

# Cricket Quebec T20 playing condition

Cricket Quebec is adopting ICC Men's T20 International Playing Conditions as of 1st October 2022. The inconsistencies with the mentioned International playing conditions are highlighted in this file, and these are a guide to the rules specific to Cricket Quebec.

## 1 THE Players

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

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

2.1.2 Each umpire shall be paid an amount of 50\$ before the toss by cash.

2.1.2.1 If only one umpire is officiating, then the umpire gets 70\$ (35\$ 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 25\$

2.1.2.3 In case a team does not show up with enough players and gives a

walkover, then they have to pay 50\$ as an umpiring fee, which will be split between the two umpires. The team that gets a win by walkover need not pay the umpiring fee.

**2.15 The umpire at the end of each innings should inform the scorer of the time taken for the completion of the innings and the total time allowances given to the fielding side.**

2.15.1. The umpires should sign the scorebook after checking the correctness with the app and the book, and upload a picture of the scorebook in the Cricclubs app.

### **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. Also, the scores should be updated on the scoreboard after every over.

### **4 THE BALL**

4.2.1 Cricket Quebec Inc. shall approve and supply all balls for all League competitions.

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 10-minute interval between innings.

### **12 START OF PLAY; CESSATION OF PLAY**

There shall be 2 sessions of 85 minutes each, separated by a 10-minute interval between innings.

Morning match:

Toss: 8:45 am, start of play: 9 am, latest time to start the match in case of interruption: 11:30 am (minimum 5 overs per innings)

### Afternoon match:

Toss: 12:15 am, start of play: at 12:30 pm, latest time to start the match in case of interruption: 3:00 pm (minimum 5 overs per innings)

### Morning match:

Toss: 3:15 am, start of play: 3:30 pm, latest time to start the match in case of interruption: 06:00 pm (minimum 5 overs per innings)

Please note that these time slots are suggestions and are based on the current schedule as of 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

II, Full team list for the match

III, Completion of payment to the umpires

The defaulting team will **lose the toss when the opponent captain claims it.**

13.7.1 In uninterrupted matches, when a late start is caused, the defaulting team shall be penalized one over for every four minutes or part thereof until the actual start of the game.

13.7.2 Interrupted matches by ground, weather, or light

### **Loss of Scheduled Playing Time**

**Lost Time Pre-Match** - For matches that do not commence on time because of ground weather, or light, **there is an extra time of 15 minutes from the scheduled start of play, where no overs will be deducted.** After losing 15 minutes, the number of overs is reduced at the rate of one (1) over for each team for each whole eight 8 minute and 30 seconds time period of scheduled playing time LOST provided that a MINIMUM of five overs is achievable for each side.

**Lost Time During First Innings** - For any time lost during the innings of the team batting first, **there is an extra time of 15 minutes from the start of the first interruption, where no overs will be deducted.** Then overs are reduced at

the rate of one (1) over for each team for each whole eight 8 minute and 30 seconds time period of scheduled playing time, LOST provided that a MINIMUM of five 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. At no point team batting second will be allocated more overs than the allocated overs for the team batting first.

**Lost Time After First Innings** - Where time is lost after the end of the first innings, **there is an extra time of 15 minutes from the start of the first interruption, where no overs will be deducted.** After that, for the team batting second, overs are reduced at the rate of one (1) over for each whole four-minute and 15 seconds time period of scheduled playing time LOST, provided that a MINIMUM of five 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. Any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

13.7..2.2.3 To constitute a match, a minimum of **5 overs** must be played by each team before the scheduled end of the match. If there is not enough time to play five overs for each side before the scheduled end of the match, then the match is 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, considering the allowances, should be in a position to bowl the first ball of the 20th over within 85 minutes from the call of play. If this requirement is not met, then from the start of the next over:

- a, Number of fielders allowed outside the 30 yards will be a maximum of 4.
- b, The batting team gets penalty runs 5 times the remaining overs. (Partial overs not counted)

For example, if the fielding team is two full overs short at cessation time after allowances, the batting team will be awarded ten runs.

For clarity: Please remember that there is an additional allowance of 1 minute that will be given for each of the 6th, 7th, 8th, and 9th wickets taken during an innings.

13.8.2.1 Please note that extra allowances for the time lapsed that is not in the

control of the fielding team shall be added to the 85 minutes of 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.

## **21 NO BALL**

The umpire shall call and signal No ball if a ball that he/she considers to have been delivered, without having previously touched the bat or person of the striker, pitches wholly or partially off the pitch as defined in clause 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When the game is played on non-turf pitch, then the ball pitching outside the mat is a no-ball.

## **28 THE FIELDER**

### **28.7 Restrictions on the placement of a fielder**

Power play 1 - overs 1-6

Power play 2- overs 7-20

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 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.

<b>Number of overs</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>
<b>6</b>	<b>1-2</b>	<b>3-6</b>
<b>7</b>	<b>1-2</b>	<b>3-7</b>
<b>8</b>	<b>1-2</b>	<b>3-8</b>
<b>9</b>	<b>1-3</b>	<b>4-9</b>
<b>10</b>	<b>1-3</b>	<b>4-10</b>

<b>11</b>	<b>1-3</b>	<b>4-11</b>
<b>12</b>	<b>1-4</b>	<b>5-12</b>
<b>13</b>	<b>1-4</b>	<b>5-13</b>
<b>14</b>	<b>1-4</b>	<b>5-14</b>
<b>15</b>	<b>1-5</b>	<b>6-15</b>
<b>16</b>	<b>1-5</b>	<b>6-16</b>
<b>17</b>	<b>1-5</b>	<b>6-17</b>
<b>18</b>	<b>1-5</b>	<b>6-18</b>
<b>19</b>	<b>1-6</b>	<b>7-20</b>
<b>20</b>	<b>1-6</b>	<b>7-20</b>

## **41 UNFAIR PLAY**

41.6.1.4 A bowler shall be limited to one fast short-pitched delivery (above shoulder) per over.

In the event of a bowler bowling more than one fast short-pitched delivery 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 where:

- 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, **any team may play from a single end.**

#### **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 guide for reduce over calculations:

Match Start Time	Overs per Innings (per team)	Match End Time
9:00 AM	20	12:00 PM
9:15 AM	20	12:15 PM
9:23:30 AM	19	12:25 PM
9:30 AM	19	12:31 PM
9:32:00 AM	18	12:15 PM
9:45 AM	17	12:19 PM
9:40:30 AM	17	12:15 PM
9:49:00 AM	16	12:15 PM
10:00 AM	15	12:17 PM
9:57:30 AM	15	12:15 PM
10:06:00 AM	14	12:15 PM
10:15 AM	13	12:15 PM
10:14:30 AM	13	12:15 PM
10:23:00 AM	12	12:15 PM
10:30 AM	12	12:22 PM
10:31:30 AM	11	12:15 PM
10:45 AM	10	12:20 PM
10:40:00 AM	10	12:15 PM
10:48:30 AM	9	12:15 PM
11:00 AM	8	12:18 PM
10:57:00 AM	8	12:15 PM
11:05:30 AM	7	12:15 PM
11:15 AM	6	12:16 PM
11:14:00 AM	6	12:15 PM
11:22:30 AM	5	12:15 PM



	(Minimum)	
11:30 AM	5 (Minimum)	12:22 PM

Match Start Time	Overs per Innings (per team)	Match End Time
12:30 PM	20	3:30 PM
12:45 PM	20	3:45 PM
12:53:30 PM	19	3:55 PM
1:00 PM	19	4:01 PM
1:02:00 PM	18	3:45 PM
1:15 PM	17	3:49 PM
1:10:30 PM	17	3:45 PM
1:19:00 PM	16	3:45 PM
1:30 PM	15	3:47 PM
1:27:30 PM	15	3:45 PM
1:36:00 PM	14	3:45 PM
1:45 PM	13	3:45 PM
1:44:30 PM	13	3:45 PM
1:53:00 PM	12	3:45 PM
2:00 PM	12	3:52 PM
2:01:30 PM	11	3:45 PM
2:15 PM	10	3:50 PM
2:10:00 PM	10	3:45 PM
2:18:30 PM	9	3:45 PM
2:30 PM	8	3:48 PM
2:27:00 PM	8	3:45 PM

2:35:30 PM	7	3:45 PM
2:45 PM	6	3:46 PM
2:44:00 PM	6	3:45 PM
2:52:30 PM	5 (Minimum)	3:45 PM
3:00 PM	5 (Minimum)	3:52 PM

Match Start Time	Overs per Innings (per team)	Match End Time
3:30 PM	20	6:30 PM
3:45 PM	20	6:45 PM
3:53:30 PM	19	6:55 PM
4:00 PM	19	7:01 PM
4:02:00 PM	18	6:45 PM
4:15 PM	17	6:49 PM
4:10:30 PM	17	6:45 PM
4:19:00 PM	16	6:45 PM
4:30 PM	15	6:47 PM
4:27:30 PM	15	6:45 PM
4:36:00 PM	14	6:45 PM
4:45 PM	13	6:45 PM
4:44:30 PM	13	6:45 PM
4:53:00 PM	12	6:45 PM
5:00 PM	12	6:52 PM
5:01:30 PM	11	6:45 PM
5:15 PM	10	6:50 PM

