

GAME, HOURS OF PLAY, INTERVALS

In effort to improve SCA playing conditions, for Fall T20 we are introducing rules that before start of each T20 game, umpires will take group picture of playing 11 from both teams and post on "SCA TEAM REPS" WhatsApp group with the help of their team captain. Similarly, home ground team captain will post picture of umpires on "SCA Team REPS" WhatsApp group. There will be two (2) sessions of 1 hour 30 minutes each separated by a 15-minute innings break. No drinks intervals shall be permitted during innings. If team could not complete 20 overs in 1 hour 30 minutes, they will be permitted max 4 fielder outside 30 yards for remainder overs of the inning. All ICC new approved rules will be adopted for Spring T20 games.

NUMBER OF OVERS PER BOWLER

1) No bowler shall bowl more than four (4) six-ball overs in an inning. In a delayed or interrupted match where overs are reduced for both teams or the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such number has been exceeded before the interruption).

2) Where the total overs are not divisible by five (5), one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

3) In the event of a bowler breaking down or being suspended and unable to complete an over another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. 2007

THE RESULT

A result can be achieved only if both teams have had the opportunity of batting for at least five (5) overs, unless one team has been all out in less than five (5) overs or unless the team batting second scored enough runs to win in less than five (5) overs. In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a decided with a super over with ICC super over rules.

POINTS SYSTEM

Two (2) points for an outright win

One (1) points for a "NO-RESULT" match abandoned due to weather conditions or any other reason. There will be no bonus points in T20 games.

Sacramento Cricket Association – FALL T20 2023 DRESS CODE

All players are required to wear team kits; however exception can be given to new teams with approval of EC.

PROTECTIVE HELMETS AND EQUIPMENT

(a) In order to eliminate any waste of playing time caused by the removal from the field of fielder's protective equipment other than helmets (e. g. shin pads, etc.), such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval.

(b) The exchanging of equipment between members of the fielding side on the field shall be permitted provided that the Umpires do not consider that it constitutes a waste of playing time.

(c) Umpires are not to hold helmets.

(d) A batsman who chooses to use a helmet must wear (or carry) it personally all the time while play is in progress. While he may call for a helmet to be brought out to him during any time in play, he may only have the helmet taken off the field at the fall of a wicket or at the next interval.

(e) A batsman may only change an item of protective equipment other than a helmet (e.g. batting gloves, etc.) at the fall of a wicket or at the next interval, unless equipment is clearly damaged or unserviceable with the approval of Umpires.

PLAYERS

(a) Players cannot be shared among teams or clubs once played for a particular team

- (b) Players cannot change team after playing one game for any team. No transfer allowed
- (c) Players that have been suspended from the league cannot participate in this tournament.
- (d) There will be no restriction on players participating in any other leagues.

UMPIRES

(a) Umpire and team Captains should report the ground 15 min earlier.

(b) Umpires should toss 5 minutes before the match start time & clarify boundaries with Captains.(c) Umpire should allow max late by exactly 5 min past the match time. i.e. Say match is scheduled at 10:00 AM. Late time starts at 10:05 AM. If match doesn't start on time, Umpire should penalize team which is late. For 5 min, 1 over will be deducted from total 20 overs. If the team is late by 30 minutes, they forfeit the game.

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(d) If both teams are late, umpire will reduce the number of overs at the rate of 1 over for every five minutes late.

(e) While both teams should tally scores frequently, its umpire responsibility of keeping the score and resolve any inconsistencies in scoring and number of overs bowled by each player.

(f) Umpire should monitor discipline (foul words, bad behavior should be reported to EC). If things go beyond control, umpire can stop the game and report the matter to EC.

(g) Umpire Fee will be \$75.00 per game for 1 umpire.

(h) If a team does not send umpires, the team will be penalized \$100.00.

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SEEDING RULES

The right to play in the Quarter-Finals will be decided the final seeding at the end of the group matches. The seeding will be in the following order of priority:

(a) The team with the more points in the Group stage will be placed in the higher position.

(b) If there are teams with equal points in the Group stage then in such case the team with the higher net run rate in the Group stage will be placed in the higher position.

(c) If the team cannot be separate by the above rule, then the team with the highest number of wickets taken will be placed in the higher position.

(d) In the highly unlikely event that teams cannot be separated by the above this will be done by drawing lots.

(e) 4 teams from each group will advance to Quarter-Finals. Top seeded team from group-A will play bottom seeded team from group-B and vice versa. Same will be followed for other seeding in Quarter-Finals and Semi-Finals.

(f) Minimum 2 games in group stage are required for player to participate in playoff games.

