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

Richmond Twenty20 Rules => MACC Rules => MCC Laws of Cricket.

**Duration**

* One innings per side, each innings limited to a maximum of 20 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 Twenty20, while taking into account any exceptions. In the spirit of the game, umpires should be a facilitator rather than a Penalizer.

*For each assigned game,* ***2 umpires from the umpiring team MUST be present.*** *There may be a case where only 1 umpire is needed if specified so in the schedule document.*

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

**Scheduled Hours of Play**

|  |  |  |  |
| --- | --- | --- | --- |
| **Match** | **1st Innings** | **Interval** | **2nd Innings** |
| **Morning** | 9.30 AM – 11.00 AM | 11.00 AM - 11.15 AM | 11.15 AM -12.45 PM |
| **Afternoon** | 1.30 PM – 3.00 PM | 3.00 PM - 3.15 PM | 3.15 PM - 4.45 PM |

**Interval**

The interval will normally be of 15 minutes duration. In reduced overs matches, the interval will be cut to 10 minutes.

**Late Start**

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

**Over Rates**

* Teams have 1 hour 30 minutes to bowl 20 overs (~ 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 (or had the opportunity to face) 12 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.

**Rules of Super over:**

1. Each team decides a bowler to bowl and three batsmen to bat during one over named as the super over. The same ball used in the match will be used in super over.

2. The team batting second in the match will bat first in the super over.

3. The umpires shall stand at the same end as that in which they finished the match

4. Team A will score some runs in the first over and team B needs to chase it successfully to win the match. In case, it is unable to chase, team A wins.

5. In case scores are level, the team hitting maximum sixes in the match (including super over) will win. If its also same, the teams with maximum fours (including super over) win the match.

6. If still tie, the team hitting maximum sixes in the match (excluding super over) will win. If it’s also same, the teams with maximum fours (excluding super over) win the match.

If still equal, a count-back from the final ball of the one over eliminator shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example: Assuming that the game has ended in a tie and goes to a super over. Both teams end up on 15 runs in the super over. If the number of boundaries in the game and the super over for both teams are the same, then the third tie-break is applied.

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**| RUNS SCORED FROM | TEAM 1 | TEAM 2 |**

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|     Ball 6       |   1    |   1    |

|     Ball 5       |   2    |   2    |

|     Ball 4       |   6    |   4    |

|     Ball 3       |   4    |   6    |

|     Ball 2       |   1    |   W   |

|     Ball 1       |   1    |   2    |

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In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 6 runs from its 4th ball while team 2 scored only 4 runs, so team 1 is the winner.

7. In case two wickets fell, it is counted as all-out and the total made before losing the wicket is final.

8. About field restrictions: No field restrictions are used which means the field setting are same as the non-powerplay overs. So, 5 fielders are allowed outside the 30-yard circle. Fielder in catching position is not required.

9. If all the above tie breaker methods could not conclude a winner, then the winner would be decided based on "Toss" ..In this case both captain along with the umpire should do toss again after the super over. The original toss during the beginning of the match didn’t not count here

**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 semi-final and final games, the player must have played at least 1 game for his team during the round matches and should not have played/represented for any other team in this season

**Restrictions on the Placement of Fieldsmen**

* Fielding restrictions apply for the first 6 overs of each innings. Only 2 fielders are allowed outside an inner circle for the first 6 overs of a team's innings. After the first 6 overs, 4 fielders (excluding the keeper and bowler) must be inside the inner circle at all times.

**Number of Overs per Bowler**

* Each bowler may bowl a maximum of 4 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. Free-hit next ball will be awarded for foot faults. Field changes are permitted for free-hit deliveries ONLY when the batsman changes.
* Free-hit next ball will be awarded for foot faults
* If the back leg cuts the side crease, it’s a NO ball but there is no free hit awarded to the batsman.

**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). If batsman hit the ball that’s over the head, it will be considered as the first bounce and any runs/wickets are considered.

**Over-Rate Penalties**

* The 6-run penalty for each over not bowled will apply - all sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 30 minutes playing time. In reduced over matches, the fielding side has one over's leeway in addition to any time that the Umpires may allow for stoppages.
* Umpires are instructed to apply a strict interpretation of time-wasting by the batsman (5-run penalties). Specifically, batsmen are expected to be ready for the start of a new over as soon as the bowler is ready.

*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. 2 points each will be awarded to both the teams.

**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 9:30 AM (1:30 PM) in order to avoid forfeit.

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 **9:30a (1:30p)** | To play full **20 over** game |
| If the game does not start by **9:45a (1:45p)** | Match will be reduced to **18** overs |
| If the game does not start by **10:00a (2:00p)** | Match will be reduced to **16** overs |
| If the game does not start by **10:15a (2:15p)** | Match will be reduced to **14** overs |
| If the game does not start by **10:30a (2:30p)** | Match will be reduced to **12** overs |

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

|  |  |
| --- | --- |
| Game should start by **9:30a (1:30p)** | To avoid **PENALTY** |
| if the game starts after **9:45a (1:45p)** | Team responsible for delay would be reduced **2 overs** of batting time |
| if the game starts after **10:00a (2:00p)** | Team responsible for delay would be reduced **4 overs** of batting time |
| if the game starts after **10:15a (2:15p)** | Team responsible for delay would be reduced **6 overs** of batting time |
| if the game starts after **10:30a (2:30p)** | Team responsible for delay would be reduced **8 overs** of batting time |

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

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| If neither of the team is on the ground nor have at least **SEVEN (7)** players in the field around **9:30a (1:30p)** the game will be called off, both team will be awarded -2 points. |
| If the game could not start until **10:45a (2:45p),** it will be considered a **forfeit** by the team **responsible** for the delay. The umpires have to consider the above times to enforce penalties. |

**Innings Durations for reduced over games (times are guidelines as a game can start at any hour::minute in between)**

|  |  |
| --- | --- |
| First ball has to be bowled by **9:30a (1:30p)** | To play full **20 over** game |
| If the game does not start by **9:45a (1:45p)** | Match will be reduced to **18** overs **(85 mins/inng)\***  Ist innings: 9:45a – 11:10a (1:45p – 3:10p)  2nd Innings: 11:20a – 12:45p (3:20p – 4.45p) |
| If the game does not start by **10:00a (2:00p)** | Match will be reduced to **16** overs **(75 mins/inng)\***  Ist innings: 10:00a – 11:15a (2:00p – 3:15p)  2nd Innings: 11:25a – 12:40p (3:25p – 4.40p) |
| If the game does not start by **10:15a (2:15p)** | Match will be reduced to **14** overs **(65 mins/inng)\***  Ist innings: 10:15a – 11:20a (2:15p – 3:20p)  2nd Innings: 11:30a – 12:35p (3:30p – 4.35p) |
| If the game does not start by **10:30a (2:30p)** | Match will be reduced to **12** overs **(60 mins/inng)\***  Ist innings: 10:30a – 11:30a (2:30p – 3:30p)  2nd Innings: 11:40a – 12:40p (3:40p – 4.50p) |

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

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

|  |  |
| --- | --- |
| 20 overs game | 5 bowlers x 4 overs max. |
| 18 overs game | 3 bowlers x 4 overs max; 2 bowlers x 3 overs max |
| 16 overs game | 1 bowler x 4 overs max; 4 bowlers x 3 overs max |
| 14 overs game | 4 bowlers x 3 overs max; 1 bowler x 2 overs max. |
| 12 overs | 2 bowlers x 3 overs max; 3 bowlers x 2 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 9:45a (1:45p) | **No penalty** |
| Umpires comes after 10:00a (2:00p) | **$20.00 fine and will lose 1 points** |
| Umpires comes after 10:30a (2:30p) | **$40.00 fine and will lose 2 points** |
| Umpires comes after 11:00a (3:00p) | **$60.00 fine and will lose 2 points** |

**Points**

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

4 Points for a Win or Forfeit Win

0 Points for a Loss

2 Points for rained out

0 Points for a Forfeit