

BCC T20 Cricket League 2017

Handbook



Rules and Regulations

Season Schedule

1. Once the T20 season schedule is published, further changes cannot be requested to it by the teams.
2. If a game is cancelled due to weather or unavailability of the ground, the captains may mutually agree to play the game on a reserve day. If no mutual agreement is reached, each team will be awarded 1 point.
3. No player can be dropped for 2 games in a row, if he had declared himself to be available to play all those games. However, if a player is irregular to team practice or games, or under team disciplinary actions, then the captain has the right to drop him at their will for as many games.
 - a. If disciplined or dropped player feels he has grievances regarding his playing status he may bring his grievances to the EC.
4. Each team will be assigned as either 'Home'* or 'Away' for each game.
 - a. The Home team will be responsible for setting up before the game of boundary cones, wickets, clean-up pitch and bringing in the kitbags.
 - b. The 'Away' team will be responsible for picking up the cones and packing away any equipment after the game

*Home team is the 1st team in the BCC schedule. E.g.: Team A vs Team B, Team A is home team.

5. All players must wear their team uniform for the games.

Equipment

1. Each kit bag borrowed by a team must be monitored by the captain or the vice captain of that team. Monitoring includes packing and unpacking contents (including quality) of each bag should be closely monitored.
 - a. If an item is missing or misused then the team is responsible for the monetary replacement of those items.
2. If a kit bag is passed on to another team, it must be passed on to the captain, vice captain or any player that captain requested. The receiving player must ensure the content is there in entirety and inform the EC of missing or damaged items. After the handover then the receiving team is responsible for its content as per rule 1 above.

T20 Game

1. All T20 international rules will be followed during the games, with the exception of the rules mentioned in this document.
2. All games should begin at the time designated by the EC and the schedule (11am), with toss 15 minutes prior to it.
3. If a team is not ready to go at the designated time due to players' unavailability or other reasons, the opposing team captain has the right to appeal to the neutral of umpire to deduct over(s) following the guidelines below, from their batting innings. The opposing team will get their full quota of 20 Overs.
 - a. 1 over will be deducted after every five minutes if the game has not started.
4. A team will earn 2 points for an outright win or forfeit of the other team. If 'no-result' teams will get 1 point each.
5. If a team forfeits the game, the opposing team gets 2 points.
6. If it rains in the morning but expected to be better in the afternoon, the captains can make a call to start at a later time that is before 1:00PM to play a 20 over game. If a game is starting after 1:00PM following guidelines must be followed for number of overs, power play and maximum overs a player can bowl.

- a. Between 1:00 and 2:00 PM it must be a 15 over game. Maximum 3 overs per bowler. Power play overs will be reduced to first 4 overs only.
 - b. Between 2:00 and 2:30 at will be a 10 over game. Maximum 2 overs per bowler. Power play overs will be reduced to first 3 overs.
 - c. If a game cannot be started by 2:30 PM then it must be rescheduled according to the guide lines under Season Schedule part 2 above.
 - d. If both captains and neutral umpire agree then the above start time and game duration can be discussed and changed.
7. Rain interruption scenarios:
- a. Players on game days need to be available till 5:30 PM (when scheduled matches regardless of chance of rain)
 - b. If both captains cannot agree on the start time due to safety concerns in regards to the ground (wet or muddy) then the neutral umpire must decide regarding the start of the game by inspecting the whole ground and playing conditions.
8. In the unlikely event of rain during the middle of a game, the captains can choose to wait (for a max of 1.5 hour) if there is a possibility for weather to improve. If the game cannot be resumed, then it will be rescheduled for a reserve day irrespective of the game situation. Then at the reserve day both teams have to start a new game.
9. In case of a tie in a game, a super-over (1 over game) will be used (super over rules per ICC apply). If the teams are still tied the highest number of 6's in the regular 20 overs played will determine the winner (Excludes 6's in the super over). If that also results in a tie then the number of 4's will be counted and the highest number will determine the winner. If that result in a tie then the game is determined to be a tie and each team will receive 1 point.
10. Top 2 teams go into the Finals. In case of a tie, net run-rate (up to 3 decimals) will be used as the tie-breaker (A team's net run rate is calculated "by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition"). In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- a. In the unlikely case that the net run-rates are also matched, head to head results will be considered next, followed by most wins against common opponents.
 - b. If still tied, the winner will be decided by toss of a coin.
11. Power plays will be defined as follows. For First 6 overs, only 3 fielders allowed outside 25 yards.
12. Each inning will be limited to a max of **2:00 hours**, which includes a 2 minute break after the 5th over, 5 minute break after the 10th over, and 2 minute break after the 15th over.
- a. Keep in mind, this over-rate has sufficient margin built into it, and hence we expect the captains to make sure the games are completed within the allotted time.
 - b. If a captain falls short of the stipulated over-rate, he will be given a warning for the first occurrence.
 - c. For the 2nd occurrence, **0.5 Points** will be deducted from the team.
 - d. For the 3rd and all subsequent occurrences, **1 Point** will be deducted from the team
 - e. Game Timer starts as soon as the bowler starts his run-up for the 1st ball of the inning, and timer stops after the completion of last ball of the inning.
13. Penalty runs provision for slow over rate:
- a. Every 5 min delay to finish the allotted overs will attract a penalty of 1 over for the team bowling first.
 - b. For the team bowling second, penalty runs equal to their first innings run-rate will be awarded to the team batting second for each 5 min delay.
 - c. Illustration: Team A bats first Vs Team B. Team B takes 2hrs 11 mins to finish the 20 overs. Team A makes 133 runs in 20 overs.
 - d. Team B now has to achieve the target of 134 in 18 overs instead of 20. No changes in Powerplay overs or bowling restrictions. However 7 bowler rule will still apply.
 - e. During Team B's innings Team A will get 1:50 hrs to finish the 18 overs.
 - f. Now suppose, team A instead takes 2 hrs 1 min to finish 18 overs. This will add 13 runs to Team B's score at the end of 18 overs.

14. A **15 minutes** break will be provided between innings.
15. Each T20 game shall consist of a maximum of 11 players/team. The 2 substitute players, if any, must be named before the toss.
16. Captains should exchange the playing squad for the game during the toss. No further changes could be made to it once confirmed.
17. Last man standing cannot play with just a runner on the other end.
18. A game shall consist of a maximum of 20 overs bowled by each team.
19. **2 bowlers** can bowl upto a maximum of 4overs.
20. A maximum of 5 fielders is allowed on the leg side of the wicket (excluding keeper).
21. **Man of the match will be decided by the MVP points system.**
22. **Illegal bowling is prohibited and will be considered as a no-ball with a warning. Illegal bowling constitutes**
 - a. The bowler's arm going past below his shoulder.
 - b. The bowler bends and then straightens after crossing the shoulder. The decision of the main umpire and leg-umpire will be considered final.
 - c. The bowler and the captain will be verbally informed (warning) and a no-ball will be signalled at the 1st and 2nd instance. At the 3rd instance, a no-ball will be signalled and the bowler will not be allowed to complete the over.
23. All decisions made by the umpires will be **FINAL**.
24. The Umpire shall call a "No Ball" if any of the laws of the parent game are infringed. This is particularly relevant to balls that arrive at the batsman at or above waist level height without having first pitched. For pitched deliveries, if the ball is above shoulder height and below head height of the batsmen the first ball will be given as the first warning and the second ball onwards these will be called "No Balls". A "no-ball" shall count as one (1) run to the batting team and an extra ball shall be bowled. All no-balls will affect a free hit.
25. If the bowler bowls a no-ball or a wide during a free-hit, the free-hit will still remain available until the next legal ball is delivered.
26. Should a fielder be injured during the course of play, a substitute fielder will be permitted, but he will not be allowed to bowl or bat.
27. At bat, the injured player shall be entitled to a "runner" at the discretion of the opposing team captain. If the captain denies a runner then the play must resume or the injured player can retire hurt.
28. **Beamer:** Ball (bowled at fast pace) without bouncing, passes above the batsman waist height and has potential to dangerously affect the safety of batsman will be called beamer. Penalty will be a No-ball. But if the same delivery is outside the reach of batsman, it will **not** be called beamer. Bowler will be given 2 warnings per match for the beamer. If he bowls 3rd beamer, he will be barred from bowling in that given match. Bowler can face the same penalty with the 1st beamer itself if umpire thinks that it was intentional.
29. **Wide Ball:** Wide ball markings will be 40 inches from the middle stump. For normal pitch deliveries if the ball is above batsmen's head height this will be called a Wide ball.
30. **Boundary:** A 300' tape measure will be provided to mark the boundaries,. Measurements will be as follows: **220 ft** for straight, deep mid wicket and deep extra cover. **195 ft** for square leg and point. **165 ft** for fine leg and 3rd man. **160ft** behind the keeper. Boundaries should be marked from the middle stump of the batting stump.
31. A '75 feet' inner 'circle' must be marked with visible spray paint markings or flat cones using the following guidelines. Make two semi circles from the batting middle stump and bowling middle stump then connect the semicircles with two lines to make an oval which will mark the inner field. Distance of the semicircles must be 75 feet.

Illustrative cricket ground markings.



Super-sub

1. Each team may designate 1 player as a super-sub, who is entitled to play 1 inning during a game. The following criteria will apply to the super-sub.
 - a. The super-sub option is only available if you have a playing 12 from your own team roster. In other words a team cannot request substitute player/s from another team and then designate a super-sub either from their team or the substitute/s.
 - b. Wicket-keepers are not allowed to be super-sub.

Batsmen Rating Restrictions

At any given time, except for the exceptions mentioned below, the batting pair rating combination should not be greater than 7

- a. Exception 1: Opening pair; Any combination can be used for the opening pair
- b. Exception 2: Any combination can be used in the **last 7 overs**
- c. Exception 3: If a team no longer has batsman available to fulfill the rating requirement then anyone can bat or 5 wickets have fallen whichever is earlier

Bowler Rating Restrictions

At least 1 over by a '2' rated bowler must be bowled between Over 1 and 13.

Substitution of Players

1. If a team has fewer than 11 players for a given weekend, the captain have the following options in this particular order of importance:

- a. Priority 1: Find maximum of four substitutes from 'Playing-members' players that are not part of any team.
- b. Priority 2: Find maximum of four substitutes from other teams that the opposing team captain agrees.
- c. Play with the available players if more than 6 are available.
- d. If none of the options are feasible the team must forfeit the game.

Umpiring

1. According to the EC provided umpiring schedule below, the responsible teams' captain **must** provide an acceptable (defined below) neutral umpire for the specified game. Responsibility of the umpire performing his duties adequately and being on time is solely on the captain of that team.

Neutral umpires will be enforced this season. The team which is not playing will be required to provide 1 neutral umpire. Inability to do so will result in a penalty of **0.5 points**.

2. Umpires for the games could be chosen from the batting side, in case of a dire emergency or injury that results in an inability for the neutral umpire to physically be there or perform his duties.
3. Two neutral umpires will be provided for the Finals.
4. All selected neutral umpires by their team captain must be familiar with the cricketing rules of the ICC as well as the BCC modifications.
5. A captain may use the following guidelines to choose a neutral umpire from his list of players.
 - a. Players familiarity with the league
 - b. Experience of that player with leather ball cricket.
 - c. Thorough understanding of the ICC rules governing cricket
 - d. Integrity, honesty and fairness in his personal character
 - e. Timeliness and ability to work with others
 - f. Ability to navigate controversial situations

Scoring

1. 'Home' teams should be responsible for making sure that the scoring tablet is fully charged for the game.
2. Captains should ensure that scoring is done accurately.
3. Both captains and the neutral umpire must verify the final scorecard.

Controversial Bowling Actions

1. Umpires will call only blatant infractions of bowling action violations, giving the bowler the benefit of doubt. If a batsman has any concerns, he will have to bring it up **only** with the neutral umpire. The leg umpire or the players outside the boundary can't appeal about the action.
 - a. **1st and 2nd infraction: No-ball called, normal rules of no-ball apply.**
 - b. 3rd infraction: Banned from bowling the rest of the game.
 - c. Season ban: Players banned from bowling during the course of 3 games will be banned from bowling for the season.
 - d. Complaints from teams will be addressed by the EC. Issues with umpires from just 1 team calling no-balls will also be addressed by the EC.
 - e. Batsman cannot appeal for a no-ball even if he is out, the neutral umpire must call it instantaneously. He may consult the leg umpire for any clarification.

Helmet Use

1. Use of helmet while batting is strongly encouraged. We had injuries in earlier seasons to batsmen which could have been avoided had they been wearing helmets.
- **BCC Executive Committee reserves the right to amend these guidelines at any time if it considers such action to be in the best interests of the competition.**