

E&DCL - T20 Operating & Playing Rules



Operating Rules

1. League Structure

- 1.1 The League shall consist of one or more divisions. The divisions shall be named T20 Elite Division, T20 Premiere Division, T20 First Division and T20 Second Division and so on.
- 1.2 Each division shall have its own playoffs and champion.
- 1.3 Two lowest ranked teams in each division shall be relegated to a lower division the following season. The winner and runner-up from each division shall be promoted to a higher division for the following season. This rule will be applying from Season 2020.

2. Team Registration

- 2.1 Teams shall register with the E&DCL by the SAGM, with a team list of at least 12 players.
- 2.2 The Treasurer will be sending the invoice one month prior to the Semi-annual General Meeting (SAGM) to the clubs.
- 2.3 Teams shall pay their complete team fee by the SAGM.

3. Player Eligibility

- 3.1 All players registered by a team prior to April 20th of the season are eligible to play for their registered team without restriction.
- 3.2 Any player, who has not previously registered with an E&DCL T20 team that season, who joins a team after April 15th of the season must be registered at least 48 hours before playing their first match. This player will then be eligible to play for his registered team.
- 3.3 Floaters and guest players are NOT allowed in the E&DCL T20 League.
- 3.4 Transfer of players between teams is NOT allowed in the E&DCL T20 League. Players may only play for their registered team throughout the season.
- 3.5 Any team who plays a match with players in contravention of the above rules will automatically lose that match, with their opponents being declared the winner. If both teams are in contravention, both teams will be awarded a loss.
- 3.6 The E&DCL reserve the right to enter League sponsored junior teams. Players registered in these teams may also register with teams under 3.1 and 3.2. These players are required to play for their League sponsored junior team in the event of a scheduling clash between this team and their other registered team.

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4. Schedule

- 4.1 The E&DCL Executive will release the playing schedule by April 20.
- 4.2 Abandoned regular season matches will not be rescheduled.

5. Umpires

- 5.1 Regular season matches will have one scheduled umpire. The batting team will provide a square leg umpire. Square leg umpire (provided by batting team) must cooperate with the main umpire and consult with him prior to umpiring. When square leg umpire changes (provided by batting team), he must notify the main umpire about the change. Main umpire's decision will be the final decision.
- 5.2 For Playoffs, the E&DCL Executive will appoint two neutral umpires.
- 5.3 Scheduled umpires are responsible for –
 - 5.3.1 Obtaining player's list from both the team prior to toss
 - 5.3.2 Obtaining match balls from both the teams prior to toss
 - 5.3.3. Maintain bowler's records, timing records (including all breaks and interruptions), fall of wickets, number of overs, etc. as per E&DCL provided umpiring scorecards.
 - 5.3.4 Wait after the match finishes until the E&DCL Match Sheet is filled by both the teams.
 - 5.3.5 Signing the E&DCL dully-filled Match Sheet.
 - 5.3.6 Update the match result (Team 1 final score, Team 2 final score, Match result) into online umpiring software within 7 days after the match.
 - 5.3.7 Providing such report in case of any level of offense happened during the match to secretary@edmontoncricket.com within 48 hours of the game finished time.
 - 5.3.8 Appearing to E&DCL Disciplinary Committee when summoned.
 - 5.3.9 Cooperating E&DCL executives, Coordinators as and when required.

6. Reporting of Match Results

- 6.1 Upon completion of each match, the umpire(s) and captains must sign all score sheets used once the result and score have been determined and agreed to.
- 6.2 The winning captain must enter the result and full scores into the online Stats program by midnight of the Friday after the match. Failure to do so will result in the loss of six (6) point from the standings each time.
- 6.3 League executives may consult scheduled umpire for verification and for disputes, if there is any. E&DCL umpires also maintains match result into online umpiring software.

7. Standings

- 7.1 Teams shall be allocated 6 points for a win and 0 points for a loss.
- 7.2 The sum of a team's points earned shall represent a team's Total Points.
- 7.3 The Total Points shall be divided by the number of completed matches, to calculate Points Per Game (PPG). Matches abandoned before the start of play, or after the start of play without a result being achieved, should not count in this calculation.

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- 7.4 Teams shall be ranked according to their PPG calculated in 7.3.
- 7.5 Where two or more teams are equal at the end of the regular season, the team who won the most matches played between those teams (head to head) will be ranked higher. Where teams are still equal, Net Run Rate will be used.

8. Playoffs

- 8.1 There will be one Semi Final played at the conclusion of the regular season. The team ranked 2nd will play the team ranked 3rd.
- 8.2 The winners of the Semi Final will play the Final against the team ranked 1st. The winner of this Final will be declared Champion.
- 8.3 Playoff matches will operate under the same rules as Regular Season Matches.
- 8.4 Only registered players who have played a minimum of three (3) games may play in a playoff match.

9. Clothing & Balls

- 9.1 The E&DCL T20 Leagues will be played in colored clothing with pink balls.
- 9.2 All players must wear their team's uniform. Umpires have the right to not allow a player to play if they do not have the correct uniform.
- 9.3 Only balls supplied by the E&DCL may be used.

10. Code of Conduct, Disciplinary Procedures and Appeals

- 10.1 All matches played in the E&DCL T20 League will use the Code of Conduct, Disciplinary Procedures and Appeals system outlined in the E&DCL Playing Rules.

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Playing Rules

All E&DCL T20 matches shall be played in accordance with ICC T20 Rules, with the following additional rules.

1. Start of Match

- 1.1 A toss shall take place in the presence of the umpire 15 minutes prior to the scheduled start of play. Both captains shall submit a team list of 11 players with full names. If a team does not have at least 7 players (in full team uniform) present at the ground (not in the parking lot) 15 minutes prior to the scheduled start of play, the other team will be awarded the toss.
- 1.2 If a team does not have at least 7 players (in full team uniform) present at the ground at the scheduled start of play, they will lose on forfeit. A forfeit is considered a loss, and the other team will be awarded a win.

2. Innings

- 2.1 Each team shall bat for one innings of 20 six-ball overs, unless all out prior to the completion of 20 overs.
- 2.2 Where the start of the match is delayed by weather, ground conditions or other extenuating circumstances, each inning shall be reduced by one over for every full 8 minutes of delay.
Example: If the start of play is delayed by 40 minutes, each innings will be reduced by $40 / 8 = 5$ overs. Match is now 15 overs per side, and fielding and bowling restrictions will be based on this.
- 2.3 Where a match is delayed during the first innings by weather, ground conditions or other extenuating circumstances, the match total of 40 overs shall be reduced by one over for every full 4 minutes of delay. D/L method will be used to determine target and winner.
Example 1: If after 6 overs in the first innings, there is a 40 minutes delay, the match will be reduced by $40 / 4 = 10$ overs, for 30 overs in total, or 15 overs per side. D/L method will be used to determine target and winner.
Example 2: If after 16 overs in the first innings, there is a 40 minutes delay, the match will be reduced by $40 / 4 = 10$ overs, for 30 overs in total. The 1st innings will close after 16 overs, and the second innings will be 14 overs. D/L method will be used to determine target and winner.
- 2.4 Where a match is delayed during the second innings by weather, ground conditions or other extenuating circumstances, the second innings will be reduced by one over for every full 4 minutes of delay. D/L method will be used to determine target and winner.
Example: If after 6 overs in the second innings, there is a 40 minutes delay, the second innings will be reduced by $40 / 4 = 10$ overs. The innings will now be 10 overs, with 4 overs remaining. D/L method will be used to determine target and winner.
- 2.5 Each team's innings must be a minimum of 5 overs to constitute a match.

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3. Time Limit

- 3.1 The bowling team must complete their 20 overs in 85 minutes.
- 3.2 After 85 minutes, or any other cut-off time set by the umpires in the event of delays, the over in progress shall be completed. Any overs not bowled at this time shall still be bowled, and the batting team shall receive 6 penalty runs per over not bowled. In the first innings, this penalty will be added to the batting team's score. In the second innings, this penalty will be deducted from the target.

Example:

First Innings:

If the bowling team bowls 18 overs in their allotted time, they will continue to bowl the remaining 2 overs. If the batting team scores 100 runs in 20 overs, the total will be increased to 112 runs (2 x 6 runs per over penalty).

Second Innings:

Bowling team bowls 17 overs in allotted time. The batting team target will be revised as $112 - 18 = 94$ (3 x 6 runs per over penalty). The bowling team will continue to bowl remaining three overs. The revised target will be considered as a new target.

4. Match Result

- 4.1 In matches with no delays after the commencement of play, where each team has had the opportunity to play the same number of overs, the team which scores the most runs will be winner.
- 4.2 In matches with no delays after the commencement of play, where each team has had the opportunity to play the same number of overs, a tied score will result in an Eliminator (Super Over) being played in accordance with Appendix 1.
- 4.3 Due to non-playing condition, the super over cannot be completed then it will consider tie and both teams will be awarded three (3) points each.
- 4.4 In matches with delays after the commencement of play, the winner will be determined by the Duckworth/Lewis Rule.
- 4.5 A match in which one or both teams has not played 5 overs will be considered abandoned.

5. Ground Preparation

- 5.1 The scheduled Home team is responsible for boundary markers. They are also required to set up a visible scoreboard (where available) and stumps (with bails) at each end of the pitch.

6. Bowling Restrictions

- 6.1 No bowler shall bowl more than 4 overs in an innings.
- 6.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 6.3 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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6.4A bowler shall be limited to one fast short-pitched delivery per over. A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

7. Fielding Restrictions

7.1 The fielding team must have a minimum of 4 fielders (excluding wicket-keeper and bowler) inside the field restriction circle throughout the innings.

7.2 Additionally, in the initial 6 overs of an innings, a maximum of 2 fielders are allowed outside the field restriction circle. This is referred to as the Powerplay.

7.3 After the first six overs, a maximum of five fielders can be outside the fielding circle.

7.4 A maximum of 5 fielders may be on the leg side, with a maximum of 2 fielders behind square on the leg side.

7.5 A team playing with less than 11 players will be penalized in the field restrictions. For example, if the team is playing with 9 players then they will not be allowed to have any players outside the circle during the power play. Similarly, the team will be allowed to have 3 players outside of the circle once the power play is completed.

8. Free Hit

8.1 The delivery following a no ball called shall be a free hit for whichever batsman is facing it.

8.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

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

8.4 Field changes are not permitted for free hit deliveries unless there is a change of striker.

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

Appendix 1 - Procedure for the one over Per Side Eliminator

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

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
2. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
3. The nominated players are given in writing to the Umpire.
4. The umpires shall stand at the same end as that in which they finished the match.
5. The umpires shall choose which end to bowl and both teams will bowl from the same end.
6. Each team's over is played with the same fielding restrictions as apply for a non-Powerplay over in a normal T20 match.
7. The team batting second in the match will bat first in the one over eliminator.
8. The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.

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9. The loss of two wickets in the over ends the team's one over innings.

10. In the event of the teams having the same score after the one over per side eliminator has been completed, the team with the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.

11. If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.

12. If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.

13. If still equal, a count-back from the final ball of the one over eliminator 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 unbowled 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:

Runs 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 an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so Team 1 is the winner.