



Cayman Cricket T20 Match Playing Conditions

These playing conditions are applicable to all Cayman Cricket T20 matches.

A match is played between two sides. Each side shall consist of 11 players, one of whom shall be the captain.

Nomination of Players

Each captain shall provide a list of the names of up to 14 players on the nomination sheet in writing to the umpires before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain. In the event that the captain does not indicate the final 11 the umpires consider the first 11 as the playing, **in this case the team cannot be change after toss.** A minimum of 7 players must take the field to start of play, if a team is not able to start on time because of insufficient players the umpires will deduct one over for every 4.2 mins. If at the 30 mins they are still unable to field the minimum numbers of players the opposing team shall be the winner. The opposing shall win by way of forfeiture.

New players may be added to any team squad at any time during the season. However, the new player must be officially registered within the database not less than **two days** before he/she can play in the league.

Umpires will be responsible to make sure that all the players are properly dressed in coloured clothing. Any nominated players not in proper dress will **not** be allowed to take the field. **Umpires are instructed to enforce this criterion without exception.** (Uniforms should be of the said team even if it is the of an earlier type this is to keep player from wearing different team uniforms in matches that team is not playing)

There can be transfer of players between clubs during the season once it is agreed by the two clubs involved and is communicated in writing to the Competitions Committee.

In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Cayman Cricket Regulations pertaining to cricket in Cayman and in particular, the Cayman Cricket Code of Conduct and Spirit of Cricket, the Cayman Cricket Disciplinary Guidelines and the WADA Anti-Doping Code.

At the conclusion of the match, and in any case no later than 72 hours from the end of the day on which the match took place, each Captain will submit a “Captain's Report” on Umpires form to Cayman Cricket @ secretary@caymancricket.ky. This form should be issued by Umpire along with the nomination forms.



Substitutes and fielder absent will adopt ICC

Appointment of Umpires and scores

Cayman Islands Cricket Umpires Association is responsible for officiating all matches.

An umpire shall not be changed during the match, other than in exceptional circumstances, unless she/he is injured or ill.

The umpires shall be the **final judge** of the fitness of the ground, weather and light for play.

The CICUA will appoint scorers for each match however each team is responsibly to have one person to assist the scorer.

The Ground

In the event of rain it is the responsibly of the home team assist the ground staff with the covers falling to do this, will result the team losing points. The umpire shall report to Cayman cricket with regards to these incident. Ground staff shall make covers accusable in case of rain.

Approval and control of balls

The match balls will be provided by Cayman Cricket.

The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. Players are not allow to use saliva on the ball at no time during the game, the umpires shall remind players of this and monitor them at all time for ball tampering. The 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 5 penalty runs to the opposing team.

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 a similar amount of wear.

Length of Innings in an Uninterrupted Matches

- a) Each team is entitle to bat 20 overs unless all out earlier. Match starting late for whatever reason, matches shall be reduce for ground not being ready due to light, weather, and being umpire late. Team will lose overs if they are not ready at the time of start. (one over for every 4.2 mins)
- b) If the team fielding first fails to bowl the required number of overs by the scheduled cut off time of the first innings, play shall continue until the required number of overs has been bowled. The second session shall commence at the new scheduled cessation time. The team batting second shall **not** receive its full quota of 20 overs.
- c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- d) If the team fielding second fails to bowl 20 overs by the scheduled **cessation** time, if the umpires are in their position before the cessation time runs out they shall allow the over to be completed and calculate reduction time at the end of the over at 4.2 per over.
- e) The minimum overs for an interrupted match is 5 overs.



Number of Overs per Bowler

No bowler shall bowl more than 4 overs in an innings.

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.

Where the total amount of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Declaration and forfeiture

If a club decides to forfeit a match, the opposing team, umpires and Cayman Cricket must be informed without delay. The **\$200.00** fine will be applied, forfeit on the day of play will result in a 2 point penalty and a **\$400.00** fine.

Teams forfeiting matches should inform the competition committee at least the 2 days before match.

Interval

The minimum time for the interval will be 10 minutes. 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 onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

Start of Play

The field and both teams must be ready for the toss 15 minutes before scheduled start of play and no less than 10 minutes. If the toss is delayed due to the action or negligence of either team, **the toss shall automatically be awarded to the team not causing the delay.**

If start of play is delayed due to action or negligence of either team, the team causing the delay shall be penalised for ever over that is last using the 4.2 calculation. Umpires shall report delays as to late start to Cayman Cricket. Any such delay lasting 30 minutes or more will result in the team causing the delay to forfeiting the match.



The second game should play all 20 overs if starting later than 30 due to the first match finishing late this match will be reduce this is allow both staring with the same amount of overs the competition committee should ensure to the best of its ability that all team received similar morning and afternoon matches for farness. Umpires are toss to ensure that matches start on time.

Over rates and time wasting

The minimum over rate to be achieved will be 4.2 over rate. The actual over rate will be calculated at the end of the match by the umpires. In calculating the actual over rate for the match, allowances will be given for the actual time lost as a result of any of the following:

- a) Treatment given to a player by an team physiologist or other personnel on the field of play;
- b) Player being required to leave the field as a result of a serious injury.
- c) Any other circumstances that are beyond the control of the fielding side.

In the event of any time allowances being granted to the fielding team above (time wasting by batting team), then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate. The exchanging of protective 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. Only two fielder is allow outside during the first powerplay and five during the second powerplay. **The power play shall call and signal at the end of the 6th. over before the start of the 7th.**

If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate. The umpires shall inform the fielding captain of slow over rate.

The umpires is the sole judge of time wasting. In the case of time wasting by either side the umpires shall note the slow over rate, and inform the captain of the slow over rate. The umpires can decide if it will use overs or time in which they will informed the captain whether he is on par are not as long as it is in reason (the captains should be inform of the method that will be used at the start of the innings).

If either umpire considers that the progress of an over is unnecessarily slow, or time being wasted in any other way, by the captain of the fielding side or any other fielder, at the first instance the umpire concerned shall call and signal dead ball if the ball is not dead. Inform the other umpire of what occurred, warn the fielding captain, indicate that is first and final warning if this occurred again the umpire shall award 5 penalty runs to the batting side.



The striker should always be ready to take strike when the bowler is ready. If either umpire considers that the batters are wasting time the umpire shall warn both batters and indicate that it is a first and final warning, this warning will apply throughout the rest of the innings, and the umpire shall inform all incoming batters of this. If there is any further time wasting by any batter in that innings the umpire shall at the appropriate time while the ball is dead, award 5 penalty runs to the fielding side.

The new batter have 1 minute to be ready to take strike from the fall of the wicket. Umpire shall monitor this time as should be add to the final time.

The Captain

It is the responsibility of the captains to ensure that the game is played within the spirit, and conducted within these playing conditions of Cayman cricket and the competition committee

The result and points

In the event of a tie, the result shall be determine by virtue of a super over if time, light, weather does not allow for the super over, then the winner shall be decided by the team that score the most 6 in their innings if both team still tie then it's the team that last the less amount of wickets, and we are tie the winner will be decided by the team that scored the most boundary 4.

There will be a point systems 3 points for a win, 1 point each side in case of a draw and point for a loss.