This tournament to be played under the guidelines provided in this document. When in doubt, please follow this order for rules interpretation –

Richmond T-30 Rules => MACC Rules => MCC Laws of Cricket.

**Duration**

* One innings per side, each innings limited to a maximum of 30 overs~~.~~

**Home Team’s Responsibility**

* Morning Session - Laying the mat, marking inner circle and marking boundaries
* Afternoon Session – Picking up and store the mat and remove and store boundary flags (If used)

*Teams playing on Saturday afternoon, may roll the mat, cover it and leave it on the pitch if there is a game on Sunday morning. Same goes to boundary flags. Please make sure the teams playing the following day are contacted before leaving the mat and flags on the field.*

**Umpire Responsibility**

* Familiarize with rules of the tournament
* Obtain team points of contact details ahead prior to the game
* Mark batting crease
* Mark wide balls line
* Implement the time restrictions as per the spirit of Twenty30, while taking into account any exceptions. In the spirit of the game, umpires should be a facilitator rather than a Penalizer.
* Umpire has to note the start time and end time of the session. (Note: umpires can use watch)
* The one session of the game will need to be finished in 2 hrs. 25 mins which need to be noted by umpires.
* Umpire can use stop watch to check the timings of the session.
* Umpire can reduce the overs during the innings if found out that if bowling team take excessive timings or batting team do the same thing.
* Umpire can give warning after first ten overs to strictly follow rules on timings.
* If ten overs will take place more than 45mins. Then umpire can reduce the break and informed team drinks will be on the ground.
* Umpire make a note of warning for timing related issue during the match whichever team in fault, and text to his team captain before reducing any overs.

*For each assigned game,* ***2 umpires from the umpiring team MUST be present.***

*Penalty for no-show of umpires: See table at the bottom of this document for penalties.*

Note: **Team must respect the umpire’s decision and no argument or rudeness allowed during the game with umpires. If this would happen during the game then it would be termination from the tournament.**

**Scheduled Hours of Play**

|  |  |  |  |
| --- | --- | --- | --- |
| **Match** | **1st Innings** | **Interval** | **2nd Innings** |
| **Morning** | 8:00 AM – 10:25 AM | 10:25 AM – 10:35 AM | 10:35 AM - 1:00 PM |
| **Afternoon** | 1.30 PM – 3.55 PM | 3.55 PM – 4:05 PM | 4:05 PM – 6:30 PM |

**Note**  5 minutes of break after every 10 overs has been included in the above specified game timings.

**Interval**

The interval will normally be of 10 minutes duration. In reduced overs matches, the interval will be cut to 5 minutes.

**Late Start**

* Team can start a game with a minimum of 7 players to avoid late start and forfeit.

**Over Rates**

* Teams have 2 hour 25 minutes to bowl 30 overs with break (~ 4.5mins for each over).

**Timed Out**

* The incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball (or for his partner to receive the next ball) within 1 minute 30 seconds of the fall of the previous wicket.

**Match Result**

* Each side must have faced minimum of 22 overs in order to constitute a match.
* In case of a completed match resulting in a **tie**, each side will play a Super over to decide the winner. ICC rules will be applied for Super over rules.

**Tie Breakers**

* Most wins in Group Matches. If still equal, the team with the higher net run rate in the Group Matches will be placed in the higher position.
* If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved, will be placed in the higher position
* In the event that teams cannot be separated by the above, this will be done by drawing lots.

**Player Eligibility**

* In order to play in knockout games, the player must have played at least 1 game for his team during the league matches and should not have played/represented for any other team in this season.
* No player transfers allowed during the tournament.

**Restrictions on the Placement of Fieldsmen**

* Fielding restrictions apply for the first 6 overs of each innings. Minimum 7 fielders (excluding the keeper and bowler) must be inside the inner circle at all times.
* After the first 6 overs, 4 fielders (excluding the keeper and bowler) must be inside the inner circle at all times.
* Batting powerplay apply for the 3 overs and can be taken after first 6 overs. Minimum 6 fielders (excluding the keeper and bowler) must be inside the inner circle at all times. If the team has not taken batting powerplay till 27th over, the last 3 overs will be count as powerplay.

**Number of Overs per Bowler**

* Each bowler may bowl a maximum of 6 overs. In a delayed or interrupted match, no bowler may bowl more than one fifth of the total overs allowed unless such a number has been exceeded before the interruption.

**No Ball Rule & Free Hit after a Foot Fault**

* No-balls will be penalized with 1 run. Field changes are permitted for free-hit deliveries ONLY when the batsman changes.
* Free-hit next ball will be awarded for NO Ball.

**Short Pitched Bowling**

* As in other one-day competitions, one short-pitched ball (above the shoulder but not above the head) is allowed per over.
* if it’s over the head, it’s a wide (unless the batsman didn’t hit the ball) with one warning. If batsman hit the ball that’s over the head, it will be considered as the first bounce and any runs/wickets are considered but it is still a warning.

*Note: Due to the public nature of the cricket grounds the playing teams and the supporting members are prohibited from use of alcohol, shouting, or any disruption to the game. The captains of the team are responsible to make sure the umpire’s decision is respected and no dissent or foul behavior is displayed by any player towards the umpire or another player.*

**Rescheduling of Games**

* No rescheduling of a game will be done during the tournament. If a game is rained out, it will be a draw. 1 points each will be awarded to both the teams.
* Team’s three games has been washed out due to rain or weather only. If this happens for any team and it’s 4th game also washed out, that game will be reschedule.

**Game Start/Stop times & Penalties**

* A minimum of SEVEN (7) players constitute a playing team. Both teams whether batting or bowling should have a minimum of SEVEN (7) players before 8:00 AM (1:30 PM) in order to avoid forfeit.
* Toss will be completed by **7:45a (1:15p)** by the both teams. If the one team not present with minimum of SEVEN (7) players, an opponent team will be win the toss.

If the game is delayed for natural causes related to weather, the number of overs will be reduced as follows:

|  |  |
| --- | --- |
| First ball has to be bowled by **8:00a (1:30p)** | To play full **30 over** game |
| If the game does not start by **8:10a (1:40p)** | Match will be reduced to **28** overs |
| If the game does not start by **8:20a (1:50p)** | Match will be reduced to **26** overs |
| If the game does not start by **8:30a (2:00p)** | Match will be reduced to **24** overs |
| If the game does not start by **8:40a (2:10p)** | Match will be reduced to **22** overs |

If the game is delayed on account of one team, the penalty will be applied as follows:

|  |  |
| --- | --- |
| Game should start by **8:00a (1:30p)** | To avoid **PENALTY** |
| if the game starts after **8:10a (1:40p)** | Team responsible for delay would be reduced **2 overs** of batting time |
| if the game starts after **8:15a (1:45p)** | Team responsible for delay would be reduced **4 overs** of batting time |
| if the game starts after **8:20a (1:50p)** | Team responsible for delay would be reduced **6 overs** of batting time |
| if the game starts after **8:25a (1:55p)** | Team responsible for delay would be reduced **8 overs** of batting time |
| if the game starts after **8:30a (2:00p)** | Team responsible for delay would be reduced **10 overs** of batting time |

Note: **During the 2nd innings, if the bowling team takes excessive timings in fielding then 6 runs penalty applies to the team.**

If the delay is caused by both teams, the penalty will be applied as follows:

|  |
| --- |
| If neither of the team is on the ground nor have at least **SEVEN (7)** players in the field at least **9:00a (2:30p)** the game will be called off, both team will be awarded $50. If the delay due to only one team, that team will be awarded $50 and if it happens for the next game $100. |
| If the game could not start until **8:45a (2:15p),** it will be considered a **forfeit** by the team **responsible** for the delay. The umpires have to consider the above times to enforce penalties. |

**\*Umpires need to enforce the ‘duration’ listed in Red.**

**Number of overs per bowler in a shortened game**

|  |  |
| --- | --- |
| 30 overs game | 5 bowlers x 6 overs max. |
| 28 overs game | 3 bowlers x 6 overs max; 2 bowlers x 5 overs max |
| 26 overs game | 1 bowler x 6 overs max; 4 bowlers x 5 overs max |
| 24 overs game | 4 bowlers x 5 overs max; 1 bowler x 4 overs max. |
| 22 overs | 2 bowlers x 5 overs max; 3 bowlers x 4 overs |

**Umpiring Penalties**

In cases when Umpires show up late AND/OR no show at all, the following list of penalties will be enforced to the Umpiring Team(s) accordingly -

|  |  |
| --- | --- |
| At least 1 Umpire comes before 7:45a (1:15p) | **No penalty** |
| Umpires comes after 7:45a (1:15p) | **$50.00 fine and if repeated from the same team $70.00** |
| Umpires comes after 8:00a (1:30p) | **$80.00 fine and if repeated from the same team $100.00** |
| Umpires comes after 8:15a (1:45p) | **$100.00 fine and if repeated from the same team $150.00** |

**Points**

Points and Team standings will be based on the following awards to each team:

2 Points for a Win & 0 point in Loss

1 Points for rained out

2 Points for a Forfeit to Opponents Team and penalties of $200 to the team who forfeit

UPDATE:

* All New ICC Rules will be applied into this T-30 Tournament.