion.

(8.1.7) A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal 'No Ball' and then tap his head with the other hand.

(8..1.8) The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled over arm.

(8.1.9) Umpires are reminded that "For a delivery to be fair, in respect of the arm, the ball must not be thrown." If in the opinion of either umpire, the ball has been thrown, he shall call and signal 'No Ball' and follow the procedures as laid out in Law 24.2

(8.1.10) THE BOWLING OF HIGH FULL-PITCHED BALLS {Law 42.6 (b)}

(a) Any delivery which passes or would have passed on the full above waist height of the striker, standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury to the striker.

(b) In the event of a bowler bowling a full high pitched ball as defined in Clause 15 (a) above, the umpire at the bowler's end shall call and signal no ball.

If in the opinion of the umpire, such delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and



NIAGARA T20 – PLAYING CONDITIONS - 2020

Issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred.

- (c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.*
- (d) The bowler thus taken off shall not be allowed to bowl again in that innings.*
- (e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.*
- (f) The umpires will then report the matter to the T&D Board.*

DELIBERATE HIGH FULL PITCHED BALLS

Law 42.8 Shall be replaced by the following:

If the umpire considers that a high full pitched delivery which is deemed dangerous and unfair was deliberately bowled, the caution and final warning process shall be dispensed with.

The umpire at the bowler's end shall call and signal 'no ball'. When the ball is dead, direct the captain of the fielding team to take the bowler off forthwith. Not allow the bowler to bowl again in that innings.

Ensure the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

Report the occurrence as set out above in (15).

Bowler breaking wicket in delivering ball (Law 24.6)

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. Laws 23.4(b)(viii), 23.4(b)(ix) and 24.10 will apply.

(Delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The stride after the delivery stride is completed when the next foot lands, i.e. when the back foot of the delivery stride lands again.)

Foot Fault: *A front foot (popping crease & center line) and back foot (return crease) - foot fault will be called and signaled NO Ball by an umpire. (Refer Law 24.5)*

Free Hit after all modes of NO Ball:

*In addition to the above, the delivery following **all modes of NO Ball** shall be a **free hit** for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or wide ball) then the next delivery will become a free hit for whichever batsman is facing it. For any free hit, the*



NIAGARA T20 – PLAYING CONDITIONS - 2020

striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called a wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker or the NO ball was result of a fielding restriction breach, in such case the field may be changed to the extent of correcting the breach.

The umpire will signal a free hit by (after the normal NO Ball signal) extending one arm straight upwards and moving it in a circular motion.

WIDE BOWLING - JUDGING A WIDE

Law 25.1 Judging a wide law 25 shall apply with the following additions

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside delivery, which, in the opinion of the Umpire, does not give the batsman a reasonable opportunity to score, shall be called a wide.

As a guide any ball pitching and going down the leg side without first making contact with the batsman's bat, person, or equipment shall be called and signaled a wide.

A penalty of one (1) run for a Wide shall be scored in addition to any other runs scored or awarded.

All runs, which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

NOTE: *In addition, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.*

For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.

THE BALL

White Cricket Balls will be supplied by Niagara T20 Management Committee

The Umpires shall be given all match balls (see Section prior to the start of the match, and they shall retain possession of them throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession

of it at the fall of a wicket, at the end of each over, or any other disruption in play.

In the event of a ball during play being lost or, in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had similar wear.



NIAGARA T20 – PLAYING CONDITIONS - 2020

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or being affected

by dew. And in the opinion of the umpires being unfit for play, the ball shall be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.

If a ball is to be replaced, the umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

If a good used ball is not available, a new ball may be used. The umpires must take steps to bring the new ball to a similar condition as the replaced ball.

THE RESULT

A result can be achieved only if both teams have had the opportunity of batting for at least Five (5) overs, subject to the provisions of unless one team has been all out in less than Five (5) overs or unless the team batting second scored enough runs to win in less than Five (5) overs.

*If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum Five (5) overs) unless the provisions of Clauses 5.1(b) or 5.1(e) apply), a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target score is to be calculated by using the **professional edition Coda 2.1 DLS method**. The target set will always be a whole number of runs and one (1) less will constitute a tie. See Clause 11.3*

All matches, in which both teams have not had the opportunity of batting for a minimum of Five (5) overs, shall be declared as NO result.

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match result will be decided by comparison with the D-L-S 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the 'par score' the result is a tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the 'Par Score.'

(a) Umpire awarding a match. - ,

(i) Concedes defeat; or

*(ii) In the opinion of the umpires the team refuses to play. - **Refer to Clause 15.***

(11.2) TIE

*In matches where both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of the above Clauses, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie, and no account shall be taken of the number of wickets that have fallen. **In the event of a tied match the teams shall compete in a super over to determine the winner. Refer appendix 6.***

(a) Correctness of result.



NIAGARA T20 – PLAYING CONDITIONS - 2020

Any query on the result of a match as define in regulations as modified by these regulations shall be resolved as soon as possible and a final decision made by the umpires.



NIAGARA T20 – PLAYING CONDITIONS - 2020

DELAYED OR INTERRUPTED MATCHES - CALCULATION OF TARGET SCORE USING THE DUCKWORTH-LEWIS-STERN METHOD

If, due to a suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted, (minimum 5 overs unless the provisions of Clauses 5., 1 (b) or

5.1 (e) apply), a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

*This revised target is to be calculated using the **professional edition Coda 2.1 DLS method**. The target set will always be a whole number of runs and one (1) less run will constitute a tie. refer to the Appendices.*

(11) COVERING OF THE PITCH

In the event of rain during a match, the pitch and as much of the surrounding area as possible, including the bowler's run-ups shall be covered according to the facilities available at each ground. Where possible, the Pitch and as much of the surrounding area including the bowler's run-ups shall be covered overnight prior to the day of the match.

During the match, both teams are responsible for covering the pitch if the need arises due to inclement weather.

Before the match, the Ground Authority shall be responsible for covering the pitch (as well as the removal of the covers), thereafter both teams as directed by the umpires shall handle the covers.

Weather permitting the covers shall be removed at least two (2) hours before the scheduled start of play.

WICKETKEEPER'S GLOVES

Law 40.2 –Wicket-keepers' gloves webbing restriction will not be enforced.

NET RUN RATE

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the league, the average runs per over scored against that team throughout the league. In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled. Not on the number of overs in which the team was dismissed.

(14.3) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the final target.



NIAGARA T20 – PLAYING CONDITIONS - 2020

PROTECTIVE HELMETS AND EQUIPMENT

- (a) In order to eliminate any waste of playing time caused by the removal from the field of fielder's protective equipment other than helmets (e. g. shin pads, etc.), such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval. The exchanging of equipment between members of the fielding side on the field shall be permitted, **provided that the Umpires do not consider that it constitutes a waste of playing time.**
- (b) Umpires are not to hold helmets.
- (c) A batsman who chooses to use a helmet may wear (or carry) it personally all the time while play is in progress. While he may call for a helmet to be brought out to him during any time in play, he may only have the helmet taken off the field **provided that the Umpires do not consider that it constitutes a waste of playing time.**
- (d) A batsman may only change an item of protective equipment other than a helmet (e.g. batting gloves, etc.) at the fall of a wicket or at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the Umpires.
- (e) Any player who is under the age of 19 must wear a protective helmet with a faceguard or grille whilst batting or if fielding close to the wicket.
- (f) Any wicket-keeper who is under the age of 19 must wear a protective helmet with a faceguard or grille if keeping up. Captains are responsible for enforcing the regulation in Clauses (e) and (f).
- (g) If a protective helmet belonging to the fielding side is on the ground within the field of play, and the ball while in play strikes it, the ball shall become dead, and except in the circumstances of Law 34 (Hit the ball twice), 5 penalty runs shall then be awarded to the batting side, in addition to the penalty for a No ball or a Wide, if applicable.

REPORTS

Umpires are required to report in writing or, if necessary, during a match, any breach of these Playing Conditions or as required under the terms of Law 42. Umpires must report any case of obvious dissent or misconduct, even though the player's Captain may have taken effective action (Refer Law 42.18). All reports shall be submitted in writing as soon as possible to NIAGARA CRICKET FESTIVAL COMMITTEE

PENALTY RUNS

Law 42 will be modified as follows:

In assessing penalty runs, both Umpires must record all of the details concerning the awarding of penalty runs and as

The number of penalty runs awarded will be five (5) as set out in Law 42. (However, all of the conditions and procedures for the awarding of penalty runs, as set out in Law 42, will prevail). Penalty runs awarded for slow over rates should also be included in the report.

ADDITIONAL CREASE MARKING

The following shall apply in addition to Law 9: As a guideline to the umpires for the calling of wide on the offside, the crease markings detailed below shall be marked in white at each end of the pitch. **These creases shall be marked 17 inches from the return crease. (Pl refer Appendix 5)**



NIAGARA T20 – PLAYING CONDITIONS - 2020

BALL BEYOND THE BOUNDARY ball may be caught, subject to the provisions of Law 32, or fielded after it has crossed the boundary, provided that

- (i) The first contact with the ball is by a fielder either with some part of his person grounded within the boundary, or whose final contact with the ground before touching the ball was within the boundary.
- (ii) Neither the ball, nor any fielder in contact with the ball, touches or is grounded beyond the boundary at any time during the act of making the catch or of fielding the ball. The act of making the catch or of fielding the ball, shall start from the time when the ball first comes into contact with some part of the fielder's person and shall end when a fielder obtains complete control both over the ball and over his own movement and has no part of his person touching or grounded beyond the boundary.

BATSMAN OUT OF HIS GROUND (Law 29)

- (a) A batsman shall be considered to be out of his ground unless his bat or some part of his person is grounded behind the popping crease.
- (b) Notwithstanding (a) above, if a running batsman, having grounded some part of his foot behind the popping crease, continues running further towards the wicket at that end and beyond, then in any subsequent total loss of contact with the ground or both his person and his bat during his continuing forward momentum shall not be interpreted as being out of his ground.

BATSMAN DAMAGING THE PITCH (Law 42.14)

- (a) If either batsman causes avoidable damage to the pitch, at the first instance the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then
 - (i) warn both batsmen that the practice is unfair and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsmen.
 - (ii) inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- (b) If there is any further instance of avoidable damage to the pitch by any batsman in that innings, the umpire seeing the contravention shall, when the ball is dead, inform the other umpire of the occurrence. The bowler's end umpire shall then
 - (i) disallow all runs to the batting side from that delivery other than the penalty for a No ball or wide, if applicable. (ii) Additionally, award 5 penalty runs to the fielding side.
 - (iii) Return the batsmen to their original ends.
 - (iv) Inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.
- (c) The umpires together shall report the occurrence as soon as possible after the match to the Executive of the batting side and to any Governing Body for the match who shall take such action as is considered appropriate against the captain and player or players concerned.
- (d) For the avoidance of doubt, if an umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batsman should, on appeal, be given out, obstructing the field. It shall not be



NIAGARA T20 – PLAYING CONDITIONS - 2020

relevant whether a run out would have occurred or not. If the change of direction involves the batsman crossing the pitch, Law 42.14 shall also apply.

INCOMING BATSMAN WASTING TIME Law 42.10 shall apply, subject to the following:

If the incoming batsman is not in position to take guard or his partner not ready to receive the next ball within two (2) minutes of the fall of the previous wicket, the action should be regarded by the umpires as time wasting and the provisions of Law 42.10 shall apply.

Bowler attempting to run out non-striker before delivery: Law 42.15

Law 42.15 shall be replaced by the following: The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to deliberately attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon possible.

It should be noted that umpires shall deem the bowler to have completed his delivery swing once his bowling arm passes the normal point of ball release.

Law 40 - The Wicket keeper - Law 40.4 shall be replaced by the following:

After ball comes into play and before it reaches the striker, it is unfair if the wicket-keeper significantly alters his position in relation to the striker's wicket, except for the following:

1. movement for few paces forward for a slower delivery, unless in doing so it brings him within reach of the wicket
2. lateral movement in response to the direction in which the ball has been delivered
3. movement in response to the stroke that the striker is playing or that his actions suggest he intends to play, however for the provisions of Law 40.3 (position of the wicket-keeper) shall apply.

In the event of unfair movement by the wicket-keeper, either umpire shall call and signal Dead ball.

Law 41.7 - Movement by fielders and significant movement by a fielder:

Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before it reaches the striker, is unfair except for the following:

1. minor adjustments to stance or position in relation to the striker's wicket.
2. movement by any fielder in the outfield towards the striker or the striker's wicket that does not significantly alter the fielder's position
3. movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he intends to play.

Notwithstanding (3) above, in all circumstances Law 41.5 (Limitation of ON side fielders) shall apply. however for the provisions of Law 40.3 (position of the wicket-keeper) shall apply.



NIAGARA T20 – PLAYING CONDITIONS - 2020

In the event of unfair movement, either umpire shall call and signal Dead ball as soon as possible after the delivery of the ball. Also, note, the provisions of Law 42.4 (deliberate attempt to distract the striker).

(27) Switch hit before delivery: Law 42.15

The batsman is entitled to play switch-hit stroke. Batsman is allowed to alter from one stance or grip to another once the bowler has entered his delivery stride. If the bowler sees the batsman alter his grip or stance before he entered his delivery stride, he is NOT compelled to deliver the ball.

Once bowler entered his delivery stride, having seen the batsman change his grip and/or stance, may decide to bowl that delivery or not to bowl at the batsman, and he is entitled to do so.

Either case, Umpire will call and signal dead ball. However, Law 42.10 (batsman wasting Time) will apply.

CHAMPION TEAM

The winner of the finals shall be declared the Champion Team. In the event of the result of the final being :-

1. Tie (No "Super Over" possible) or
2. No Result, or
3. Abandon match

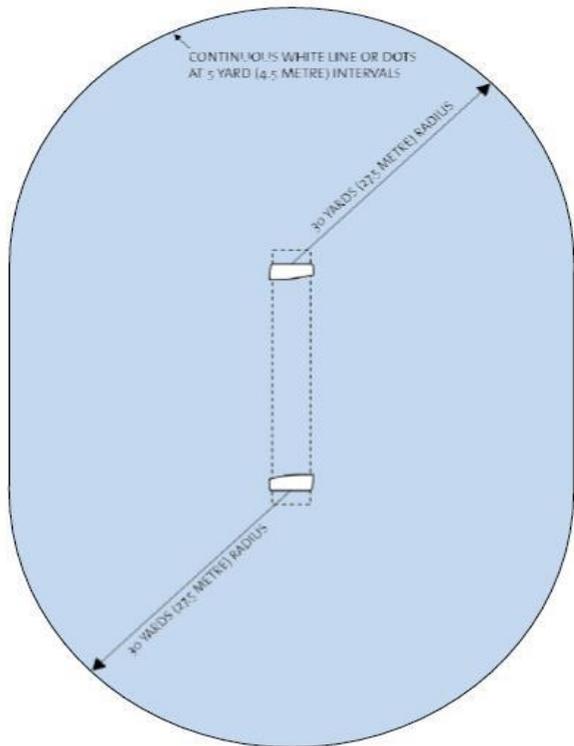
Both teams will share the Title of Champion Team, and the first prize Money will be split evenly between the two

Teams. In the unlikely event that the Semi-Finals should be abandoned, the first prize money will be divided Between the four semi-finalists.

APPENDIX 1 : Field Markings



NIAGARA T20 – PLAYING CONDITIONS - 2020



FIELDING RESTRICTIONS

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:
 - (a) Subject 4 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
 - (b) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). 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 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.



NIAGARA T20 – PLAYING CONDITIONS - 2020

(c) During the Powerplay overs only **TWO (2)** fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

(d) During the non-Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred in (b) above.

In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings DURATION	Power Play - Field Restriction Overs
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19 - 20	6

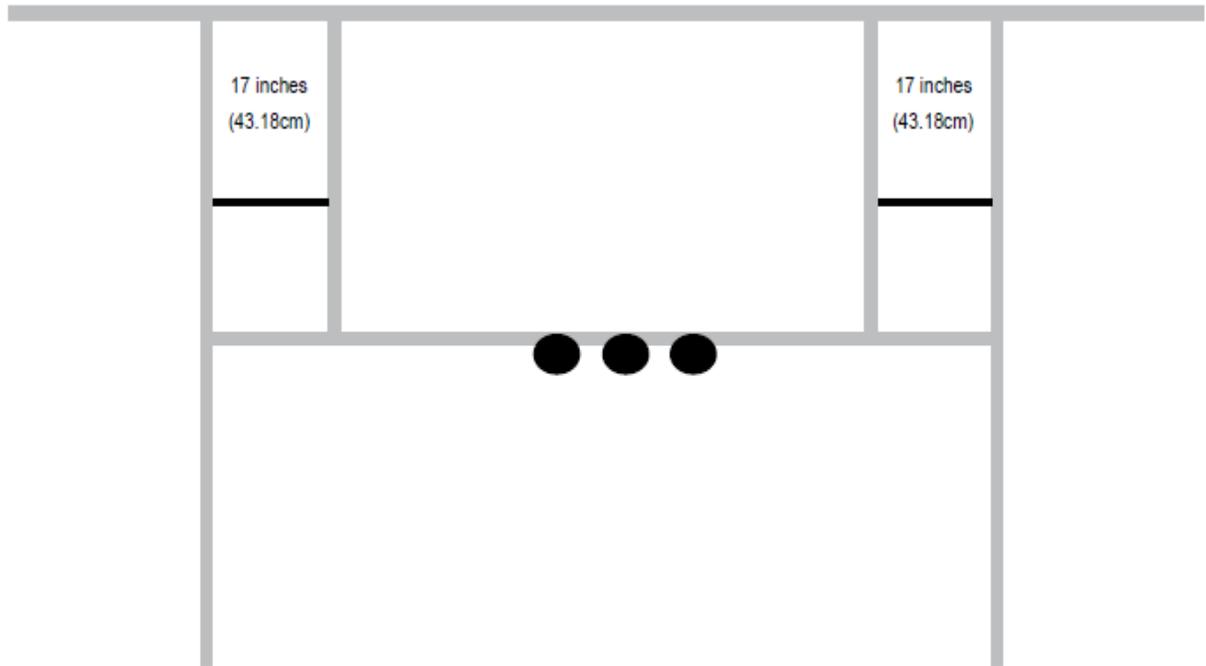
4. If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall NOT be subject to the fielding restrictions.

5. In the event of an infringement of any of the above fielding restrictions, the striker end umpire shall call and signal ' No Ball '.

Appendix - 2 Crease Markings



NIAGARA T20 – PLAYING CONDITIONS - 2020



Procedure for the Super Over:

The following procedure will apply should the provision for a Super Over be adopted in any match.

1. Subject to weather conditions the Super Over will take place on the scheduled day immediately after the concerned match. In normal circumstances, it shall commence 10 minutes after the conclusion of the match.
2. The Umpires shall stand at the same end as that in which they finished the match.
3. In both innings of Super Over, the fielding side will choose from which end to bowl.
4. Only nominated players in the main match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over 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 Super Over.
5. Any penalty (Penance) time served in the main match shall be carried forward to the Super Over.
6. Each team's over is played with the same fielding restrictions as apply for the last over in a normal T20 international match.
7. The team batting second in the match will bat first in the Super Over.
8. Each team will nominate and inform Umpires, at least 3 batsmen & at least one bowler to take part in Super Over.
9. The fielding captain shall select good old spare ball including the one used in the main match as approved by the umpires. No new ball shall be allowed. The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.
10. The loss of two wickets in the over ends the team's one over innings.
11. In the event of the teams having the same score after the Super Over has been completed, if the original match was a TIE under the DLS method, clause 14 immediately applies. Otherwise, the team whose batsmen hit the most number of boundaries combined from the two innings in both the main match and the Super Over shall be the Winner.



NIAGARA T20 – PLAYING CONDITIONS - 2020

12. If the number of boundaries hit by both teams are equal, the team whose batsmen scored more boundaries during the main match (ignoring the Super Over) shall be the winner.
13. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Example:

Run Scored From	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored equal numbers of runs from 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored 1 run, so team 1 is the Winner.