

CAYMAN CRICKET T10 PLAYING CONDITIONS

The duration will be a maximum of 10 overs per side (90 MINS) with each bowler allowed to bowl no more than 2 overs in an innings. There is a 10-minutes break after the first inning.

For a result, in case of interruption, a minimum of 5 overs shall be bowled for each innings. In case of rain or bad light the outcome of the match shall be derived by DLS method.

The Umpires: umpires will be appointed by the CICUA for each match, umpires should be on time for the start of play (30 mins minimum before the start of the match) the Umpire's shall ensure that they have all their gears. It is the responsibility of the umpires to hand out and collect player's declarations forms, Cayman Cricket shall provide all forms needed. Scorers should complete and give umpires match report sheets, umpires shall ensure that these forms or completed in the case of electronic scoring devices is not working. (Each team shall provide one person to assist the scorer to score manually) Umpires shall be the sole judge of fair and unfair play but must be respectable to players and colleagues on and off the field of play.

Captain: it is the responsibility of the captain to ensure that play is conducted within the spirit of cricket as well as within these playing conditions.

In this competition law 42 will apply (CONDUCT) however we are using 6 penalty runs.

Drinks: to ensure that time is not lost drinks will not be allowed on the field within the first power play unless it is at the fall of a wicket, note that each team should follow these guidelines as this can be considered as time wasting.

Player Restriction: Each team can field a maximum of 11 players. However, only a maximum of 10 players can bat and bowl in a match.

Power play: 1st power play is from over 1 to over 3 in a normal T10 with one over batting power play which can be taken anytime between the start of the 4th over to start of the 9th over. In a reduce match the power play will be two overs at the start and no batting power play. Only two fielders are allowed outside the 30 yards circle during the power play. In the non-power play overs, up to five fielders can be deployed outside the 30yds circle. **Note that during the batting power play only a maximum of four (4) fielders is allowed outside the 30 yards circle. In the case the captain of the Batting side don't ask for his/her power play the umpire should signal it at the start of the ninth over.**

Match: Match is to be played two teams of eleven players, however the minimum number of players per team is (seven) seven players shall take the field, the fielding restriction shall be applied. The captain will still be entitled to have two fielders outside the 30 yard circle within the power play overs.

Time: Match time will be as set out by the competition Committee. The match should be completed within 90 minutes (45 mins per innings) however the umpires will be the sole Judge of time wasting. In the case of time wasting by either side the umpires note slow over rate. If this is determined by the umpires that this time wasting is intentional the umpires shall issue a first and final warning, if time wasting continues the umpires shall award 6 penalty runs to the opposing team. In this case the umpires should report all intentional time wasting to the competition committee.

The umpires shall warn the captain of this, however if the fielding side fails to bowl the agreed amount of overs at the cut off time the quota of overs shall be completed. Furthermore a penalty of 6 runs per over for overs not bowled within the allocated time, this will be added to the total score.

If the team fielding the second fails to bowl all their overs within the agreed time, at that time the over that's not been bowled, the umpire shall award 6 penalty runs for every over that is not bowled to the batting team. If the credited amount of runs takes the batting score past their victory target then the match shall be deemed won by penalty runs.

If the time is being wasted by the Batting team then the umpire shall warn the batters of this, give first and final warning and apply law 41.10 if it continues when the ball becomes dead award 6 penalty runs to the fielding team. Umpire shall monitor this time carefully. (The incoming batter will have 1 min to be ready to face the next ball if the bowler is ready) All penalty in this regards.

The match cannot be tied even if it is rain out, (the result shall be decided by virtue of a Super Over if time and weather does allow. If at the end of the super over there is still no winner (In the case then a second super over shall be played) if time, light, or weather does not allow for any of the super overs then the winner shall be decided (a) the team that scored the most boundaries this consists of 6 and 4. (b) If both teams are still tie then the winner will be decided by the team that takes the most wickets. (c) If both teams are still tie then the winner shall be decided by way of tossing the toss, the umpires shall allow the opposing captain to toss the toss in an area where it is clear of players and obstruction if weather, light does not allow for them to return to the center. The winner of this toss will decide the winner of the match.

Players shall note that Cayman Cricket and its playing conditions adapt ICC standers, players are not allow to put saliva on the cricket ball at no time during the game, the umpires shall remind players of this and monitor the ball at all time for ball tampering. Umpires will decide whether are not to change the ball but will issues a warning to the fielder and the captain and instruct the captain to restrict that player from polishing the ball and award 6 penalty runs to the opposing team.

There will be 3 Points for a Win, 1 Point to each side in case of a draw and no points for a loss.

ICC Anti-Corruption and ICC Anti-Doping Codes. In addition, they intend to have education sessions on Playing Conditions, Code of Conduct, ICC Anti-Corruption and ICC Anti-Doping on 13th December 2017.