



# **Match Rules of Play 20 Over Competition**

## **2020 Season**

*(Revised Oct 6th, 2020)*

## **THE SPIRIT OF CRICKET**

***Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within the Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The responsibility for ensuring the spirit of fair play rests with the captains.***

There are two Laws which place the responsibility for the team's conduct firmly on the captain.

### ***A - Responsibility of captains:***

The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws. It is also the responsibility of the captains to hand over the teams with full names of players and the balls no later than fifteen (15) minutes prior to the start of play.

### ***B - Player's conduct:***

In the event of a player failing to comply with instructions by an umpire, or criticizing by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

### ***C - Fair and unfair play:***

According to the Laws the umpires are the sole judges of fair and unfair play.

The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

### ***D - The umpires are authorized to intervene in cases of:***

Time wasting  
Damaging the pitch  
Dangerous or unfair bowling  
Tampering with the ball  
Any other action that they consider to be unfair

### ***E - The Spirit of the Game involves RESPECT for:***

Your opponents  
Your own captain and team  
The role of the umpires  
The game's traditional values

### ***F - It is against the Spirit of the Game:***

To dispute an umpire's decision by word or action of gesture

To direct abusive language towards an opponent or umpire

To indulge in cheating or any sharp practice, for instance:

(a) to appeal knowing that the batsman is not out

(b) to advance towards an umpire in an aggressive manner when appealing

(c) to seek to distract an opponent either verbally or by harassment with persistent clapping

or unnecessary noise under the guise of enthusiasm and motivation of one's own side

### ***G - Violence:***

There is no place for any act of violence on the field of play.

### ***H - Players:***

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

**Format: (It can change if round Robin format is chosen)**

- a. *The participating teams will be designated to a specific groups (Group A,B and C).*
  - b. *Teams will play Round Robin within its respective groups.*
  - c. *The top two teams from each groups and two other teams (wild card) will advance to the playoffs.*
- Wild card:*

**1. The Player**

**1.1 - Number of players**

*The A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.*

**1.2 - Nomination of Players**

- 1.2.1. *The Each captain shall nominate 11 players plus a 12<sup>th</sup> man (maximum of 4 substitutes fielders) in writing to the umpires before the toss. No player (member of the playing eleven) may be changed after the nomination without the consent of the opposing captain.*
- 1.2.2. *Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, and must be eligible to play for that particular team.*

**1.3 – The Captain**

- 1.3.1. *The captain should have two lists with full names of nominated players 15 minutes prior to the start of play, one list to be given to the umpire and other to exchange with opposition captain.*
- 1.3.2. *It is the responsibility of the captain to have official GCCL league ball ready and hand over to the umpire prior to the start of play.*
- 1.3.3. *It is the responsibility of the captain to make sure that nominated players are properly dressed in their color uniforms.*
- 1.3.4. *It is the responsibility of the captain, in the event there is no GCCL/FUA/SFUA official umpire, to start the game upon agreement on two umpires (can be within the teams or some available and present).*
- 1.3.5. *It is the responsibility of the captain to provide a square leg umpire when there is only one official umpire.*

**1.4 – Player Registration**

- 1.4.1. *Each club must submit a list of 18 players to be registered by the deadline set by the general body. Submit may be prior to the beginning of the competition or on or before the Thursday 8 PM after the first match of the competition.*
- 1.4.2. *Additional player(s) may be registered on-line by 8:00 PM on the Thursday prior to the scheduled date of the match in which the player(s) will be playing and the Secretary must be provided with his name via email/ mail/ fax.*
- 1.4.3. *Playing of unregistered players is prohibited and will cause a match forfeit by the team(s) doing so, and will be subject to any other penalties as set by the general body.*
- 1.4.4. *Any player that has played in at least one game of a competition for a club is not allowed to play for another club during the same competition.*
- 1.4.5. *Players wishes to change the clubs can do so after each competition. In the event that a player have any financial obligation to a club he must have authorization of release*

*from the management of former club prior to a register with a new club.*

## **2 Ready to Play**

*For a team to be considered "Ready To Play" it must*

- 2.1 Have a minimum of seven players nominated for the match present, properly dressed in their team uniform and clearly visible to the umpires for the purpose of counting and identification.*

*NOTE: Players are allowed to be in similar color uniforms under exceptional circumstances that have already notified to the GCCL Executive Committee.*

- 2.2 Any team not ready to play at the regular or adjusted starting time loses 1 Over for every 5 minutes of delay.*
- 2.3 Any team not ready to toss 15 mins prior to the game will start losing overs as penalty, 5 mins per over.*
- 2.4 If both teams are not ready to play 20 minutes after the regular or 10 minutes adjusted starting time, the match will be considered a "loss" to both teams.*

## **3. Batsman or Fielder leaving the Field, Substitutes and Runners**

### **3.1 Fielder absent or leaving the Field**

- 3.1.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play the umpire shall be informed of the reason for his absence.*
- 3.1.2 For a team who is fielding first, if a player does not participate in at least 50 % of the fielding inning for his team, he should not be permitted to bowl at all in their bowling inning. Odd number of over shall be rounded down. Min overs for a 20 game for a player to field at least to be eligible to bowl will thus be 10.*
- 3.1.3 He shall not thereafter come on to the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as is practicable.*
- 3.1.4 If he is absent for 8 minutes or longer, he shall not be permitted to bowl thereafter, until he has been on the field for at least that length of playing time for which he was absent.*
- 3.1.5 If he is absent for 8 minutes or longer, he shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for that length of playing time for which he has been absent or, if earlier when his side has lost five wickets.*
- 3.1.6 The restriction in Clauses (3.1.1) and (3.1.2) above shall not apply if the player has suffered an external blow whilst participating earlier in the match and consequently been forced to leave the field.*
- 3.1.7 In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.*

### **3.2 Substitutes and runners**

- 3.2.1 Substitute should be able to field for a team at any point in time for any reason (necessary cause does not have to be injury). The teams can start with a substitute from the beginning of the game.*
  - 3.2.1.1 Substitute runner is NOT allowed for a batsman.*
  - 3.2.2 A substitute registered with another team shall not be allowed.*
  - 3.2.3 The umpires shall have discretion, for other wholly acceptable reasons, to allow a substitute for a fielder, at the start of the match or at any subsequent time.*
  - 3.2.4 A player wishing to change his shirt, boots, etc. must leave the field to do so. No*

*substitute shall be allowed for him.*

- 3.2.5 *The opposing captain shall have no right of objection to any player acting as a substitute on the field, nor as to where the substitute shall field. However, no substitute shall act as wicket-keeper.*
- 3.2.6 *A substitute shall not be allowed to bat or bowl nor to act as wicket-keeper or as captain on the field of play.*
- 3.2.7 *A player for whom a substitute has acted is allowed to bat, bowl or field even though a substitute has previously acted for him.*
- 3.2.8 *Retired hurt batsmen can come back and bat at any point in the inning.*

#### **4. The Umpire**

- 3.1 *The umpires shall control the game as required by the Laws (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least 20 minutes before the scheduled start of play.*
- 3.3 *Umpires are required to keep the team lists (which they officiate) in their possession throughout the competition.*
- 3.4 *In the event of only one official umpire, square leg umpire should provide by the batting team. Should the batting team fail or refuse to provide a square leg umpire, that would be considered as not ready to play.*
- 3.4 *If any unsatisfactory play or behavior occurs, umpires are required to send a written report to the GCCL executive committee.*
- 3.5 *The umpires shall be the final judges of the fitness of the ground, weather and light for play.*
- 3.6 *If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make.*
- 3.7 *When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the Umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.*

#### **5. Match Duration**

- 5.1 *All matches starting at 10 am and 90 mins will be one Inning duration of 20-Overs per team. Times should be calculated If start times are different.*
- 5.2 *All matches in which the starting time has been adjusted due to weather, the match duration will also be adjusted as described in Section (6)*

#### **6. Regular starting Time (Below game condition are explained based on 10:00 AM start)**

- 6.1 *All morning session matches start at 10:00 AM and end at 1.15 PM. If needed extend time by 15 mins is ok without any penalties. Second game must start at given time.*
- 6.2 *Duration of game with Team batting first 10:00 AM to 11:30 AM.*
- 6.3 *Duration of game with Team batting second 11:45 AM to 1:15 PM*
- 6.4 *The coin toss shall take place not earlier than 30 minutes, nor later than 10 minutes before the scheduled or any re-scheduled starting time for the match.*
- 6.5 *All afternoon session matches that start at 1:00 PM and end at 4.15 PM. If needed extend time by another 15 mins is ok without any penalties.*
- 6.6 *Duration of game with Team batting first 1:00 PM to 2:30 PM*
- 6.7 *Duration of game with Team batting second 2:45 PM to 4:15 PM.*

- 6.8 In case of rain it is ok to use 4 hrs towards a game which is what is paid to the ground for booking.
- 6.9 No mid innings drink break. If batsmen needs water, team mates must quickly bring it to him on the field as needed.
- 6.10 The coin toss shall take place not earlier than 30 minutes, nor later than 10 minutes before the scheduled or any re-scheduled starting time for the match.

## **7. Adjusted Starting Time**

- 7.1 In the event of bad weather prior to the scheduled start of the match, the Umpires will adjust the starting time of the match at their discretion.
- 7.2 The coin toss will occur 10 minutes prior to the adjusted starting time.
- 7.3 The match duration will be also adjusted as follows.
  - 7.3.1 Starting Time : 10:00 Innings Duration : 20-Overs
  - 7.3.2 Starting Time : 10:20 Innings Duration : 18-Overs
  - 7.3.3 Starting Time : 10:40 Innings Duration : 15-Overs
  - 7.3.4 Starting Time : 11:00 Innings Duration : 13-Overs
  - 7.3.5 Starting Time : 11.20 Innings Duration : 10-Overs and so on.
  - 7.3.6 No match will be allowed to start later than time needed to play 6 overs for each team. In this case 12:50 PM cut-off for a 10:00 AM start time game. 30 min each inning and 10 min break.  
4:50 PM cut-off for 2:00 PM game. Time cannot be increased over 4 hrs allocated for the field except for playoff games in which umpires can add 1 extra hr making the play time to 5 hrs.

Minimum 6 overs should be played in order to constitute a game.

In reduced matches following **power play** rules are applied

Total Overs in Innings Field Restriction Overs

5-8 Overs	2
9-11 Overs	3
12-14 Overs	4
15-18 Overs	5
19-20 Overs	6

After 6 overs of power play 5 fielders are allowed outside the 30 yard circle.

## **8. Coin Toss**

- 8.1 The umpire(s) will call for the coin toss 10 minutes prior to the regular or adjusted starting time. Teams at that time must Submit to the umpire(s) their list of 11 nominated players for the match be Ready to play as defined in Section (2)
- 8.2 Captains should flip the toss even if the game is delayed due to a team not ready to start, only the overs will be deducted.
- 8.3 If both teams are not Ready to play at the coin toss the match will be considered a "loss" to both teams.

## **9. Number of overs per bowler**

- 9.1 No bowler shall bowl more than 4 overs in an innings
- 9.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total over allowed.
- 9.3 Where the total overs is not divisible by 5, one additional over shall be allowed to the

*maximum number per bowler necessary to make up the balance.*

- 9.4 *In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.*

## **10. Official League Ball**

- 10.1 *All Teams must start the game with the Official League Ball. No consideration for any substitutes.*
- 10.2 *The Team batting first may claim the game if the team bowling first has no official league ball to commence play.*
- 10.3 *If a ball gets loss or damaged during the match and there's no league ball available; only then a consideration may be given for a substitute once its similarity in condition is confirmed by official umpires. In this case only the umpires have jurisdiction to continue play with the substitute ball and must inform the batsmen in the Wicket and the fielding captain. It is responsibility of the fielding team to provide the ball.*

## **11. Delayed or Interrupted Matches:**

11.1.1 *The object shall always be to rearrange the number of overs so that both teams have an opportunity of batting the same number of overs. The calculation of the number of overs to be bowled shall be based on an average rate of one over per five (5) minutes in the total time available for play. If a reduction of the number of overs is required; any recalculation must not cause earlier cessation time. This time may be extended to allow for one extra over for both teams to be added if required.*

11.1.2 *The team batting second shall not bat for a greater number of overs than the first team unless the first team has been all out in less than the agreed number of overs.*

11.1.3 *Fractions are to be ignored in all calculations are the number of overs.*

### **11.3 Delayed or Interruption to the Innings of the Team Batting First:**

*If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clauses 11.1.1.*

### **11.3 Delayed or Interruption to the Innings of the Team Batting Second:**

*If there is a suspension in play during the second session, the overs shall be reduced at a rate one over per five minutes for the time lost. In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score which in effect is set by the umpire when they decide on the number of the overs available to be bowled at the side batting second. The side batting second then has available to it the number of overs nominated by the umpire, in which to achieve that target.*

### **11.4 Interrupted Matches – Calculation of the Target Score**

*If due to an interruption of play, the number of overs in the inning of the side batting second has to be revised, their target score shall be calculated by Duckworth-Lewis on android by Dhiren Jain and Bhavani Kandukuri. The app is not available on Iphone. DL lewis kicks in when the game is interrupted in second inning. When interruption is in first inning, overs need to be adjusted for both teams. If the minimum overs criteria is met, DL app must be used to determine the target.*

### **11.5. Abandoned Matches**

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11.5.1. *If it was not possible to start the match at all, or if the team batting first was unable to complete 6 overs (both Innings), all due to bad light or bad weather, then the match will be considered abandoned.*

11.5.2 *Abandoned matches will not be replayed or counts toward the playoffs eligibility.*

#### **11.6. No-Result Matches**

11.6.1. *If the team batting first was able to complete 6 overs of 20 overs their Innings, or if the team batting second was unable to complete 6 over of their 20 overs, all due to bad light or bad weather, then the match will be considered noresult.*

11.6.2. *No-result matches will counts towards the playoffs eligibility.*

11.7 *If after one side completes their Innings, the other side batted more than 6 overs but was unable to complete their Innings due to bad weather or bad light, the winner will be the team with the better over-all run rate.*

11.8. *In the event of scores are the same, section 14 for tie-breakers will be applied:*

### **12 Intervals for drinks**

*One drink breaks per session can be permitted if the over rate is good, at the end of 10 over; The Inning should finish in 90 mins. Under conditions of extreme heat the umpires may permit drinks inside the field.*

### **13 Results**

13.1 *The team that scores the most runs in their Innings wins the match, provided both innings have been completed to the maximum required Over and/or the team has been bowled out.*

13.2 *If after one side completes their Innings, the other side batted more than 50% of their Overs but was unable to complete their Innings due to bad weather or bad light, the winner will be the team with the better over-all run rate.*

### **14 A Tie-Breakers**

*In the event of both teams completed their Innings and the score is the same, then the following tie-breakers will be applied:*

ALL MATCHES MUST HAVE A RESULT. IF SCORES ARE TIED (irrespective of number of wickets lost) at the end of full match, the "Super Over" will be used to end the tie.

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. 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.
3. In case scores are level, the team hitting maximum sixes in the match will win. If it's also same, the teams with maximum fours win the match.
- 4) In case two wickets fell, it is counted as all-out and the total made before loosing the wicket is final.
- 5) 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.



## **15 Tournament Points Structure**

*The competition will be played on the following points basis:*

- 14.1. *Win 4 points*
- 14.2. *No-Result 2 points*
- 14.3. *Tie 2 points*
- 14.4. *Abandoned 20 point*
- 14.5. *Loss 0 points*

## **16 Playoffs**

- 16.1 *Points accumulated by each team will be used to compute standings towards the playoffs*
- 16.2 *If two or more teams have the same points, then the following tie-breakers will determine final placing in the standings.*
  - 16.2.1 *The team with the highest net run-rate (NRR) throughout the competition.*
  - 16.2.2 *The team that lost the least total wickets throughout the competition.*
  - 16.2.3 *The team that bowled the most number of Overs throughout the competition.*
- 16.3 *Any player who has been included in the 11 declared for the match and who did not participate in the match will not have that match counted towards eligibility.*
- 16.4 *For any player to qualify playing in the playoffs, the player must have played with his team in 50% of his team's scheduled games.(see By-laws section 9 for playoffs eligibility)*

## **17 Wides – ICC LAW 25 APPLIES**

- 17.1 *The ICC Wide & No-Ball scoring rule will be in effect for this competition.*
  - 17.1.1 *A penalty of one run for a wide plus any runs scored from the delivery..*
  - 17.1.2 *All runs which are run or result from a wide ball shall be scored as wide balls*
  - 17.1.3 *Any off-side which in the opinion of the umpire does not give the batsmen a reasonable opportunity to score shall be called wide.*
  - 17.1.4 *Any leg-side delivery not touched by batsman should be called a wide.*
- 17.2 *Lines will be drawn 30.5 inches from the outer stumps on both sides of the wicket so as to assist Umpires in determining the off-side wide.*

## **18 No Balls – ICC LAW 24 APPLIES / 42.6 / 42.7 / 42.8**

- 18.1 *A penalty of one run for the no ball plus any runs scored from the delivery and free hit. Short pitched deliveries are considered dangerous and unfair play.*
- 18.2 *A bowler shall be limited to two fast short-pitched delivery per over. Any delivery which, after pitching passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury the umpire shall call and signal No ball for each such delivery.*
- 18.3 *In the event of the bowler bowling more than two fast short-pitched deliveries in an over, the umpire shall call and signal no ball. The penalty shall be one run for the no ball, plus any runs scored from the delivery and free hit.*
- 18.4 *A no ball shall be called for any full-pitched delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease. This delivery is deemed to be dangerous and unfair, whether or not is likely to inflict physical injury on the striker.*
- 18.5 *If there's any further instance of dangerous and unfair bowling by the same bowler in the same innings, the umpire at the bowler's end shall repeat the above procedure and indicate to the bowler that this is his final warning.*
- 18.6 *Should there be any further repetition by the same bowler in that innings, the umpire shall call and signal a No ball. Direct the captain, when the ball is dead, to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over.*

18.7 The bowler thus taken off shall not be allowed to bowl again in that innings.

18.8 Any ball pitching outside the mat will be called a no ball.

### **19 Free Hit after a foot-fault no ball.**

19.1. In addition to the above the delivery following a no ball called for a foot fault(Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

19.2. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker.

19.3. The umpires will signal a free hit by (after the normal No Ball signal) extending ne arm straight upwards and moving it in a circular motion. The bowler thus taken off shall not be allowed to bowl again in that innings.

### **21 Match Reports**

21.1. If no report is received by Wednesday midnight following the match; the clubs will be subject to penalty of one point deduction from the team total points.

21.2. If a team failing to follow 21.1 for two consecutive occasions, \$25 fine will be imposed in addition to the point deduction.

### **22 Umpire Fee**

Umpire fees are 35.00 per when there is only one umpire officiating. \$50.00 per team when there are two official umpires officiating. (See attached fee structure for complete details)

### **23 Suspended Players**

Any Players who is suspended by any league that is affiliated to the united State of America cricket Association (USACA) will not be eligible to play in any GCCL sanctioned/Sponsored competitions.

### **24 Miscellaneous**

22.1. If a team does not show up for a scheduled game, the points will go to the team that is present provided that the team is ready to play as determined by the umpires. The winning team must submit a match report listing the names of the players present.

Each player listed will be considered as actually have played. The umpires must sign a match report, the defaulted team will be charged with a match default. If the same team or any other team is unable to field a team on any two occasions during the competition will be dropped. All games played previously by said team will be determined null and void. Individual statistics involved with said team will remain on record; the said team will face a fine of a minimum of \$50.00 and may face a suspension or expulsion from the league.

22.2. Anytime in which a team walks off the field for whatever reason (other than authorized breaks, signaled by the umpire) will automatically forfeit the game.

**NOTE: Please see COVID guidelines in document attached. Please send the signed waiver. GCCL will not be liable for any COVID spread during matches played. Every Captain must explain this to all the team mates. Everyone is playing on their own risk and must take necessary**

precautions to make sure social distancing rules are followed. Any player found in breach of conduct can be suspended upon reported. GCCL insurance does not cover COVID illness, so no such illness shall be claimed through insurance.

