**Birmingham Cricket League – Playing conditions and Duties**

We will generally follow standard ICC playing conditions for the T20 found here.

<http://www.icc-cricket.com/cricket-rules-and-regulations>

Power play rules specific to T10 (10 overs games):

* First three overs of power play. Maximum two fielders allowed outside the 30-yards circle.

Power play rules specific to T25 (25 overs games):

* Power play 1 – First six overs. Maximum two fielders allowed outside the 30-yards circle.
* Power play 2 - Batting team can take 2 overs of power play any time after 20 overs. If the batting team does not take the power play, main umpire calls for it after 23 overs. Maximum three fielders are allowed outside the 30-yards circle.

**Clarifications to some of the ICC rules**

* **New ICC rule 13.8 (Jan 2022) -** One less fielder allowed outside of 30 yards circle after the time limit for an inning, in addition to existing penalties defined by BCL.
* **New ICC rule in effect (Starting BCL T20 2022) -** New batsman will take strike when existing batsman gets out caught.
* **Maximum five fielders allowed on the leg side:** The bowler and the wicket keeper are not counted as fielders.
* **Maximum two fielders allowed on the leg side behind the popping crease:** The wicket keeper is not counted as a fielder.
* If playing with less than 11 players, teams can still place 5 fielders (and 2 or 3 fielders for the power play) outside the 30 yards circle. Per the ICC rules, the emphasis is on how many fielders can stay outside, not on how may to keep inside.

**Rules specific to this league**

* **Addition of new teams/Removal of existing teams:**
	+ Existing teams are all teams part of the latest BCL series, current if in progress or completed. Any other team is a new team.
	+ Existing teams with no win and net run rate of negative 5 or lower at the end of the series will be eliminated automatically for the upcoming series.
	+ Maximum 11 teams allowed in a series in case of one ground.
	+ New teams play qualifier games among themselves and reduce to number of teams equal to available slots.
		- If no available slots, existing bottom team will play a qualifier match and get eliminated if lost to make way for the new team.
	+ New teams must beat existing bottom team to get accepted.
* **Team roaster:**
	+ All teams need to submit minimum 14 players’ roster at the time of registration.
	+ Make sure all player names match with their photo ids.
	+ Minimum five players must be present on the ground from each side before the toss. Minimum seven players needed from each side to start the game.
	+ Both captains to exchange list of playing eleven 15 minutes before the start of the game.
	+ Both captains must present the waiver form including signature from each player to the umpire at the time of the toss. The captains sign the waiver form in front of the umpire.
* **Reporting time:**
	+ The reporting time is 30 minutes before the scheduled time of the game.
	+ The toss should be done 15 minutes prior to the scheduled time of the game.
	+ One over will be deducted from their batting for every 5 minutes a team arrives late. On time means the fielding team should be ready to bowl and the batting team's batsmen and their umpire should be ready to commence the game.
		- If the number of overs reduces to less than 5 overs for T20 (6 overs for T25, 3 overs for T10), the game is forfeited by the team arriving late.
* **Player transfer:**
	+ Once the series has started, team’s captains must both agree and then seek permissions from the league committee. Once confirmed, the captains must post in the BCL captains’ group. Player transfer is allowed up to one third number of the league games (to the nearest integer in case one third is decimal) for both teams in the series.
	+ The player can play the playoffs only for the team for which he played his last game. The player must meet the minimum number of games requirement for the playoffs for the new team.
	+ If team A uses players from team B without using the player transfer process, then following penalties will be applied if opponent of team A reports during or after the game.
		- Team A captain will be suspended for next game.
		- Team A will be awarded 15 penalty runs for that game.
* **Rescheduling:**
	+ If all impacted teams agree, rescheduling to another weekend/weekday or a swap of the games is allowed if it is requested at least 14 days in advance of both the dates (or within one day after the schedule is uploaded to the CricClubs website), subject to ground availability with no impact on the dates for the playoffs.
		- Limit of 3 games swap plus rescheduling to open weekends.
			* The swap is counted against both teams.
		- Teams must work out the arrangements among themselves before requesting the committee in the captains forum/group.
		- Rescheduling/swap within the same weekend should be requested by 5pm on Thursday.
			* Same weekend rescheduling does not count towards limit of 3 games swap.
	+ Change of the ground is allowed only in case the original ground is not available/playable.
	+ Teams need to find a neutral umpire if the assigned team is unable to provide the neutral umpire.
* **No show or forfeit:**
	+ Teams must seek permission from the league committee in case they need to forfeit a specific game with valid reasons. “Not enough players” is not a valid reason.
		- Forfeit for participating in other cricket/sports tournaments is allowed once per team per series with advanced approval.
	+ No show or forfeit without permission from the league:
		- Two penalty points will be deducted. Carry over to the next series in case of the playoffs.
		- The team and all registered players will be banned for one year for two or more occurrences in a series.
* **Helmet:**
	+ Helmet with face grill is always required for the batsman.
	+ The wicket keeper must wear helmet when standing closer to the stumps.
* **Games affected by the weather/delays beyond team’s control:**
	+ The committee can call the game off as early as the night before after the assessment to help avoid the trips by the teams. If the game is not called off early:
		- Both teams and neutral umpire(s) must be on the field before the start of the game.
		- It’s the neutral umpire(s)’s decision to set time for the next inspection or call the game off after exhausting all possibilities to conduct the play.
		- The neutral umpire(s) is encouraged to consult with one or more committee members during his decision-making process. Ultimately, it’s the neutral umpire(s)’s sole decision.
	+ Temperatures between 45°F and 105°F are considered reasonable playing conditions. Agreement from both teams and the umpire is required to conduct the game outside this temperature range.
	+ We cannot make the call based on predictions. Teams should be ready to travel and reach the ground as usual by the reporting time of the game. The umpire will evaluate the situation and make the call.
	+ Teams must update their playing 11 online on the scoreboard. This will help those players reach the minimum league games required for the play-offs.
	+ Minimum 5 overs per the ICC rules for T20 (6 overs for T25, 3 overs for T10) need to be played by each team. Use the D/L calculator provided by CricClubs.
	+ The games can extend up to 4 hours (4.5 hours for T25, 2 hours for T10) from the start time. More time can be used if available and both captains and the umpire agree.
	+ Refer to appendix E of the ICC rules for guidance on weather delays and reducing overs for the remainder of the game.
		- Follow same guidance for other delays beyond team’s control to reduce the overs. For example, an animal coming on the field, causing 15-30 minutes total delay.
		- Basically, reduce the number of overs with the aim to make both teams play same number of overs in the remainder of the time using 5 minutes (BCL) per over.
* **Time limits:**
	+ The bowling team is allowed 100 minutes to complete the 20 overs (120 minutes for 25 overs, 50 minutes for 10 overs). This time includes extra time needed to fetch the balls etc.
	+ One over will be deducted from their batting for every 5 minutes taken extra by the team bowling first.
	+ 9 runs will be deducted from their total score for every 5 minutes taken extra by the team bowling second.
	+ 5 to 10 minutes break after 10 overs (12 overs for T25) is allowed. 10 minutes break between the innings.
	+ For T25, instead of one break after 12 overs, either team can call for two 5 minutes breaks after 8 overs and after 16 overs.
	+ A batsman will be warned once for wasting time on the field and declared out for the second offence. New batsman has 90 seconds since the fall of the wicket to take the batting guard or the batsman will be given out.
* **Umpiring:**
	+ Umpire's call is final and must be respected. The league will provide the main umpire for each game. The intent here is to provide umpires who are experienced, firm and fair decision makers. The team captains are advised to work with the umpires in special case decision-making situations.
	+ If the neutral umpire arrives late, 50% of his fees will be deducted.
		- Teams should start the game in the umpire’s absence.
		- Use both umpires from the batting team. The other team gets to do the same for as many overs as the first batting team did.
	+ The batting team will provide the leg umpire. Main umpire can override all decisions of the leg umpire (in cases where the leg umpire is not neutral) except for runout and stumping. Please encourage your players to give fair decisions.
	+ The leg umpire who is also player of batting team, must be quite while the ball is in play.
		- The leg umpire being from the batting side, should behave like any neutral umpire and should not talk to or guide the batsmen in middle of the over. The leg umpire can talk to the batsmen between the overs and inactive playtime (for example fall of a wicket etc.) after seeking permission from the main umpire.
		- The batsmen should wait till end of the over for the drinks or seek permission from the main umpire if it’s required in the middle of the over.
		- The batsmen can seek help in middle of the over from either of the umpires for items that needs immediate attention such as fixing the helmet, fixing loose pads/shoelace.
		- In case of violation to the above rule, the main umpire will give one warning (per game) to the captain of the batting side. On subsequent violations, 5 penalty runs will be deducted from the batting side on each occasion.
* **Uniform:**
	+ Uniform is required. New players should wear matching sports clothing and stay away from contrast colors.
	+ No white t-shirt/pants allowed. No shorts allowed. No white pads allowed.
* **Points:**
	+ Winning team gets 2 points for each win. If one team cannot play for some reason, the other team gets the two points. If both the teams cannot play, no teams get any points.
	+ Points table order: Most Points, Net Run Rate (up to 4th decimal point), Head to Head win, Number of Wins, then Win Percentage. If still same, a coin toss will be done.
* **Scoring:**
	+ Batting team’s scoring is valid and final. The fielding team may tally the score at end of every over.
	+ Scoring on the CricClubs app is recommended.
	+ Take a screenshot of both the scoresheets at the end of each innings.
	+ In case of manual scoring, update the scorecard online for your batting and opponent’s bowling by following Wednesday. Online scorecard will be locked after Wednesday. Teams will be awarded negative 1 point for not updating their part of the scorecard by the deadline. We will carry the penalty points to next season for the playoff games.
* **Chucking:**
	+ The umpire can stop the bowler or ask the bowler to change his action if the bowler is not bowling with the full bowling action (usual run up, rotating the bowling arm as usual).
	+ If the bowler is bowling with the full bowling action and the question is how much the elbow has bent while bowling, then it’s very difficult to measure that angle. The umpire will let the bowler continue and the opponent captain can refer the bowler to the committee for further review. The bowler can continue bowling during the review process. No action from the committee means the bowler can continue bowling in the future.
* **Playoffs:**
	+ In case total 10 to 12 teams playing in a series, 6 teams will go in the playoffs.
		- Top 2 will go to SFs and remaining 4 will play QFs.
		- QF games: #3 vs #6 and #4 vs #5.
		- The winner of the #4 vs #5 plays SF with #1. The winner of the #3 vs #6 plays SF with #2.
	+ In case total 9 teams or less, SF Games: #1 vs #4 and #2 vs #3
	+ The highest ranked team play in the afternoon when two games are scheduled on the same day.
	+ If there are no games scheduled on Sunday, it’ll be a reserved day for the games on Saturday.
	+ Follow ICC T20 WC 2022 (or latest T20 WC) rules, Appendix F for usage of the reserve day.
		- The play on the main day should be conducted as if there’s no reserve day.
	+ If we cannot get the results by the end of the reserve day, the higher ranked team during the league stage is considered the winner.
	+ On a reserved day, same time slots and cutoff times as main day will apply. More time can be used if available and both captains and the umpire agree.
	+ Slots on reserve days are not available to be picked. The reserve day can be used only in case of weather issues or issues outside our control.
	+ A player must have played at least one third of the league games (rounded to nearest integer) for the same team before the playoffs to be able to play the play-offs for the same team.
	+ In case of a tie, the winner will be decided by a super over. Tie in super over, number of sixes in the main innings (before the super over) will be looked at. Then the boundaries will be looked at if needed. If we still don’t have a winner, the winner will be decided by toss of a coin.
	+ If the D/L method cannot be applied (minimum overs not played), team with better ranking at league stage will be considered winner.
	+ Plan to be on the field one-hour prior, so you can warm up and have enough cushion for traffic and other delays.
	+ Each captain must publish a list of up-to 14 players 24 hours before each of your playoff games so that the opponents can review players’ eligibility. It will be nice to flag any such discrepancies the night before or before the teams start traveling. It is opponent captain’s responsibility to flag any discrepancies before the toss or accept the outcome of the game.
	+ If the opponent captain flags ineligible player (in the playing 11) in time and the committee confirms it, the team which included the ineligible player will not get a replacement player.
	+ Teams are allowed to use ineligible players as substitute fielders.
* **Supplementary (not optional):**
	+ T20 2023 and onwards, Bats must comply with the bat gauges.
		- If the opponent captain requests, use the bat gauge. If the bat gauge is not available on the field, continue using the bat in that game. Future use of the bat is allowed only after checking.
		- The bat gauges (GM) meet MCC standards, and the ICC standards allow for 1mm more in thickness. So, if the bat doesn't pass through the gauge, the problem area should not be more than 1 inch in length maintaining normal curve/shape through the problem area.
	+ If the neutral umpire notices any player applying saliva to the ball, one warning per game per team is given. There will be a 5 runs penalty per occurrence for further occurrences.
	+ Arkadelphia Ground Special:
		- No ball if the ball pitches outside the wicket even though the wicket is 8ft wide and not the standard 10ft wide.
		- Football poles on left side (from the road) is part of the ground inside the boundary. Ball/Player hitting any part of the pole is considered hitting the ground.
		- Football scoreboard and any part of it - consider as boundary.
	+ Captains should report any issues during the game within 2 days to the league committee.
	+ Request to all teams: When in doubt, please ask for clarity of rules in advance instead of assumption.
	+ Clean up all the trash as the teams leave. It is our combined responsibility to leave the field clean. Bring trash bags.
	+ Bring one set of stumps (3 stumps and two bails) and cones for each game.
	+ No super-sub allowed.
	+ No runner allowed under any circumstances.
	+ After taking a catch at the boundary, the fielder should stay in his position until the umpire verifies. Walking away could result in benefit of doubt to the batsman and declared six runs.
	+ We will play one side of the wicket.
	+ It's fielding team's responsibility to cleanup bottles etc. from the ground and not incur any penalty runs in case the ball hits them while the ball is in play. 30 yard/boundary cones/flags are considered part of the field.
	+ Both teams are responsible to setup the field.
	+ Teams need to coordinate to review ground conditions on Thursday afternoon before their game and put in a request for maintenances like grass cutting etc. if needed.
	+ **Choosing bowling end at east lake ground:**
		- Game start time (scheduled) before noon: Bowl from the far end.
		- Game start time (scheduled) after noon: Bowl from the lake end.
		- Change the end for safety of others at any stage of the game if needed. For example, people show up on the football field.
			* Either of the two captains can notify the umpire and the umpire uses his best judgement and decides whether changing the end in middle of the innings is required or not.
* If a situation is not clearly covered by the rules, the committee and subcommittee will discuss and make a decision.
* **Using language or a gesture that is obscene, offensive, or insulting on the field or during the game: The player will be given one warning. The player will be disqualified on the second offence for one year.**