

# BBCL KEY RULES

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May 2022

The Marylebone Cricket Club (MCC) has been accepted as the authority for revising and giving decisions on the Laws and the Code of the game of Cricket. BBCL shall use MCC 2017 Code 3rd Edition - 2022 as the default regulations for governing the play in BBCL T20 tournament, except as varied hereunder. ICC regulations for BBCL T20 playing conditions shall be used when there are no regulations specified in MCL laws.

The Umpire is the final decision on the field. The Neutral Umpire may overrule the leg Umpire (non-neutral) on any decision. When there are two neutral umpires this rule does not apply. In that case umpires can speak regarding the call and come to a decision. Please respect the Umpire. If you disagree with any decision, you may bring up your concerns after the match to the board. We will not keep Umpires that perform. If we ask players to behave respectfully, we ask Umpires to perform as well. Any disrespect by the player or by the Umpire (i.e. cursing, excessive arguing, fighting) will be penalized aggressively.

## The Teams and Players

1. All players must be registered and upload a photo to their cricclubs profile.
2. Playoff Qualification - 4 games must be played. 1 ball must be played for a match to count. Washout rosters do not count.
3. Player transfers - if you played a match for a team, the transfer to another team must be done before the 4th Saturday of the season.
4. Playoff roster will be limited to 20 players. This must be done 7 days before playoffs.
5. New player registration wait time - 2 days. Player must be registered by Wednesday to play the weekend.

6. Forfeit - 1 forfeit is allowed. a. Captain must still show up to pay \$70 to the umpire. b. League Penalty of \$50. More than one forfeit results in the immediate exit from the league (fees will not be refunded) and makes the team ineligible for the next season.
7. Washouts will not be rescheduled. Points will be split between the teams. Home team will inspect the field on the day of the game and call the game status. If the other team does not agree, both teams will show up and the umpire must be paid regardless if the game is played or not.

## The Game

1. Each captain shall sign and submit the names of 11 players plus any substitute fielders to the Umpire (or into the APP) before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain. All players must be registered.
2. Before each game the team must take a team photo of playing 11 to confirm all players.
3. If an unregistered player plays a game, 4 points will be deducted from the team. The President, Captain and Vice Captain will also be suspended 1 match.
4. Boundaries should be a minimum of 55 yds and max of 70 yds. In some fields this may not be applicable due to space.
5. At the Toss: decision cannot change unless the other team allows it.
6. Uniforms - Only 2 players can go without the uniform. Those players must wear a plain shirt with the same main color as the team uniform. Also they must wear pants of the same color as the uniform.
7. Each team is allowed 1 substitute fielder. This fielder cannot bat or bowl. If a batsman sits out the whole fielding innings, he cannot bat till at least 7 wickets have fallen. If he fields at least 1 ball in the fielding innings, he can bat at any number, except opening the innings. To open the innings, the player has to be on the field (fielding) for the last 5 overs of first innings.
8. Runners: A runner for a batsman when batting is not permitted. Batsmen may retire hurt and can return at any time after.

9. Deliveries - 1 bouncer allowed per over (between shoulder and top of head). 2nd is a no ball.
  - a. Over the head is wide. This ball counts as a bouncer. And the bowler will not have a “legal” bouncer left in that over. If the next delivery, or any of the following deliveries in the over from the bowler goes between the shoulder and head of the batsmen, it will be called a No Ball.
  - b. Beamers above the waist should be judged by batsmen's original position in the crease.
  - c. Off the pitch (between the creases) is a no ball. If the ball goes off the pitch after it passes the batsmen, it is fine.
10. On a caught ball and out. The new batsmen will always take strike, regardless of if the runners crossed.
11. Judging a Wide If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal guard batting position.
12. No official water breaks. When the weather gets hot we will announce times for water breaks. Must be in manner to save time.
13. Teams must clean the field of bottles after they field. If they fail to do so, they will be deducted 5 runs.
14. If a ball hits a bottle that is not under a cone, it is 5 runs, same as if it hits a helmet.
15. Completion of the match for DWLM is 5 overs needed to finish the match.
16. Late team will be penalized 1 over per 5 minutes. The second inning must finish on time if the first innings has finished on time.

17. Late Umpire - Teams mutually agree to start and cut overs if needed.

18. Time wasting will be judged by the umpire.

### Game Time

Scheduled Start time	11:30	3:30	12:00	4:00	Notes
	Game 1	Game 2	Game 1	Game 2	
Toss Time	11:15	3:15	11:45	3:45	15 Min before game start
First Innings Start time	11:30	3:30	12:00	4:00	GAME START
First Inning End time	1:00	5:00	1:30	5:30	90 min - 5min/Over
Second Inning Start time	1:10	5:10	1:40	5:40	10 Min break
Second Inning End Time	2:40	6:40	3:10	7:10	90 min - 5min/Over
Match End					GAME END

Delayed Start				
Weather/Pitch permit Delay	For Every 10 min lost - Reduce 1 over from the game (Both teams)			
Match setup delay (Home Team)	For Every 5 min lost - Reduce 1 over from the game (home teams)			
Match Start Delays - Team Arrival	For Every 5 min lost - Reduce 1 over from the game (faulty teams)			
UMPIRE SHALL BE THE FINAL JUDGE ON THE FAULTY TEAM				