

2009/2010 Russell, McLelland, Brown Twenty/20 Cup

All score sheets must be sent to Competition Registrar as per all CI/South Coast games.

Playing Conditions

The rules of play are in accordance with I.C.C. stipulations unless otherwise varied below:

One day & Twenty/20 shirts are not restricted in the amount of colour used, so long as colours used are as per the colours stated in the clubs constitution.

1. Duration.

Matches will consist of one innings per team with each being limited to a maximum of 20 overs.

Each innings is to be completed within 75 minutes.

2. Hours of Play

First Game

First Innings: 5.00 – 6.15 p.m.

Second Innings: 6.25 – 7.40 pm

Second Game - (Only when playing at North Dalton Park and University Oval).

First Innings: 8.00 – 9.15 pm

Second Innings: 9.25 – 10.40 pm

The second match may start earlier if the first match finishes before 7.40 pm. If so the times for the two innings and the interval of that match will be adjusted.

3. Interval Between Innings.

Each innings will be separated by an interval of 10 minutes.

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval will take place immediately and the innings of the team batting second will commence earlier than scheduled.

There will be no drinks interval during either innings.

4. Length of Innings.

Each team will bat for 20 overs unless dismissed earlier.

In the event of a match being delayed or interrupted, the object will always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. The calculation of the number of overs to be bowled will be based on 1 over for every 3.75 minutes of the total remaining playing time. Fractions will be ignored when making calculations.

In order to constitute a match, each team must have the opportunity of facing a minimum of 8 overs.

If the team fielding first fails to bowl the required number of overs by the scheduled time for the end of the first innings, play will continue until the required number of overs has been bowled and Playing Condition 15 will apply.

If the team fielding second fails to bowl the required number overs by the scheduled time for the end of the second innings, Playing Condition 15 will apply and play will continue until either a result has been achieved or the required number of overs has been bowled.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completes its innings in fewer than its allocated overs.

5. The Ball.

Approved four or two piece leather balls of an accredited Brand as recognised by the CI will be used with a new ball being used in each innings.

During night matches, two balls will be used during each innings with the balls being used alternatively from each end.

6. The Result.

When both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs will be the winner.

In a match where the innings of the team batting second is reduced by bad weather, provided it has the opportunity to face a minimum of 8 overs, its target score shall be one run more than the run rate of the team batting first multiplied by the number of overs that the team batting second receives.

In the event of a tie –

In the event of a tie, a Super Over will take place to determine the winner.

- (i) Prior to the commencement of the Super Over each team elects 3 batsmen and one bowler.
- (ii) The nominated players are given to the umpires in writing.
- (iii) The umpires shall stand at the same end in that they finished the match.
- (iv) The umpires shall choose what end to bowl and both teams will bowl from the same end.
- (v) Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal match.
- (vi) The team batting second in the match will bat first in the Super Over.
- (vii) The same ball as used at the end of the team's innings shall be used for the Super Over.
- (viii) The loss of two (2) wickets in the Super over ends the team's Super Over innings.

- (ix) The team scoring the most runs in the Super over shall be declared the winner. In the event of the team's having the same score after the Super over has been completed, the team that hit the most sixes combined from its innings in the main match and in the Super over shall be the winner.

If the number of sixes hit by both team's is equal, the team that hit the most number of boundaries (fours and sixes) from its innings and in the Super Over will be declared the winner.

7. Restrictions on the Placement of Fieldsmen.

At the point of delivery there may not be more than five (5) fieldsmen on the leg side.

For the first six (6) overs of each innings, only two (2) fieldsmen are permitted to be outside the fielding circle, an area bounded by two semi-circles centred on each middle stump, each with a radius of 25 metres, and joined by a parallel line on each side of the pitch. This area will be marked by dots at approximately five (5) metre intervals.

For the remaining overs of each innings only five (5) fieldsmen are permitted outside the fielding circle at the point of delivery.

Two (2) inner circles with a radius of 13 metres will also be drawn on the field of play. They will have as their centres the middle of the popping crease at either end of the pitch and they will be marked by coloured dots. For the first six (6) overs of each innings, there must be a minimum of two (2) stationary fieldsmen (excluding the wicketkeeper) within these inner circles at the instant of delivery. When a fast bowler is operating, the two (2) stationary fieldsmen may stand outside the 13 metres, provided they are standing in **regulation** slip, gully or leg slip positions.

In circumstances where the number of overs for either team is reduced, the number of overs in regard to the restrictions above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below. Fractions shall be ignored in all calculations of the number of overs.

Total Overs in Innings	No. of overs when fielding restrictions above will apply
8-9	2
10-13	3
14-16	4
17-19	5
20	6

In the event of an infringement of any of the above fielding restrictions, **either** Umpire will call and signal No Ball.

In the event of either Umpire failing to call or signal No Ball when the fielding restrictions in this playing condition have been breached or, when at the point of delivery more than two (2) fieldsmen other than the wicketkeeper are behind the popping crease on the leg side, immediately the ball becomes dead, the striker may draw the matter to the attention of the striker's end Umpire. If, after consultation with the other

Umpire, he is able to verify the breach he shall call and signal No Ball. If he is not able to verify the breach he will confirm that the events of the delivery will be unchanged.

8. Bowling Restrictions.

No bowler will bowl more than **four (4)** overs.

However, in a delayed or interrupted match, where the overs are reduced for either both teams or for the team bowling second, no bowler will bowl more than one-fifth of the total overs allowed (unless such a number has already been exceeded). If however the total overs are not divisible by **five (5)**, an additional over shall be allowed to the maximum number per bowler in order to make up the balance.

9. Declarations.

The captain of any batting team may NOT declare his innings closed at any time during the course of the match.

10. No Ball Penalty.

ICC Rules will apply except that the penalty for a No Ball will be 2 runs.

11. Free Hit After a Foot Fault No Ball.

In addition to Playing Condition 10, the delivery following a No Ball caused by a foot fault will be a free hit for whichever batsman is facing it.

If the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No Ball, even if the free hit is called a Wide.

Field changes are permitted for free hit deliveries.

The Umpire will signal a free hit delivery by crossing his arms in front above his head.

12. Wide Ball.

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any off side, high or leg side delivery, not being a no ball, which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score by playing a normal cricket stroke, shall be called a Wide.

Any delivery that passes outside the leg stump without any contact with the striker's bat or person, irrespective of where it pitches, shall be a wide unless the ball passes between the striker and the stumps.

For the off side, any ball passing the batsman at a point wider than 30cm (12 inches) inside the return crease shall be called a wide.

A penalty of one run shall be scored for a Wide. This penalty shall stand in addition to any other runs which are scored or awarded. All runs which are run or result from a wide ball which is not a no-ball shall be scored as wide balls.

13. Timed Out.

The incoming batsman must be in position to take guard or ready for his partner to receive the next ball within 90 seconds of the fall of the previous wicket.

The incoming batsman is expected to be ready to make his way onto the field immediately a wicket falls and is expected to jog to [the](#) wicket.

14. Short Pitched Bowling.

Any delivery that passes or would have passed above the shoulder of the batsman **standing upright in his normal guard position at the crease** will be called a No Ball.

15. Over Rate Penalties.

Teams are to be in position to bowl the first ball of the last of their allotted overs within the scheduled playing time.

If they fail to do so, the full quota of overs will be completed and unless determined otherwise by the Umpires, the batting team will be credited with 6 penalty runs for every whole over that has not been bowled. This will apply in both innings of the match.

All penalties in this regard shall be imposed at the end of the last over considered to have been completed before the scheduled cessation of time for the innings and before the first ball of the penalised over's is bowled.

If the team batting second is credited with runs in this way and it takes their score past that of the team batting first, the match shall be deemed won by the team batting second and will cease immediately.

16. Time Wasting.

Umpires are expected to apply a strict interpretation of time-wasting by either team and to impose 5 run penalties where applicable. All players are expected to be ready for play as soon as each ball is to be delivered.

It will be the responsibility of the batting team to provide persons to move sightscreens as required by batsmen. If this does not occur, the Umpires will require play to continue without the sight screen being moved.

17. Player Registration

All players must be registered with their local cricket association. This includes any Guest player who will be playing in the Competition.

18. Umpires

(i) Umpire fees will be \$40 per team and will be paid before play commences. These fees will only be paid during the Preliminary or Round Robin Games. For the Semi Finals / Finals these fees will be paid by the CI Management.

(iii) Officiating Umpires will wear whatever coloured clothing has been adopted by their local association.

(iv) During each match the umpires will change ends at the commencement of the second innings.

19. Player Behaviour

(i) All matches will be played in accordance with both the Laws of Cricket and the Spirit of the Game.

(ii) Any player behaviour that seriously contravenes the Spirit of the Game will be reported by the officiating Umpires to the CI Administrative Officer who will in turn refer it to the Citing Officer for consideration.

20. Covering the pitch

In the event of wet weather in any match, it is the responsibility of **both** teams to cover the pitch as quickly as possible. The umpires are responsible for supervising this operation.

21. Match Referee

The CI Management Committee shall appoint a Match Referee for each of the Semi Finals, the 3rd / 4th Play-off and the Final.

22. Scorers

Each team shall supply a scorer who will sit with his or her counterpart throughout the match in a position where he or she can be clearly seen and from where he or she can acknowledge signals by the umpires.