**The Charlotte Premier League Presents the 2016 Angry Beast Cup**

**T20 Tournament Rules & Regulations**

Any rules not addressed below will be same as CCL rules with exception of few that will be mentioned here.

**Playoffs:**

* 8 teams are made into 2 groups.
* Teams will be ranked in the following order
  + Points
  + Head to head result
  + NRR
  + Number of wickets taken/lost
* **Number 1 seed in respective group will qualify directly for Semis; Number 2 and number 3 seed from each group will be ranked 3 to 6 and will play quarters to qualify for semis(3 will play 6 and 4 will play 5)**. Number 4 team from each group will be eliminated
* Each team must umpire 2 games. The league will provide umpires for Semis and Finals. There will be a 2 point penalty for teams that doesn’t provide umpires
* In case the match rains out, we will NOT reschedule. Points will be split
* In case of a tie there will be a super over weather/light permitting.
* Only Semi-finals and finals will be rescheduled in case of unavoidable circumstances. Else points will be split. For quarter finals the higher seed will go to Semis in case of a wash out.

**Individual Player Eligibility for Playoffs:**

* Each player must have been in the official playing XI in at least **one** official matches in order to qualify for playoffs.

**Resolution of Rule Confusion**

In case of any confusion, conflict or interpretation of the Rules is required during a game; any one of Executive committee members can be contacted to resolve it. EC Decision will be final.

**Playing Conditions**

**1. Duration**

* One innings per side; each innings limited to a maximum of 20 overs. Please note that each team has 1 hour and 30 minutes (90 minutes in all) to complete their quota of 20 overs. Due to the weather restrictions the match delay penalties (1 over for every 5 minutes) will be strictly imposed.

**2. Home Teams Responsibility**

* Marking the Boundaries, Scoreboard and the Inner circle.

**3. Umpire Responsibility**

* Rules overview before start of game with captains.
* Marking the Batting Crease and the Wide ball markings.
* The bowler’s end umpire makes final decision and umpires word is final
* Implement the time restrictions as per the rules set up.
* A timepiece is vital for an umpire (out of courtesy to the players, this should be the only reason the umpire uses a cell phone during the course of play).
* Keep accurate count of balls and overs and confirm score with official scorer after each over, if possible, or as often as necessary to validate as the game progresses.
* A handheld scoring/ball counting device is highly recommend for both umpires

**4. Scheduled Hours of Play**

* Saturday/Sunday
* Match > First Innings – Interval - Second Innings
* Morning 9.00-10:30 am 10.30-10.45 am 10:45 AM-12:15 pm (12:30 is the cut-off)
* Afternoon 1:00pm – 2:30, 2:30-2:45 break, 2:45 – 4:15
* All teams are expected to be present on the ground at least 15 minutes prior to the start time.

**5. Interval**

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

**Twenty20 Rules**

**1. Power-Play:**

* First 4 overs of the match will be a mandatory “Power Play”. Bowling and Batting teams will get one over power play each which they are use anytime between 5th and 20th over. If they have not used these overs then 19th and 20th overs will automatically become power play overs
* Only 2 fielders are allowed outside the inner circle
* Outside of power play, 4 fielders (excluding the keeper) must be inside the inner circle.
* If this rule is not observed the Umpire shall call a no-ball and 1 run will be awarded to the batting team + any scored with the bat.

**2. Free Hit**

* **There is a free hit for overstepping no-ball**.

**3. Match Result - Tie:**

* **In the case of a completed match resulting in a tie, a “Super Over” will be played which will decide the winner. If weather/light is not permitting points will be split**
* Each team bats one over under the same restrictions as for the final over in a normal match.
* The team batting second in the main match will bat first in the Super Over.
* In both innings, the fielding side chooses from which end to bowl (applicable only if main game was being played from both ends)
* Each side has three nominated batsmen and selects one bowler, meaning that the loss of two wickets ends the Super Over.
* The side with the higher score from their Super Over wins.
* In the event of a tie in Super Over, the team with the most number of boundaries combined from the main match AND the Super Over is the winner

**4. Match Result - Points:**

* Each winning team will get 2 points and losing team will get 0 points
* Washed out games will be considered a “Draw” and each team will be awarded 1 point each

**5. Wash Out**

* Games will be considered “washed out” and therefore will result in a “draw” if after consulting with both captains, umpires declare ground to be unplayable. Umpires will make final decision.

**6. Match Result - Rain Rule - Minimum Overs**

* Each side must have faced (or had the opportunity to face) at least 10 overs in order to constitute a match.
* **Duckworth-Lewis method** will be used to determine the target and result after 10th over of second innings. We will using this calculator for Duckworth Lewis calculations: <http://www.boltoncricket.co.uk/DLcalc.html>
* **One over can be reduced for every 10 minutes of rain until minimum over requirement is met (10 overs a side).**
* **In case of overnight rain delaying the start of first match on time, care should be taken not to affect the start time of second game. In case of delayed start for first game, reducing the total overs from first game to ensure game completes on schedule should be applied.**
* **Game that does not start after 90 mins of scheduled time(10:30am / 2:30pm) would be considered wash out irrespective of second game on same ground or not.**

**7. Late Start**

* A team can start a game with a **minimum of 8 players to avoid forfeit**.
* Each 5 minutes beyond the official start time the team late will be assessed an over.
* Teams cannot play a game if they are 30 minutes late, it will be an automatic forfeit.

**8. Duration of Innings**

* Teams have 1 hour 30 minutes to bowl 20 overs (4.5mins for each over).

**9. 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 2 minutes of the fall of the previous wicket. (We suggest at least two batsmen padded up to avoid being time out).

**10. 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 over allowed unless such a number has been exceeded before the Interruption.

**11. Ball**

* Teams are required to use the RED “Angry Beast” balls for this year.
* Home teams should hold on to game ball at the end of the game; these balls can be used in case of lost ball.

**12. Clothing**

* White clothing will be worn and every effort should be made to ensure clothing looks respectable and appropriate for cricket play.

**13**. **Venue** (will be moved if play cannot happen due to ground conditions/availability)

* **Qualifier playoffs**: teams with higher rank will get home ground advantage
* **Semi Finals**: Group topper will get home ground advantage
* **Finals**: MCC Highway 218

\*\*\*\*\***Teams can contact Rules and Regulations committee for any clarification or issues with T20 rules via email before start of the T20 season.**