

Cricket Quebec 40 overs playing conditions

Whenever there is a situation that is not covered in the below Playing Conditions or which is not clearly defined, the Rules and Laws of Cricket as stated and used by ICC (International Cricket Council), standing as of December 2023, which govern playing conditions for ODI cricket matches, shall be implemented

1 THE Players

There must be a minimum of **nine players** in each team eligible to participate in the team who are official playing squad members.

1.1.2 If a team has fewer than nine fit and eligible players or does not wish to play with fewer than eleven fit and eligible, the match will be awarded to opponents after 30 minutes from the scheduled or rescheduled (in case of interruption) start of the match, whichever is later.

1.2.5 A player registered for a higher division team shall not participate in a lower division match from the toss of the coin and for the remainder of the match.

2 THE UMPIRES

2.1.1 The umpires shall control the game as required by these Playing Conditions, with absolute impartiality, and shall be at the ground at least 30 minutes before the scheduled start of play.

The below fee structure is according to the resolution passed in the AGM meeting in April 2023.

2.1.2 Each umpire shall be paid an amount of 80\$ before the toss by cash or online transfer.

2.1.2.1 If only one umpire is officiating, then the umpire gets 120\$ (60\$ per team)

2.1.2.2 If rain washes out the game just before the toss (not announced before, and the teams are present), then each umpire gets 40\$

2.1.2.3 In case a team does not show up with enough players and gives a walkover, then they have to pay 80\$ as the umpiring fee, which will be split between the two umpires

3 THE SCORERS

3.1 Two scorers from the batting side should be appointed, one for doing in the app and a scorer for doing in the scoring sheet. The batting team captain ensures their team members act as scorers.

4 THE BALL

4.2.1 Cricket Quebec Inc. shall approve and supply all balls for all League competitions. One new ball will be used per innings.

4.4 Each team should have at least two used balls available for replacement whenever necessary. The umpires will collect the balls before the match, and the unused balls will be returned to the respective teams.

11 INTERVALS

11.2.1 There shall be a 15-minute interval between innings.

Two drinks intervals of not more than 5 minutes each will be taken after 13 overs and 26 overs respectively in uninterrupted matches.

In the event of a wicket falling or a stoppage of play occurring within five minutes of a scheduled interval, drinks shall be taken immediately.

In the rain-affected matches both the umpires and captains together decide the drinks interval.

12 START OF PLAY; CESSATION OF PLAY

There shall be 2 sessions of 2 hours and 50 minutes each, separated by a 15-minute interval between innings.

Please note the timings that need to be followed:

Morning match:

Toss: 8:15 am, start of play: 8:30 am, latest time to start the match in case of interruption: 11:45 am (minimum 16 overs)

Afternoon match:

Toss: 2:15 pm, start of play: 2:30 pm, latest time to start the match in case of interruption: 5:45pm (minimum 16 overs)

Please note that these time suggestions are based on the schedule as per 15th May 2025. If the league changes the match timings, then the playing conditions should be followed to calculate the playing time.

13 INNINGS

13.4 The teams will be eligible for the toss only if they meet the following conditions:

I, A minimum of 9 eligible players that will be part of the playing team

II, Full team list for the match

III, Completion of payment to the umpires

The defaulting team will lose the toss.

13.7.1 When a late start is caused as a result of the team not meeting the criteria mentioned in 13.4, the defaulting team shall be penalized one over for every minute or part thereof until the actual start of the game

13.7.2 Interrupted matches by ground, weather, or light

13. Loss of Scheduled Playing Time

Lost Time Pre-Match - For matches that do not commence on time the number of overs is reduced at the rate of one (1) over for each team for each whole eight (8) minute and 30 second time period of scheduled playing time LOST, provided that a MINIMUM of sixteen overs is achievable per side.

Lost Time During First Innings - For any time lost during the innings of the team batting first overs are reduced at the rate of one (1) over for each team for each whole eight (8) minute and 30 second time period of scheduled playing time LOST provided that a MINIMUM of sixteen overs is achievable for each side. The revised target for the team batting second will be calculated based on the Duckworth-Lewis-Stern method using the Cricclubs app. Note that under no circumstances will the team batting second be allotted to play more overs than the team batting first is allotted.

Lost Time After First Innings - Where time is lost after the end of the first innings, the team batting second overs are reduced at the rate of one (1) over for each team for each whole four-minute and 15 second time period of scheduled playing time LOST provided that a MINIMUM of sixteen overs is achievable for each side. The revised target for the team batting second will be calculated based on the Duckworth-Lewis-Stern method using the Cricclubs app.

13.7..2.2.3 To constitute a match, a minimum of **16 overs** must be played by each team before the scheduled end of the match. If there is not enough time to play sixteen overs for each side before the scheduled end of the match, then the match will be abandoned.

13.7.3 The Cricclubs app will be used to calculate the result of the match based on the DLS method

13.8.2 The fielding side should be in a position to bowl the final ball of 40th over within 170 minutes from the call of play. If this requirement is not met, then from the start of next over:

a, Number of fielders allowed outside the 30 yards will be a maximum of 4

b, The batting team gets penalty runs of 5 times the remaining overs. (Partial overs not counted)

For example, if the fielding team is two overs short, the batting team will be awarded ten runs.

13.8.2.1 Please note that extra allowances for the time lapsed that is not in the control of the fielding team should be added to the 170 minutes of playing time. Please note that the drinks break is part of the playing time.

13.8.2.1 Ignore the over-rate penalty for the matches interrupted after the call of play by ground, weather, or light.

28 THE FIELDER

28.7 Restrictions on the placement of a fielder

Power play 1 - overs 1-8

Power play 2- overs 9-32

Power play 3- overs 33- 40

At the instant of delivery:

28.7.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding

restriction area.

28.7.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area.

28.7.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area.

28.7.2.3 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	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

41 UNFAIR PLAY

41.6.1.4 A bowler shall be limited to two fast short-pitched deliveries per over.

In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion.

Helmets

Players must wear a helmet in the following circumstances:

- Batters are facing pace bowlers,
- Wicket-keepers are standing up to the stumps, and
- fielding close to the batter in front of the wicket

Changes in 2025

Rain-Affected Matches:

- **Pre-Match Ground Assessment:** A designated member will assess ground fitness before match day to avoid unnecessary travel if conditions are clearly unfit.

- **On-Field Decisions:** If no pre-match decision is made, on-field umpires determine ground fitness.
- **Mutual Agreement:** Matches can be called off if both captains agree that the ground is unplayable.
- **Umpire Authority:** Umpires have the final say on resuming play, even if captains initially agree to wait. Matches won't be prematurely called off before the cut-off if the captains are optimistic.
- **Post-Cut-Off Abandonment:** If a match is abandoned after the cut-off due to continued hope for improvement, the umpires receive full match fees.
- **Match Abandonment Reports:** Umpires will submit detailed reports with photographic evidence for all matches abandoned due to ground, weather, or light, including those involving DLS.

Single Umpire:

- A lone umpire has the authority to overrule the batting team's umpire when necessary.

Light Meters:

- Light meters will not be used. Umpires will have sole discretion regarding ground, weather, and light conditions at all times.

Playing One Side:

- In adverse conditions, only the Third and Second Division teams may play from a single end. All other divisions will play from both ends.

Ground Obstructions:

- Rules regarding the ball contacting permanent ground obstructions will be determined based on the specific ground and applied consistently throughout the tournament. For clarity, trees or permanent obstructions grounded beyond the boundary, even if extending into the boundary airspace, are considered beyond the boundary.
- For Verdun 4 ground, if the ball touches the baseball net, the ball becomes dead and two runs will be awarded. If a delivered ball hits the baseball net at Verdun 4 ground, the ball is dead, and the batting team gets two runs.

Below table is a guide for delayed start:

Match Start Time	Overs per Innings (per team)	Match End Time
8:30 AM	40	2:25 PM
8:38:30 AM	39	2:25 PM
8:45 AM	39	2:31 PM
8:47:00 AM	38	2:25 PM

8:55:30 AM	37	2:25 PM
9:00 AM	37	2:29 PM
9:04:00 AM	36	2:25 PM
9:12:30 AM	35	2:25 PM
9:15 AM	35	2:27 PM
9:21:00 AM	34	2:25 PM
9:29:30 AM	33	2:25 PM
9:30 AM	33	2:25 PM
9:38:00 AM	32	2:25 PM
9:46:30 AM	31	2:25 PM
9:45 AM	32	2:32 PM
9:55:00 AM	30	2:25 PM
10:00 AM	30	2:30 PM
10:03:30 AM	29	2:25 PM
10:12:00 AM	28	2:25 PM
10:15 AM	28	2:28 PM
10:20:30 AM	27	2:25 PM
10:29:00 AM	26	2:25 PM
10:30 AM	26	2:26 PM
10:37:30 AM	25	2:25 PM
10:46:00 AM	24	2:25 PM
10:45 AM	25	2:32 PM
10:54:30 AM	23	2:25 PM
11:03:00 AM	22	2:25 PM
11:15 AM	21	2:28 PM
11:11:30 AM	20	2:26 PM
11:20:00 AM	19	2:26 PM
11:28:30 AM	18	2:26 PM
11:30 AM	19	2:26 PM

Match Start Time	11:37:00 AM	17	2:26 PM
	Overs per Innings (per team)	16 (Min Match)	2:26 PM
2:30 PM	40	8:25 PM	
2:38:30 PM	39	8:25 PM	
2:45 PM	39	8:31 PM	
2:47:00 PM	38	8:25 PM	
2:55:30 PM	37	8:25 PM	
3:00 PM	37	8:29 PM	
3:04:00 PM	36	8:25 PM	
3:12:30 PM	35	8:25 PM	
3:15 PM	35	8:27 PM	
3:21:00 PM	34	8:25 PM	
3:29:30 PM	33	8:25 PM	
3:30 PM	33	8:25 PM	
3:38:00 PM	32	8:25 PM	
3:46:30 PM	31	8:25 PM	
3:45 PM	32	8:32 PM	
3:55:00 PM	30	8:25 PM	
4:00 PM	30	8:30 PM	
4:03:30 PM	29	8:25 PM	
4:12:00 PM	28	8:25 PM	
4:15 PM	28	8:28 PM	
4:20:30 PM	27	8:25 PM	
4:29:00 PM	26	8:25 PM	
4:30 PM	26	8:26 PM	
4:37:30 PM	25	8:25 PM	
4:46:00 PM	24	8:25 PM	

4:45 PM	25	8:32 PM
4:54:30 PM	23	8:25 PM
5:03:00 PM	22	8:25 PM
5:15 PM	21	8:28 PM
5:11:30 PM	20	8:26 PM
5:20:00 PM	19	8:26 PM
5:28:30 PM	18	8:26 PM
5:30 PM	19	8:26 PM
5:37:00 PM	17	8:26 PM
5:45:30 PM	16 (Minimum)	8:26 PM